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ALIEN ARCHIVE 3

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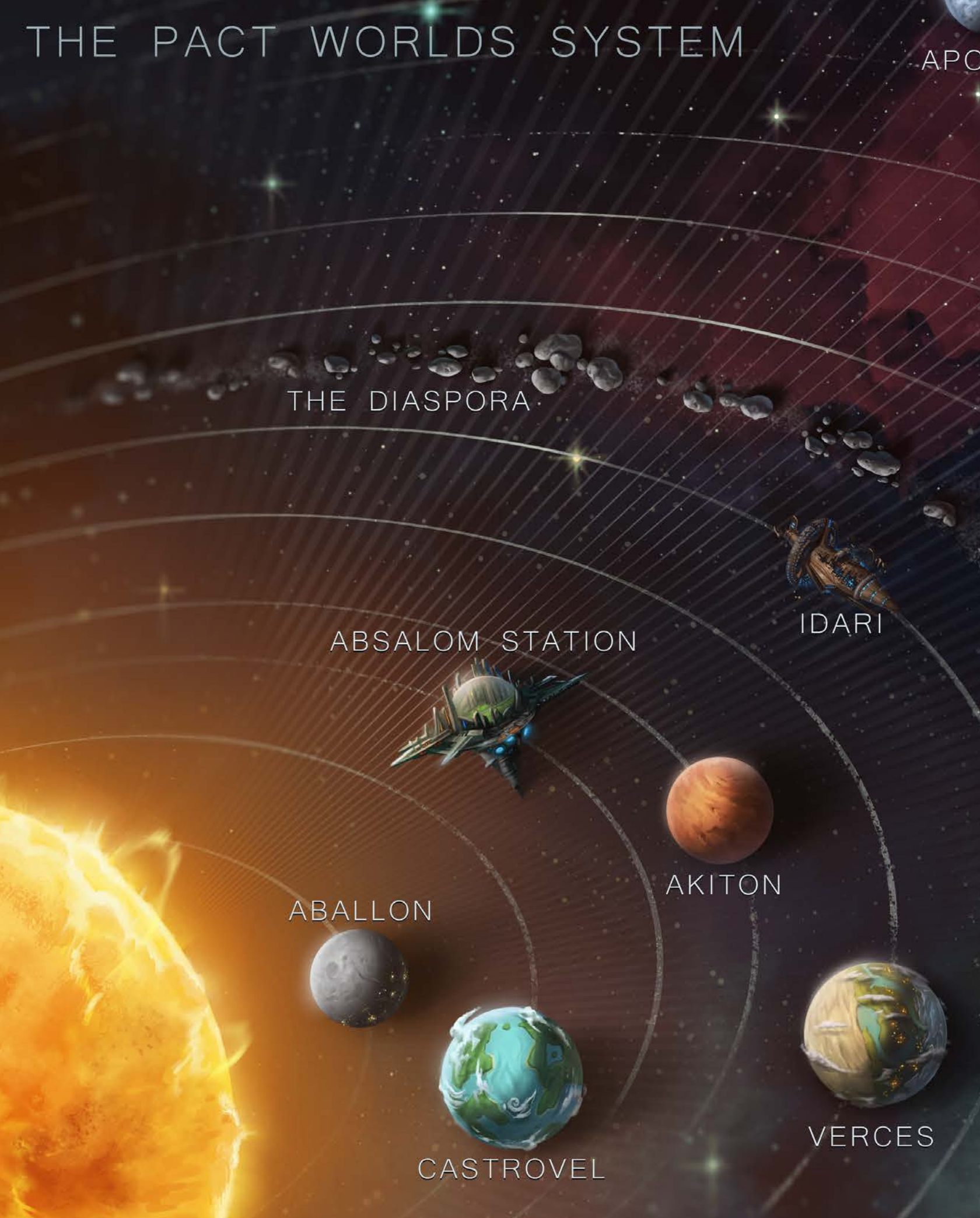
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ALIEN ARCHIVE 3





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TABLE OF CONTENTS

OVERVIEW	4
Animated Armor	6
Brenneri	8
Cephalume	10
Defrex	12
Dessamar	14
Diaspora Wyrms	16
Diatha	18
Dirindi	20
Dragon, Starmetal	22
Drift Native	24
Driftdead	26
Dromada	28
Equinoxian	30
Espraksa	32
Ferrofluid Ooze	34
Flayer Leech	36
Formian	38
Giant Space Tardigrade	40
Golem	42
Gremlin	44
Gwahled	46
Hanakan	48
Hortus	50
Hound of Tindalos	52
Ijtikri	54
Irokiroi	56
Izalguun	58
Jinsul	60
Kami	62
Kothama	64
Living Hologram	66
Lucandrian	68
Lurker in Light	70
Morlamaw	72
Oracle of Oras	74
Paraforan	76
Philosopher Worm	78

Quantum Slime	80
Raxilite	82
Rendalairn	84
Robot	86
Rogue Drone	88
Sazaron	90
Shakalta	92
Shatori	94
Shimreen	96
Skreesire	98
Spathinae	100
Spectra	102
Stridermander	104
The Swarm	106
Tekenki	108
Telelith	110
Telia	112
Thorgothrel	114
Time Dimensional	116
Tripod	118
Troll	120
Tzitzimitl	122
Valkyrie	124
Varculak	126
Vorthuul	128
Vracinea	130
Weaponized Toy	132
Wolliped	134
Yithian	136

CREATURE COMPANIONS 138

APPENDIXES 148

Appendix 1: Creature Subtype Grafts	148
Appendix 2: Template Grafts	150
Appendix 3: Universal Creature Rules	150
Appendix 4: Creatures by CR	155
Appendix 5: Creatures by Type	155
Appendix 6: Creatures by Terrain	156
Appendix 7: Creatures by Pact World	157
Appendix 8: Rules Options	157
Appendix 9: Playable Races	158

This book refers to several other Starfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available online for free at sfrd.info.

AA	<i>Alien Archive</i>
AA2	<i>Alien Archive 2</i>
AR	<i>Armory</i>
PW	<i>Pact Worlds</i>



OVERVIEW



You are not alone in the universe. In the Starfinder Roleplaying Game, strange new creatures and cultures await your party of adventurers on every new planet and space station. Whether you're on a routine trading mission in the most familiar sectors of the Pact Worlds or exploring never-before-contacted planets out in the mysterious reaches of the Vast, Starfinder is a game about aliens—playing them, fighting them, and everything in between.

Starfinder Alien Archive 3 presents a sampling of such aliens, designed both for Game Masters to use in crafting challenging encounters and adventures and for players to use in creating and customizing the perfect characters. It's also a font of setting information and cultural details on the melting pot of different worlds that is Starfinder's home galaxy. To fully use the creatures in this codex, you'll need a copy of the *Starfinder Core Rulebook*, while information for creating your own alien foes and other NPCs is detailed in the *Starfinder Alien Archive*. In this book, Appendix 1: Creature Subtype Grafts and Appendix 2: Template Grafts give creature creators tools for constructing some of the aliens newly presented here. You can also find Starfinder rules online for free at sfrd.info.

This book is only a small sampling of the myriad creatures found in the Starfinder campaign setting. For more, see Starfinder Adventure Path volumes, *Starfinder Pact Worlds*, and previous Starfinder Alien Archive volumes.

Alien Archive 3 also includes a robust system of rules that allows player characters to gain creature companions! These alien allies can act as pets, mounts, and even comrades in combat, accompanying parties on their adventures throughout the Starfinder galaxy.

But *Alien Archive 3* doesn't stop at creatures! This book also presents a ton of alien gear sprinkled throughout the creature entries—such as armor, magic and technological items, weapons, and more—that's perfect for rewarding or customizing player characters.

There's a whole galaxy out there, full of creatures to fight or befriend. Are you ready?

RACIAL TRAITS AND ALIEN PCS

This book continues the Starfinder tradition of presenting players with a multitude of alien species to choose from when creating their characters. See page 158 for a list of the playable species in this book. As always, it's up to the GM to decide whether to allow player-character versions of these aliens in their game. While there is a preponderance of nonhumanoid aliens with strange morphology, all playable alien races are considered to have two hands for the purposes of holding and wielding weapons and other equipment (unless otherwise noted). Similarly, any playable alien can purchase and use the equipment presented in various Starfinder books

regardless of its specific physiology. A character might have to adjust armor originally created for a different race before she can wear that armor effectively; see page 196 of the *Core Rulebook* for rules on adjusting armor. At the GM's discretion, these rules can be used as a baseline for adjusting other types of equipment for similar reasons. The GM can also opt to treat nonhumanoid player races as humanoids for the purposes of spells and other abilities.

HOW TO READ A CREATURE STAT BLOCK

The following section breaks down how to read a creature's statistics, also called a stat block. Not all creatures have all of the information listed below. If a creature has any entries that aren't explained here or that differ from the normal class features and other rules for characters presented in the *Core Rulebook*, you'll find them explained fully either at the end of the stat block under Special Abilities, in Appendix 3: Universal Creature Rules, or in the graft that grants those features (whether it's a creature subtype, class, or template; see page 126 of the *Alien Archive* for more about grafts).

Name and CR: The creature's name is presented along with its Challenge Rating (CR), a numerical representation of the creature's relative power. Challenge Rating is explained in detail on page 389 of the *Core Rulebook*, but as a general rule, monsters with a CR equal to the average level of the characters in your party is about right for them to fight—if the CR is too high, it'll be too difficult, and if it's too low, it won't be a fun challenge.

XP: This is the total number of experience points the player characters (PCs) earn for defeating the creature. Note that this is the total for the party, not each character!

Race and Grafts: Some creatures have a race entry, and some are also built with class or template grafts, giving them more abilities. If this entry lists "variant," the creature is an altered version of the base creature that goes beyond gaining different special abilities or class grafts. If this entry lists "unique," the creature is the only one of its kind.

Alignment, Size, Type, and Subtype: A creature's listed alignment represents the norm for such creatures; an individual can vary as you require for the needs of your campaign. A creature's size determines its space and reach. Some innate abilities come from the creature's type and subtype.

Init, Senses, and Perception: This lists the creature's initiative modifier, followed by its special senses (omitted if it doesn't have any). Its Perception modifier is listed here and not in its Skills entry (see page 5).

Aura: If the creature has a magical or exceptional aura, it is listed here, along with the aura's radius from the creature and the save DC to resist the aura's effects, where applicable. Some universal creature rules, such as frightful presence, are listed in this entry.



HP and RP: These entries list the creature's Hit Points and (if it uses them) its Resolve Points.

EAC and KAC: The creature's Energy Armor Class and Kinetic Armor Class are listed here.

Fort, Ref, and Will: The creature's Fortitude, Reflex, and Will saving throw modifiers are listed here, followed by situational adjustments to those modifiers.

Defensive Abilities, DR, Immunities, Resistances, and SR: If the creature has any defensive abilities, damage reduction (DR), immunities, resistances, or spell resistance (SR), they're listed here.

Weaknesses: This lists the creature's weaknesses, if any.

Speed: This notes the creature's speed, followed by any additional speeds and types of movement the creature has as well as any conditional adjustments. If the creature has a fly speed, the source of its fly speed (whether extraordinary, supernatural, or from another source such as an item) is given, followed by its maneuverability.

Melee: The creature's melee attacks are listed here, each starting on a separate line. The attack roll modifier appears after the attack's name, followed by the attack's damage, damage type, and critical effects in parentheses. Creatures with melee or ranged natural attacks or weapons (such as acid spit, bite, or claw) are considered to have the natural weapons universal creature rule (see page 152).

Multiattack: If the creature can make more than two melee attacks with a full action (usually with different weapons), the attacks and attack roll modifiers are listed in this entry, followed by each attack's damage, damage type, and critical effects in parentheses.

Ranged: This entry lists the creature's ranged attacks in the same format the Melee entry uses for melee attacks.

Space and Reach: The creature's space and reach are noted here if they are other than a 5-foot square and 5 feet (those values are the default for a Medium creature). Any special reach (from weapons or the like) is listed in parentheses.

Offensive Abilities: This entry lists abilities the creature is likely to use offensively.

Spell-Like Abilities: After noting the caster level of the creature's spell-like abilities (and its melee or ranged attack roll modifiers, if any spells require them), this section lists the creature's spell-like abilities (and the associated saving throw DCs, where relevant), organized by the number of times per day it can use each ability.

Spells Known: If the creature can cast spells (usually due to a mystic or technomancer class graft), its caster level is shown in this entry (and its melee or ranged attack roll modifiers, if any spells require them), followed by the spells it knows (and the associated saving throw DCs, where applicable), and then how many spell slots of each level it has available per day. Often, only the creature's most powerful spells are listed here.

Ability Score Modifiers: The creature's ability score modifiers (rather than the scores themselves) are listed here.

MONSTER REFERENCE SYMBOLS

This book uses the following symbols to help GMs quickly determine how a creature can most effectively be used in combat. They also help GMs locate creatures to fill given roles when designing an encounter. If a symbol appears only once in the margin of an entry with multiple stat blocks, it applies to each creature.



COMBATANT

These creatures are best suited to physical fighting; they may be most effective at range, in melee, or both.



EXPERT

These creatures tend to be most effective with various skills.



SPELLCASTER

These creatures rely primarily on spells or spell-like abilities.

Skills: The creature's skills are listed here alphabetically with their modifiers, along with conditional modifiers in parentheses that apply in certain contexts or to specific tasks. Creatures are assumed to have whatever tools they need to use the listed skills (such as Engineering) without a penalty.

Feats: Only feats that give situational bonuses or allow for special combat tactics are listed in monster stat blocks. Feats that give the creature a static bonus (such as Improved Initiative) are already factored into the creature's statistics and are therefore not listed.

Languages: The languages most commonly understood and spoken by the creature are noted here, along with any other special means of communication (such as telepathy). You can swap out the languages known for other choices as needed.

Other Abilities: This entry lists the creature's noncombat abilities and features that aren't covered in another line.

Gear and Augmentations: This entry details the creature's gear and augmentations, which can be altered to best suit your needs.

Environment: The regions and climates in which the creature is typically encountered are listed here, though you're welcome to use the creature in different environments.

Organization: This entry describes typical groupings for this creature type and whether such groups include any other types of creatures.

Special Abilities: Any of the creature's unusual abilities that aren't detailed elsewhere are described in this section.

ANIMATED ARMOR



**ANIMATED LICTOR
HELLKNIGHT PLATE**
CR 5
XP 1,600

**ANIMATED
LASHUNTA MIND
MAIL III**
CR 16
XP 76,800

ANIMATED LICTOR HELLKNIGHT PLATE CR 5**XP 1,600**N Medium construct (magical, technological; *Starfinder Pact Worlds* 196)**Init** +3; **Senses** darkvision 60 ft., low-light vision;
Perception +11**DEFENSE****EAC** 17; **KAC** 19**Fort** +5; **Ref** +5; **Will** +2**Defensive Abilities** integrated weapons;**Resistances** cold 5, fire 5; **Immunities**
construct immunities**OFFENSE****Speed** 20 ft., fly 30 ft. (jetpack,
average)**Melee** slam +15 (1d6+10 B)**Ranged** integrated corona laser
pistol +13 (2d4+5 F; critical
burn 1d4)**STATISTICS****Str** +5; **Dex** +3; **Con** –;**Int** –; **Wis** +0; **Cha** –2**Skills** Acrobatics +11,
Athletics +16**HP** 70**Other Abilities** comm, mindless, unliving**Gear** corona laser pistol with 4 batteries (20 charges each),
jetpack, mk 1 thermal capacitor**ECOLOGY****Environment** any**Organization** solitary, pair, or troop (3–6)**SPECIAL ABILITIES****Comm (Ex)** Animated lictor Hellknight plate can receive
wireless communications (and thus commands from its
allies and creator) at planetary range.**ANIMATED LASHUNTA MIND MAIL III CR 16****XP 76,800**N Medium construct (magical, technological; *Starfinder
Armory* 70)**Init** +10; **Senses** darkvision 60 ft., low-light vision;
Perception +28**DEFENSE****EAC** 30; **KAC** 32**Fort** +16; **Ref** +16; **Will** +12**Defensive Abilities** integrated weapons; **Resistances** cold 15,
fire 15; **Immunities** construct immunities**OFFENSE****Speed** 30 ft.**Melee** slam +28 (6d10+23 B) or**Ranged** *integrated returning tenor singing disk* +31 (7d16+16
So; critical confuse^{AR} [DC 22])**STATISTICS****Str** +7; **Dex** +10; **Con** –; **Int** +5; **Wis** +0; **Cha** +0**Skills** Acrobatics +33, Athletics +28, Mysticism +28**Languages** Castrovelian, Common**Other Abilities** comm, unliving**Gear** 2 *returning tenor singing disks*^{AR}, mk 3 thermal
capacitor, mk 1 *spell reflector*, red force field**ECOLOGY****Environment** any**Organization** solitary or pair**SPECIAL ABILITIES****Comm (Ex)** See above.

Spellcasters and engineers have developed techniques to animate suits of armor indefinitely, instilling sentience—or even sapience—into these defensive tools.

Spellcasters animate armor through various supernatural approaches, including some akin to techniques used for making magic items. Infamously, Hellknight mages cover the inside of the armor with an infernal contract, infusing the creation with a minor devilish being forced into submission. Such armors serve as decorative sentinels in Hellknight facilities or disposable



ANIMATED ARMOR

shock troops on the battlefield. The Knights of Golarion and Xenowardens use similar means to infuse armor with quiescent fragments of angelic will, elementals, or nature spirits. Eoxian technomancers instead instill armor with rudimentary unlife, sometimes using the remains of undead too damaged to operate without the artificial casing armor provides.

More technologically minded factions have similarly diverse approaches to creating animated armor. Technicians at the Qabarat University of Psychic and Technological Excellence have built on the psychically charged circuits of lashunta mind mail to create a sort of hybrid robot. These suits of mind mail combine artificial intelligence with psychic potential to become animated. Other groups, such as the Android Abolitionist Front, have a fondness for animated and sapient armor. Perceptionist members of the Front claim such armors, among other advanced artificial intelligences, must be protected as created people. One such Perceptionist, a zealot named 8-Karat, has begun liberating these constructs, using violence if necessary.

On Akiton, VitariTech Industries engages in unmonitored research into animated armor. The company recently claimed a long-abandoned shrine to Triune, using heavy security forces to keep interlopers out. Rumors indicate the corporation is using what it found within the site to build advanced constructs, including robot-like troops of animated heavy armor led by suits of powered armor. Devotees of various factions faithful to the All-Code want to know what VitariTech is up to within this holy place, as do members of the Perceptionists and the Augmented.

ANIMATED ARMOR TEMPLATE GRAFT

Use an existing suit of armor to create animated armor, setting the CR to equal the armor's item level.

Required Creature Type and Subtype: Construct. Some animated armors are mindless constructs. Others are not, functioning either as a robot or with magical awareness (perhaps from a supernatural force). Most often, animated armor has the magical and technological subtypes. Some suits are wholly technological constructs akin to robots.

Suggested Array: Combatant, although animated armor that lacks the mindless trait could have the expert array.

Traits: Size is typically Medium but it can be smaller or larger, depending on the size of the armor that is animated. Set land speed to 30 feet, adjusted for the armor's speed adjustment or to powered armor's speed; add a slam attack with bludgeoning damage according to the array; add comm and integrated weapons.

Suggested Ability Score Modifiers: For heavy or powered armor, set Strength highest and Dexterity next highest.

Light animated armor should have Dexterity highest and Strength next highest. Charisma is usually -2, although animated armor that isn't mindless might have higher Charisma.

Skills: Most animated armor has Acrobatics and Perception as good skills, with Athletics as a master skill. Animated armor that isn't mindless might have other skills.

Languages: Animated armor that isn't mindless usually speaks one or two languages, including Common.

Gear: One weapon can be of an item level equal to the animated armor's CR + 1, but other gear should be of item levels equal to or less than the CR. Animated armor can have as many armor upgrades as the armor has upgrade slots. Each upgrade should be of the armor's CR or lower, with no more upgrades of item levels equal to the armor's CR than the array's number of special abilities.



BRENNERI



BRENNERI SAGE
CR 3
XP 800

BRENNERI SAGE**CR 3****XP 800**

Brenneri mystic

N Medium humanoid (brenneri)

Init +1; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE****HP 32****EAC** 13; **KAC** 14**Fort** +4; **Ref** +2; **Will** +6**OFFENSE****Speed** 30 ft., swim 20 ft.**Melee** tactical baton +5 (1d4+4 B)**Ranged** azimuth laser pistol +7 (1d4+3 F; critical burn 1d4)**Mystic Spell-Like Abilities** (CL 3rd)At will—*mindlink***Mystic Spells Known** (CL 3rd)1st (3/day)—*detect thoughts* (DC 16), *mind thrust* (DC 16)0 (at will)—*daze* (DC 15), *telepathic message***Connection** empath**STATISTICS****Str** +1; **Dex** +1; **Con** +2; **Int** +0; **Wis** +4; **Cha** +1**Skills** Diplomacy +8, Mysticism +13, Sense

Motive +13

Languages Brenneri, Common**Other Abilities** empathy, greater mindlink**Gear** graphite carbon skin, azimuth laser pistol with 2 batteries (20 charges each), tactical baton**ECOLOGY****Environment** any (Varturan)**Organization** solitary, pair, or ring (3–8)**BRENNERI AMBASSADOR****CR 6****XP 2,400**

Brenneri envoy

LN Medium humanoid (brenneri)

Init +2; **Senses** darkvision 60 ft.;**Perception** +13**DEFENSE****HP 80 RP 4****EAC** 18; **KAC** 19**Fort** +5; **Ref** +7; **Will** +9**OFFENSE****Speed** 30 ft., swim 20 ft.**Melee** medium sap +12 (1d6+7 B nonlethal)**Ranged** corona laser pistol +14 (2d4+6 F; critical burn 1d4)**STATISTICS****Str** +1; **Dex** +2; **Con** +2; **Int** +3; **Wis** +1;**Cha** +5**Skills** Bluff +13, Culture +18,

Diplomacy +18, Intimidate +13,

Sense Motive +18

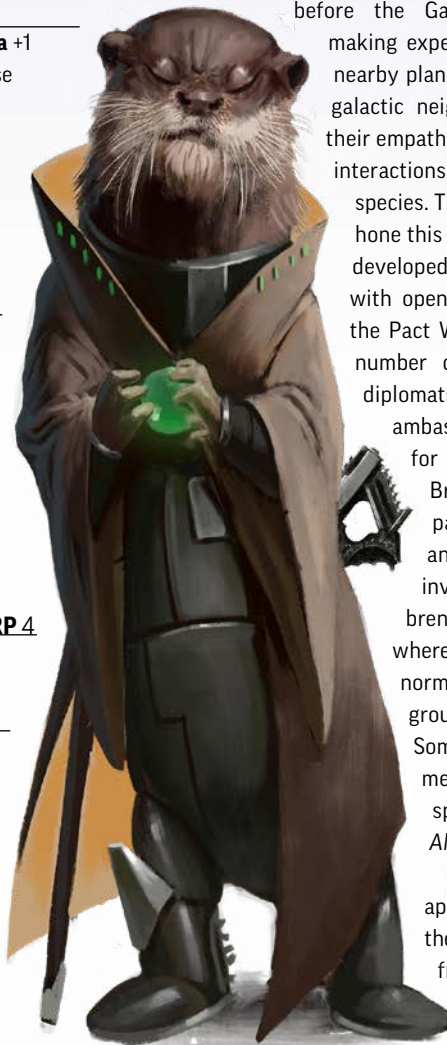
Languages Brenneri, Common, Vesk**Other Abilities** envoy improvisations (clever improvisations, inspiring boost [17 SP], long-range improvisation)**Gear** elite stationwear, corona laser pistol with 2 batteries (20 charges each), medium sap^{AR}**ECOLOGY****Environment** any (Varturan)**Organization** solitary, pair, or assembly (12+)

Brenneris are a mostly peaceful species that hail from Varturan, a planet in Near Space covered in vast waterways. These 5-foot-tall mammalian humanoids resemble otters, though they have slightly longer legs that allow them to walk upright. Brenneris are particularly adept at detecting subtle physical and emotional reactions. This makes them especially skilled at understanding the emotions of others, and they are naturally talented diplomats.

When brenneris developed space travel sometime before the Gap, they enthusiastically began making expeditions from their home world to nearby planets in hopes of learning from their galactic neighbors. They quickly found that their empathetic nature allowed them favorable interactions, even with typically aggressive species. The brenneris began to intentionally hone this skill into diplomacy, and once they developed Drift travel, they were welcomed with open arms at Absalom Station and in the Pact Worlds at large. Now, a significant number of brenneris sell their skills as diplomats to other species that require ambassadors or that would prefer for brenneris to act on their behalf.

Brenneri diplomats usually work in pairs, knowing that the experience and judgment of another brenneri is invaluable. Most other species allow brenneri to work as duos, even in cases where only a single representative would normally acts on behalf of a particular group, such as intergalactic senates. Some brenneris partner up with members of other similarly minded species, such as vlakas (*Starfinder Alien Archive* 2 134).

Brenneris often find themselves apart from others of their kind, as their wide travels take them far from friends and family. Their fine-tuned sensitivity to emotions extends to their own, which can





BRENNERI

sometimes lead to bouts of spiraling anxiety or melancholy. To help manage these moods, most brenneris keep a small token to help them calm their emotions and focus their minds on the task at hand. This can range from a simple object, such as a small stone, to more personal items, such as an image of a lover or a childhood relic. A brenneri might even keep multiple items that they favor, choosing a specific object to suit a given situation.

Though most brenneris find themselves acting as ambassadors of some kind or performing related tasks, there are many who break away from this tradition. This usually happens when they meet individuals who express great joy, excitement, or some other positive emotion about a profession, calling, or experience. A brenneri's emotional insight can then kick into overdrive, causing them to decide to pursue a similar experience themselves. It's not uncommon for a brenneri to meet a spacefarer who's just returned from an exhilarating adventure and then quickly want to become an adventurer themselves. Brenneris find themselves especially taken with enthusiastic shirrrens, and many become early adopters of new technologies and lifestyles.

Though brenneris' natural empathy for the emotional journeys of others usually serves them well, it can sometimes bring them into conflict with others. They might, for example, compulsively attempt to intervene as councilor or intermediary in cases where the involved parties aren't interested in outside interference—and others may find brenneris' well-meaning attempts to help condescending or intrusive. It's not uncommon to hear tales about brenneri companions who were "too helpful," insisting on trying to assist someone in a rough emotional state even after being declined repeatedly. In some circles, this has earned the species a reputation for nosiness, though even then, few would consider a brenneri's interest malicious.

BRENNERI STONES

While a brenneri can chose almost any small object as their favored object, brenneris have learned to create magical stones that tap into the psychological effects of focusing on a favored object. Brenneris have since learned to



RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Cha, -2 Int

Hit Points: 4

Size and Type: Brenneris are Medium humanoids with the brenneri subtype.

Astute: Brenneris gain a +2 racial bonus to Diplomacy and Sense Motive checks.

Darkvision: Brenneris have darkvision with a range of 60 feet.

Favored Object: A brenneri can designate any object they own of negligible bulk as a favored object. Once per day, when a brenneri spends a Resolve Point and takes a 10 minute rest to regain Stamina Points, they can focus on a favored object during the rest and recover Hit Points equal to half their level (minimum 1).

Hold Breath: Brenneris can hold their breath for 10 minutes, and taking actions does not reduce this duration (see Suffocation and Drowning on page 404 of the *Starfinder Core Rulebook*).

Swimmer: Brenneris have a swim speed of 20 feet.

replicate the magical power of these stones to allow other species to experience their effects.

BRENNERI STONE

LEVELS 3-11

MAGIC ITEM PRICE VARIES BULK –

This small, smooth stone glows with a pale light that sheds dim light in a 20-foot radius around you. Once per day, you can spend 10 minutes focusing on the brenneri stone to gain an additional effect; this doesn't count as resting to regain Stamina Points. After you use the stone, the radius of its light effect is reduced to 5 feet for 24 hours. You can gain the benefits of only one brenneri stone per day. Brenneris can use their favored object racial trait with a brenneri stone and gain the benefits of both the item and the class feature.

Glossy: You gain a +2 morale bonus against fear effects for 1 hour.

Luminous: You lose the fatigued condition or reduce your exhausted condition to fatigued. This doesn't remove any underlying source of exhaustion or fatigue.

Radiant: You gain an additional saving throw against a disease or poison with a +2 morale bonus.

BRENNERI STONE	LEVEL	PRICE
Glossy brenneri stone	3	1,000
Luminous brenneri stone	7	6,000
Radiant brenneri stone	11	24,000

CEPHALUME



CEPHALUME
CR 2
XP 600

CEPHALUME

CR 2

XP 600

NG Medium aberration (plantlike)

Init +2; **Senses** darkvision 60 ft; **Perception** +12

DEFENSE

HP 25

EAC 13; **KAC** 15**Fort** +4; **Ref** +4; **Will** +3; +2 vs. mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning**Defensive Abilities** depth inured; **Resistances** cold 5

OFFENSE

Speed 10 ft., swim 30 ft.**Melee** tactical dueling sword +10 (1d6+6 S)**Ranged** static arc pistol +7 (1d6+2 E; critical arc 2)**Space** 5 ft.; **Reach** 10 ft.**Offensive Abilities** beguiling glow (DC 11)

STATISTICS

Str +4; **Dex** +2; **Con** +0; **Int** +1; **Wis** +1; **Cha** +0**Skills** Athletics +7 (+15 to swim), Mysticism +7, Stealth +7 (+11 with bioluminescence suppressed)**Languages** Common, Lumos**Other Abilities** bioluminescence, no breath, plantlike, symbiote adaption (tentacle krikik)**Gear** second skin, static arc pistol with 2 batteries (20 charges each), tactical dueling sword

ECOLOGY

Environment any (Luminar)**Organization** solitary, pair, or shade (3-7)

SPECIAL ABILITIES

Beguiling Glow (Ex) As a standard action (as long as their bioluminescence isn't suppressed), a cephalume can create flickering patterns in the light emanating from their skin. Each sighted creature within 20 feet must succeed at a DC 13 Will saving throw or be fascinated for as long as the cephalume continues this presentation (a standard action each round). Creature that understand Lumos are unaffected. This is a sense-dependent effect.

Bioluminescence (Ex) A cephalume increases the light level by one step out to a radius of 20 feet. A cephalume can suppress or reactivate this light as a move action, and they receive a +4 racial bonus to Stealth checks when their light is suppressed. A cephalume also uses this light to communicate with others.

Depth Inured (Ex) A cephalume is immune to the dangers of extreme depths (*Starfinder Core Rulebook* 366).

Symbiote Adaption (Ex) Cephalumes form

symbiotic unions with krikiks, a living biological augmentation unique to their race. Most cephalumes have one of the following krikik symbiotes.

Airjet Krikik: An air bladder in the krikik increases the cephalume's land and swim speeds by 10 feet. Once per day as a swift action, the cephalume can double their movement speed for that round.

Electrostatic Krikik: The krikik is covered in thin, electrically charged spines that allow the cephalume to cause any weapon they wield to deal half its damage as electricity damage, becoming lethal and non-archaic if it is not already. If the weapon already deals two damage types, this effect replaces one with electricity. In addition, this allows the cephalume to grant any weapon they wield the staggered critical hit effect. If the weapon has any other critical hit effects, the cephalume chooses only one to apply on a critical hit.





CEPHALUME

Sharprock Krikik: The krikik's hard crust grants the cephalume a +1 racial bonus to AC.

Siltsight Krikik: The krikik has heat-sensitive eyes that allow the cephalume to double the range of their darkvision and to see through non-magical fog, mist, and clouds without penalty, ignoring any cover or concealment bonuses from those effects.

Tentacle Krikik: The krikik has a prehensile tentacle that increases the cephalume's natural reach by 5 feet.

Cephalumes are native to the Near Space planet Luminar, a gas giant with a thick outer atmosphere of hydrogen and helium and a dense, high-pressure ocean of liquid methane with a frozen icy floor. Cephalumes predominantly live in the middle strata of these methane seas, a lightless expanse with no discernible ground or sky. Cephalumes have cephalopod-like bodies with a prominent head and a large single foot. Their skin is naturally bioluminescent, and cephalumes flicker this light to communicate in Lumos, a visual language comprised of sequential, carefully timed blinks. As a result, most cephalume clothing and armor incorporate transparent force fields to allow light to shine through.

Cephalumes form symbiotic unions with small bioelectric arthropods known as krikiks. These symbiotes can communicate with their hosts in a tactile variant of Lumos that uses soft electrical

pulses. Krikiks have significantly longer life spans than cephalumes do, and they are sometimes gifted from cephalume to cephalume as heirlooms. Cephalumes can bond with multiple krikiks as they age, though such a distinction is reserved for respected cephalumes of high station.

Cephalume culture is subtle and traditional, valuing community,

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Wis, -2 Con

Hit Points: 4

Size and Type: Cephalumes are Medium aberrations with the plantlike subtype.

Beguiling Glow: See page 10. The DC of the saving throw is equal to 10 + half the cephalume's character level + the cephalume's Wisdom modifier. A cephalume can't use this ability again until they have taken a 10-minute rest to recover Stamina Points.

Bioluminescence: See page 10.

Cephalume Movement: Cephalumes have a land speed of 10 feet and a swim speed of 30 feet.

Cold Resistance: Cephalumes have resistance 5 to cold.

Darkvision: Cephalumes have darkvision with a range of 60 feet.

Depth Inured: See page 10.

Plantlike: See page 153 (UCR).

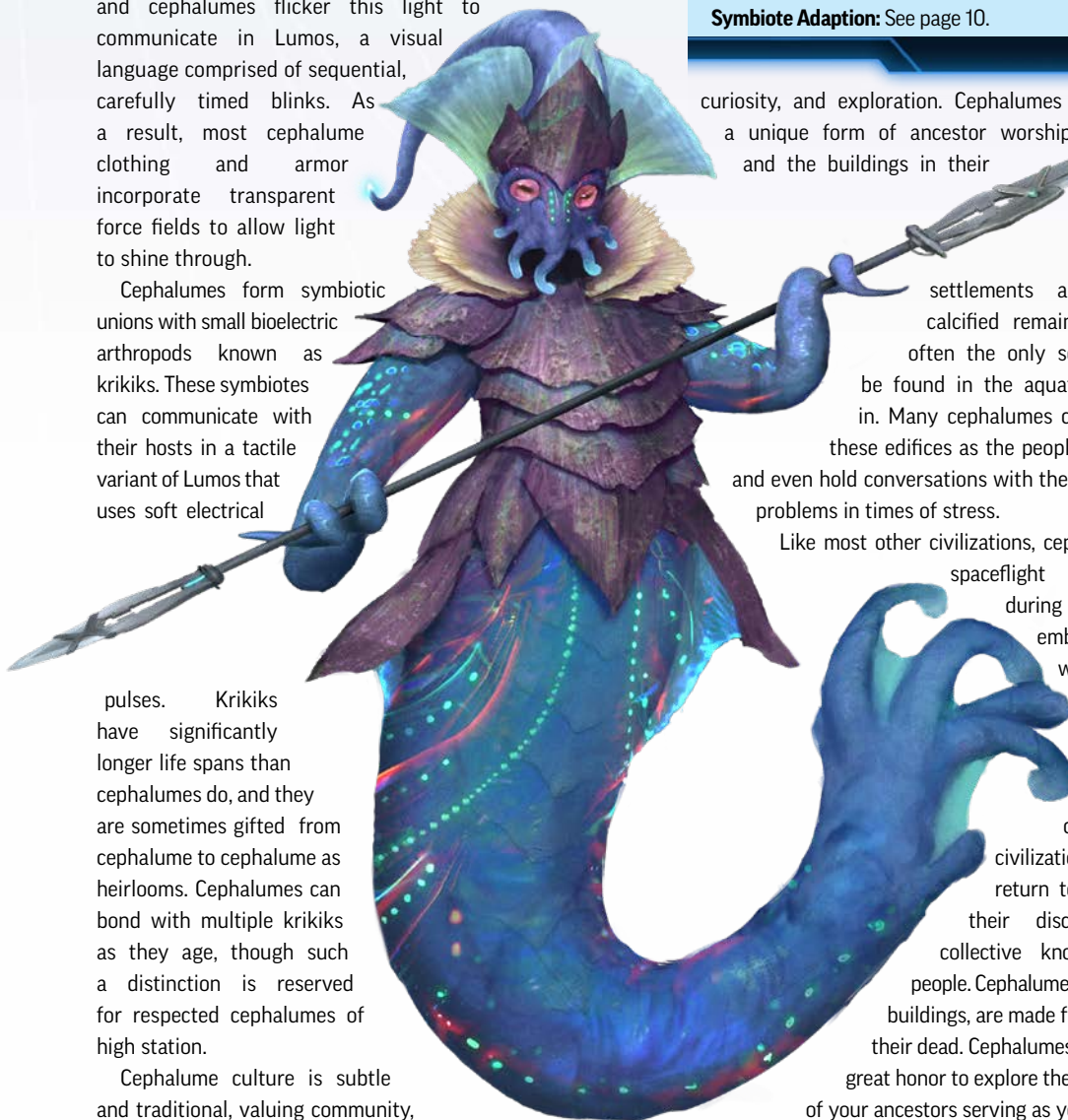
Symbiote Adaption: See page 10.

curiosity, and exploration. Cephalumes engage in a unique form of ancestor worship, and the buildings in their

settlements are actually the calcified remains of their dead, often the only solid structures to be found in the aquatic void they live in. Many cephalumes continue to regard these edifices as the people they once were, and even hold conversations with them to talk out their problems in times of stress.

Like most other civilizations, cephalumes achieved

spaceflight at some point during the Gap and now embark on celestial walkabouts across the galaxy. They strive to learn about the technologies and cultures of other civilizations before they return to Luminar, adding their discoveries to the collective knowledge of their people. Cephalume starships, like their buildings, are made from the remains of their dead. Cephalumes consider it to be a great honor to explore the universe with one of your ancestors serving as your vessel.



DEFREX



DEFREX
CR 11
XP 12,800

DEFREX JUVENILE
CR 7
XP 3,200

DEFREX**CR 11****XP 12,800**

N Large animal

Init +5; **Senses** blindsense (scent) 60 ft., low-light vision;**Perception** +20**DEFENSE****HP 180****EAC** 24; **KAC** 26**Fort** +15; **Ref** +12; **Will** +13**Defensive Abilities** ferocity; **DR** 6/–**OFFENSE****Speed** 40 ft.**Melee** bite +23 (4d6+19 P) or

claw +23 (3d8+19 S plus grab)

Space 10 ft.; **Reach** 10 ft.**Offensive Abilities** menace, prey on fear**STATISTICS****Str** +8; **Dex** +1; **Con** +5; **Int** –4; **Wis** +2; **Cha** +0**Skills** Athletics +20, Intimidate +25, Survival +20**ECOLOGY****Environment** temperate forests and hills (Vesk-2)**Organization** solitary, mated pair, or tumult (3–8)**SPECIAL ABILITIES**

Menace (Ex) As a full action, the defrex can attempt to demoralize a group of foes that are within 60 feet and able to see it. The DC of this check is equal to the highest DC to demoralize any one of the foes. If successful, all the targets become shaken for 1 round, increasing to 2 rounds if the defrex succeeds by 5 or more. Once a creature has been affected by this ability, it is immune to the menace ability of any defrex for 24 hours.

Prey on Fear (Ex) A defrex gains a +1 morale bonus to attack rolls against any creature that is cowering, frightened, panicked, or shaken. The defrex also gains a morale bonus to melee damage rolls against such creatures equal to half its CR (+5 in this case).

DEFREX JUVENILE**CR 7****XP 3,200**

N Large animal

Init +2; **Senses** blindsense (scent) 30 ft., low-light vision;**Perception** +14**DEFENSE****HP 105****EAC** 19; **KAC** 21**Fort** +11; **Ref** +11; **Will** +6**Defensive Abilities** bristle; **DR** 3/–**OFFENSE****Speed** 50 ft.**Melee** claw +17 (2d6+12 S)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** +5; **Dex** +2; **Con** +4; **Int** –4; **Wis** +0; **Cha** +0**Skills** Athletics +14, Survival +19**ECOLOGY****Environment** temperate forests and hills (Vesk-2)**Organization** solitary or cohort (2–12)**SPECIAL ABILITIES**

Bristle (Ex) As a move action, an adolescent defrex can flare its spines. Until the start of the defrex's next turn, any adjacent creature that attacks the defrex takes 1d6+7 piercing damage. If the defrex is flat-footed, the attacker can avoid this damage with a successful DC 15 Reflex save.





DEFREX

DEFREX HIDE (LIGHT ARMOR)

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Defrex hide, mature	8	9,000	+9	+11	+4	—	—	2	L
Defrex hide, advanced	12	33,000	+14	+16	+5	—	—	3	L
Defrex hide, elite	16	142,000	+19	+21	+6	—	—	4	L

Native to the archipelagos of Vesk-2, defrexes are mammals famed for their strength, tough hide, and aggression. A juvenile defrex is a quadruped with splayed, clawed legs and an array of spines along its back and tail. As it ages, the defrex becomes more muscular, developing broader jaws, thicker skin, the ability to stand upright for short periods of time, and a taste for meat. Over the millennia, defrexes have inhabited the majority of Vesk-2 and have diverged from their common ancestor into numerous distinct species. These animals are among the top terrestrial predators on the planet.

As mammals, defrexes give birth to live young, producing litters of 3 to 12 pups. The mother defends her offspring, but this instinct lasts only 5 to 7 weeks, depending on how well fed the mother is. After that, a female defrex views her offspring as competition and prey, consuming those that fail to leave the nest within a few days. Fortunately for them, young defrexes grow quickly and run even quicker.

After weaning, defrexes eat plants, insects, and smaller animals. Defrex juveniles form cohorts of unrelated creatures that rely on each other for help and protection, including from defrex adults. The eldest defrexes lead these packs, using the group's knowledge to navigate the area, find food, and avoid danger.

Defrex adolescent stages last about 5 years, after which a defrex sheds most of its spines, developing thick osteoderms beneath its skin. Some of its juvenile teeth fall out, replaced by shearing carnassial teeth and piercing canines. The defrex's gut likewise changes to accommodate a more carnivorous diet. During this transition, defrexes are wild and bold, learning to hunt through trial and error. The more aggressive an adolescent defrex becomes, the more likely its cohort chases it away.

Adult defrexes are loners, but they form loosely connected social networks maintained through scent marking and vocalizations, including howls some have described as haunting. Ijtikris (see page 54) call such groups "tumults." Each adult in a tumult maintains a territory that overlaps with that of several other defrexes. As a result, defrexes frequently cross paths, pausing to establish dominance when they do. These encounters are more likely when a defrex makes a kill, the scent of blood attracting other defrexes.

Thanks to this behavior, an encounter with a wild defrex can escalate as the predators attract reinforcements with calls or the scent of blood. Escaping one defrex is no guarantee of safety. However, defrexes' social aggression can create an opening to flee as two defrexes become distracted by their dominance displays.

Defrexes are difficult to tame, although vesk have attempted to do so for centuries. Shortly after vesk first landed on Vesk-2, the defrex captured their imagination and respect as a reflection of vesk virtues of dueling and fearlessness. A defrex mount or pet is a status symbol among vesk. Demand for defrex hide has led to defrex ranches, which are risky enterprises.

DEFREX HIDE ARMOR

Even juvenile defrex hide has layers of cartilaginous fibers that resist tearing, allowing for basic defrex hide (*Starfinder Core Rulebook* 199). Adult defrex hide contains osteoderms that can deflect high-speed projectiles. Chemical treatments and modern materials can reinforce the hide to an even stronger degree.

Dermal Plating: A dermal plating augmentation (*Core Rulebook* 209) can be installed in defrex hide armor, taking up one upgrade slot. The augmentation's level must be equal to or lower than the armor's item level.



DESSAMAR



DESSAMAR IMAGO
CR 1
XP 400



DESSAMAR
THEURGIST
CR 6
XP 2,400

DESSAMAR IMAGO

CR 1

XP 400

CG Medium humanoid (dessamar)

Init +1; **Senses** blindsense (scent) 30 ft., low-light vision;**Perception** +5

DEFENSE

HP 17

EAC 11; **KAC** 12**Fort** +1; **Ref** +3; **Will** +4; -2 vs. severe wound and wound effects to arms, legs, and wings

OFFENSE

Speed 20 ft., fly 20 ft. (Ex, average)**Melee** tactical spear +6 (1d6 P)**Ranged** tactical spear +6 (1d6 P)**Offensive Abilities** twinkle**Dessamar Spell-Like Abilities** (CL 1st)

1/day—charm person (DC 12)

At will—detect magic, telepathic message

STATISTICS

Str -1; **Dex** +1; **Con** +0; **Int** +0; **Wis** +2; **Cha** +4**Skills** Acrobatics +5, Diplomacy +10, Mysticism +5, Sense Motive +10**Languages** Koshorian**Gear** second skin, tactical spear

ECOLOGY

Environment any (Koshoria)**Organization** solitary, pair, or kaleidoscope (3-7)

SPECIAL ABILITIES

Twinkle (Su) Once per day

as a move action, a dessamar can teleport 40 feet. The dessamar can't bring other creatures along, and if a solid body occupies the arrival point, the ability fails without expending its daily use. This ability otherwise functions as the *dimension door* spell.

DESSAMAR THEURGIST

CR 6

XP 2,400

Dessamar imago mystic

CG Medium humanoid (dessamar)

Init +2; **Senses** blindsense (scent) 30ft., low-light vision; **Perception** +13

DEFENSE

HP 75

EAC 17; **KAC** 18**Fort** +5; **Ref** +5; **Will** +9; -2 vs. severe wound and wound effects to arms, legs, and wings**Immunities** vacuum

OFFENSE

Speed 20 ft., fly 20 ft. (Ex, average), 20 ft. (Su, average, in space only)**Melee** tactical living staff +10 (1d6+5 B; critical bind^{AR})**Ranged** shrieking larva +12 (1d8+6 So; critical deafen [DC 16])**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tactical living staff)**Offensive Abilities** twinkle**Dessamar Spell-Like Abilities** (CL 6th)

1/day—charm person (DC 17)

At will—detect magic, telepathic message

Mystic Spells Known (CL 6th)

2nd (3/day)—darkvision, mind thrust (DC 18)

1st (6/day)—mystic cure, reflecting armor (DC 17), shooting stars (as magic missile)

0 (at will)—detect affliction, mindlink, token spell

Connection star shaman

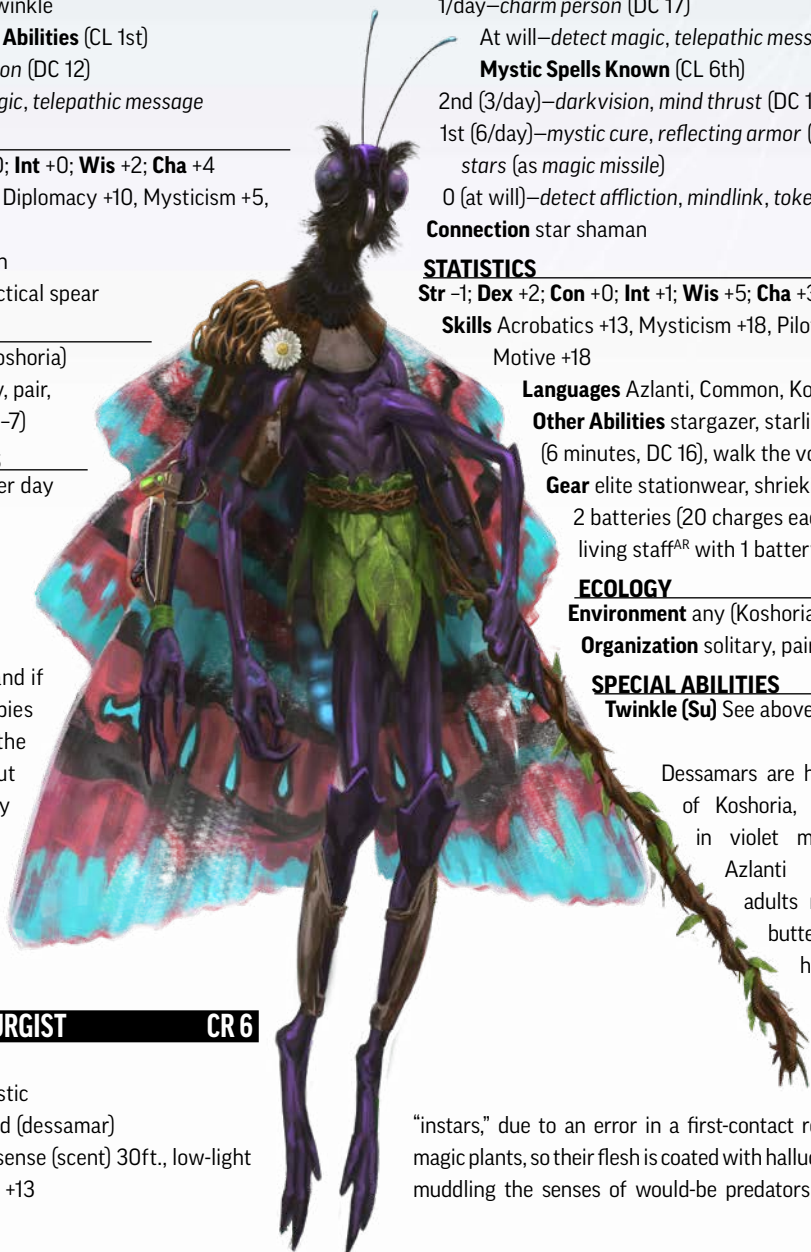
STATISTICS

Str -1; **Dex** +2; **Con** +0; **Int** +1; **Wis** +5; **Cha** +3**Skills** Acrobatics +13, Mysticism +18, Piloting +13, Sense Motive +18**Languages** Azlanti, Common, Koshorian**Other Abilities** stargazer, starlight form (6 minutes, DC 16), walk the void**Gear** elite stationwear, shrieking larva^{AR} with 2 batteries (20 charges each), tactical living staff^{AR} with 1 battery (20 charges)

ECOLOGY

Environment any (Koshoria)**Organization** solitary, pair, or quartet

SPECIAL ABILITIES

Twinkle (Su) See above.

Dessamars are humanoid natives of Koshoria, a world bathed in violet magical auras in Azlanti space. While adults resemble bipedal butterflies, dessamars hatch from eggs as tiny larvae that grow as they mature. Azlanti call the larvae

"instars," due to an error in a first-contact report. Instars eat magic plants, so their flesh is coated with hallucinogenic powder, muddling the senses of would-be predators with guilt-tinged

visions. Instars are sapient, and older larvae are encouraged to explore the world on their own so they can discover their path in life before their metamorphosis into an adult. Once the larvae feel ready, they feast enough to double their size before spinning magical cocoons. About two weeks later, a dessamar adult, called an imago, emerges. Occasionally, instars refuse to transform. Though most dessamars accept older instars, adults often encourage such larvae to seek physical maturity.

Dessamar society is based largely on magic, the study of Koshorian auras, and the worship of Desna. Much like their goddess, dessamars are good-natured, whimsical, and given to exploration and self-expression. Dessamar technology is bioengineered, hybrid, or both. Their clannish social hierarchy is merit-based, with the wisest dessamars guiding the rest. Instars mostly pursue their passions, while imagos seek wisdom and mastery of a life path. However, dessamars can be peaceful to a fault, and they can seem aloof and strangely detached.

Other species find it hard to understand why, although the Azlanti Star Empire claims Koshoria, dessamars ignore the Azlanti. In turn, the Azlanti view dessamars as mere curiosities. Since the Azlanti and dessamars have no competing interests, and the Azlanti find dessamar tech mostly quaint, no clashes and little casual contact occur between the two societies. Dessamars, besides the occasional curious instar, usually avoid Azlanti enclaves. The Azlanti have yet to see any use for dessamars, resulting in some of the most harmonious Azlanti-alien relations in the empire.

Dessamars have a secret, however. The magical violet auras of Koshoria have varying and mostly innocuous effects, such as giving off constant dim light or causing mild euphoria. However, some of these eldritch energies have bizarre connections to the Dark Tapestry. Dessamars study the auras to ensure these connections never bring unwanted attention from aberrations from the dark among the stars to Koshoria. If the Azlanti, in their ignorant state, were to hinder efforts to monitor these auras, results could be disastrous.

A typical dessamar adult is around 5 feet tall and weighs only 60 pounds. A developed instar is about 3 feet tall and weighs 40 pounds. Female dessamars are most often larger and stronger than males.



RACIAL TRAITS

Hit Points: 3

Dessamar Magic: Dessamars have the spell-like abilities below, with a caster level equal to the dessamar's level.
1/day—*charm person*

At will—*detect magic, telepathic message*

Dessamar Senses: Dessamars have blindsense (scent) with a range of 30 feet, as well as low-light vision.

Twinkle: See page 14.

Imagos

Ability Adjustments: +2 Wis, +2 Cha, -2 Str

Size and Type: Imagos are Medium humanoids with the dessamar subtype.

Imago Movement: Imagos have a land speed of 20 feet and an extraordinary fly speed of 20 feet with average maneuverability.

Dream Skill: Each time an imago rests for 8 hours, they can choose one skill to gain a +1 racial bonus, losing any previous bonus from this ability.

Fragile Limbs: An imago's four arms, two legs, and six wings are fragile. The imago takes a -2 penalty to saves against severe wound and wound critical hit effects against these limbs. Extra arms don't allow an imago to make more attacks than normal, and an imago can hold objects of only light or negligible bulk in one hand, allowing it to hold up to four such objects at the ready. An imago treats one-handed objects of greater than light bulk as two-handed. Two-handed objects of 2 bulk require three hands, and objects of 3 bulk or more require four hands.

Instars

Ability Adjustments: +2 Con, +2 Wis, -2 Dex

Hit Points: 3

Size and Type: Instars are Small humanoids with the dessamar subtype.

Dream Dust: When an adjacent creature damages an instar, as a reaction the instar can puff out dream dust. The attacker must succeed at a Fortitude save (DC = 10 + 1/2 the instar's character level + their Con modifier) or be dazzled for 1 round and take a -2 penalty to Will saving throws for 1 minute. An instar can use this ability again after taking a 10-minute rest to recover Stamina Points.

Instar Movement: Instars have a land speed of 30 feet and a climb speed of 30 feet.

Poor Vision: An instar takes a -2 penalty on sight-based Perception checks, and anything farther than 60 feet away has concealment from the instar.

DIASPORA WYRM



DIASPORA WYRM
CR 8
XP 4,800

DIASPORA WYRM
SAGE
CR 17
XP 102,400

DIASPORA WYRM

CR 8

XP 4,800

N Large magical beast (aquatic)

Init +6; **Senses** blindsight 150 ft. (electromagnetism),
sightless; **Perception** +16

DEFENSE

HP 125

EAC 20; **KAC** 22**Fort** +12; **Ref** +12; **Will** +7

Defensive Abilities darkwater veil; **Immunities** cold,
paralysis, sleep

Weaknesses electromagnetic blindness

OFFENSE

Speed swim 50 ft.

Melee bite +20 (3d4+12 P) or
tongue +20 (see text)

Space 10 ft.; **Reach** 10 ft. (30 ft. with tongue)

STATISTICS

Str +4; **Dex** +6; **Con** +2; **Int** -2; **Wis** +1; **Cha** +0**Skills** Acrobatics +16, Stealth +21, Survival +16**Languages** electrocommunication 150 ft.

ECOLOGY

Environment cold aquatic (Diaspora)**Organization** solitary, pair, or brood (3-7)

SPECIAL ABILITIES

Darkwater Veil (Su) As a move action, a diaspora wurm can alter the structure of water within a 10-foot-radius spread so that it forms nanotubes that absorb light. This field moves with the wurm, obscuring most sight and providing total concealment. A creature that has darkvision treats the field within 5 feet as if it provides only concealment. Magical light from a source of a higher level or CR than the wurm's negates the effect while the two interact. The wurm can dismiss the field as a move action, and the field ends after 1 minute if the wurm takes no action to renew it.

Electrocommunication (Ex) Diaspora wyrms communicate by shaping and reading electromagnetic fields. This functions as telepathy among creatures with this ability.

Electromagnetic Blindness (Ex) To a diaspora wurm, a strong electromagnetic field (such as high radiation) acts like fog. Electricity damage forces the wurm to succeed at a Fortitude saving throw (DC = 10 + the damage taken) or be blinded for 1 round. Multiple failures during the same round do not extend this duration.

Tongue (Ex) A diaspora wurm can use its long, sticky tongue to make a melee attack that targets EAC. A creature hit by this attack becomes stuck to the wurm's tongue, gaining the grappled condition until it escapes, or until the diaspora wurm releases the creature as a swift action. While a creature is grappled as a result of this attack, the diaspora wurm can attempt reposition combat maneuvers against that creature, but only to move it toward the diaspora wurm. If the wurm succeeds at such a maneuver and the creature is within range of the wurm's bite attack at the end of the movement, the wurm can make a bite attack as part of that maneuver. Additionally, while a creature is grappled this way, the diaspora wurm can use its bite attack only against the grappled creature, and it can't use its tongue attack.

DIASPORA WYRM SAGE

CR 17

XP 102,400

N Huge magical beast (aquatic)

Init +10; **Senses** blindsight 300 ft. (electromagnetism),
sightless; **Perception** +29

DEFENSE

HP 330

EAC 31; **KAC** 33

Fort +21; **Ref** +21; **Will** +15

Defensive Abilities darkwater veil; **DR** 10/—; **Immunities** cold, paralysis, sleep

Weaknesses electromagnetic blindness

OFFENSE

Speed swim 60 ft.

Melee bite +32 (6d12+24 P)
tongue +32 (special)

Space 15 ft.; **Reach** 15 ft. (50 ft. with tongue)

STATISTICS

Str +7; **Dex** +10; **Con** +4; **Int** +0; **Wis** +3; **Cha** +1

Skills Acrobatics +29, Mysticism +34, Stealth +29, Survival +29

Languages electrocommunication 300 ft.

ECOLOGY

Environment cold aquatic (Nisis)

Organization solitary, pair, or council (3–5)

SPECIAL ABILITIES

Darkwater Veil (Su) See page 16, but the veil works in a 20-foot-radius spread.

Electrocommunication (Ex) See page 16, but a diaspora wurm sage can communicate through technological communication devices and to technological constructs.

Electromagnetic Blindness (Ex) See page 16.

Tongue (Ex) See page 16.



The icy ocean world of Nisis is the Diaspora's heart, feeding sarsesian crèche worlds and connecting them through the River Between. The Pact Worlds claim these waters, but in their depths lurk elusive monstrosities that truly rule them. Dubbed "diaspora wyrms" in legends from before the Gap, these predators resemble immense, fanged eels. Younger wyrms are sleek and sinuous, while older ones bear fringes of calcium-based scales. Instead of eyes, a wurm has frills sensitive to electromagnetic fields. Organs in the wurm's head allow it to shape its field, producing waves that allow communication.

Popular fiction depicts these wyrms as beasts, because in addition to being hostile to intruders in their seas, the wyrms communicate through electrocommunication in a way often undetectable without proper sensors. Nevertheless, diaspora wyrms are sapient, and some grow sagacious over their centuries-long lives. They communicate among themselves, working to keep and pass on their legacy. So central is this fixation that the wyrms' name for themselves translates roughly to "those in observation."

Diaspora wyrms predate the Diaspora's formation. According to their history, they evolved in a subterranean sea on one of the twin worlds that, when destroyed, created the asteroid belt. When that world cracked apart, the chunk containing their home survived intact for a time, its egg-like outer layers slowly breaking away or sinking down into the new planetoid's core in a process the wyrms call "the Hatching." This planetoid became Nisis. In its waters, the wyrms adjusted to their

changed environment. They evolved the ability to alter the water around them to recreate the darkness that birthed them. The molecular change the wyrms create is lasting, and when the wurm releases the changed water, it renders the surrounding liquid cloudy as the altered molecules disperse. These particles break down, but not quickly.

Today, the oldest and wisest wyrms, called sages, keep mostly to Nisis's depths, obeying an ancestral mandate to protect the Broodnest. This mazelike coral reef is not only the wyrms' home but also an elegant organic network bearing electrical fields that record the wyrms' history—though like any other record, fractured by the Gap.

Wyrms that attack the settlements inside the planet's ice shell are usually young ones that hunt for food and sport until maturity and duty draw them back into the depths. However, some sages have begun preparing the wyrms for the possibility that Nisis's oceans are freezing permanently. Believing the only way to ensure their species' survival is to colonize new worlds, these wyrms have been scouting the River Between, darkening its waters as they hunt for a way to escape their fate. Wyrms in Nisis's depths have purposely darkened water there and released it in cycles, simultaneously darkening Nisis's ocean.

An average diaspora wurm is 15 feet long and weighs 1,200 pounds. However, diaspora wyrms grow throughout their lives. The largest can be up to 30 feet long and weigh over 5 tons.

While diaspora wyrms remain largely unseen, the water they alter has been studied. Science and magic have replicated the creatures' abilities in devices such as the *darkwater grenade*.

A *darkwater grenade* contains compressed, altered water molecules like a diaspora wurm produces. The grenade has a 20-foot range increment and a capacity of drawn, and its explode special property produces a 10-foot-radius spread of light-absorbing mist, obscuring most sight and providing total concealment. This grenade works underwater and in a vacuum. A creature that has darkvision treats the field within 5 feet as if it provides only concealment. Magical light from a source of a higher level or CR than the grenade's negates the effect if the two interact. The mist lingers for 10 minutes, but a light wind or current disperses it in 1 minute, a moderate in 4 rounds, and strong in 1 round.

DARKWATER GRENADE

While diaspora wyrms remain largely unseen, the water they alter has been studied. Science and magic have replicated the creatures' abilities in devices such as the *darkwater grenade*.

DARKWATER GRENADE		LEVEL 6
HYBRID ITEM	PRICE 1,400	BULK L
A <i>darkwater grenade</i> contains compressed, altered water molecules like a diaspora wurm produces. The grenade has a 20-foot range increment and a capacity of drawn, and its explode special property produces a 10-foot-radius spread of light-absorbing mist, obscuring most sight and providing total concealment. This grenade works underwater and in a vacuum. A creature that has darkvision treats the field within 5 feet as if it provides only concealment. Magical light from a source of a higher level or CR than the grenade's negates the effect if the two interact. The mist lingers for 10 minutes, but a light wind or current disperses it in 1 minute, a moderate in 4 rounds, and strong in 1 round.		

DIATHA



DIATHA
CR 1/2
XP 200

DIATHA ELDER
CR 5
XP 1,600

DIATHA**CR 1/2****XP 200**

N Small vermin

Init +2; **Senses** darkvision 60 ft.; **Perception** +4**DEFENSE****HP 13****EAC** 10; **KAC** 12**Fort** +4; **Ref** +2; **Will** +0**Immunities** disease, poison**OFFENSE****Speed** 30 ft., burrow 10 ft.**Melee** bite +6 (1d4+1 S; critical burn 1)**Offensive Abilities** detonate, explosive charge**STATISTICS****Str** +1; **Dex** +2; **Con** +3; **Int** –; **Wis** +0; **Cha** –3**Skills** Athletics +9**Other Abilities** compression, mindless**ECOLOGY****Environment** any land**Organization** solitary, pair, or rout (3–10)**SPECIAL ABILITIES**

Detonate (Ex) While the diatha has 4 or fewer Hit Points, its energy-dense flesh becomes unstable. If, while in this state, the diatha takes acid, electricity, fire, piercing, slashing, or sonic damage, or uses

its explosive charge ability, it dies, exploding in a 10-foot-radius burst, dealing 1d6 fire damage (Reflex DC 9 half).

Explosive Charge (Ex) While the diatha has 4 or fewer Hit Points, as a full action, the creature can move up to double its speed and make a bite attack. Its detonate ability then triggers.

DIATHA ELDER**CR 5****XP 1,600**

N Small vermin

Init +3; **Senses** darkvision 60 ft.; **Perception** +11**DEFENSE****HP 70****EAC** 17; **KAC** 19**Fort** +9; **Ref** +7; **Will** +4**Immunities** disease, poison**OFFENSE****Speed** 30 ft., burrow 10 ft., fly 30 ft. (Ex, average)**Melee** bite +14 (1d6+7 S; critical burn 1d4)**Offensive Abilities** detonate, explosive charge**STATISTICS****Str** +2; **Dex** +3; **Con** +5; **Int** –; **Wis** +0; **Cha** –2**Skills** Acrobatics +11, Athletics +16**Other Abilities** buoyant, compression, mindless**ECOLOGY****Environment** any land**Organization** solitary, pair, or escort (3–5)**SPECIAL ABILITIES**

Buoyant (Ex) A diatha elder can hover as a swift action or part of a full action without needing to attempt an Acrobatics check. It can avoid falling damage as if it had perfect maneuverability.

Detonate (Ex) See above, but the diatha elder is in the detonate state while at 20 or fewer Hit Points. Its explosion deals 2d6 fire damage and causes the burning condition dealing 1d4 fire damage (Reflex DC 13 for half damage and no burning condition).

Explosive Charge (Ex) See above, but the diatha elder can use this ability while at 20 or fewer Hit Points.

Diathas are a common species of what are known as “explosive slugs.” Found throughout the galaxy, including on Vesk-2, diathas store energy in chemical chains, rather than in fat deposits, causing the slugs to smell like raw petroleum. When threatened, diathas bite, and they sometimes regurgitate volatile materials that ignite on contact with air into the wound.

Diathas are cooperative creatures that organize themselves into hives. These hives live in warrens normal diathas slowly dig in the dirt, making distinctive mounds of churned soil with stable passages underneath. Diathas usually dig their warrens





DIATHA

into gently rolling ground, but some can be found on hillsides or sheltered in ruins. The slugs have also adapted to maintenance tunnels and power conduits big enough to facilitate their movement. A single diatha hive claims a wide territory, building numerous communal mounds with extensive connecting tunnels. The diathas fiercely defend this territory, especially the hive mounds.

Such an interconnected diatha hive can contain hundreds of normal diathas, which work to find food for larvae and for older, stronger diathas known as elders. Their ultimate defensive adaptation is the ability to detonate their energy-packed flesh while in an injured and excited state. If a foe manages to break into a diatha hive, each of the creatures within is a potential explosive deathtrap. The loss of several diathas does little harm to the hive as a whole. However, the explosions can destroy or drive away predators much larger and more powerful than the diathas.

While diatha flesh is explosive, it is stable under in most circumstances. Like manufactured explosives, a diatha is difficult to set off unless "primed" first. Hurting a diatha initially has no effect. However, when a diatha is badly wounded, hormones released as a stress response destabilize its flesh. A diatha excited in this way launches itself into a suicide charge, slamming into a foe and detonating itself with an electrochemical spark from its brain. If the diatha's body takes certain types of damage after it becomes unstable, the creature also explodes.

As diathas age, they become more energy-rich and buoyant with stored internal gases, and their malleable bodies can extend winglike flaps. These floating diathas rise in prominence within the hive and enjoy less and less work. Such elders are expected to scout for food and potential territory in places only they can reach. They also guard the hive.

Although all diathas can exchange sex cells at any time, they produce no young until they achieve elder status. Elder diathas produce larvae, with a birth rate based on how much food the hive has. Normal diathas then care for the offspring. A hive with a dearth of food may struggle to produce enough larvae to replace diathas that die defending the hive, while hives with plentiful forage can expand so rapidly that one hive breaks into multiple smaller hives, expanding diatha territory in the region.

Diathas eat anything that won't kill them, converting it into the fuel-like liquid they require. They spread through battlefields, settlements, and starships, seeking out and eating energy-rich material, such as flamer petrol. A lone diatha is little threat. However, if an elder can break into a food source in a potential lair, that diatha can birth offspring. This new colony might become dangerous as the diatha population grows and the creatures become more territorial.

Diathas that burrow into the infrastructure of starships are often carried to new star systems. Being resilient creatures, they quickly adapt to their new environments. Xenobiologists

believe this to be one reason they can be found throughout the galaxy. Diathas can dominate worlds in early stages of biological development, displacing or killing native species. The Pact Worlds and Veskarium have strict quarantine measures for vessels arriving from systems known to have diatha infestations, as do many other planets. However, these laws most often are passed in the wake of a diatha-related disaster.

A typical diatha is 2 feet long and weighs 90 pounds. Elders can grow to nearly 4 feet, weighing up to 50 pounds.

DIATHA AMMUNITION

A combination of magic and technology can enable the use of larval diatha in physical ammunition, such as in an arrow (including special arrows other than grenade arrows), a dart, a mini-rocket, a round (small arm, heavy, long arm, or sniper), or a shell. The larva is placed in a state of torpor, waking up only when the ammunition is fired, which immediately engages the larva's defensive chemistry. Such ammo is not only explosive ammunition (*Starfinder Armory* 55), but also has the ignite weapon special property, dealing 1d4 fire damage. This ammunition costs 100 credits more than its unaugmented counterpart. Amplified diatha ammunition adds 500 credits to the cost; its fiery property deals 2d4 fire damage. Diatha ammunition is 1 item level higher than normal explosive ammunition. It increases the item level of any other ammunition it augments by 1, up to item level 8. Higher-level ammo doesn't increase in item level due to being diatha ammunition.



DIRINDI



DIRINDI MONSTER HUNTER
CR 4
XP 1,200

DIRINDI MONSTER HUNTER**CR 4****XP 1,200**

Dirindi solarian

CG Medium humanoid (dirindi)

Init +5; **Senses** blindsight (electricity) 60 ft., low-light vision; **Perception** +15**DEFENSE****EAC** 17; **KAC** 19**Fort** +6; **Ref** +4; **Will** +5**Resistances** electricity 5**OFFENSE****Speed** 30 ft.**Melee** static polarity gauntlets +9 (1d6+5 E)**HP 50**

DIRINDI FABULIST
CR 13
XP 25,600

**Ranged** static polarity rifle +12 (1d8+4 E)**Offensive Abilities** stellar revelations (black hole [20-ft. radius, pull 10 ft., DC 13], gravity hold [DC 13], radiation [DC 13], supernova [10-ft. radius, 5d6 F, DC 13])**Spell-Like Abilities** (CL 4th; melee +9, ranged +12)1/day—*jolting surge*At will—*energy ray* (electricity only)**STATISTICS****Str** +1; **Dex** +5; **Con** +0; **Int** +0; **Wis** +0; **Cha** +3**Skills** Diplomacy +15, Mysticism +10, Survival +10**Languages** Arkanen, Brethedan, Common, Dirindi**Other Abilities** solar manifestation (solar armor), stellar alignment**Gear** basic lashunta tempweave, static polarity gauntlets^{AR} with 2 high-capacity batteries (40 charges each), static polarity rifle^{AR} with 2 high-capacity batteries (40 charges each), *mk 1 serums of healing* (2)**ECOLOGY****Environment** any (Arkanen, Osoro)**Organization** solitary, pair, or excursion (3–7)**DIRINDI FABULIST****CR 13****XP 25,600**

Dirindi envoy

CG Medium humanoid (dirindi)

Init +4; **Senses** blindsight (electricity) 60 ft., low-light vision; **Perception** +29**DEFENSE****HP 210 RP 5****EAC** 27; **KAC** 28**Fort** +12; **Ref** +14; **Will** +16**Resistances** electricity 5**OFFENSE****Speed** 30 ft., fly 30 ft. (jetpack, average)**Melee** ultrathin dagger +22 (4d4+13 S)**Ranged** aurora arc pistol +24 (3d6+13 E; critical arc 2d6)**Spell-Like Abilities** (CL 13th; melee +22, ranged +24)1/day—*jolting surge*At will—*energy ray* (electricity only)**STATISTICS****Str** +0; **Dex** +4; **Con** +2; **Int** +6; **Wis** +2; **Cha** +8**Skills** Acrobatics +24, Culture +29, Diplomacy +29, Sense Motive +24**Languages** Arkanen, Brethedan, Common, Dirindi, Sazaron**Other Abilities** envoy improvisations (improved get 'em, improved hurry, situational awareness, sustained determination)**Gear** estex suit IV (jetpack), aurora arc pistol with 2 high-capacity batteries (40 charges each), ultrathin dagger**ECOLOGY****Environment** any (Arkanen, Osoro)**Organization** solitary, pair, or euphoria (3–7)



DIRINDI

Cosmopolitan Arkanen, prominent among Liavara's many moons, prides itself on being home to one of the most learned and urban populations in the Pact Worlds. Arkanen home to two sapient species with a deeply intertwined history: dirindis and sazarons (see page 90). The two species co-govern their world and work on most major enterprises collaboratively. Dirindis provide creativity, optimism, and ideas, while the scholarly sazarons make sure projects stay on schedule and on budget. The two species get along well, complementing each other's strengths and respecting each other's differences.

Dirindis are stout humanoids with three eyes and an affinity for humor and electricity. They greet each other with friendly zaps of electricity and outrageous retellings of recent adventures, and visitors to Arkanen are unlikely to avoid some enthusiastic zapping from the locals.

Dirindi family units are large and complex, with extensive networks of siblings and cousins. Dirindis often adopt friends of other species into this chaos, especially sazarons, gnomes, and humans. Dirindis are born to two biological parents, but most are polyamorous, committing to multiple partners for long-term caring relationships and sharing the raising and education of the young. Although dirindis can be found in every profession, they are drawn to social professions and are often bureaucrats, educators, merchants, and politicians.

Dirindis love to laugh and believe there is no tale that cannot be made better with embellishment. Prone to exaggeration and hyperbole, they use allegories and jokes to approach deeper truths about the conditions and relationships of sapient beings. They're not out to deceive; to a dirindi, jokes aren't funny unless everyone gets to share in them. Dirindis treat con artists and other social predators as outcasts, and Arkanen law punishes such offenders harshly. While dirindis support ideals of honesty and disclosure, they're often hazy with details and don't mind filling knowledge gaps with conjecture. Throughout the Pact Worlds, the phrase "as accurate as a dirindi fact-checker" conjures their trademark lax research and unreliable newscasts. Despite this—or perhaps because of it—dirindi newscasts are among the most popular in the Pact Worlds. What they lack in strict accuracy, they make up for in raw enthusiasm. As they are gifted linguists, dirindis can broadcast in virtually



RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Cha, -2 Wis

Hit Points: 4

Size and Type: Dirindi are Medium humanoids with the dirindi subtype.

Convivial: Dirindis know a number of bonus languages equal to twice their Intelligence bonus, half of which must be chosen from either the prevalent languages on page 41 of the *Starfinder Core Rulebook* or the racial languages their allies speak. They also gain a +2 racial bonus to Diplomacy checks.

Dirindi Senses: Dirindis have blindsight (electricity) with a range of 60 feet and low-light vision. They gain a +2 racial bonus to Perception checks.

Electrical Affinity: Dirindis have resistance 5 to electricity, and they gain the following spell-like abilities.

The caster level for these effects is equal to the dirindi's level.

1/day—jolting surge

At will—energy ray (electricity only)

every known language of the Pact Worlds.

Parallel to but separate from the dirindi population on Arkanen is that of the moon Osoro, which dirindis populated before the Gap. Osoro has large predators and toxic-gas seas, but its highly charged atmosphere and frequent lightning storms proved irresistible for the dirindis who settled there. Proud of their pioneer heritage, they often look upon their Arkanen brethren as soft urbanites. Few sazarons travel to Osoro, and the dirindis on this moon have become more serious, self-reliant, and survival oriented.

They still tell wildly exaggerated tales of irokiroi (see page 56) hunts and other adventures, and still celebrate some of the same holy days as their counterparts on Arkanen, but they see themselves as entirely independent.

DRAGON, STARMETAL



MATURE ADULT
HORACALCUM
DRAGON
CR 15
XP 51,200

MATURE ADULT HORACALCUM DRAGON CR 15

XP 51,200

N Huge dragon

Init +9; **Senses** blindsense (vibration) 60 ft., darkvision 120 ft., low-light vision; **Perception** +26

Aura frightful presence (210 ft., Will DC 23), temporal anomaly (10 ft., rounds, Will DC 23)

DEFENSE

EAC 29; **KAC** 30

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

Defensive Abilities void adaptation; **DR** 15/magic; **Immunities** paralysis, sleep, slow, staggered; **SR** 26

OFFENSE

Speed 40 ft., fly 200 ft. (Su, clumsy)

Melee bite +27 (5d8+24 P; critical staggered [DC 23])

Multiattack bite +21 (2d10+24 P; critical staggered [DC 23]), 2 claws +21 (2d10+24 S; critical staggered [DC 23]), tail slap +21 (2d10+24 B; critical staggered [DC 23])

HP 255

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

Offensive Abilities breath weapon (100-ft. line, 16d10 C, Reflex DC 23 half, usable every 1d4 rounds), crush (5d8+24 B)

Spell-Like Abilities (CL 15th)

1/day—*call cosmos*, *retrocognition*

3/day—*divination*, *mind thrust* (4th level, DC 22), *reincarnate*, *resilient sphere* (DC 22)

At will—*haste*, *probability prediction*

STATISTICS

Str +9; **Dex** +5; **Con** +3; **Int** +4; **Wis** +7; **Cha** +4

Skills Acrobatics +26 (+18 to fly), Culture +31, Diplomacy +31, Mysticism +31, Piloting +26 (to navigate only), Sense Motive +26, Survival +26

Languages Azlanti, Celestial, Common, Draconic

Other Abilities spaceflight

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Temporal Anomaly (Su) See Horacalcum Dragon Template Graft on page 23.

Ancient myths assert that the first metallic dragons (*Starfinder Alien Archive 2* 40–41) were created from metallic deposits. Draconic scholars hotly debate

the merit of such tales, but less controversial is the existence of the rare creatures known as starmetal dragons. No one knows their origins, but they are most commonly found in especially remote areas of the galaxy.

Starmetal dragons look different than most other true dragons, with scales that reflect their particular namesakes.

STARMETAL DRAGON TEMPLATE GRAFTS

Starmetal dragons reflect the unusual nature of the metals that share their names. Other, rarer starmetal dragons might exist.

As with most true dragons, a starmetal dragon's size is based on its CR (CR 3–4: Small; CR 5–6: Medium; CR 7–10: Large; CR 11–16: Huge;



CR 17-24: Gargantuan; CR 25: Colossal), as is its fly speed (CR 3-6: 150 ft. [Su, average]; CR 7-10: 200 ft. [Su, average]; CR 11-16: 200 ft. [Su, clumsy]; CR 17-25: 250 ft. [Su, clumsy]). If a starmetal dragon's CR is 11 or higher, it has the crush universal creature rule (see page 151) and spell resistance equal to 11 + its CR. Starmetal dragons' age categories match those presented on page 39 of the *Starfinder Alien Archive*.

Abysium Dragon Template Graft (CR 3+)

Blue-green abysium dragons glow from within and are dangerously radioactive. They usually isolate themselves from others to avoid causing unintended harm and as such are often agitated by those who seek them out.

Required Creature Type and Subtype: Dragon (fire).

Suggested Alignment: Neutral.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 14+, 60 feet + 10 feet per CR); irradiation aura (see below); void adaptation; DR 5/magic (CR 13+, increase to DR 10/magic at CR 15, DR 15/magic at CR 17, DR 20/magic at CR 19); immunity to radiation; breath weapon (line 30 ft. + 10 feet per 2 CR, 1d6 F + 1d6 per CR); spell-like abilities (CR 8+); spaceflight.

Irradiation (Ex): An abysium dragon emanates radiation (*Starfinder Core Rulebook* 403) in a 20-foot radius. The maximum strength of the radiation is dependent on the dragon's CR, starting at medium and increasing to high at CR 7 and severe at CR 19. This radiation suffuses at 20-foot increments as normal. An abysium dragon can't suppress its radioactive aura, and it is considered a natural radioactive material for the purposes of *remove radioactivity*.

Adamantine Dragon Template Graft (CR 3+)

Steadfast and loyal, steel-colored adamantine dragons are often the center of small, tight-knit communities (such as starship crews or mercenary squads).

Required Creature Type and Subtype: Dragon (earth).

Suggested Alignment: Lawful neutral.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; adamantine extension aura (see below); frightful presence (CR 14+, 60 feet + 10 feet per CR); void adaptation; DR 5/adamantine and magic (increase to DR 10/adamantine and magic at CR 9, DR 15/adamantine and magic at CR 11, DR 20/adamantine and magic at CR 13); immunity to acid; burrow speed of 30 feet; breath weapon (cone 15 feet + 5 feet per 2 CR, 1d8 P + 1d8 per CR); spell-like abilities (CR 8+); spaceflight.

Adamantine Extension (Su): An adamantine dragon can share some of its trademark toughness with its allies. Allied creatures within 20 feet of an adamantine dragon gain damage reduction equal to one-fifth that of the dragon's.

Horacalcum Dragon Template Graft (CR 3+)

Time itself fluctuates in the vicinity of copper-colored horacalcum dragons, who face challenges with stoic demeanors.

Required Creature Type: Dragon.

Suggested Alignment: Neutral.

Traits: +4 to initiative, blindsense (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 13+, 60 feet + 10 feet per CR); temporal anomaly aura (see below); void adaptation; DR 5/magic (CR 11+, increase to DR 10/magic at CR 12, DR 15/magic at CR 15, DR 20/magic at CR 17); immunity to slow; natural weapons have the staggered critical hit effect; breath weapon (line 30 feet + 10 feet per 2 CR, 1d10 C + 1d10 per CR); spell-like abilities (CR 7+); spaceflight.

Temporal Anomaly (Su): On its turn, a horacalcum dragon can shorten or extend the duration of any ongoing effect within 10 feet of it (including an effect on itself); this takes no action, and the number of rounds by which the dragon can alter the duration is equal to one-fourth its CR (minimum 1). If the effect is on an unwilling target, that target can attempt a Will saving throw to negate this effect. A horacalcum dragon can shorten or extend one effect per turn, and it can affect a given effect only once.

Noqual Dragon Template Graft (CR 3+)

The pale green noqual dragons are rarely seen. Most make it their ambition to seek out and battle evil spellcasters.

Required Creature Type: Dragon.

Suggested Alignment: Neutral good.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; dampening field aura (see below); frightful presence (CR 14+, 60 feet + 10 feet per CR); void adaptation; DR 5/— (CR 13+, increase to DR 10/— at CR 15, DR 15/— at CR 17, DR 20/— at CR 19); breath weapon (cone 15 feet + 5 feet per 2 CR, 1d8 So + 1d8 per CR); *detect magic* as an at-will spell-like ability; spaceflight.

Dampening Field (Su): Magic is difficult to perform near a noqual dragon. Any creature attempting to cast a spell within 60 feet of a noqual dragon must succeed at a caster level check (1d20 + caster level) or lose the spell slot. The DC of this check is determined by the noqual dragon's spell resistance.

Siccatite Dragon Template Graft (CR 3+)

Smooth-scaled and bright silver in color, siccatite dragons swing wildly between moods and can alter the energy of their breath weapons between cold and fire at a whim.

Required Creature Type: Dragon.

Suggested Alignment: Chaotic neutral.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 13+, 60 feet + 10 feet per CR); shifting resistance aura (see below); void adaptation; DR 5/magic (CR 11+, increase to DR 10/magic at CR 13, DR 15/magic at CR 15, DR 20/magic at CR 17); immunity to cold and fire; breath weapon (cone 15 feet + 5 feet per 2 CR, 1d10 C or F + 1d10 per CR); spell-like abilities (CR 7+); spaceflight.

Shifting Resistance (Su): All allies within 30 feet of a siccatite dragon gain an amount of energy resistance equal to the dragon's CR. At the start of combat, the dragon chooses whether this is resistance to cold or fire. Once it uses its breath weapon, the energy resistance changes to match the energy type of the breath weapon.

DRIFT NATIVE



TIME EATER
CR 2
XP 600

TIME EATER

CR 2

XP 600

N Medium outsider (extraplanar)

Init +0; **Senses** blindsight (life) 60 ft., darkvision 60 ft.;

Perception +7

DEFENSE

HP 25

EAC 13; **KAC** 15

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

Defensive Abilities void adaptation

OFFENSE

Speed fly 10 ft. (Su, clumsy)

Melee tentacle +11 (1d6+3 B plus steal momentum)

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

STATISTICS

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

Skills Acrobatics +7 (–1 to fly), Stealth +12

ECOLOGY

Environment the Drift

Organization nest (3–7), cluster (8–20), or ganglion (21–50)

SPECIAL ABILITIES

Steal Momentum (Su) When a time eater hits a creature with its tentacle attack, its fly speed increases by 10 feet for 1 minute and its penalties for a full attack decreases by 1 (to a minimum of zero). These adjustments are cumulative. In addition, a creature hit by a time eater's tentacle attack must attempt a DC 13 Will save. The first time a creature fails this save, its speeds decrease by 10 feet (to a minimum of 0). The second time, it gains the staggered condition. The third time and each time thereafter, it gains the paralyzed condition. These effects are cumulative and last for 1 minute or until the time eater is destroyed, whichever comes first. A creature that succeeds at its save is immune to further applications of that time eater's steal momentum ability for 24 hours.

DRIFT ARCHITECT

CR 10

XP 9,600

N Large outsider (extraplanar)

Init +8; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

HP 150

EAC 23; **KAC** 24

Fort +11; **Ref** +9; **Will** +13

Defensive Abilities void adaptation

OFFENSE

Speed fly 60 ft. (Su, perfect)

Melee acid touch +21 (2d8+10 A; critical corrode 2d6)

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

Offensive Abilities reshape matter

STATISTICS

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

Skills Acrobatics +24 (+32 to fly), Engineering +19, Life

Science +24, Mysticism +19, Physical Science +24

Other Abilities traverse space

ECOLOGY

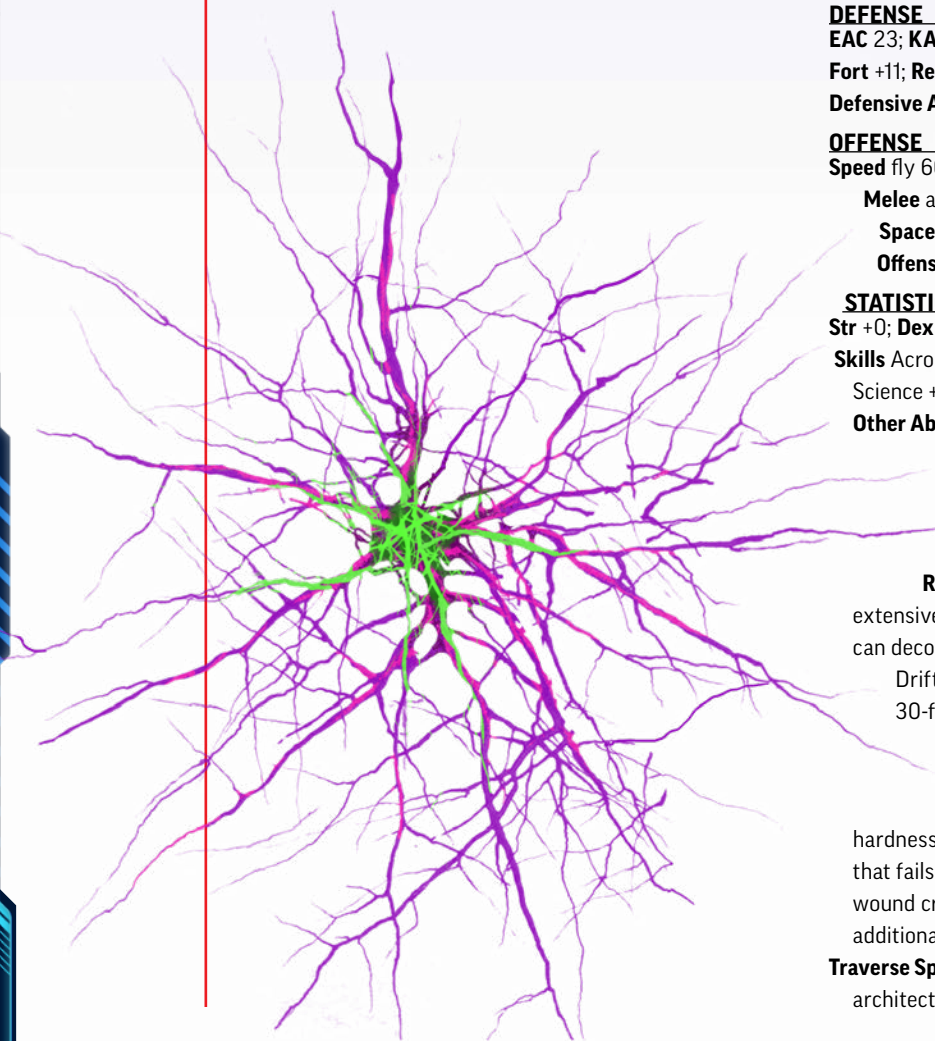
Environment the Drift

Organization solitary

SPECIAL ABILITIES

Reshape Matter (Su) A Drift architect has extensive control over the matter in its vicinity and can deconstruct it at will. As a full action while in the Drift, a Drift architect can reshape the matter in a 30-foot cone. Each creature and unattended object in the area that is not native to the Drift must succeed at a DC 19 Fortitude save or take 6d10 acid damage; this damage ignores hardness and nonmagical damage reduction. A creature that fails this save by 5 or more is also subject to the wound critical hit effect; that creature can attempt an additional save against that effect at the same DC.

Traverse Space (Su) Once per day as a full action, a Drift architect can teleport through the Drift instantaneously,



appearing wherever it wishes with perfect accuracy. It can bring up to 6 willing or unconscious creatures with it, as per *teleport*.

The hyperspace plane of the Drift is effectively infinite, and so too is the variety of creatures it contains. While some residents are inadvertently pulled into the Drift from their native planes, many more are truly unique products of the Drift itself. Some of the better known examples include driftdead (see page 26), paraforans (see page 76), and the rare and powerful spectra (see page 102). Whether these creatures were created by Triune or came about from the unnatural mingling of technological and planar forces is commonly debated among xenobiologists. The constant accretion of other planes and their inhabitants into the Drift makes determining any unidentified species' origin difficult, and though time generally flows in a linear fashion in the Drift, some pockets contain planar fragments or gravitational anomalies that cause time dilation or compression. In such places, it's entirely possible for a species to undergo significant evolution in a relatively short time.

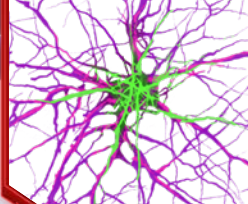
Of the better-known Drift natives, the time eater is simultaneously one of the most benign yet terrifying. Time eaters resemble strange neurons at a macro scale, with roughly spherical crystalline bodies bristling with translucent, flexible tentacles that stretch out far past the time eater's body. Typically these tentacles are entangled with those of other time eaters, forming large, weblike clusters. Due to their transparency, such webs are extremely difficult to detect as they coast through the Drift. On their own, time eaters have limited mobility. However, when they make contact with animate creatures and constructs, they can unleash devastating tentacle attacks that seem to arrest the timelines of their victims while speeding up their own. Consequently, time eaters spend a majority of their indeterminate life spans gliding through the hyperspace plane in hopes of encountering creatures from which they can steal time. As creatures native to a plane with a relatively normal passage of time, time eaters have an unusual relationship with temporality. This has lead scholars to speculate that the creatures were born from some strange interaction when pockets of the Dimension of Time were pulled into the Drift—but that realm is so poorly understood that even this explanation provides few clues.

Massive colonies of time eaters, known as "ganglions," are the stuff of nightmare and legend, and starship crews swap haunting stories about moon-sized webs of time eaters descending on a planet and freezing it in time, though no such event has been recorded. Even more harrowing tales revolve around a single time eater stowing away on a ship, trapping its crew an endless, timeless moment with no hope of escape. From the few surviving records of interactions with time eaters, it seems they use the energy drained from their victims to propagate more copies of themselves, either extending their own web or sending out spores to start a new web elsewhere.

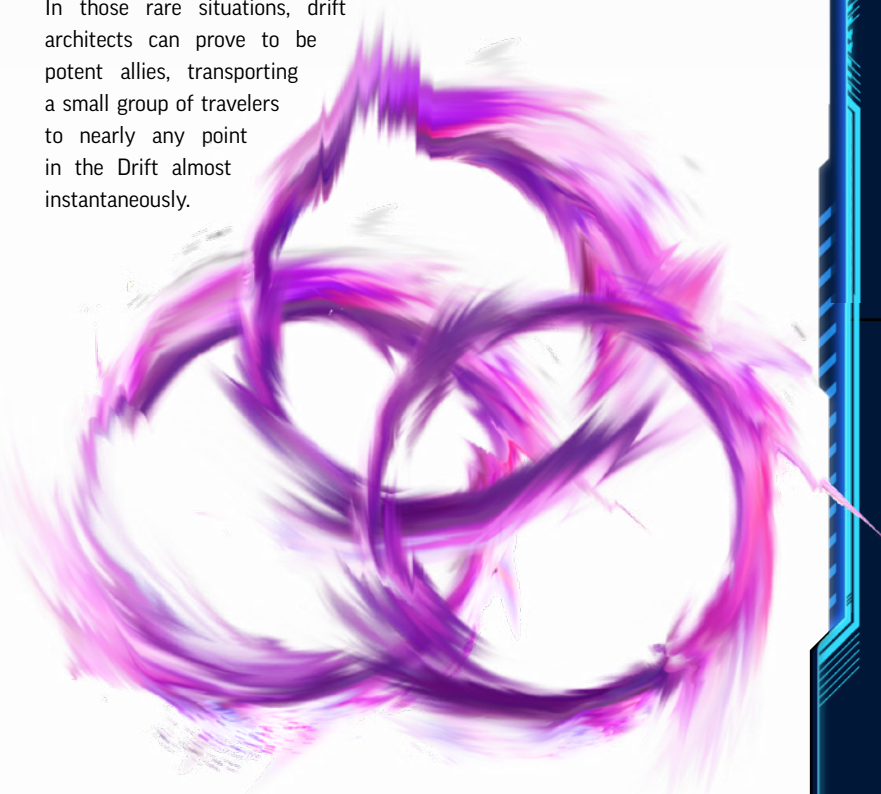
As time eaters upend the natural progression of time in pockets of the Drift, so do Drift architects manipulate the plane's spatial dimensions. For these amorphous, gaseous creatures, concepts of position and distance are as malleable as clay in the hands of a master sculptor. These native Drift denizens have the ability to deconstruct foreign material, such as that constantly pulled into the plane by the activation of Drift engines, and knit those realities into the fundamental essence of the plane. On more than one occasion, a drift architect has classified living creatures, constructs, and even starships from the Material Plane as appropriate material for translation, leading to sudden and desperate conflict. Drift architects are also able to travel to any part of the Drift almost instantaneously, making them one of few known creatures able to deftly navigate the ever-shifting plane without any external guidance.

A small number of drift architects are constantly at work at the edges of Alluvion (*Starfinder Adventure Path* #4 50), the spiritual home of Triune and epicenter of the Drift, helping incorporate new material into the ever-growing city. While at work processing planar material, Drift architects adopt a more compact form that resembles a geometric pattern of interlocked rings reminiscent of Triune's holy symbol.

If Drift architects have a broader agenda, it is as yet unknown, as almost no known method of communication has proven successful in opening a dialogue with the creatures. They mostly ignore visitors to the Drift unless attacked or provoked, and even then they often flee rather than engage in combat. Only followers of Triune have reported any success at communicating with them, and even then, only if they're on a mission of importance to Triune or their church. In those rare situations, drift architects can prove to be potent allies, transporting a small group of travelers to nearly any point in the Drift almost instantaneously.



DRIFT NATIVE



DRIFTDEAD



DRIFTDEAD
CR 2
XP 600

**DRIFTDEAD
AMALGAM**
CR 13
XP 25,600

DRIFTDEAD**CR 2****XP 600**

NE Medium undead (extraplanar)

Init +4; **Senses** darkvision 60 ft.; **Perception** +7**Aura** confusion (30 ft., Will DC 11)**DEFENSE****HP 22****EAC** 13; **KAC** 15**Fort** +4; **Ref** +4; **Will** +3**Defensive Abilities** spatial incorporeality; **Immunities** undead immunities**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, average)**Melee** claw +10 (1d6+4 S)**Ranged** Drift rip +7 (1d4+2)**STATISTICS****Str** +2; **Dex** +4; **Con** –; **Int** –4; **Wis** +1; **Cha** +0**Skills** Acrobatics +7, Stealth +12**Languages** Common**Other Abilities** unliving**ECOLOGY****Environment** any (the Drift)**Organization** solitary**SPECIAL ABILITIES****Confusion (Su)** Any creature that comes within

30 feet of a driftdead must succeed at a DC 11 Will save or be confused for 2 rounds.

Once a creature has attempted this save, whether successful or not, it can't be affected again by the same driftdead's aura for 24 hours.

Drift Rip (Su) Just as the Drift tears away chunks of planar material, a driftdead can pull apart the molecular bonds of matter, ripping apart nearby creatures. This is a ranged attack against EAC that has a range of 30 feet.

Spatial Incorporeality (Ex) Within the Drift, a driftdead has a physical body, but if removed from that plane, its physical body phases out of normal reality. On the Material Plane or otherwise outside the Drift, a driftdead gains the incorporeal special ability (*Starfinder Core Rulebook* 264). If returned to the Drift, a driftdead

immediately loses the incorporeal special ability as its physical body is restored.

DRIFTDEAD AMALGAM**CR 13****XP 25,600**

NE Medium undead (extraplanar)

Init +8; **Senses** blindsight (life) 60 ft., darkvision 60 ft.;**Perception** +23**Aura** confusion (30 ft., Will DC 19)**DEFENSE****HP 225****EAC** 27; **KAC** 29**Fort** +15; **Ref** +15; **Will** +14**Defensive Abilities** spatial incorporeality; **Immunities** undead immunities**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, average)**Melee** claw +26 (3d12+19 S plus 2d4 Wisdom drain)**Multiattack** 3 claws +20 (2d12+19 S plus 2d4 Wisdom drain)**Ranged** Drift rip +23 (5d6+13)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** +6; **Dex** +8; **Con** –; **Int** –4; **Wis** +4;**Cha** +0**Skills** Acrobatics +23, Stealth +28**Languages** Common**Other Abilities** unliving**ECOLOGY****Environment** any (the Drift)**Organization** solitary**SPECIAL ABILITIES**

Confusion (Su) See above; the Will save DC is 19 and the duration is 4 rounds.

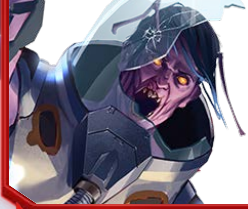
Drift Rip (Su) See above.

Spatial Incorporeality (Ex) See above.



When a mortal creature dies within the Drift while consumed with a strong negative emotion, it might become a driftdead, a restless undead spirit bound to that plane, unable to escape the confines of the Drift and reach its final judgment. What's left of a driftdead's fragmented psyche is filled with confusion, rage, and a hatred for the living. So overwhelming is this flux of emotions that a driftdead psychically broadcasts its confusion, affecting all who venture too close.

A driftdead leaves its mortal remains behind and forms a new undead body out



DRIFTDEAD

of the mingled planar energies of the Drift—just as the Drift contains material snatched from countless planes. This body, however, is inextricably linked to the Drift. If a driftdead ever travels to the Material Plane (or any other plane), its physical body remains within the Drift, and the driftdead becomes an incorporeal spirit. The driftdead resumes its corporeal form as soon as it returns to the Drift.

Though humanoid driftdead are the most common driftdead, Drift travelers sometimes report encounters with undead entities created by the death of non-humanoid beings—indeed, driftdead can spawn from any sapient species. On their own, these solitary undead tend to haunt the sites of their own death, reliving the moment in which they perished again and again in an agonizing loop. Their shattered memories, while not coherent enough to foster ordered thought patterns, often draw them to places, objects, or beings they were familiar with in life. Alternatively, driftdead might wend their way through the Drift, with no real direction other than trying to escape the anxiety associated with the places they died.

Occasionally, multiple driftdead gather near Drift beacons or other entry points to the Material Plane that radiate life energy. On rare occasions, these lost souls fuse together into terrifying amalgams that are far more dangerous and powerful than a solitary driftdead. Sutured together by a combination of the planar energies of the Drift and its constituents' powerful emotions, driftdead amalgams are far more likely to make their way into the Material Plane in search of living creatures. When these howling horrors sense the presence of a live mortal, driftdead amalgams relentlessly pursue and attack their targets until they either slay their victims or are destroyed. Even those who survive such attacks often find themselves wracked with mental anguish, the agonizing pain experienced by driftdead amalgams indelibly imprinted upon the victims.

Though driftdead retain a shred of the intelligence they possessed in life, their minds are irreparably shattered by the trauma of their deaths, leaving little room for higher thought as they single-mindedly seek the living. When it can sense no life to latch on to, driftdead are attracted to objects and places once frequented by living creatures. Driftdead, therefore, frequently haunt derelict starships or congregate near flotsam and jetsam from the Material Plane infused with life energy.

Some evil and intelligent undead have even been known to deliberately lure and collect driftdead, installing the creatures as traps for the unwary living. Rumors claim that the Corpse Fleet conducts regular trawling missions through Drift wreckage to recover driftdead and then weaponize them against the living. Whether Eox's renegade military truly engages in such a practice or whether this is a case of fearmongers spreading misinformation is unclear. Unfortunately, few survivors of Corpse Fleet aggression remain to shed light on the issue.

DRIFTDEAD TEMPLATE GRAFT (CR 1+)

When an intelligent creature dies in anguish while in the Drift, its tormented spirit forms a new body from that plane's energies, becoming an undead creature called a driftdead.

Required Creature Type and Subtype: Undead (extraplanar).

Suggested Array: Combatant.

Traits: confusion aura (see page 26; 2-round duration, increase to 4 rounds at CR 10), spatial incorporeality (see page 26), fly 60 ft. (Su, average), Drift rip (see page 26).

Suggested Ability Modifiers: Dexterity, Strength.

DRIFTDEAD AMALGAM TEMPLATE GRAFT (CR 7+)

To create a driftdead amalgam, apply the driftdead template graft (see above) and add the following.

Traits: Blindsight (life) 60 ft., melee attacks deal 2d4 Wisdom drain (CR 11+), multiattack.



DROMADA



DROMADA
CR 1/2
XP 200

DROMADA VIGILANT
CR 5
XP 1,600

DROMADA**CR 1/2****XP 200**

LN Medium magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision;**Perception** +9**DEFENSE****HP 12****EAC** 10; **KAC** 11**Fort** +2; **Ref** +2; **Will** +3**Weaknesses** savory**OFFENSE****Speed** 40 ft.**Ranged** hunting rifle +5 (1d8 P)**STATISTICS****Str** +1; **Dex** +3; **Con** +1; **Int** +1; **Wis** +2;**Cha** +0**Skills** Acrobatics +9, Athletics +4, Engineering +4, Sense Motive +9, Survival +9**Languages** Common, Dromadan**Other Abilities** alert the herd, bolt**Gear** second skin, hunting rifle with 12 longarm rounds**ECOLOGY****Environment** any**Organization** huddle (3–8) or herd (9–100)**SPECIAL****Alert the Herd (Ex)** Once per day

at the beginning of a combat in which it isn't surprised, a dromada can emit a deep moan that alerts its herd to nearby danger, granting allies within 50 feet who can hear it a +4 morale bonus to their initiative checks for that combat.

Bolt (Ex) When a dromada takes the run full action, they can move up to five times their speed, change direction once during the movement, and cross difficult terrain (though such terrain requires extra movement as normal).

Savory (Ex) A dromada hit by a creature's bite attack takes a –2 penalty to AC against further bite attacks from the same creature. This effect lasts 1 week and applies only once per creature.

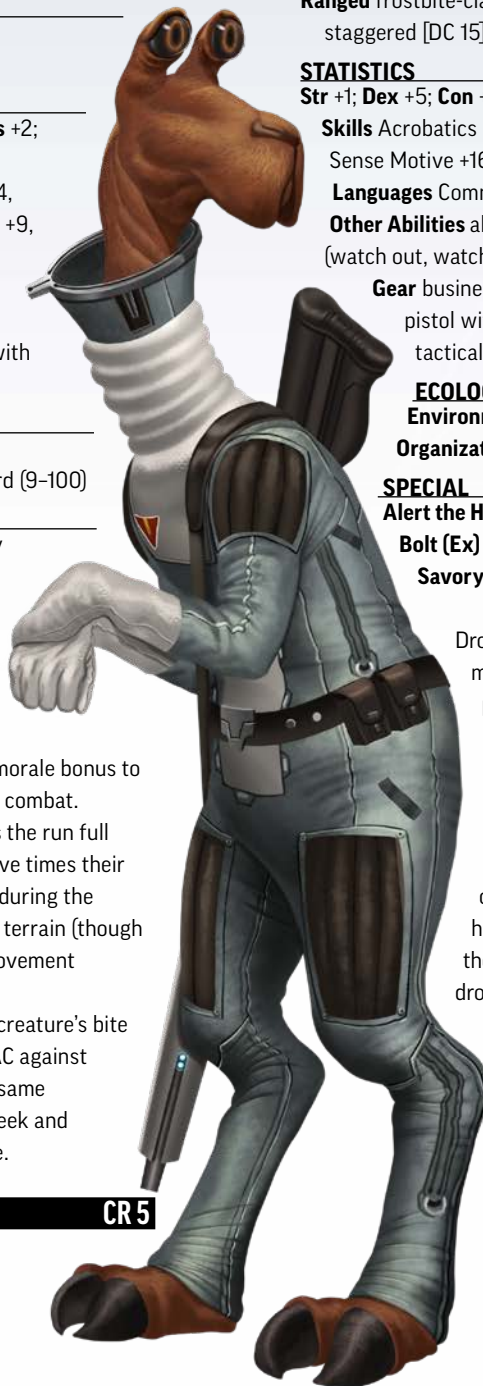
DROMADA VIGILANT**CR 5****XP 1,600**

Dromada envoy

LN Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision;**Perception** +16**DEFENSE****HP 65****EAC** 17; **KAC** 18**Fort** +6; **Ref** +6; **Will** +8**Weaknesses** savory**OFFENSE****Speed** 40 ft.**Melee** tactical knife +11 (2d4+6 S)**Ranged** frostbite-class zero pistol +13 (1d6 C; critical staggered [DC 15])**STATISTICS****Str** +1; **Dex** +5; **Con** +1; **Int** +2; **Wis** +1; **Cha** +3**Skills** Acrobatics +16, Athletics +11, Engineering +11,

Sense Motive +16, Survival +16

Languages Common, Dromadan**Other Abilities** alert the herd, bolt, envoy improvisations (watch out, watch your step)**Gear** business stationwear, frostbite-class zero pistol with 2 batteries (20 charges each), tactical knife**ECOLOGY****Environment** any**Organization** pair or watch (3–10)**SPECIAL****Alert the Herd (Ex)** See above.**Bolt (Ex)** See above.**Savory (Ex)** See above.

Dromadas are members of a bipedal mammalian species from the Near Space planet Dromaritia that average 5 feet tall and weigh around 200 pounds. Their powerful unguligrade legs end in long, hooved toes, while their shorter forelimbs include strong dewclaws and fingers that allow the manipulation of tools. Long necks end in drooped heads, atop which stubby eyestalks allow their eyes to move independently, giving dromadas a wide field of vision. They have soft, fine fur that can be various shades of red or brown.

Having spent most of their history as the most populous and preferred prey animal for their home world's numerous large carnivores, the dromadas' presapient ancestors formed tightly knit herds to keep safe. The skittish creatures reacted to danger first by emitting a deep moan that would alert



DROMADA

the entire herd, then bolt for safety in huge stampedes. As they gradually learned to use tools, communicate with spoken language, and develop more advanced technology, dromadas retained these behaviors, which continue to serve them well even as they join the galactic community. While dromadas are a sapient species and as such are not considered food to most other sapient species, there are a few evil species willing to go to great lengths to obtain dromada meat, which is reported to have a unique and savory flavor.

Dromadas usually operate in large family units and rarely do anything individually. The herbivorous creatures prefer open spaces large enough for an entire group and with good visibility, especially when eating. Half the group eats while the other half keeps watch, with the groups switching roles so everyone gets to graze. Dromada homes are usually large, single-story buildings with plenty of exits that can accommodate an entire herd. The floors of such structures are often used to grow the grasses they feed on so that the dromadas can spend their free time grouped together grazing in the safety of their homes. Dromada herds can be large enough to staff entire corporations, where employees live and work together in large compounds with open floor plans. Such enterprises can be found in a staggering array of industries, providing products and services that range from plant-based meat substitutes to social media consultancy.

In their youth, dromadas train in specific skill sets so they can provide a variety of services to the herd as adults. Members of dromada society place great importance on their responsibilities; the more the herd can provide for itself, the less it needs to depend upon potentially dangerous outsiders. When dromadas become curious about the outside world, they travel short distances from the herd in small groups called huddles. When confronted with anything they perceive as dangerous, members of the huddle flee to the safety of the herd and warn others about what they encountered. Smaller groups of dromadas living permanently in densely populated, cosmopolitan urban areas continue this trend, and frequently rely heavily on delivery services, ensuring no one has to leave the herd to obtain supplies.

Dromadas do not consider leadership of a dromada herd to be an honor or something to aspire to, as leaders become targets simply by virtue of their position. Most dromada herds elect their leaders democratically and for limited terms, but because an average dromada has no interest in taking on a leadership role, the herd itself nominates candidates for political office—whether an individual wants to run or not. Rather than focusing on their own achievements, many candidates instead highlight the accomplishments of their opponents in hopes of losing the election to someone else.

Crime within dromada society is rare, as the punishment can be exile—a sentence akin to death for their distant ancestors. In truth, modern dromadas feel much the same way about this punishment, as most dromadas dread the prospect of being without their herd. Dromadas can nonetheless find themselves

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Wis, -2 Cha

Hit Points: 2

Size and Type: Dromadas are Medium magical beasts.

Alert the Herd: See page 28.

Bolt: See page 28.

Dromada Senses: Dromadas have darkvision with a range of 60 feet and low-light vision.

Savory: See page 28.

Swift: Dromadas have a land speed of 40 feet.

alone, whether because they were exiled, they were the sole survivors of an attack, or they were left behind due to sickness or injury. Such dromadas instinctively look for a surrogate herd to join as soon as possible. A dromada's trust is very difficult to earn, as they view everything around them as potentially dangerous and can be extremely skittish, but they are loyal and constant companions to those who eventually gain their friendship. As a result, individual dromadas can form strong bonds with members of other species, especially those with a similar generalized fear of danger, such as the sluglike osharus (*Starfinder Alien Archive* 2 92).

Dromada adventurers or mercenaries are extremely rare, as dromadas who choose such paths would need to overcome their powerful instincts to flee when in danger. But when they are able to, dromadas make excellent lookouts, first responders, and even bodyguards, using their powerful legs for lightning-fast repositioning in the heat of battle. Their fearful natures also mean that most modern dromadas have some talent configuring and bypassing security systems and devices. Still, choosing an adventurer's life isn't easy, as even the bravest dromadas still sometimes find themselves automatically fleeing from dangers, both real and imagined.

DROMADA CLUTCHES

As dromadas organized into corporations, their extreme wariness led to the development of these cases, designed to protect corporate secrets.

DROMADA CLUTCH

LEVEL 8

HYBRID ITEM

PRICE 9,200

BULK 1

This sleek briefcase can securely hold up to 4 objects of light or negligible bulk. When you purchase a *dromada clutch* (or have access to one that is unsealed) you can set a command word that magically seals and unseals the briefcase. While sealed, a *dromada clutch* protects its contents from being viewed—even by x-ray scanners and creatures with sense through. In addition, hybrid and magic items within a sealed *dromada clutch* cannot be detected by divination effects, such as *detect magic* and *arcane sight*. A sealed *dromada clutch* acts as a container with a permanent *security seal* spell and a good lock.

EQUINOXIAN



EQUINOXIAN
PERIASTRA
CR 9
XP 6,400

EQUINOXIAN
APASTRA
CR 15
XP 51,200

EQUINOXIAN PERIASTRA

CR 9

XP 6,400

LN Medium outsider (native)

Init +4; Senses darkvision 60 ft.; Perception +17

DEFENSE

EAC 22; KAC 24

Fort +11; Ref +11; Will +10

OFFENSE

Speed 30 ft.

Melee slam +22 (2d10+15 B)

Ranged graviton crush +19 (5d4+9 B; critical staggered) or sun hurl +19 (3d6+15 E & F; critical burn 1d6)

Offensive Abilities flashing strikes, stellar revelations (blazing orbit, defy gravity)

STATISTICS

Str +6; Dex +4; Con +2; Int +1; Wis +3;

Cha +3

Skills Acrobatics +17, Athletics +17, Mysticism +22

Languages Common, Kasatha

Other Abilities balanced alignment

ECOLOGY

Environment any

Organization solitary, cluster (2-4), or constellation (5-8)

SPECIAL ABILITIES

Balanced Alignment (Su) A periastra is always both photon attuned and graviton attuned (but not fully attuned). If subject to an effect that depends on the periastra's stellar alignment, the periastra uses whichever attunement is most beneficial to it.

Flashing Strikes (Ex) This functions as the flashing strikes solarian class feature.

Graviton Crush (Su) A periastra can crush an enemy with gravity; this is a ranged attack with a range of 30 feet and that targets EAC. A creature hit by graviton crush must succeed at a DC 16 Fortitude saving throw or be entangled. It can attempt a new Fortitude save once per round as a move action. A periastra cannot use graviton crush two turns in a row. If the periastra makes a full attack using graviton crush, it must use graviton crush for both attacks.

Stellar Revelations (Su) A periastra can use the blazing orbit and defy gravity solarian stellar revelations.

However, it cannot use the same revelation two turns in a row, and it cannot use both revelations on the same turn.

Sun Hurl (Su) A periastra can throw balls of superheated plasma at a foe. This is a ranged attack with a range increment of 30 feet and that targets EAC. A creature hit by sun hurl must succeed at a DC 16 Reflex save or gain the burning condition (1d6 fire damage). This condition doesn't stack with itself, but does with any other burning condition. The periastra cannot use sun hurl two turns in a row. If the periastra makes a full attack using sun hurl, it must use sun hurl for both attacks.

EQUINOXIAN APASTRA

CR 15

XP 51,200

CN Medium outsider (native)

Init +7; Senses darkvision 60 ft.; Perception +26

DEFENSE

EAC 29; KAC 31

Fort +19; Ref +17; Will +13

OFFENSE

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

Melee solar weapon +29 (8d6+24 S)

Ranged thrown solar weapon +26 (8d6+24 S)

Offensive Abilities flashing strikes, solar storm, solarian's onslaught, stellar revelations (black hole [35-ft. radius,



pull 25 ft., DC 21], supernova [15-ft. radius, 16d6 F, DC 21])

STATISTICS

Str +9; **Dex** +7; **Con** +5; **Int** +3; **Wis** +1; **Cha** +5

Skills Acrobatics +26 (+34 to fly), Athletics +26, Mysticism +31

Languages Common, Kasatha

Other Abilities perfect alignment, solar manifestation (solar weapon)

ECOLOGY

Environment any

Organization solitary, cluster (2-4), or constellation (5-8)

SPECIAL ABILITIES

Flashing Strikes (Ex) This functions as the flashing strikes solarian class feature.

Perfect Alignment (Su) An apastra is always both fully graviton attuned and fully photon attuned.

Solar Manifestation (Su) This functions as the solar manifestation solarian class feature.

Solar Storm (Su) Once a day, an apastra can give in to the gravitonic and photonic forces that rage within it, expelling this energy in a cataclysmic storm. The solar storm has a range of 60 feet and a 15-foot radius. Creatures that enter the storm or that begin their turns in it take 8d6 fire damage (Fortitude DC 21 half) and must succeed at a DC 21 Reflex save or be hurled 1d6×10 feet in a random direction and fall prone (creatures that hit a wall or other barrier take no additional damage). The storm is difficult terrain and obscures all sight beyond 5 feet. Creatures within 5 feet of an attacker while in the storm have concealment. When the apastra uses solar storm, it can maintain the storm for up to an additional 1d3 rounds. An apastra must take a full action each round to maintain the storm, and it can move the storm up to 30 feet as part of that full action. An apastra is immune to the effects of its own or any other apastra's solar storm.

Solarian's Onslaught (Ex) This functions as the solarian's onslaught solarian class feature.

Stellar Revelations (Su) An apastra can use the black hole and supernova solarian stellar revelations. It can use either stellar revelation once before that revelation needs to recharge. Once it has used each stellar revelation once, they both recharge in 1d4 rounds.

Throw Solar Weapon (Ex) An apastra can throw its solar weapon at a foe as a ranged attack with a 40-foot range increment. This does not cause the weapon to be dismissed. An apastra's thrown solar weapon returns to its hand just before its next turn.

Equinoxians are rare and unusual native outsiders who simultaneously embody the power of both black holes and blazing suns. Alternating waves of photons and gravitons constantly travel along their roughly humanoid-shaped bodies. An equinoxian's head and legs might shine with light while its torso and arms remain as black as the void, and a few seconds later, the opposite may be true, as waves of energy ripple through the equinoxian's body. As equinoxians age and their connection to the Cycle grows, they must learn to

master the perfect balance of the contradictory powers within themselves, lest they lose control of those forces.

Equinoxian periastras are masters of the Cycle, perpetually balancing the gravitonic and photonic forces comprising their bodies, and they are legendary for their fighting prowess. They oppose forces of chaos and guard sites holy to solarians, allowing visitors to enter only after they have proven their mastery of the Cycle in combat.

Those equinoxians who cannot maintain balance are driven mad, becoming the tragic and powerful figures known as apastras. Apastras seek to cause imbalance and collapse wherever they can, and solarians justly fear the enraged creatures.

PERIASTRA FEAT

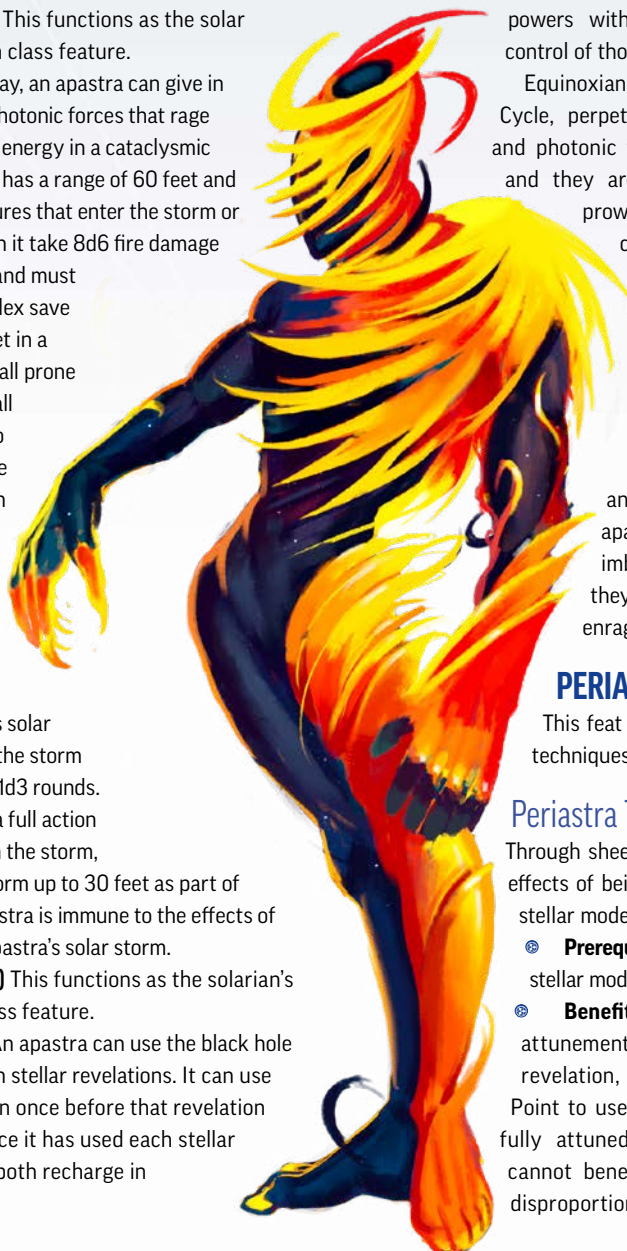
This feat represents training in the secret techniques of periastra tutors.

Periastra Training

Through sheer force of will, you can gain the effects of being fully attuned to your current stellar mode.

⚙ **Prerequisites:** Cha 13, Mysticism 5 ranks, stellar mode class feature.

⚙ **Benefit:** When you have 1 or 2 attunement points and use a stellar revelation, you can spend 1 Resolve Point to use that revelation as if you were fully attuned to your current mode. You cannot benefit from this feat if you have disproportionate revelations.



EQUINOXIAN

ESPRAKSA



ESPRAKSA
CR 1/2
XP 200



ESPRAKSA PERFORMER
CR 4
XP 1,200

ESPRAKSA**CR 1/2****XP 200**

CG Medium humanoid (espraksa)

Init +1; **Perception** +4**DEFENSE****HP 13****EAC** 10; **KAC** 12**Fort** +0; **Ref** +2; **Will** +4; -2 vs. mind-affecting effects**OFFENSE****Speed** 30 ft., fly 30 ft. (Ex, average)**Melee** talon +6 (1d3+1 P plus snatch)**Ranged** azimuth shoulder laser +6 (1d3 F)**STATISTICS****Str** +0; **Dex** +1; **Con** +0; **Int** +0;**Wis** +2; **Cha** +3**Skills** Acrobatics +4, Culture +4, Diplomacy +4, Sense Motive +9**Languages** Common, Espraksi**Other Abilities** cold injured**Gear** second skin(azimuth shoulder laser^{AR} with 2 batteries [20 charges each])**ECOLOGY****Environment** any (Neeroon)**Organization** solitary, pair, or flock (3-10)**SPECIAL ABILITIES****Cold Inured (Ex)** An espraksa treats severe cold as cold and extreme cold as severe cold (*Starfinder Core Rulebook* 400).**Snatch (Ex)** This functions as the grab universal creature rule, except the espraksa must hit with two talon attacks during the same turn to grab. Only one talon must hit the target's KAC + 4 (or + 13) to trigger the free grab (or pin), but both must hit.**ESPRAKSA PERFORMER****CR 4****XP 1,200**

Espraksa envoy

CG Medium humanoid (espraksa)

Init +3; **Perception** +10**DEFENSE****HP 45****EAC** 16; **KAC** 17**Fort** +3; **Ref** +7; **Will** +5; -2 vs. mind-affecting effects**OFFENSE****Speed** 30 ft., fly 30 ft. (Ex, average)**Melee** traditional battle ribbon +10 (1d8+1 S) or talon +10 (1d4+5 P plus snatch)**Ranged** diffraction perforator pistol +10 (1d4+4 So; critical bleed 1d4)**STATISTICS****Str** +1; **Dex** +3; **Con** +0; **Int** +0; **Wis** +2; **Cha** +5**Skills** Acrobatics +15, Bluff +15, Culture +10, Diplomacy +10, Sense Motive +15**Languages** Akitonian, Brethedan, Castrovelian, Common, Espraksi, Shirren, Triaxian, Vercite**Other Abilities** cold injured, envoy improvisations (clever attack, clever feint)**Gear** basic lashunta tempweave, diffraction perforator pistol^{AR} with 2 batteries (20 charges each), traditional battle ribbon^{AR}**ECOLOGY****Environment** any (Neeroon)**Organization** solitary, pair, or troupe (3-6)**SPECIAL ABILITIES****Cold Inured (Ex)** See above.**Snatch (Ex)** See above.

The avian espraksas originated from the Near Space planet of Neeroon. A small, frigid planetoid at the farthest reaches of its star system, Neeroon is a rugged world with a variety of biomes, from taigas to rocky badlands, and sky-scraping mountains to ice-filled canyons. The coloration of espraksas varies depending



ESPRAKSA

on the environment in which their ancestors evolved. Espraksas who adapted to the taigas of Neeroon developed deep-brown or russet feathers, while those who live in the snowy peaks have white or gray feathers lightly speckled with black or a mossy green. Espraksas have a thick collar of feathers to keep their long, slender necks warm. They also have lengthy antennae-like feathers that extend from the inner corners of their eyes. Males have crests of feathers that extend from the crowns of their heads and are expressive enough to communicate emotion. Espraksas stand about 7 feet tall and weigh 175 pounds.

Espraksas consider themselves the offspring of the deities Desna and Weydan, unified in a pairing called the Wings. Their open, sociable, and free-spirited society reflects this origin story. Though the rule of law is important to espraksas, the application of wisdom and compassion is equally so. Espraksa settlements often have shrines dedicated to the Wings.

Espraksa settlements also emphasize harmony with nature. They avoid razing the environment to make way for their settlements, instead incorporating their towns and homes high up in the surrounding trees and terrain. This architecture has left few means for land-bound creatures to enter from the ground. As tourism to Neeroon has grown more common, the espraksas have had to accommodate flightless creatures.

Wanderlust and gregariousness are intrinsic to espraksa society on Neeroon despite individual regions having many quirks, which it seems their peoples took pains to preserve. Espraksas revel in exploration, whether literal, interpersonal, or spiritual. They often embark on a journey of self-discovery in an unofficial coming-of-age ceremony, traveling the galaxy and immersing themselves in other cultures. Espraksas love to make friends, even with the surliest of folk, establishing positive emotional connections that are passionate and enduring. Most espraksas can proudly recollect every friend made on their journeys and find enemies only under extreme circumstances. However, once an espraksa has decided another creature is a foe, the hostility can be just as fervent and lasting.

Due to their exposure to many cultures and fields, espraksas fill many vocations. They take whatever odd jobs are available to fund their ongoing adventures. Many seek occupations that facilitate exploration, from field scientists to mercenaries. Diversity in skill is a virtue among espraksas, so much so that being good at one skill at the expense of others is seen as a character flaw.

An espraksa's journey can last decades. Most return to Neeroon when they feel their travels have provided enough novelty. Then, such espraksas settle down on their icy world, find mates, and start families. Older espraksas are highly valued leaders, philosophers, and teachers, their know-how honed over a lifetime of exploration. Some elder espraksas are celebrated experts even beyond Neeroon, renowned across the galaxy for their breadth of experience.

RACIAL TRAITS

Ability Adjustments: +2 Wis, +2 Cha, -2 Con

Hit Points: 4

Size and Type: Espraksas are Medium humanoids with the espraksa subtype.

Espraksa Movement: Espraksas have a land speed of 30 feet and an extraordinary fly speed of 30 feet with average maneuverability.

Cold Inured: See page 32.

Empathic: Espraksas gain a +2 racial bonus to Diplomacy and Sense Motive checks. They take a -2 penalty to saving throws against mind-affecting effects, but the DC of any mind-affecting effect they create is increased by 1.

Multicultural: Espraksas learn an additional language for every even-numbered rank gained in the Culture skill.

Natural Weapons (P): See page 152.

Snatch: See page 32.



FERROFLUID OOZE



FERROFLUID OOZE
CR 2
XP 600

**FERROFLUID
MAGNETO-CLUSTER**
CR 12
XP 19,200

FERROFLUID OOZE**CR 2****XP 600**

N Medium ooze

Init +2; **Senses** blindsight (magnetism) 60 ft., sightless;**Perception** +7**Aura** magnetic field (30 ft. Strength DC 11)**DEFENSE****HP 25****EAC** 13; **KAC** 15**Fort** +6; **Ref** +2; **Will** -1**DR** 5/piercing or slashing; **Immunities** ooze immunities;**Resistances** electricity 5**Weaknesses** demagnetization**OFFENSE****Speed** 20 ft., climb 20 ft. (magnetic surfaces only)**Melee** pseudopod +10 (1d6+6 B)**Offensive Abilities** magnetic leap (attach)**STATISTICS****Str** +4; **Dex** +2; **Con** +1; **Int** -; **Wis** +0; **Cha** +0**Skills** Stealth +12**Other Abilities** mindless**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES****Demagnetization (Ex)** If a ferrofluid ooze takes fire damage, any creature to which the ooze is attached is released.

In addition, until the end of the ooze's next turn, its magnetic field aura has no effect, and it can't use magnetic leap.

Magnetic Field (Ex) A ferrofluid ooze is surrounded by a constant magnetic field that interferes with nearby technological equipment. Each time a creature within the field attacks with a technological weapon, it must succeed at a Strength check (DC = 10 + 1/2 the ooze's CR) or take a -2 penalty to its attack.**Magnetic Leap (Ex)** As a move action every 1d4 rounds, a ferrofluid ooze can move adjacent to a creature within its magnetic field that is either a technological construct or wearing or wielding technological equipment. This movement does not provoke attacks of opportunity. The ooze then automatically attaches to that creature, as per the attach universal creature rule.**FERROFLUID MAGNETO-CLUSTER****CR 12****XP 19,200**

N Large ooze

Init +4; **Senses** blindsight (magnetism) 60 ft., sightless;**Perception** +22**Aura** magnetic field (60 ft., Strength DC 16)**DEFENSE****HP 200****EAC** 26; **KAC** 28**Fort** +16; **Ref** +12; **Will** +9**DR** 10/piercing or slashing; **Immunities** ooze immunities;**Resistances** electricity 10**Weaknesses** demagnetization**OFFENSE****Speed** 20 ft., climb 20 ft. (magnetic surfaces only)**Melee** pseudopod +25 (6d4+20 B)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** magnetic leap (attach or engulf [6d4 + 20 B]), polarity shift**STATISTICS****Str** +8; **Dex** +4; **Con** +5; **Int** -; **Wis** +0; **Cha** +0**Skills** Stealth +27**Other Abilities** mindless**ECOLOGY****Environment** urban**Organization** solitary**SPECIAL ABILITIES****Demagnetization (Ex)** See above.**Magnetic Field (Ex)** See above.**Magnetic Leap (Ex)** See above. If the target creature is at least one size smaller, the ooze automatically engulfs the target (as per the engulf universal creature rule) instead of attaching to it.**Polarity Shift (Ex)** Once per day as a full action, a ferrofluid

magneto-cluster can shift the polarity of its magnetic field, causing it to briefly repulse magnetic objects. Each creature must attempt a DC 19 Reflex save for each technological item it is holding to avoid dropping it in an adjacent square. In addition, each creature that is a technological construct or wearing technological armor must succeed at a DC 19 Fortitude save or be knocked prone.

Ferromagnetic fluid, or ferrofluid, has long been a staple of spacefaring technology. Societies across the galaxy originally created this utilitarian substance by suspending coated nanometer-sized particles of magnetite in viscous liquid. As necessity demanded invention, later iterations of the magnetic liquid began to take on an almost lifelike temperament. The substance increasingly exhibited erratic behavior as engineers tinkered with heavily magnetized liquids, using experimental bioengineered substances to suspend magnetic particles. The final result of these developments was an emergent, though limited, sentience within certain pools of ferrofluid—a consciousness solely consumed with the search for ever-stronger magnetic fields.

Ferrofluid oozes can form virtually anywhere, but they are drawn to urban areas filled with magnets and ferrous metals and find solace in any place that thrums with electromagnetism. Their dark, aqueous bodies skulk low to the ground, and they often hide away beside magnetic machines in industrial districts or aboard starships and space stations. A few lucky oozes find caverns of naturally magnetized ore. Wherever the oozes travel, their magnetic properties reduce the vibrations of their movement, making them difficult to detect until their magnetic fields and unmistakable magnetic pull betray their presence. Ferrofluid oozes are usually about 3 feet in diameter.

While not inherently ill meaning, ferrofluid oozes often are at odds with the owners of the magnetic objects they covet. Usually utterly indifferent to organic life, ferrofluid oozes seek only to collect magnetic material—though they do defend themselves, and can attack when stubborn life-forms refuse to relinquish their magnetic goods. Ferrofluid oozes that collect a large amount of debris are even on occasion mistaken for scavenger slimes.

As ferrofluid oozes skulk around places profuse with magnetized materials, they

occasionally leave behind droplets of magnetic fluid. So long as these droplets remain in the magnetized environments provided by their parent, their size and magnetic power grow in parallel with their access to additional magnetized material. Due to this propagation, it is not unusual to see several ferrofluid oozes enjoying the same magnetically charged environment, so experienced adventurers are wary when they find only a single ooze in such a place. Given enough time and magnetic material, multiple oozes can form into a single, much larger ferrofluid magneto-cluster around 8 feet in diameter.

FERROFLUID SUSPENSION

Ferromagnetic fluid reduces the vibration of technological armor, causing it to operate more quietly and smoothly. Armor upgrades incorporating the substance are becoming more common among military forces facing attack from the Swarm.

FERROFLUID SUSPENSION

ARMOR
UPGRADE

PRICE 6,500

LEVEL 7

ARMOR SLOTS 1

ARMOR TYPE ANY

BULK –

Your armor dampens vibrations, reducing bludgeoning damage you take by 5 (to a minimum of 0) and reducing your armor check penalty to Stealth checks by 2 (to a minimum of 0). In addition, the DC of Perception checks against you is increased by 5 for creatures using blindsight (vibration) or blindsense (vibration).



FLAYER LEECH



FLAYER LEECH
CR 4
XP 1,200

FLAYER LEECH
EFFIGY
CR 15
XP 51,200

FLAYER LEECH

CR 4

XP 1,200

NE Tiny vermin

Init +5; Senses darkvision 60 ft.; Perception +10

DEFENSE

HP 50

EAC 16; KAC 18

Fort +8; Ref +6; Will +3

Defensive Abilities regeneration 5 (acid)

Weaknesses vulnerable to bludgeoning

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee attach +12 or

bite +12 (1d6+7 P plus drink marrow; critical bleed 1d4)

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

Offensive Abilities mandible dance, mindless

STATISTICS

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

Skills Athletics +10, Stealth +15

ECOLOGY

Environment any land

Organization solitary, pair, coil (3-6), or brood (7-12)

SPECIAL ABILITIES

Drink Marrow (Ex) A flayer leech has a pharyngeal proboscis that can quickly vibrate at a subsonic frequency, allowing it to easily pierce through bone and similar hardened internal structures to consume a creature's marrow. A creature struck by a flayer leech's bite must succeed at a DC 15 Fortitude save or be sickened for 1 minute. Further bites from the flayer leech don't worsen this condition, only extend the duration.

Mandible Dance (Su) As a full action, a flayer leech can stand its body vertically, opening each of its five petal-like jaws and gesticulating with its vast array of complex mouth parts and hooked teeth in a strange performance. Each creature within 30 feet of the flayer leech must succeed at a DC 13 Will save or be fascinated for as long as the flayer leech continues its dance and for 1 round thereafter.

This is a sense-dependent, mind-affecting effect. A flayer leech can move toward a fascinated creature, enter its space, and attempt an attach attack without ending the condition. However, if the flayer leech attempts to bite a fascinated creature, the condition ends as normal.

FLAYER LEECH EFFIGY

CR 15

XP 51,200

NE Medium monstrous humanoid

Init +7; Senses darkvision 60 ft.; Perception +26

DEFENSE

HP 275

EAC 29; KAC 31

Fort +19; Ref +19; Will +15; +2 vs. mind-affecting effects

Defensive Abilities regeneration 15 (acid)

Weaknesses phonophobia, vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee wrist proboscis +29 (8d6+24 P plus drink marrow)

Ranged white star plasma pistol (3d8 E & F; critical burn 2d8)

Offensive Abilities rapid strikes, warp bones

STATISTICS

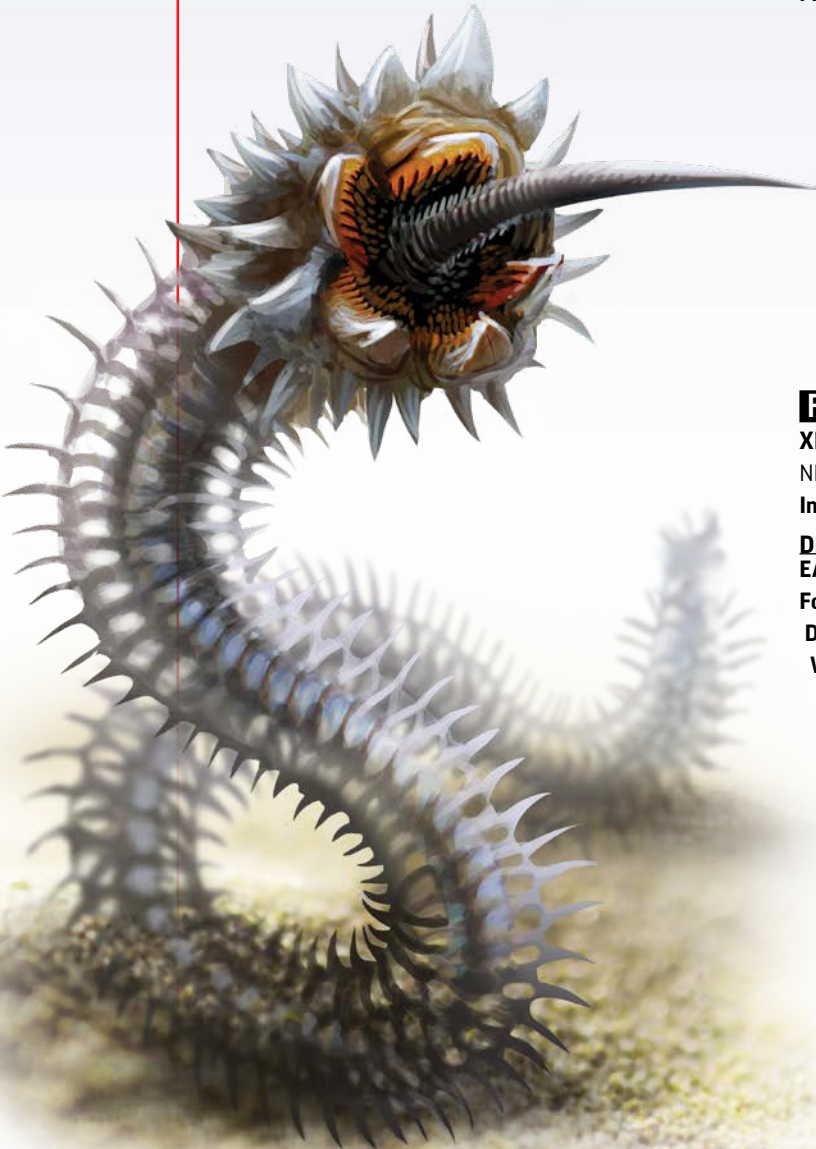
Str +9; Dex +7; Con +5; Int +0; Wis +0; Cha +0

Skills Bluff +26, Disguise +31, Stealth +26

Feats Mobility, Spring Attack

Languages Common, Dwarven

Other Abilities uncanny impersonation, verminlike





FLAYER LEECH

Gear diamond carbon skin (green force field [25 HP]), white star plasma pistol with 1 ultra-capacity battery (100 charges)

ECOLOGY

Environment any land

Organization clique (1 plus 3–8 flayer leeches)

SPECIAL ABILITIES

Drink Marrow (Ex) See page 36, except that the DC for the Fortitude save is 23.

Phonophobia (Ex) When a flayer leech effigy is dealt sonic damage or comes within 30 feet of the source of an extremely loud noise (such as that produced by a starship thruster or the explosion of a grenade), it must attempt a DC 21 Will saving throw. If it fails, it is frightened for 1d4 rounds; if it succeeds, it gains the off-target condition for 1d4 rounds instead.

Rapid Strikes (Ex) When a flayer leech effigy makes a full attack with its wrist proboscis, it makes up to three attacks instead of two, taking a –6 penalty to each attack instead of the normal –4 penalty.

Uncanny Impersonation (Su) A flayer leech effigy can impersonate the creature whose skin it is wearing to a striking degree. The effigy can use Disguise to disguise itself as a specific person, and the DC for the Disguise check isn't adjusted due to being disguised as a different creature type or size category. In addition, the flayer leech effigy receives some psychic impressions when it consumes the creature's brain, allowing it to glean minor details about the creature's life and speak the languages it spoke. If the effigy attacks with its wrist proboscis, its disguise is automatically ruined for all who witness the attack.

Vermينlike (Ex) For effects targeting creatures by type, a flayer leech effigy counts as both monstrous humanoid and vermin (whichever type allows an ability to affect them for abilities that affect only one type, and whichever is worse for abilities that affect both types). The effigy also receives a +2 racial bonus to saving throws against mind-affecting effects.

Warp Bones (Su) Once a flayer leech effigy has tasted a creature's marrow, it can temporarily reshape that creature's skeletal structure using only its mind. As a move action, an effigy can concentrate on the creatures it has wounded. Each creature that is sickened due to the effigy's drink marrow ability must succeed at a DC 21 Fortitude save or suffer extreme pain as its bones twist and crack, gaining the nauseated condition until the end of its next turn.

A flayer leech is a tiny invertebrate with a semitranslucent body and what appears to be a head that tapers to a point. This head is actually a segmented mouth that unfolds into five petal-like jaws, each lined with row upon row of curved, barbed teeth. Lodged deep within the flayer leech's throat is a retractable proboscis that, when extended, vibrates

at an ultrasonic frequency high enough that it can pierce a creature's bones, siphoning the marrow inside. This appendage is surrounded by a pair of spinnerets that produce a durable material that is essential to a flayer leech's life cycle. A flayer leech is approximately 1 foot long and weighs only a few pounds.

A flayer leech is a mindless, opportunistic predator that preys on all living creatures, but when it kills a humanoid or monstrous humanoid, it can wear the skin of its victim like a suit of clothes after a process of metamorphosis. After dragging a corpse to a secluded location (sometimes underground), a flayer leech begins the grim work that inspired its name, using its barbed teeth to carefully cut off the corpse's flesh in large pieces. The flayer leech then siphons as much marrow as it can out of the creature's bones, enough to sustain the leech for weeks, and consumes the brain.

Once full, the flayer leech returns its attention to the pieces of skin, using its spinnerets to create a nearly invisible filament and its proboscis like a needle to stitch the tatters back together, exactly as they once were. This filament is coated with a regenerative wax that fuses the flayed skin back together, leaving only barely visible lines. The flayer leech crawls into this fleshy cocoon and pupates within for 2d6 days, developing a bone structure and vocal organs, as well as respiratory, circulatory, and nervous systems similar to that of the victim. It also absorbs a portion of the victim's memories from the victim's brain matter and acquires some psychic abilities. After this period, a flayer leech becomes a flayer leech effigy, a convincing simulacrum of the dead creature.

A flayer leech effigy then attempts to insert itself into the dead creature's life, though close friends might recognize a changed demeanor, as the effigy speaks rarely and doesn't engage in as many social functions as the victim. In addition, an effigy's auditory organs are sensitive to sounds that wouldn't normally harm humanoids of the same type, which can sometimes give away the effigy's true nature. When threatened, an effigy can protrude larger versions of its pharyngeal proboscis from small slits just below its wrists to defend itself. It also uses these tubes to extract the marrow it needs to reproduce—a disgusting parthenogenesis wherein the effigy belches forth fully grown flayer leeches.

FLAYER LEECH EFFIGY TEMPLATE GRAFT (CR 5+)

Any living humanoid or monstrous humanoid creature can become an unlucky victim of a flayer leech. Use the following template graft to create a unique flayer leech effigy.

Required Creature Type: Monstrous humanoid.

Traits: Regeneration (5 for CR 5–9, 10 for CR 10–14, 15 for CR 15+; suppressed by acid), phonophobia (see above), vulnerable to sonic, drink marrow (see page 36), rapid strikes (see above), uncanny impersonation (see above), verminlike (see above), warp bones (see above).

Suggested Ability Score Modifiers: Strength, Dexterity.

FORMIAN



FORMIAN QUEEN
CR 17
XP 102,400

FORMIAN QUEEN**CR 17****XP 102,400**

LN Large monstrous humanoid

Init -3 (+1 with hive mind); **Senses** blindsense (scent, vibration) 60 ft., darkvision 60 ft.; **Perception** +34 (+38 with hive mind)

DEFENSE**HP 290****EAC** 30; **KAC** 31**Fort** +17; **Ref** +15; **Will** +22

Defensive Abilities fast healing 10; **DR** 10/-; **Resistances** sonic 10

OFFENSE**Speed** 5 ft.**Melee** claw +28 (8d6+15 S)

Ranged banshee sonic pistol +26 (4d8+17 So; critical deafen [DC 24])

Space 10 ft.; **Reach** 10 ft.**Offensive Abilities** possess formian, telepathic feedback**Spell-Like Abilities** (CL 17th; ranged +26)1/day—*enshrining refuge* (DC 26), *snuff life* (DC 26)3/day—*commune with nature*, *feeblemind* (DC 25), *heat leech* (DC 25), *teleport*At will—*greater invisibility*, *mind thrust* (4th level, DC 24)**STATISTICS****Str** -2; **Dex** -3; **Con** +8; **Int** +5; **Wis** +4; **Cha** +11

Skills Diplomacy +34, Intimidate +34, Life Science +29, Mysticism +29, Physical Science +29

Feats Blind-Fight**Languages** Castrovelian, Common, Terran; telepathy 200 ft.**Other Abilities** hive frenzy, hive mind

Gear banshee sonic pistol with 1 super-capacity battery (80 charges)

ECOLOGY**Environment** any land or underground (Castrovel)**Organization** hive (1 plus 300–8,000 formians)**SPECIAL ABILITIES**

Hive Frenzy (Su) Once per day as a standard action, a formian queen can issue a command to all formians within range of her telepathy, stirring them into a frenzy. Each affected formian gains the benefits of *haste* for 1 minute.

Hive Mind (Ex) Formians operate from a shared hive intelligence that allows them to communicate nearly instantaneously. While within telepathic range of at least one other formian with this ability, a formian gains a +4 bonus to initiative and to Perception checks. If one formian is aware of a combatant, all members of the hive mind within range are aware of it, and a member of the hive mind cannot be surprised unless all members within range are surprised. If one member of the hive mind succeeds at a Will save to disbelieve an illusion effect, all members of that hive mind within telepathic range also disbelieve the effect.

Possess Formian (Su) As a full action, a formian queen can transfer her consciousness to the body of any formian within range of her telepathy that she has line of effect to. This ability functions like *dominate person* (caster level = formian queen's CR), except that it works only on formians; for as long as the target is affected and the queen's consciousness is outside of her body, the queen's body is unconscious (though she is aware if any damage is done to it). An unwilling target can attempt a DC 24 Will saving throw to resist being possessed in this manner, but the queen's offspring are usually willing. The queen receives all sensory input from the target creature; she can speak through it, and she can



use her total skill bonus for Intelligence-, Wisdom-, and Charisma-based skills. If the target creature is slain or moves to a different plane from the queen's body, the queen returns to her own body immediately; otherwise, she can return to her own body as a move action, ending the possession effect.

Telepathic Feedback (Su) As a standard action, a formian queen can unleash a blast of debilitating telepathic feedback. Each non-formian creature within range of her telepathy must succeed at a DC 24 Will save or take a -2 penalty to ability checks, attack rolls, saving throws, and skill checks for 1 minute. Creatures with telepathy or limited telepathy take a -2 penalty to the saving throw to resist a formian queen's telepathic feedback. A creature that succeeds at its saving throw is immune to the formian queen's telepathic feedback for 24 hours, and a creature can be affected by only one telepathic feedback at a time. This is a mind-affecting effect.

The queen is the center of a formian hive, figuratively and literally. A queen's physical existence is rooted in reproduction: her first responsibility is laying the eggs that populate the hive. Indeed, she can't actually stop this process, which takes place largely without conscious thought as she goes about her business. In emergencies, some queens resort to extreme hormonal treatments to suppress their laying, but such drastic means are rarely employed. Once they start laying, most queens never physically move more than a few feet at a time; in the rare event that they must be relocated, they are carried upon massive palanquins by members of the hive or are installed on hovering thrones.

These physical constraints don't mean a queen is helpless or powerless. A queen has defensive capabilities unparalleled in the hive, including the ability to teleport herself away from danger if overwhelmed. She can turn her telepathic prowess into a weapon to harm and disable foes, and she can possess any member of the hive to borrow their senses and inspect locations, interact with others, or confront intruders "in person."

Each formian hive—typically an entire settlement—has its own queen, and the hive is absolutely subordinate to the queen, epitomizing the ultimate order and hierarchical nature of formian society. In the distant past, this loyalty led to tremendous conflict between hives, as each queen and hive pursued its own agenda and perceived the others as threats. The long-ago establishment of the abstract concept of the "Overqueen" among the formian queens of Castrovel enabled separate hives to unify their goals and operations, effectively creating one metahive among all of formian society on that planet. The directives established by the Overqueen are

purposefully broad suggestions promoting the well-being of the formian race, so as to avoid infighting between queens trying to set more specific goals.

Within a hive, the queen is the absolute authority: she establishes the overall direction and goals for the hive, which the various hive members—from the powerful myrmarchs (*Starfinder Alien Archive* 252) down to the countless workers (*Starfinder Alien Archive* 50)—strive to carry out. Part of this comes from the fact that the vast majority of a hive's members are direct offspring of the queen (in fact, when a new queen takes over, a hive sees massive turnover as its members are rapidly replaced with the new queen's brood); as with most social insects, the genetic similarity of a single queen's offspring leads to tight social bonds and minimal competition. The queen is typically quite active in the hive's operations, meeting with myrmarchs and taskmasters personally to provide specific and detailed instruction.

PSYCHIC INHIBITORS

The war between formians and lashuntas on Castrovel raged for centuries before a peace was finally brokered. Both sides developed countless new kinds of weapons to defeat their foes, but shortly after the Gap, a ruthless formian hive developed *psychic inhibitors*, which can debilitate anyone with psychic abilities.

PSYCHIC INHIBITOR

LEVEL 15
MAGIC ITEM
PRICE 120,000

BULK 1

Crafted from shards of crystal mined in the Colonies and held together with an organic, waxy substance, a *psychic inhibitor* has the ability to disrupt telepathic communications. You can hold a *psychic inhibitor* in one hand and activate it once per day as a standard action by picturing a complex series of geometric shapes in your mind. When you do so, each creature with the limited telepathy or telepathy ability within 100 feet (including yourself) must succeed at a Will saving throw ($DC = 10 + \text{half your level} + \text{your key ability score modifier}$) or have their mind flooded with unbearable psychic noise. Each affected creature loses its limited telepathy or telepathy ability and takes a -2 penalty to attack rolls, a -4 penalty to Will saving throws, and a -8 penalty to Intelligence-, Wisdom-, and Charisma-based skills for 1 hour. This is a mind-affecting effect. A creature that succeeds at its save can't be affected by the same *psychic inhibitor* for 1 week.

A *psychic inhibitor* comes with four attuned *psychic disinhibitors* (these are created at the same time as the *psychic inhibitor* and are included in the price). A *psychic disinhibitor* is a flexible disk 1 inch in diameter that can be affixed to a creature's skin (preferably near the brain) to make the creature immune to the attuned *psychic inhibitor*'s effects. A *psychic disinhibitor* counts as a worn magic item.



GIANT SPACE TARDIGRADE

GIANT SPACE
TARDIGRADE
TIER 4

GIANT SPACE TARDIGRADE

TIER 4

N Medium starship magical beast

Speed 6; **Maneuverability** good (turn 1)**AC** 18; **TL** 18**HP** 65; **DT** —; **CT** 13**Shields** light 60 (forward 15, port 15, starboard 15, aft 15)**Attack (Forward)** plasma cannon (5d12)**Attack (Port)** light plasma cannon (2d12)**Attack (Starboard)** light plasma cannon (2d12)**Power Core** tardigrade brain (150 PCU); **Drift Engine** none;**Systems** basic computer, basic medium-range sensors, mk 4 armor, mk 4 defenses, upgraded heavy weapon mount (forward arc); **Expansion Bays** none**Modifiers** +2 Computers (sensors only)**Other Abilities** living starship, redundant lobes, rugged, self-repair, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +10 (4 ranks)**Gunner (1 action)** gunnery +9 (4th level)**Pilot (1 action)** Piloting +15 (4 ranks)**Science Officer (1 action)** Computers +10 (4 ranks)

ECOLOGY

Environment any vacuum**Organization** solitary, pair, or endurance (3–8)

SPECIAL ABILITIES

Living Starship (Ex) A giant space tardigrade is a living creature so immense that it functions as a starship (and thus engages

only in starship combat). It has no crew, but it can still take crew actions using the skill bonuses, ranks, and level listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Use the following table to determine the effects when a giant space tardigrade takes critical damage.

D%	SYSTEM	EFFECT
1–20	Sensory bristles	Condition applies to all science officer actions
21–50	Weapons array	Randomly determine one arc containing weapons; condition applies to gunner actions using weapons in that arc.
51–80	Propulsion	Condition applies to all pilot actions.
81–100	Brain	Condition applies to all engineer actions except hold it together and patch.

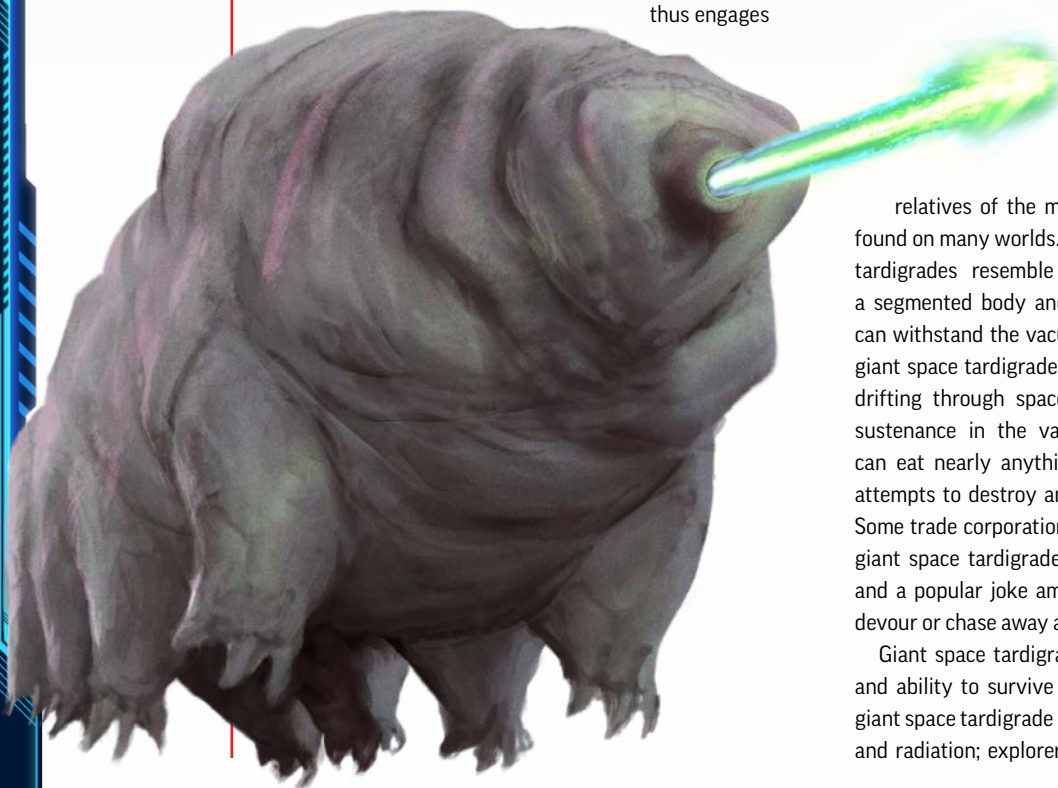
Redundant Lobes (Ex) The first time the giant space tardigrade's brain is wrecked, the creature automatically switches to its redundant lobes, removing all critical damage conditions from the brain.

Rugged (Ex) A giant tardigrade is particularly resistant to radiation and EMP pulses. It is unaffected by starship weapons with the EMP special property and suffers no effects of radiation from irradiating starship weapons.

Self-Repair (Ex) A giant tardigrade automatically regains 1 Hull Point every hour.

Among the most durable creatures in existence, giant space tardigrades are truly enormous relatives of the microscopic water-dwelling tardigrades found on many worlds. Like their smaller cousins, giant space tardigrades resemble lumbering bear-like creatures with a segmented body and eight legs. Although all tardigrades can withstand the vacuum and radiation of space for a time, giant space tardigrades are at home in airless environments, drifting through space to find food. Due to the rarity of sustenance in the vast gulfs of space, giant tardigrades can eat nearly anything and are often aggressive in their attempts to destroy and consume starships they encounter. Some trade corporations and stationmasters put bounties on giant space tardigrades that have proven to be a nuisance, and a popular joke among spacers is that the best thing to devour or chase away a giant space tardigrade is a bigger one.

Giant space tardigrades are notorious for their durability and ability to survive even the most extreme conditions. A giant space tardigrade can withstand immense heat, pressure, and radiation; explorers have spotted them drifting through



radioactive nebulae, the crushing atmospheres of gas giants, and intense solar flares without sustaining any harm. Even a badly wounded giant space tardigrade can completely recover in only a few days. They are not biologically complex, but their pudgy bodies contain several supplementary systems—such as duplicate nerve clusters and redundant brain lobes—to help ensure their survival. Giant space tardigrades are particularly resistant to dehydration and starvation, as they can temporarily replace the water in their bodies with a durable protein, which causes them to shrivel slightly but allows them to survive in a state of quasi-hibernation for decades.

Although not much more intelligent than animals, giant space tardigrades can develop distinctive personalities that some starship crews have learned to recognize. Although most giant space tardigrades tend to be aggressive from hunger, some are playful and curious. Giant space tardigrades are good at recognizing starships they've seen before, and they can harbor grudges against vessels that attacked them years or even decades earlier. Giant space tardigrades also remember starships that treated them well or led them to food, and they sometimes play simple tricks on these old "friends"—like soaring out from behind a large asteroid to surprise them, or batting a satellite or comet playfully toward the vessel. Some giant space tardigrades express obvious preferences, such as a tendency to nuzzle smooth kasathan starships or flee from bony Eoxian vessels.

When angry, a giant space tardigrade can pose a serious threat, particularly to smaller starships or those with novice crews. A giant tardigrade is equipped with several natural weapons, and is able to draw upon its inner energy reserves to emit powerful beams of plasma.

Veteran starship crews know that giant space tardigrades are resistant to several types of common starship weapons. A giant space tardigrade will sometimes feign defeat to lure attackers closer, and canny crews know to watch for tricks. After a giant space tardigrade is finally vanquished, such crews sail in to harvest the most precious parts of the creature, much like ancient whalers converging on a defeated whale. Giant space tardigrades have components valuable in certain industries; their hides are remarkably durable, and researchers study their nerve clusters in search of medical breakthroughs.

Although most giant space tardigrades are around 120 to 160 feet long and weigh 200 tons, there have been sightings of creatures at least twice this size. A giant space tardigrade can live for centuries, or even longer if forced into many long periods of hibernation.

WATER BEARS

Lucky salvagers sometimes find a dead giant space tardigrade that has shrunk to nearly a third of its original size after succumbing to a period of starvation or dehydration so lengthy as to overcome its remarkable durability. Such a carcass can be fashioned into a distinctive submersible vehicle—called a water bear—suitable for extreme underwater environments.

WATER BEAR

LEVEL 6
PRICE 12,500

Gargantuan water vehicle (20 ft. wide, 50 ft. long, 20 ft. high)

Speed 25 ft., full 600 ft., 65 mph (swim)

EAC 18; **KAC** 19; **Cover** total cover

HP 80 (40); **Hardness** 10

Attack (Collision) (8d8 B, DC 10)

Modifiers -2 Piloting, -4 attack (-8 at full speed)

Systems autocontrol, expansion bays^{AR} (2), planetary comm unit; **Passengers** 8

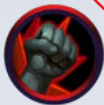
SPECIAL ABILITIES

Enclosed (Ex) In addition to having total cover, the pilot and passengers in an enclosed vehicle can't use their personal weapons to attack creatures and objects outside of the vehicle, though they can use the vehicle's weapons (if any).

Radiation Buffer (Ex) The exterior of a water bear provides its occupants with full protection from low and medium levels of radiation and a +6 circumstance bonus to saving throws against higher levels of radiation, just like a 7th-level suit of armor (*Starfinder Core Rulebook* 198).



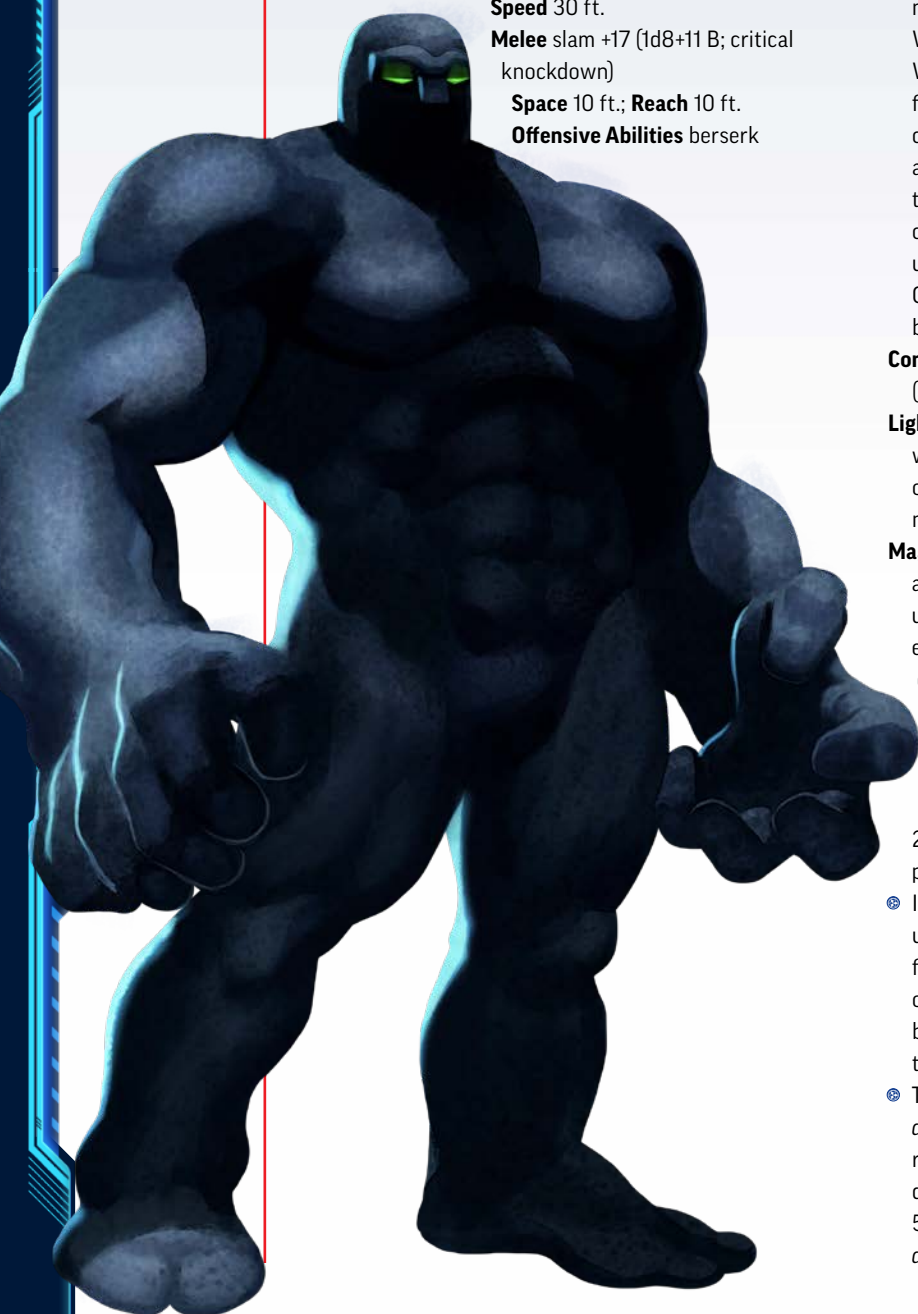
GOLEM



**NEUTRONIUM
GOLEM**
CR 6
XP 2,400

NEUTRONIUM GOLEM**CR 6****XP 2,400**

N Large construct (magical, technological)

Init +2; **Senses** darkvision 60 ft., low-light vision;**Perception** +13**DEFENSE****HP 90****EAC** 18; **KAC** 20**Fort** +6; **Ref** +6; **Will** +3**DR** 5/-; **Immunities** construct immunities, electricity, light, magic**OFFENSE****Speed** 30 ft.**Melee** slam +17 (1d8+11 B; critical knockdown)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** berserk**STATISTICS****Str** +5; **Dex** +2; **Con** -; **Int** -; **Wis** +0; **Cha** -2**Skills** Stealth +13**Other Abilities** mindless, comm, unliving**ECOLOGY****Environment** any**Organization** solitary or gang (2-4)**SPECIAL ABILITIES**

Berserk (Ex) When a neutronium golem takes damage that reduces it to half its maximum Hit Points or fewer, and whenever it takes damage while it has half its maximum Hit Points or fewer, it must attempt a DC 13 Will saving throw. On a failure, the golem goes berserk. While berserk, the golem uses its actions to make a full attack or to move and attack. If it can't reach a creature, it attacks objects. The golem can attempt a DC 13 Will saving throw at the end of each of its turns to end the berserk state. If the golem's creator communicates with the golem to calm it, via comm unit or from within 60 feet, and succeeds at a DC 10 Charisma check, the golem receives a +2 circumstance bonus to this saving throw.

Comm (Ex) A golem can receive wireless communications (and thus commands from its creator) at planetary range.

Light Immunity (Ex) A neutronium golem does not interact with visible light, so it is immune to laser weapons or any other attack based on visible light. In any area of dim, normal, or bright light, a neutronium golem is invisible.

Magic Immunity (Ex) A neutronium golem is immune to any spell or spell-like ability that allows spell resistance, unless the spell specifically lists constructs in its Targets entry. In addition, certain spells and effects function differently against the golem, as follows.

- ☉ If the golem is inside the area of a *control gravity* spell used to increase gravity and fails its saving throw, instead of the usual effects of the spell, the golem becomes Tiny (reducing its space and reach to 2-1/2 ft.) and sinks partially into the ground, becoming pinned for the duration of the spell.
- ☉ If the golem is inside the area of a *control gravity* spell used to reverse gravity or create an area of zero-g and fails its saving throw, in addition to the normal effects of the spell, it partially loses its humanoid shape as it becomes Huge (increasing its size and reach to 15 ft.) for the duration of the spell. In this state, it is staggered.
- ☉ The golem automatically fails its saving throw against *discharge* and *greater discharge* but has a unique reaction to these spells. *Discharge* and the area discharge effect of *greater discharge* heal the golem for 5d8 Hit Points; the targeted discharge effect of *greater discharge* heals it for 11d8 Hit Points.



GOLEM

- The golem can be targeted with a *recharge* spell, but this spell has a unique effect upon it. If the golem fails its saving throw, it loses its immunity to electricity and light, becoming visible as a creature of highly reflective metal for 2d4 rounds.

Neutronium, the material found in the heart of a neutron star, is one of the densest substances in existence. Just a spoonful of it would weigh billions of tons and, if dropped onto the surface of a planet, would simply puncture the planet's crust until it reached the core. Further, neutronium possesses some unusual properties; because it has no electrons, it does not interact with light. Scientists have studied neutronium for centuries, with many of them pursuing the practical goal of weaponizing the substance.

Recently, a group of drow mystics and technomancers made a breakthrough while working to decode ancient texts supposedly written by Eloritu. After decades of work, they managed to temporarily bind an elemental spirit to a neutron star. The elemental, working from within the star, was able to remove a tiny piece of super-dense neutronium, which the drow then isolated with force magic. The team experimented on this rare sample for months on end, until they finally perfected a technomagical process that reduced the density of the neutronium enough to make it more workable, while simultaneously shaping the now enormous object into a vaguely humanoid form. They moved the bound elemental spirit out of its star and into this new vessel, and the first neutronium golem was created.

Since then, the method of crafting neutronium golems has spread through the Pact Worlds. The drow creators of the technique have even begun to industrialize the process, producing neutronium golems in the dozens and charging exorbitant sums for them. Unfortunately, their work has angered some of the drow's demon lord patrons, which has led some elements of Apostae's ruling class to call for their expulsion from drow society, if not outright execution. House Brevak in particular has spent a great deal of resources to eliminate these "rogue elements" from drow society and take over the production of neutronium golems—for the good of all drow, naturally.

A neutronium golem is invisible in light but pitch black in darkness; this quality makes it both a deadly assassin and a useful guardian. Species with natural darkvision—like drow—can easily see and interact with these golems in the darkness that is their natural environment. But when

intruders trespass into the lightless chambers where a golem is stationed, any illumination they bring with them only serves to make the neutronium golem more dangerous. In addition, the incredible density and neutral charge of neutronium grants the construct a number of immunities even beyond those normally associated with a golem. However, a neutronium golem does have weaknesses. By delivering a charge to the neutronium that makes up the golem's body, its immunity to light is temporarily negated, causing it to become visible. The magical forces which give the neutronium a humanoid form are also precariously balanced, so rapid fluctuations in gravity can disrupt the golem's body. Finally, like many golems, it has a tendency to fly into an uncontrollable rage when damaged.

Although the process for creating neutronium golems is a relatively recent development in the Pact Worlds, rumors persist that older neutronium golems exist elsewhere in the galaxy. Based on the writings studied by the drow scientists, it may be that Eloritu—or his priests—originally created neutronium golems to guard sites sacred to the Hidden Truth.

Numerous alien cultures venerated Eloritu long before the Pact Worlds discovered his faith, and some of these cultures may have made use of neutronium golems. An alternative theory is that Eloritu meant to keep the knowledge of creating neutronium golems a mystery from the mortal species of the galaxy, and the reappearance of the technique in the present risks attracting the wrath of the god of secrets.

NEUTRONIUM SHELL ARMOR UPGRADE

Now that the techniques of obtaining and working with neutronium have spread throughout the Pact Worlds, manufacturers have sought to use it in more products. Though neutronium is expensive and difficult to work with, producers of golemforged plating heavy armor have begun to also sell a technique that gives heavy and powered armor a small portion of the neutronium golem's resistances.

NEUTRONIUM SHELL (HYBRID)

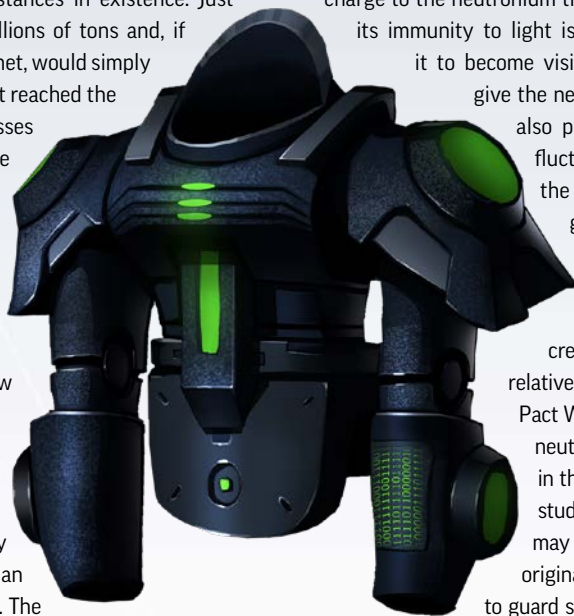
ARMOR
UPGRADE

PRICE 37,500

LEVEL 12

ARMOR SLOTS 2 ARMOR TYPE HEAVY, POWERED BULK 1

A suit of heavy or powered armor can be sprayed with a thin coat of magically stabilized neutronium. It takes an hour to apply a neutronium shell, and 8 hours of work to remove one. The armor grants electricity resistance 10 and resistance 15 against damage done by laser weapons or other light-based attacks (this doesn't stack with any other resistances that would reduce similar damage, such as fire resistance).



GREMLIN



HOBKINS GREMLIN
CR 1/2
XP 200

**HOBKINS GREMLIN
MALEFACTOR**
CR 4
XP 1,200

HOBKINS GREMLIN**CR 1/2****XP 200**

NE Small fey

Init +3; **Senses** low-light vision; **Perception** +4**DEFENSE****EAC** 9; **KAC** 10**Fort** +2; **Ref** +2; **Will** +3**Defensive Abilities** out of phase; **DR** 5/cold iron**OFFENSE****Speed** 30 ft.**Melee** bite +1 (1d4–1 P) or
claw +1 (1d4–1 S)**Spell-Like Abilities** (CL 1st)3/day—*holographic image* (1st level, DC 14)At will—*ghost sound* (DC 13),*psychokinetic hand* (DC 13)**STATISTICS****Str** –1; **Dex** +3; **Con** +0; **Int** +1; **Wis** +1;**Cha** +2**Skills** Acrobatics +4, Intimidate +9, Stealth +9**Languages** Aklo, Common**Other Abilities** collateral damage, minor levitation**ECOLOGY****Environment** any**Organization** solitary, gang (2–5), or
infestation (6–30 plus one malefactor)**SPECIAL ABILITIES****Collateral Damage (Su)** Whenever

an attack fails to damage a hobkins, whether due to a low attack roll, a miss chance, or a failure to penetrate DR, the hobkins can redirect the attack to any target in range of the original attack (if any), including objects. The attack can't be redirected against the original attacker, though it can be redirected against the original attacker's gear (but not the weapon used to make the original attack). The attacker rolls a new attack and damage roll against the new target, and the attack is considered to have the penetrating weapon special quality.

Minor Levitation (Su) A hobkins floats about 1 inch above the ground, allowing it to ignore difficult terrain. As a move action, a hobkins can levitate up to 20 feet straight up,

but at the end of the movement, unless it has found something to cling to, it returns to 1 inch above the nearest flat surface below it.

Out of Phase (Su) Hobkins exist slightly out of phase with the Material Plane, causing all ranged attacks against them to suffer a 50% miss chance. This ability functions as *displacement*.

HOBKINS GREMLIN MALEFACTOR**CR 4****XP 1,200**

NE Small fey

Init +5; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****EAC** 15; **KAC** 16**Fort** +5; **Ref** +5; **Will** +7**Defensive Abilities** out of phase; **DR** 5/
cold iron**OFFENSE****Speed** 30 ft.**Melee** bite +7 (1d4+3 P) or
claw +7 (1d4+3 S)**Spell-Like Abilities** (CL 4th, ranged +7)1/day—*hologram memory* (2nd level, DC 17),
hurl forcedisk (DC 17)3/day—*fear* (1st level, DC 16), *mind thrust* (1st
level, DC 16), *reflecting armor* (DC 16)At will—*ghost sound* (DC 15), *psychokinetic
hand* (DC 15)**STATISTICS****Str** –1; **Dex** +5; **Con** +0; **Int** +1; **Wis** +3; **Cha** +1**Skills** Computers +10, Engineering +10,
Intimidate +15, Stealth +15**Languages** Aklo, Common; limited
telepathy 60 ft.**Other Abilities** collateral damage, minor
levitation, perfect coordination**ECOLOGY****Environment** any**Organization** solitary or infestation (1 plus
6–30 hobkins gremlins)**SPECIAL ABILITIES****Collateral Damage (Su)** See above.**Minor Levitation (Su)** See above.**Out of Phase (Su)** See above.

Perfect Coordination (Su) A hobkins malefactor can use its psychic ability to orchestrate precise mayhem and destruction with other hobkins. As a full action, the malefactor can telepathically instruct up to 15 hobkins that are within 60 feet; each of the chosen gremlins gains a +2 circumstance bonus to its next skill check or attack roll, or the DC of the next spell it casts increases by 2.



Gremlins delight in mayhem and destruction, and hobkins find particularly malicious glee in manipulating others into destroying their own equipment. With their mottled gray skin and round, glowing eyes, hobkins blend into the shadows and observe the best ways to encourage frustration and ruin. These patient creatures will often lie in wait for the perfect moment to pop up and startle an unwitting victim into dropping something delicate or valuable before they fade back into their hiding place. Once the target of their mischief is riled up after several such unexpected interruptions, a hobkins might appear again, just out of reach, to draw the frustrated victim's ire—which can often result in the person shooting a cherished item in the same room.

A cunning hobkins might cause a stir without even showing itself. These slight creatures use their spell-like abilities to create a string of irritating but minor diversions, knowing that many beings will struggle to maintain a calm, rational state of mind as tension builds. A hobkins might use *ghost sound* to create feedback or disturbing noises that make a comm unit appear to be malfunctioning, or employ *holographic image* to display a "low battery" warning on an ammunition cartridge that is actually full, aware of the universal tendency to resort to "percussive maintenance" when technology is unreliable. Computer interfaces are favorite targets of these crafty gremlins as well, as they fool users into believing their keystrokes aren't recording properly or their touchscreens are frozen. Particularly insidious and creative hobkins have been known to use *holographic image* to display a convincing virus alert, snickering with glee from the shadows as a hapless technician is fooled into wiping their own computer.

Sporting large, bat-like ears, needle-like teeth, and spindly, elongated limbs, a hobkins stands about 3 feet tall and weighs 15 pounds. Sightings have been reported in various environments around the Pact Worlds and beyond, and while it's not uncommon to encounter a lone hobkins, where there's one there are often more. A gang of hobkins gremlins is problematic enough, but more than a handful poses a much more pressing concern: the potential presence of a hobkins malefactor.

Unlike the mottled gray hobkins, malefactors have swirling skin patterns reminiscent of galaxies in dark purple and blue hues, and their

faceted, gem-like eyes glow with a disconcerting silver or red light. These slightly larger gremlins have strong psychic abilities and a keen interest in the workings and potential failings of technology. They are capable of coordinating full hobkins infestations to terrifying effect. A malefactor will often use stealth to go unnoticed and orchestrate events telepathically from a secure vantage point, but malefactors are ferocious if cornered. Not content with the simple destruction of small personalized items, malefactors utilize their stronger understanding of computers and engineering to direct full-scale assaults within warehouses, on starships, and even on planet-wide technological systems.

In one legendary encounter in the Diaspora, a hobkins infestation resulted in the destruction of the heavy freighter *Hummingbird*. Directed by a malefactor stowaway, hobkins gremlins moved systematically through the ship, leading

its crew to believe their vessel was suffering from multiple malfunctions. Navigation appeared nonresponsive, life support seemed to be failing, shields were out of balance, and crew members saw error messages appear where there were no errors, leading them to race off to fix each apparent calamity. After manipulating the unlucky crew into sabotaging their own systems, the gremlins ensured the *Hummingbird* was locked into a collision course with one of many large asteroids in the Diaspora before finally allowing the crew to see something real: thirty hobkins gremlins with evil grins waving from within the escape pods. Panicked, the crew ejected the pods from the ship, hoping to rid themselves of the creatures—unwittingly ensuring the hobkins' survival as their final action before impact. Wary spacefarers view this incident as a cautionary tale, and search for signs of the presence of hobkins gremlins when faced with unexplained technological glitches on their ships.

Scholars have yet to establish whether malefactors are hobkins that have undergone a psychic apotheosis or are a completely different species of gremlin with traits in common with hobkins. Attempts to capture and study any type of gremlin usually end in disaster. Recently, several think tanks have taken more diplomatic approaches, luring in hobkins by setting up delicate sensors and computers in areas known to be infested with the gremlins and simply waiting. When things begin to go haywire, the scientists try to speak with the hobkins to learn more about them. This tactic has also yielded little success so far, and in one terrifying case, garnered the attention of a particularly cruel malefactor, who proceeded to cause a meltdown in the facility's core nuclear reactor.



GWAHLED

GWAHLED
TIER 15

GWAHLED

TIER 15

NE Gargantuan starship fey

Speed 10; **Maneuverability** average (turn 2)**AC** 29; **TL** 29**HP** 400; **DT** 10; **CT** 80**Shields** heavy 420 (forward 105, port 105, starboard 105, aft 105)**Attack (Forward)** bite (5d12 plus swallow starship)**Attack (Turret)** photon flare (2d10×10)**Attack (Turret)** graviton net (10d6)**Power** gwahled heart (500 PCU); **Drift Engine** none; **Systems** mk 8 armor, mk 9 defenses; **Expansion Bays** none**Other Abilities** fear-eater aura, living starship, paranormal astrogation, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +31 (15 ranks)**Gunner (2 actions)** gunnery +22 (15th level)**Pilot (1 action)** Piloting +26 (15 ranks)

ECOLOGY

Environment any vacuum**Organization** solitary

SPECIAL ABILITIES

Bite (Ex) A gwahled can use its bite only against a ship in an adjacent hex. If the gwahled deals damage with this attack to a ship of its size or smaller, it holds that ship in place. As an action, the pilot of the bitten starship can attempt a DC 32 Piloting check to break free of the gwahled's maw. While holding a

starship in its maw, the gwahled can't move or turn, but it can make attacks with its photon flare and graviton net, or attempt to bite or swallow the same starship. The gwahled and the ship it is holding take a -2 penalty to AC and TL and to Piloting checks to determine movement order in starship combat.

Fear-Eater Aura (Su) A creature that starts its turn within 20 hexes of the gwahled and able to see it (or engaged in starship combat with it) must succeed at a DC 22 Will saving throw or become frightened. A creature that fails by 5 or more is panicked instead. A creature that successfully saves cannot be affected again by the same gwahled's fear-eater aura for 24 hours.

Graviton Net (Su) A gwahled's graviton net has short range, and the point (+12) and tractor beam special properties.

Living Starship (Ex) A gwahled is a living creature so immense that it functions as a starship (and thus engages only in starship combat). It has no crew, but it can still take engineer, gunner, and pilot actions using the skill bonuses, ranks, and level listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Use the table below whenever the gwahled takes critical damage. The gwahled's brain can't gain the wrecked condition.

D%	SYSTEM	EFFECT
1-30	Weapon array	Condition applies to all gunner actions.
31-60	Gravity centers	Condition applies to all pilot actions and gunner actions with attacks other than bite.
61-90	Heart	Condition applies to engineer actions except patching or repairing the heart.
91-100	Brain	Condition applies to all actions.

Paranormal Astrogation (Su) A gwahled can transport itself through space at astonishing speeds, arriving anywhere in the galaxy within 10d6 days. They rarely do so, except when hungry, and otherwise mostly do so randomly.

Photon Flare (Ex) A gwahled's photon flare has medium range. To a starship without functioning shields, this weapon not only deals damage but also has the EMP special property.

Swallow Starship (Ex) If the gwahled is holding a starship smaller than it in place, it can swallow that vessel by making a successful bite attack against it. A gwahled's gullet can hold one Huge ship, two Large ships, four Medium ships, eight Small ships, or sixteen Tiny ships. A gwahled can take an action during the gunnery phase to attempt to incinerate starships inside it, dealing 5d12 damage (divide this damage equally across all arcs, starting with the forward arc and proceeding clockwise) and applying the EMP special property. A swallowed vessel can still attack. The gwahled's interior





GWAHLED

has AC 25, TL 25, and DT 5. However, starship weapons deal half damage to the firing ship through a combination of blowback and the gwahled's physical reactions. If a swallowed starship deals 100 damage to the gwahled's interior, the ship blows a hole in the creature big enough to attempt to fly through. During the helm phase, the pilot of a swallowed starship can attempt to fly free with a DC 32 Piloting check, or DC 37 if the gwahled has no hole in it. On a failure, the starship remains within the gwahled.

Gamboling through space with inscrutable whims, gwahleds are among the largest fey in existence—and also among the rarest. A gwahled looks like an astronomical object, but it has three eyes and a massive maw capable of swallowing starships. Devouring a vessel garners the gwahled no sustenance, although it can feed on the fear of the doomed crew.

Gwahleds require only this fear to sustain them. They seek mortal fright produced on a planetary scale. A gwahled sleepily wanders the interstellar reaches until it has a vision of a planet with sufficient sapient life and with technology good enough to detect an incoming space object but no means to thwart such a calamity. Once the gwahled has dreamed of an appropriate planet, it travels on a collision course toward that world, behaving as though it were a comet inexorably drawn to the planet's gravitational field. The gwahled is large enough that if it struck most worlds, the outcome would be an extinction-level event—and it relies on this fact to feed.

As the gwahled draws closer to its target, it siphons the fear radiating from a population aware of its own doom. Once the gwahled is very close to the planet, the fey's fear-eater aura drives most creatures on the world into abject terror. Few can act rationally in the face of this astronomical horror. Even those who resist the supernatural fear can find themselves giving in to despair as their civilization crumbles around them. From these emotions, the gwahled takes the nourishment it needs. Sated, the creature changes course, moving away from the planet before causing any direct physical harm. It then drowsily continues its journey among the stars, awaiting visions of another world.

Although a gwahled's arrival rarely results in the expected extinction, the visitation can cause civilizations to disintegrate. Countless people die in the fear and confusion. The world's organizations fall apart as people succumb to desperation or resignation. Horrible accidents and lasting pollution are often the results. Sometimes, national enemies choose the moment of impending doom to enact decisive strikes against one another. Once the population recovers its senses, the devastation has likely set it back decades—if not centuries—in its development.

Comanides (*Starfinder Adventure Path #9: The Rune Drive Gambit 57*) oppose gwahleds. These comet fey travel to systems a gwahled might threaten and warn the inhabitants of the peril. A comanide might seek the aid of travelers who can thwart the gwahled on behalf of those it seeks to prey upon.

A gwahled rarely visits the same world twice. However, a few have established cosmic routes among populated planets that have yet to develop adequate defenses. People who expect the titanic fey are less likely to panic at the creature's approach, but the fey's aura can still inflict terror and thereby provide the gwahled ample sustenance. Visitors to worlds on a gwahled's feeding route often find cultures that have religions or stories of a "chaos star" that brings despair, fear, and turmoil on a generational timescale.

ACCEPTANCE

A gwahled approached a world called Verdice III in the Vast long ago, and a pharmacy technician there developed acceptance to ease the fear he and his family suffered in the face of their expected fate.

This drug makes repeated exposure to a source of fear easier to bear. The people of Verdice III perished in the aftermath of the gwahled's visit, but members of an expedition to the planet recovered records of the "red star" and this drug. Acceptance can be acquired in a chewable form or as an inhaler.

ACCEPTANCE

LEVEL 6

Type drug (ingested, inhaled); **Save** Fortitude DC 19; **Addiction** Fortitude DC 19 (physical); **Price per Dose** 600

Track Dexterity; **Effect** For 1 hour, a +2 morale bonus to saving throws against fear effects and +5 to subsequent saves against the same effect.



HANAKAN



**HANAKAN
ATTENDANT**
CR 1
XP 400

HANAKAN ATTENDANT**CR 1****XP 400**

Hanakan mystic

N Small magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision;**Perception** +10**DEFENSE****EAC** 11; **KAC** 12**Fort** +3; **Ref** +3; **Will** +4**Defensive Abilities** atmospheric adaptation**OFFENSE****Speed** 40 ft.; climb 20 ft.**Melee** survival knife +3 (1d4+1 S)**Hanakan Spell-Like Abilities** (CL 1st)1/day—*wisp ally*At will—*detect magic*, *token spell***Mystic Spells Known** (CL 1st, ranged +5)1st (3/day)—*detect thoughts* (DC 14), *mystic cure*0 (at will)—*ghost sound* (DC 13), *telekinetic projectile***Connection** empathy**STATISTICS****Str** +0; **Dex** +1; **Con** +1; **Int** +0; **Wis** +4; **Cha** +2**Skills** Medicine +5, Mysticism +10, Sense Motive +10**Languages** Common, Akan**Other Abilities** empathy**Gear** survival knife**ECOLOGY****Environment** any (Ash'Akan)**Organization** solitary, pair, or

pack (3–36)

SPECIAL ABILITIES**Atmospheric Adaptation (Ex)**

Hanakans' exposure to a variety of atmospheres has

made them immune to inhaled poisons and acclimated to thin and thick atmospheres (*Starfinder Core Rulebook* 396–297).**SOULSTONE HUNTER****CR 8****XP 4,800**

Hanakan solarian

LN Small magical beast

Init +4; **Senses** darkvision 60 ft., low-lightvision; **Perception** +16**DEFENSE****EAC** 21; **KAC** 23**Fort** +10; **Ref** +8; **Will** +9**Defensive Abilities** atmospheric adaptation**OFFENSE****Speed** 40 ft., climb 20 ft.**Melee** solar weapon +20 (3d4+14 S; critical knockdown)**Ranged** *hybridized gelid hail pistol* +17 (2d6 C & P; critical bleed 1d6)**Offensive Abilities** flashing strikes, stellar revelations

(black hole [25-ft. radius, pull 15 ft., DC 18], corona

[2d6 F, resistance 10 to cold], defy gravity, supernova

[10-ft. radius, 9d6 F, DC 18])

Hanakan Spell-Like Abilities (CL 8th)1/day—*wisp ally*At will—*detect magic*, *token spell***STATISTICS****Str** +6; **Dex** +4; **Con** +1; **Int** +0;**Wis** +1; **Cha** +2**Skills** Athletics +16,

Mysticism +21, Stealth +16

Languages Common, Akan**Other Abilities** solar

manifestation (solar weapon),

stellar alignment

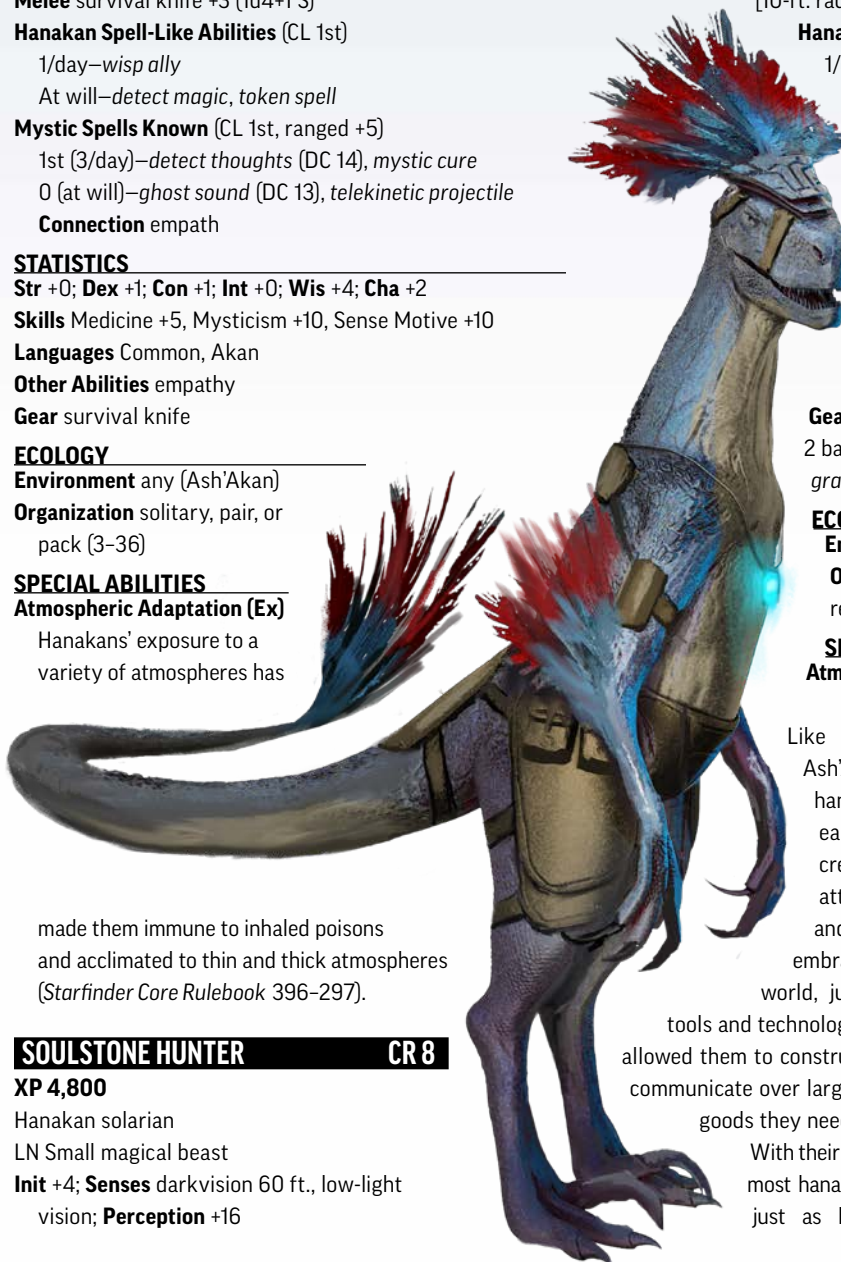
Gear *hybridized gelid hail pistol*^{AR} with2 batteries (20 charges each), *minor**graviton crystal***ECOLOGY****Environment** any (Ash'Akan)**Organization** solitary, pair, or

recovery (3–5)

SPECIAL ABILITIES**Atmospheric Adaptation (Ex)** See above.

Like many native creatures of the Ash'Akan system in the Vast, the hanakans developed magical skills early in their evolution. Unlike most creatures, however, they eventually attained sapience, and as their minds and bodies grew more complex, they embraced magic to help tame their world, just as many humanoids relied on tools and technology. The hanakans' mastery of magic allowed them to construct vast cities and megastructures, communicate over large distances, and produce whatever goods they needed.

With their history and society steeped in magic, most hanakans learn the basics of spellcasting just as human children learn to operate



technological devices. Their culture considers electricity anathema, and hanakans shun the electronic devices that most other sapient races depend on, instead meeting the needs of a complex modern society with magic and various hybrid devices. While nothing explicitly forbids hanakans from operating computers or wielding technological weapons, they view it with the same distaste most races reserve for necromancy.

Hanakan religion teaches that they have two souls: a "child soul" that every person is born with, and a *ssenavar*, or "high soul," that they create. To come of age, a child must forge or attune themselves to a soulstone: a mystic jewel that houses their *ssenavar* and chronicles their life experience. Soulstones are cherished objects, and hanakans wear or carry them at all times. Soulstones can be passed down for generations, housing the magic of a dozen individuals and functioning as powerful hybrid items or solarian weapon crystals. A hanakan without a soulstone is viewed as a child at best—without autonomy or authority—rendering those who lose their *ssenavar* socially inert and grief-stricken. Consequently, one of the most respected callings in hanakan culture is that of the soulstone hunter. These daring adventurers work on behalf of distraught clients to recover lost or stolen soulstones.

Hanakans resemble bipedal oviraptors, with long, lean bodies standing on two legs, thin arms lined with feathers, a flexible neck, and a long, whiplike tail ending in a fan of feathers. Each grows a unique crest of feathers from their head that, combined with their tail fan, enables them to express the broad range of hanakan emotions and forms the basis of their somatic language. Hanakans are omnivorous, using magic to grow a variety of crops and rear cattle-sized, herbivorous spiders called *vanshas*.

Hailing from a world of weather extremes and cataclysmic volcanism, hanakans have evolved a symbiotic relationship with a bacteria in their lungs. This symbiosis allows hanakans to quickly adapt to changing climates and toxic gases and has helped them expand their civilization across the six planets of their home system well before Pact Worlds explorers made first contact. Hanakans remain dominant within the Ash'Akan system and have utterly subsumed the culture of their only sapient neighbor, the soft-shelled *zendontai*. Unified by the teachings of the great philosopher *Ssenassess*, hanakans are a largely peaceful species that settles disputes through debate, proxy champions, and subterfuge rather than open war.

Hanakans are rarely found in the Pact Worlds, largely due to their disdain for traditional technology. Most hanakans refuse to travel in space except on hybrid or magical vessels. The mere existence of the Drift and its defiance of magical transport is profoundly disquieting to the species, much less the prospect of traveling through it. In their home system, they use powerful spells and gates to move between planets. Those hanakans who travel beyond Ash'Akan tend to be misfits who can tolerate or even appreciate technological

RACIAL TRAITS

Ability Adjustment: +2 Con, +2 Cha, -2 Int

Hit Points: 2

Size and Type: Hanakans are Small magical beasts.

Atmospheric Adaptation: See page 48.

Hanakan Magic: Hanakans gain the following spell-like abilities. The caster level for these effects is equal to the hanakan's character level.

1/day—wisp ally

At will—detect magic, token spell

Hanakan Senses: Hanakans have darkvision with a range of 60 feet and low-light vision.

Scramble: A hanakan has a land speed of 40 feet and a climb speed of 20 feet.

Studied: Hanakans gain a +2 racial bonus to Medicine and Mysticism checks.

societies, though even these rare few often employ hybridized weapon fusions and other workarounds. Most hanakans are solarians, mystics, or spellcasters of some sort, while mechanics and technomancers are almost nonexistent.

The average hanakan stands 2-1/2 feet tall at the shoulder, measures 4 feet long from nose to tail, and weighs around 25 pounds.



HORTUS



HORTUS
CR 2
XP 600

HORTUS**CR 2****XP 600**

NG Medium plant

Init +0; **Senses** low-light vision; **Perception** +7**DEFENSE****HP 25 RP 3****EAC** 13; **KAC** 15**Fort** +6; **Ref** +4; **Will** +1; +2 vs. mind-affecting, paralysis, poison, polymorph, sleep, stunned**Defensive Abilities** limited plant benefits, slightly poisonous (DC 11); **DR** 5/slashing**OFFENSE****Speed** 30 ft.**Melee** tactical pike +10 (1d8+4 P)**Ranged** tactical semi-auto pistol +7 (1d6+2 P)**Space** 5 ft; **Reach** 5 ft. (10 ft. with tactical pike)**STATISTICS****Str** +2; **Dex** +0; **Con** +4; **Int** +1; **Wis** +1; **Cha** +0**Skills** Engineering +7, Medicine +7, Physical Science +12**Languages** Azlanti, Common, Hortaa**Other Abilities** atmospheric alteration (DC 11)**Gear** graphite carbon skin, tactical pike, tactical semi-auto pistol with 18 small arm rounds, *mk I serum of healing***ECOLOGY****Environment** any (Croban V)**Organization** solitary, pair, or expulsion (3–16)**SPECIAL ABILITIES**

Atmospheric Alteration (Ex) As a move action while in atmosphere, a hortus can spend 1 Resolve Point to release a mix of spores into the air. When it uses this ability, the hortus chooses a type of saving throw (Fortitude, Reflex, or Will) and whether to enhance or penalize that save. If it enhances, creatures within 20 feet gain a +2 enhancement bonus to saving throws of the chosen type for 1d4 rounds; if it penalizes, creatures within 20 feet take a –1 penalty to saving throws of the chosen type for 1d4 rounds. A creature can attempt a Fortitude save before the bonus or penalty is applied to ignore this effect. This is an inhaled poison effect.

Limited Plant Benefits (Ex) Despite being plant creatures, hortuses don't gain the standard immunities associated with creatures of the plant type. Instead, they gain a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it is effective against plants.

Slightly Poisonous (Ex) A creature that hits a hortus with a bite attack must succeed at a Fortitude save or become sickened for 1d4 rounds.

HORTINARCH**CR 11****XP 12,800**

Hortus technomancer

NG Medium plant

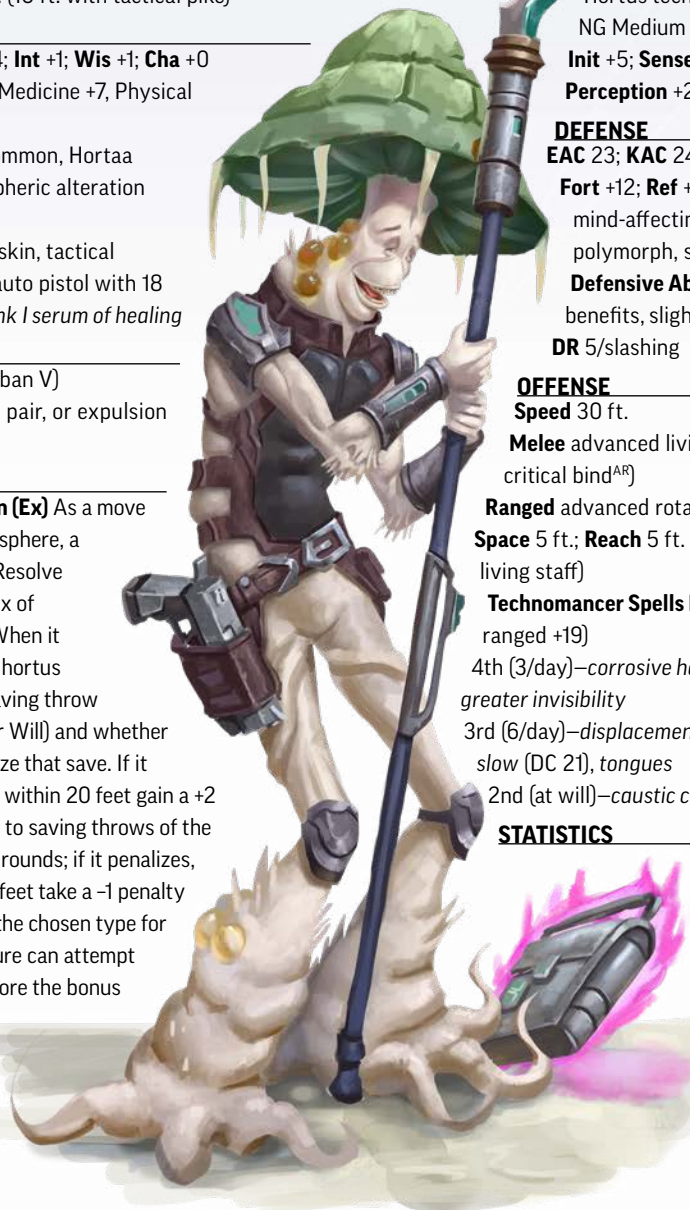
Init +5; **Senses** low-light vision;**Perception** +20**DEFENSE****HP 155 RP 5****EAC** 23; **KAC** 24**Fort** +12; **Ref** +10; **Will** +14; +2 vs. mind-affecting, paralysis, poison, polymorph, sleep, stunned**Defensive Abilities** limited plant benefits, slightly poisonous (DC 20); **DR** 5/slashing**OFFENSE****Speed** 30 ft.**Melee** advanced living staff +17 (4d6+13 B; critical bind^{AR})**Ranged** advanced rotating pistol +19 (4d4+11 P)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with advanced living staff)**Technomancer Spells Known** (CL 11th; melee +17, ranged +19)4th (3/day)—*corrosive haze* (DC 22),*greater invisibility*3rd (6/day)—*displacement*, *instant virus* (DC 21),*slow* (DC 21), *tongues*2nd (at will)—*caustic conversion*, *flight***STATISTICS****Str** +2; **Dex** +5; **Con** +2;**Int** +8; **Wis** +3; **Cha** +0**Skills** Computers +25, Mysticism +20, Physical Science +25**Languages**

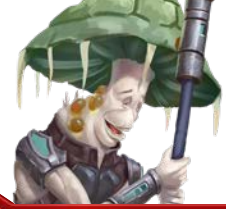
Azlanti, Common,

Hortaa

Other Abilities

atmospheric alteration





HORTUS

(DC 20), cache capacitor 1 (*unseen servant*), magic hacks (flash teleport, reboot mind), spell cache (advanced living staff)

Gear kasatha microcord IV, advanced living staff^{AR} with 2 batteries (20 charges each), advanced rotating pistol^{AR} with 16 small arm rounds

ECOLOGY

Environment any (Croban V)

Organization solitary or pair

SPECIAL ABILITIES

Atmospheric Alteration (Ex) See page 50.

Limited Plant Benefits (Ex) See page 50.

Slightly Poisonous (Ex) See page 50.

Hailing from the Azlanti-conquered world of Croban V, hortuses are a sapient fungal species. Thick ligaments fill the interior of a hortus, granting them excellent defense against kinetic damage, though slashing weapons can sever these cords. These plant life-forms are renowned for their lethargic ways, and they are rarely found outside the strictly controlled borders of their homeworld. Hortuses speak in languid, drawn-out, monotone voices that impatient creatures find frustrating to follow. Among themselves, hortuses speak in a language of spore releases that other species can't easily reproduce without the installation of complex augmentations. Hortuses' caps and stalks can take a wide array of forms, with many reminiscent of mundane fungi found on worlds throughout the galaxy.

Over millennia, hortuses converted their once relatively barren world into a vegetation-rich paradise, using their unique biology to expel a combination of chemicals and spores that altered atmospheric conditions to their liking. By the time the Azlanti arrived on Croban V, the hortuses had already developed into a relatively passive, contented species, mostly due to the sedative-like atmosphere they'd crafted for themselves. The Azlanti conquest of Croban V was a relatively bloodless affair, as what passed for hortus leadership wanted only to preserve the lax living conditions of their society. The Azlanti were content to let the hortuses continue their sedentary lifestyle in exchange for use of their unique means of atmospheric modification.

Only a small number of hortuses are active beyond their homeworld. Most of these hortuses work in direct service to the Azlanti Star Empire, either as scientists or as living agents of atmospheric change. The Azlanti often deposit large groups of hortus colonists on distant worlds. Over the course of generations, these hortus colonies gradually transform small, self-contained regions to be more amenable to human life.

The few hortuses who act outside of Azlanti supervision are renegades. Either possessing a modicum of genetic variance that makes them less susceptible to their species' chemical spore concoctions, or having simply avoided larger congregations of their species, these hortuses each react

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Con, -2 Cha

Hit Points: 6

Size and Type: Hortuses are Medium plants.

Atmospheric Alteration: See page 50; the save DC is equal to 10 + half the hortus's level + its Constitution modifier.

Hortus Senses: Hortuses have low-light vision.

Limited Plant Benefits: See page 50.

Slightly Poisonous: See page 50; the save DC is equal to 10 + half the hortus's level + its Constitution modifier.

Spongy Form : A hortus has damage reduction 5/slashing; this stacks with one other source of damage reduction.

differently to their freedom. Many renegade hortuses stand in opposition to the Azlanti, while others simply seek to explore the greater galaxy and find new meaning among the stars.

An average hortus is 4-1/2 feet tall and weighs 200 pounds.



HOUND OF TINDALOS



**HOUND OF
TINDALOS**
CR 7
XP 3,200

**THING FROM
BEYOND TIME**
CR 17
XP 102,400

HOUND OF TINDALOS

CR 7

XP 3,200

NE Medium outsider (evil, extraplanar)

Init +5; **Senses** darkvision 120 ft., discern prey; **Perception** +19

DEFENSE

EAC 19; **KAC** 20

HP 90

Fort +6; **Ref** +10; **Will** +8

Defensive Abilities otherworldly mind; **DR** 10/magic;

Immunities mind-affecting effects, poison

OFFENSE

Speed 40 ft., fly 40 ft. (flight, average)

Melee bite +16 (1d8+9 P) or
claws +16 (1d8+9 S)

Offensive Abilities ripping gaze (30 ft., 4d6 S; Fort DC 17)

Spell-Like Abilities (CL 7th; ranged +16)

1/day—*haste*, *slow* (DC 18)

3/day—*dimensional anchor* (see page 53), *fog cloud*,
invisibility, *plane shift* (self only)

At will—*interplanetary teleport* (casting time swift action;
self only)

Constant—*flight* (3rd level; 40-ft. speed; self only)

STATISTICS

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

Skills Acrobatics +14, Mysticism +19, Sense Motive +19,
Stealth +14

Languages Aklo

Other Abilities angled entry

ECOLOGY

Environment any

Organization solitary or pack (2-12)

SPECIAL ABILITIES

Angled Entry (Sp) A hound of Tindalos can use *interplanetary teleport* or *plane shift* only when adjacent to a fixed angle in the physical environment. Temporary angles are insufficient, as are angles that also include curves.

Discern Prey (Su) Hounds of Tindalos can sense their prey, which is any creature that violates the laws of time and space, including trying to use magic to enter the Drift. A hound senses such creatures as if it had blindsense with a range of 120 feet, and the hound always knows the direction toward its prey. This directional sense works at any distance and across planar boundaries. If the prey is protected from divination, the hound must attempt a check, rolling 1d20 + the hound's CR against a DC that equals 11 + the caster level or CR of the creator of the antidivination effect. On a success, the hound ignores the effect. If the check fails, the hound can't try again and can't sense the prey while the effect lasts.

Otherworldly Mind (Ex) Any creature that uses a mind-affecting effect on a hound or communicates with it telepathically must attempt a DC 17 Will saving throw. A creature that fails takes 4d10 damage and becomes confused for 2d4 rounds. This is a mind-affecting effect.

Ripping Gaze (Su) The gaze's damage is magical. A creature that succeeds on its save is immune to that hound's gaze for 24 hours.

THING FROM BEYOND TIME

CR 17

XP 102,400

NE Huge outsider (evil, extraplanar)

Init +11; **Senses** darkvision 120 ft., discern prey;

Perception +34

DEFENSE

HP 295

EAC 31; **KAC** 32

Fort +15; **Ref** +20; **Will** +17

Defensive Abilities otherworldly mind;

DR 10/magic and piercing; **Immunities**
mind-affecting effects, poison

OFFENSE

Speed 50 ft., fly 50 ft. (flight, average)

Melee bite +29 (6d8+22 P) or
tongue +29 (3d12+22 P plus mind drain)
claws +29 (6d8+22 S)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tongue)

Offensive Abilities ripping gaze (30 ft., 11d6 S;
Fort DC 24)

Spell-Like Abilities (CL 17th; ranged +29)

1/day—*haste*, *slow* (DC 21)

3/day—*fog cloud*, *greater invisibility*, *plane
shift* (self only)

At will—*dimensional anchor*





HOUND OF TINDALOS

(see the sidebar), *interplanetary teleport* (casting time swift action; self only)

Constant-*flight* (3rd level; 50-ft. speed; self only)

STATISTICS

Str +5; **Dex** +11; **Con** +5; **Int** +2; **Wis** +8; **Cha** +2

Skills Acrobatics +34, Mysticism +34, Sense Motive +29, Stealth +29

Languages Aklo

Other Abilities angled entry

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Angled Entry (Sp) See page 52.

Discern Prey (Su) See page 52.

Mind Drain (Ex) When the thing from beyond time hits with its barbed tongue, its target must succeed at a DC 24 Fortitude saving throw or gain 1 permanent negative level.

Otherworldly Mind (Ex) See page 52 (Will DC 24; 10d10).

Ripping Gaze (Su) See page 52.

Little is known about the Dimension of Time beyond the fact of its existence. Some speculate that more was known pre-Gap, but if this is true, that knowledge has been lost. Still extant, however, are the plane's predators, the hounds of Tindalos.

These otherworldly hunters are outsiders in the truest sense. Scientists speculate the hounds dwell among the angles of time, whereas other life dwells on its curves. As a result, the hounds treat angles as doorways in the fabric of time and space. The hounds use these angles to come and go, first appearing like smoke, then scurrying into reality.

The hounds enter the world to track down and slaughter those who have dared to test or go beyond the bounds of reality. Would-be time travelers and those who subvert the limits of time and space are their primary prey. Misuse of the Drift has also roused the hounds' ire. Derelict vessels found with evidence of hound visitations lend truth to fearful tales of the creatures invading starships before they enter or after they exit the Drift. Within that plane, abandoned hulks have been boarded with hounds still trapped inside, unable to use their magic to escape the Drift.

Hounds of Tindalos also pursue yithians (see page 134), especially when a yithian is in a borrowed body and even more so during any long-term exchange. Speculation is that mind swapping offends the hounds, who see it as a method of transcending time and space. In the past, yithians attempted to mind swap with hounds but quickly learned such attempts were futile and sometimes fatal.

Tales are also told of enormous hounds, known as "things from beyond time," manifesting in proximity to black holes. What draws the attention of these massive creatures is a mystery, but one story tells of such a hound entering a vesk capital ship while it traveled home with an artifact taken from Vesk-2. Official reports say the craft was lost to Swarm scouts.

DIMENSIONAL ANCHOR



School abjuration

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Targets one creature or object

Duration 1 minute/level

Saving Throw none; **Spell Resistance** yes (object)

You fire a ray at the target, making a ranged attack against its EAC. On a hit, the target is covered in a shimmering field that prevents planar travel. The target can't be affected by any effect that causes the target to move extradimensionally or to another plane, such as teleportation, summoning, plane shifting, astral travel, ethereal travel, and so on. An affected starship can't enter or emerge from Drift travel.

What "Tindalos" represents is another mystery. A few texts, such as *Prekliken's Book of Cults*, refer to it as a location found on "the far side of time" that is guarded by the hounds. Other works claim Tindalos is a creature, such as a Great Old One. Still other scholarly pieces posit the word is from a lost language and means something akin to "apocalypse."



IJTIKRI



IJTIKRI
CR 1/2
XP 200



IJTIKRI COMMANDO
CR 4
XP 1,200

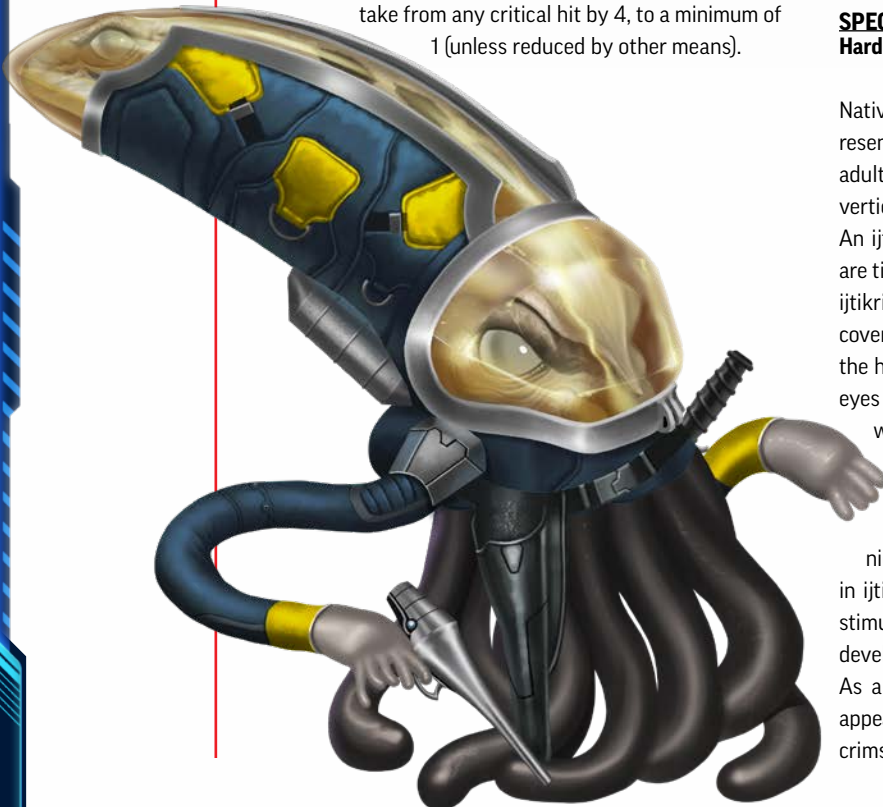
IJTIKRI**CR 1/2****XP 200**

N Medium aberration

Init +0; **Senses** darkvision 60 ft.; **Perception** +4**DEFENSE****HP 12****EAC** 10; **KAC** 11**Fort** +3; **Ref** +0; **Will** +2; +4 vs. critical hit effects**Defensive Abilities** hardened mantle**OFFENSE****Speed** 30 ft. (crawl at half this speed), swim 30 ft.**Melee** survival knife +4 (1d4+1 S)**Ranged** needler pistol +3 (1d4 P; critical injection DC +2)**Spell-Like Abilities** (CL 1st)1/day—*wisp ally***STATISTICS****Str** +1; **Dex** +0; **Con** +3; **Int** +0; **Wis** +2; **Cha** +0**Skills** Athletics +9, Life Science +4, Piloting +4, Stealth +9, Survival +9**Feat** Kip Up**Languages** Common, Iji, Vesk**Gear** second skin, needler pistol with 12 darts, survival knife, tier 1 sedative**ECOLOGY****Environment** any (Vesk-2)**Organization** solitary or shoal (2-7)**SPECIAL ABILITIES****Hardened Mantle (Ex)** An ijtikri reduces the damage they take from any critical hit by 4, to a minimum of 1 (unless reduced by other means).**IJTIKRI COMMANDO****CR 4****XP 1,200**

Ijtikri soldier

N Medium aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****HP 50****EAC** 16; **KAC** 18**Fort** +6; **Ref** +4; **Will** +5; +4 vs. critical hit effects**Defensive Abilities** hardened mantle**OFFENSE****Speed** 30 ft. (crawl at half this speed), swim 30 ft.**Melee** hook sword +11 (1d8+6 S; critical bleed 1d4)**Ranged** thunderstrike sonic rifle +12 (1d10+2 So; critical deafen [DC 13])**Offensive Abilities** fighting style (sharpshoot), sniper's aim**Spell-Like Abilities** (CL 4th)1/day—*keen senses***STATISTICS****Str** +2; **Dex** +3; **Con** +3; **Int** +0; **Wis** +2; **Cha** +0**Skills** Acrobatics +10, Athletics +10, Stealth +15**Feat** Kip Up**Languages** Common, Iji, Vesk**Gear** defrex hide, hook sword^{AR}, thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each)**ECOLOGY****Environment** any (Vesk-2)**Organization** solitary or squad (2-7)**SPECIAL ABILITIES****Hardened Mantle (Ex)** See above, but damage is reduced by 7.

Native to island-strewn Vesk-2, ijtikris are sapient beings that resemble squids, though they are terrestrial upon reaching adulthood. Each has an oblong body that they hold roughly vertically atop the muscular arms that surround their mouth. An ijtikri has two long and dexterous feeding tentacles that are tipped with pads that serve as manipulators and allow the ijtikri to use tools. An ijtikri's head is close to the ground and covered with an array of visual sensors: an eye on each side of the head, three simple dorsal eyespots, and a pair of complex eyes on the upper trunk. This last pair allows an ijtikri to see without exposing much of their body.

An ijtikri has a shell that covers the head and lower mantle, with a lighter exoskeletal lattice protecting the upper mantle. This facial plating gives rise to the vesk nickname for the species: stone-faced squids. Many genes in ijtikris activate only in response to certain environmental stimuli, so an ijtikri's shell shape and instinctive skills develop in predictable ways according to external influences. As a result, ijtikris from a particular region have a similar appearance. The common varieties include gray, indigo, and crimson ijtikris.



IJTIKRI

An ijtikri hatches in water from a free-floating egg. Though these eggs get consumed by a variety of marine life, those that survive hatch into larvae that in turn feed on zooplankton. Once large enough to risk being prey to larger creatures, ijtikri larvae migrate into coastal waters and anchor to hollows in rocks or reefs. During this phase, the anchored ijtikri filter feeds and grows. By the latter part of their second year of life, a juvenile has built up a large enough reserve of fat and minerals that they cease feeding, break down the anchor, and undergo a metamorphosis into their adult form, including air-breathing lungs, before rising to the surface and swimming for land.

Because they reach physical maturity without social interaction, ijtikris emerge from the water with only instinctive skills. However, each ijtikri has a cluster of ganglia known as a skenoseen organ, which helps the ijtikri smell and locate the nearest group of mature ijtikris. These groups incorporate any newcomer, whose adoptive cousins teach them language, culture, and the skills necessary to survive.

Adult ijtikris mate numerous times over the course of their life, with each partner taking some gametes to store in specialized organs; however, fertilization doesn't occur during adulthood. Instead, an adult ijtikri can begin a final metamorphosis at any point. Over several weeks, the ijtikri's body fills with gas, splits its shell, and grows to up to 20 feet in length. The body achieves aerial buoyancy and rises into the air, gently propelling itself toward the open sea. Once far from land, the ijtikri fertilizes stored eggs and disperses them. Then, the ijtikri dies and descends into the water, where various life forms consume the remains. Modern ijtikris view this metamorphosis as a worthy sacrifice once one's legacy is secure. However, advanced medical techniques allow ijtikris to fertilize eggs in small batches without such a transformation.

Ijtikris started as nomadic hunter-gatherers. Adoption of stone tools 6,000 years ago allowed them to implement agriculture, build villages, and fend off predators. When vesk starships landed on Vesk-2, the ijtikris had city-states with iron-age technology. Resistance to vesk rule was brief. Within several years, the planet became part of the Veskarium. Ijtikris who have just emerged from the sea readily adopt almost any accepting group as surrogate families, so they are natural recruits for Veskarium organizations. Modern ijtikris have largely adopted vesk culture. Those who remain on Vesk-2 contribute to local industries, such as fish farming, salt production, and defrex ranching.

Ijtikris clashed with the vesk most strongly over ancient ruins that predate ijtikri stone-age culture. Most are little more than foundations among paved plazas. Nevertheless, ijtikris avoided these places. The vesk instead explored them, despite ijtikri pleading, especially the island of Trafodi, which had intact edifices. Within a vault on Trafodi, vesk discovered the *Trafodi Paradox* (*Starfinder Armory* 119). This artifact was lost in transit to Vesk Prime, supposedly to the Swarm, though rumors speak of another possibility (see page 53).

RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Wis, -2 Int

Hit Points: 6

Size and Type: Ijtikris are Medium aberrations.

Darkvision: Ijtikris have darkvision with a range of 60 feet.

Hardened Mantle: Ijtikris have a +4 racial bonus on saving throws against critical hit effects. In addition, they reduce the damage they take from a critical hit by an amount equal to their character level or CR + their Constitution bonus to a minimum of 1 unless reduced by other means.

Ijtikri Movement: An ijtikri has a swim speed of 30 feet, and when crawling, an ijtikri can move at half their land speed. An ijtikri gains Kip Up as a bonus feat without meeting that feat's prerequisites.

Mineral Signature: Ijtikri traits vary based on where the individual developed, granting a +2 racial bonus to a skill, as well as a spell-like ability usable once per day. Caster level equals the ijtikri's level or CR. The skill and spell-like ability are as follows:

Indigo: Stealth, keen senses

Crimson: Diplomacy,
share language

Gray: Survival, wisp ally



IJTIKRI

55

IROKIROI



IROKIROI
CR 5
XP 1,600

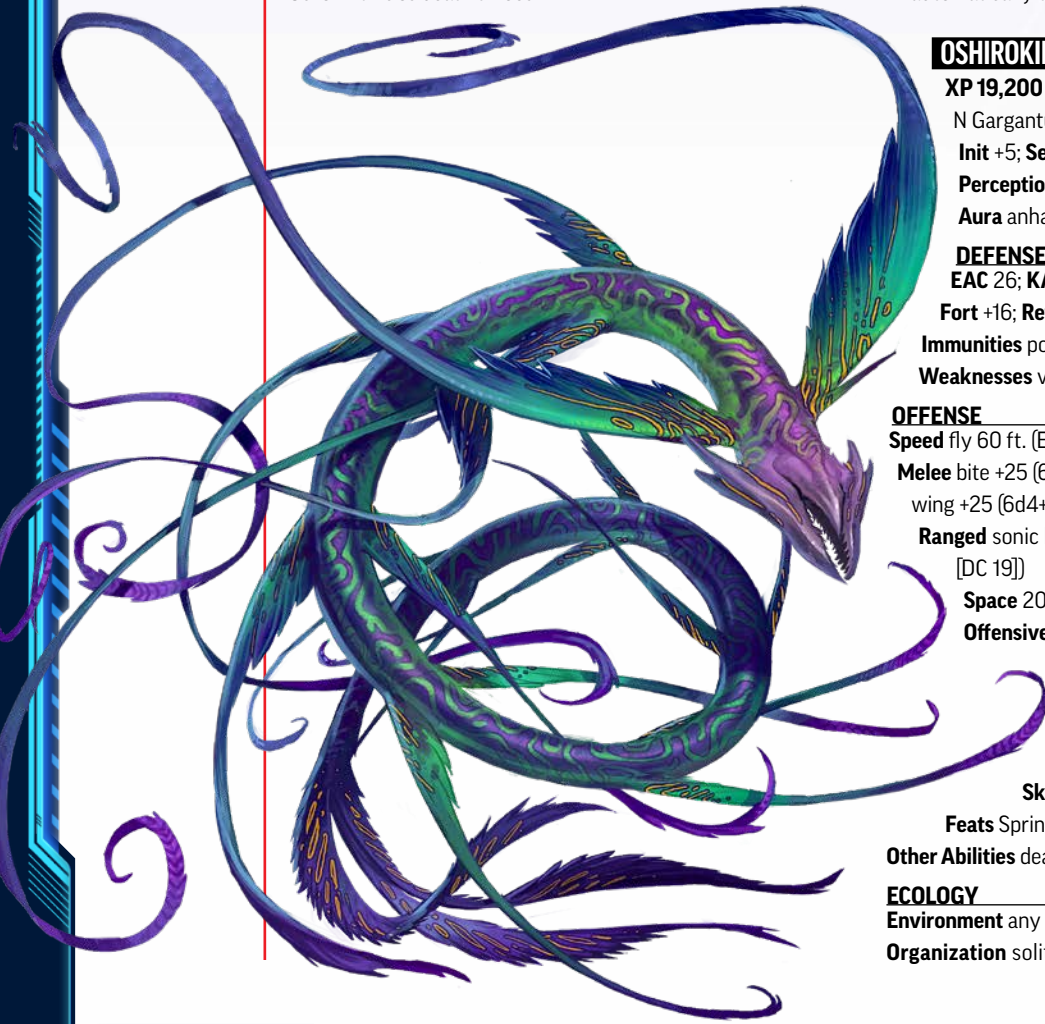
OSHIROKIROI
CR 12
XP 19,200

IROKIROI**CR 5****XP 1,600****N** Huge animal**Init** +3; **Senses** blindsight (sound) 120 ft., sightless;**Perception** +11**DEFENSE****HP 72****EAC** 17; **KAC** 19**Fort** +9; **Ref** +9; **Will** +4**Immunities** poison**Weaknesses** vulnerable to sonic**OFFENSE****Speed** fly 60 ft. (Ex, average)**Melee** bite +14 (1d6+10 P plus topple; critical bleed 1d6) or wing +14 (1d6+10 S; critical bleed 1d4)**Ranged** sonic burst +11 (1d6+5 So)**Space** 15 ft.; **Reach** 10 ft.**STATISTICS****Str** +5; **Dex** +3; **Con** +2; **Int** -4; **Wis** +0; **Cha** +0**Skills** Acrobatics +16**Feats** Spring Attack**Other Abilities** death throes**ECOLOGY****Environment** any sky (Osoro)**Organization** solitary or coil (6–12 plus 1–2 oshirokrois)**SPECIAL ABILITIES**

Death Throes (Ex) When an irokroi is killed, its gas bladder loses cohesion and explodes in a burst of high-frequency sound and toxic gases. Each creature within 15 feet of the irokroi takes 2d6 sonic damage and is deafened for 1d4 rounds; with a successful DC 13 Fortitude save, a creature takes half the damage and negates the deafened effect. The area in a 30-foot radius from the irokroi becomes a dense cloud of caustic fumes that provide concealment. A creature that enters or starts its turn in the cloud takes 2d4 acid damage. The cloud can be dispersed in the same way as *fog cloud* and otherwise dissipates on its own in 1 minute.

Sonic Burst (Ex) An irokroi's sonic burst is a high-frequency screech that can target a single creature within 40 feet.

Topples (Ex) If an irokroi's bite attack hits the target's KAC + 4, the irokroi deals its normal damage and automatically trips the target (this takes no action).

OSHIROKIROI**CR 12****XP 19,200****N** Gargantuan animal**Init** +5; **Senses** blindsight (sound) 120 ft., sightless;**Perception** +22**Aura** anharmonic hum (30 ft., Fort DC 19)**DEFENSE****HP 208****EAC** 26; **KAC** 28**Fort** +16; **Ref** +16; **Will** +11**Immunities** poison**Weaknesses** vulnerable to sonic**OFFENSE****Speed** fly 60 ft. (Ex, clumsy)**Melee** bite +25 (6d4+20 P plus topple; critical bleed 2d6) or wing +25 (6d4+20 S; critical bleed 2d4)**Ranged** sonic burst +22 (6d4+12 So; critical deafen [DC 19])**Space** 20 ft.; **Reach** 15 ft.**Offensive Abilities** breath weapon (60-ft. cone, 13d6 A plus Osoran roil, Reflex DC 19 half)**STATISTICS****Str** +8; **Dex** +5; **Con** +4; **Int** -4; **Wis** +0;**Cha** +0**Skills** Acrobatics +27 (+19 to fly)**Feats** Spring Attack**Other Abilities** death throes**ECOLOGY****Environment** any sky (Osoro)**Organization** solitary, pair, or coil (1–2 plus 6–12 irokrois)



IROKIROI

SPECIAL ABILITIES

Anharmonic Hum (Ex) The wing membranes of an oshirokiroi vibrate with a series of anharmonic frequencies. A creature that enters or starts its turn within 30 feet of an oshirokiroi takes 3d4 sonic damage (Fortitude DC 19 half).

Breath Weapon (Ex) When not within the gas seas of Osoro, an oshirokiroi can expel extra gas stored in its gas bladder as a standard action, dealing acid damage and exposing creatures in the area to Osoran roil poison. An oshirokiroi can use this breath weapon only once each time it emerges from the gas seas; reentering the gas sea refreshes this ability.

Death Throes (Ex) When an oshirokiroi is killed, its gas bladder loses cohesion and explodes in a burst of high-frequency sound and toxic gases. Each creature within 20 feet of the oshirokiroi takes 6d6 sonic damage and is deafened for 1d4 rounds; with a successful DC 19 Fortitude save, a creature takes half the damage and negates the deafened effect. The area in a radius of 50 feet from the oshirokiroi becomes a dense cloud of toxic fumes that provide concealment. A creature that enters or starts its turn in the cloud takes 4d4 acid damage and is exposed to Osoran roil poison. The cloud can be dispersed in the same way as *fog cloud* and otherwise dissipates on its own in 1 minute.

Sonic Burst (Ex) See page 56. In addition, an oshirokiroi's sonic burst has the deafen critical hit effect (DC 19).

Topple (Ex) See page 56.

OSORAN ROIL

Type poison (inhaled); **Save** Fortitude DC 19

Track Constitution; **Onset** 1 minute; **Frequency** 1/minute for 6 minutes

Cure 2 consecutive saves

Though most inhabitants of the Liavaran moon of Osoro remain confined to the few mountain peaks rising above the roiling cloud-seas of toxic gases, these perilous clouds are home to their own seldom-seen and poorly understood jungle ecosystem. The apex predators of this system are irokirois, huge serpentine creatures with long wing fins that spiral in

a helical pattern along their entire bodies, from their razor-fanged tripartite maws to their tapered tails. Though most irokirois keep to the toxic gas seas, their corkscrewing flight occasionally brings them to the surface or even to the skies above to attack Osoran settlements in furious rages.

Irokirois are largely solitary creatures. Roughly twice every year, they congregate in writhing coils of up to a dozen to mate, after which each gives birth to dozens of tiny young. These offspring spiral to the bottom of the cloud seas and drill into the ground, where they feed until their wing fins develop. An irokiroi continues to grow throughout its lifespan, and one that survives long enough eventually grows into an enormous predator with the capacity to wreak great destruction; Osorans call these immense apex predators oshirokirois.

In recent years, irokiroi and oshirokiroi attacks have increased drastically, with some Osoran settlements fighting off multiple instances each month. A strong correlation exists between the rise in attacks and the growing popularity of Bhalakosti Excursion's survival safari trips into the moon's poisonous jungles, run by dirindi (see pages 20-21) natives of the moon and patronized by predominantly vesk customers. Though the company's representatives have declined to comment on the situation, biologists theorize that the excursions' hunting of predators that feed on immature irokirois has led to a surge in the irokiroi population and therefore more attacks.

**ECHOLLOCATION DETECTION UNITS**

The settlements of Osoro defend themselves using a high-powered scanning system that detects the frequencies associated with irokiroi echolocation. Similar, though smaller, units are available as armor upgrades.

ECHOLLOCATION DETECTION UNIT**ARMOR
UPGRADE****PRICE** 19,000**LEVEL** 10**CAPACITY** 10**USAGE** 1/MINUTE**ARMOR SLOTS** 1 **ARMOR TYPE** ANY**BULK** –

This package of delicate sensors and transmitters provides a heads-up display of the location of nearby sounds, granting you blindsense (sound) with a range of 30 feet.

IZALGUUN



IZALGUUN HUNTER
CR 4
XP 1,200



IZALGUUN HEALER
CR 8
XP 4,800

IZALGUUN HUNTER**CR 4****XP 1,200**

Izalguun soldier

LN Large monstrous humanoid

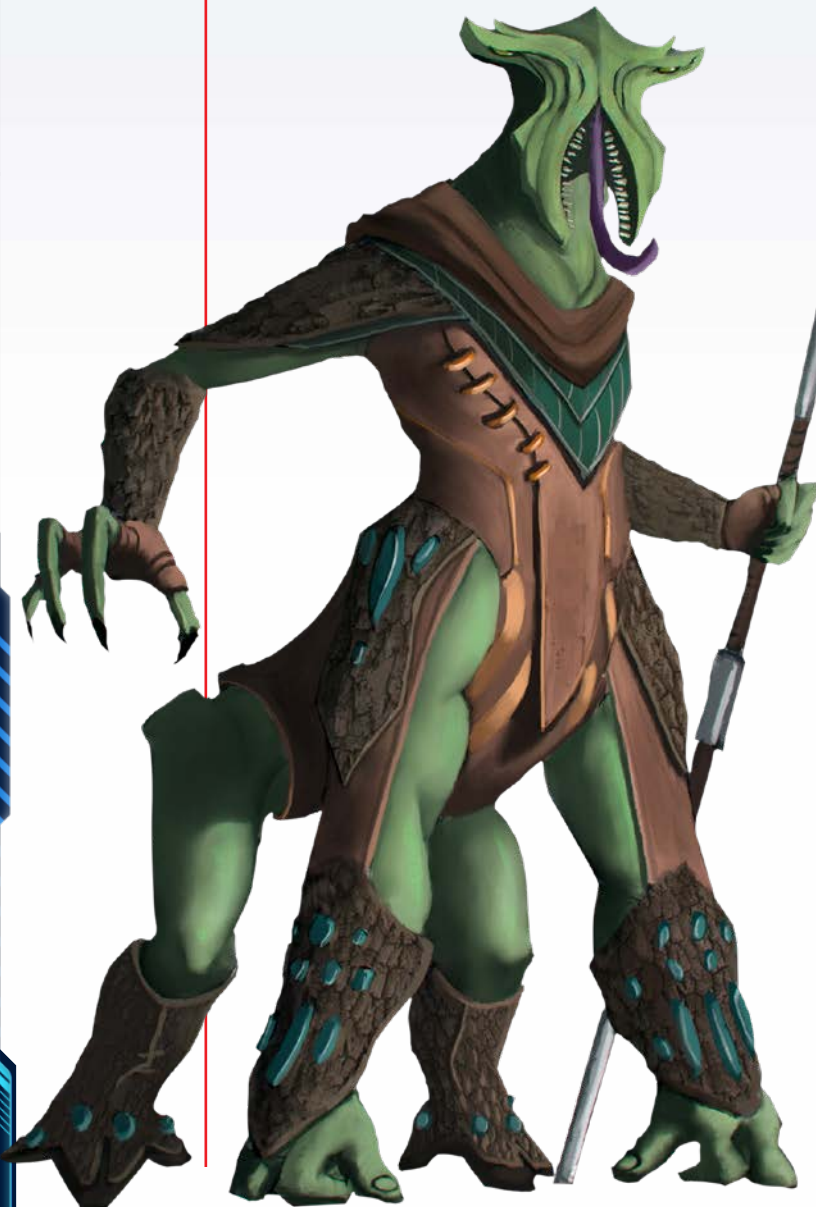
Init +1; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****HP 50****EAC** 16; **KAC** 18**Fort** +6; **Ref** +8; **Will** +5**OFFENSE****Speed** 40 ft. (35 ft. in armor)**Melee** tactical pike +13 (1d8+9 P)**Ranged** tactical crossbolter +10 (1d10+4 P)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with tactical pike)**Offensive Abilities** fighting style (guard)**STATISTICS****Str** +5; **Dex** +1; **Con** +3; **Int** +0; **Wis** +0; **Cha** +0**Skills** Athletics +10, Computers +15, Engineering +15, Survival +10**Languages** Common, Izalguun**Other Abilities** armor training, posture (quadrupedal)**Gear** ash dendron armor^{AR}, tactical crossbolter with 20 arrows, tactical pike**ECOLOGY****Environment** any (Izalraan)**Organization** solitary, pair, or party (3–8)**SPECIAL ABILITIES****Posture (Ex)** Izalguuns can walk on two limbs or four.

As a move action, an izalguun can switch between a bipedal and a quadrupedal posture. When in its quadrupedal posture, an izalguun has a land speed of 40 feet and a reach of 5 feet. While in its bipedal posture, an izalguun has a land speed of 20 feet, a reach of 10 feet, and the multiarmed (4) universal creature rule.

IZALGUUN HEALER**CR 8****XP 4,800**

Izalguun envoy

LN Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****HP 110 RP 4****EAC** 20; **KAC** 21**Fort** +7; **Ref** +9; **Will** +11**OFFENSE****Speed** 20 ft.**Melee** advanced lance +16 (2d6+10 P)**Ranged** defender shield projector +18 (shield^{AR} 2d6)**Space** 10 ft.; **Reach** 10 ft. (15 ft. with advanced lance)**STATISTICS****Str** +2; **Dex** +2; **Con** +0; **Int** +4; **Wis** +0; **Cha** +6**Skills** Computers +21, Diplomacy +21, Life Science +16, Medicine +21, Sense Motive +21, Survival +16**Languages** Common, Izalguun**Other Abilities** envoy improvisations (desperate defense, draw fire, quick inspiring boost), multiarmed (4), posture (bipedal)**Gear** kasatha microcord III, advanced lance^{AR}, defender shield projector^{AR} with 2 super-capacity batteries (80 charges each)**ECOLOGY****Environment** any (Izalraan)**Organization** solitary, pair, or expedition (3–4 with 6–10 izalguun hunters)**SPECIAL ABILITIES****Posture (Ex)** See above.



IZALGUUN

Izalguuns are horse-sized, six-limbed creatures with a gray-green coloration and occasional mottling around their joints. Their lower arms are bulkier and elongated, allowing izalguuns to use them as a second set of legs. When traveling or enjoying the outdoors, izalguuns walk using their lower arms, making them resemble centaur-like quadrupeds, though they can just as easily stand on only their lowermost two legs. They have vertically oriented mouths with a bony chin protrusion that helps collect food and liquid runoff. They inhabit a cold world in the Vast called Izalraan, though the people of the Pact Worlds know it as Icefront.

Corporate scientists made the Pact World's first contact with izalguuns, who live as low-tech hunter-gatherers subsisting on Izalraan's limited resources. A group representing the Starfinder Society recently uncovered more about this species' past, learning that izalguuns hid a trove of lost technological wonders under their modest villages. The Starfinders also discovered that izalguuns were one of eight civilizations that once dwelt in a distant trinary star system in the Vast known as the Scoured Stars, and that they departed ages ago, before the Gap.

Izalguuns long ago distanced themselves from their advanced technology, seeking to reconnect with the natural world they'd scorned during their time in the Scoured Stars. Recognizing that they might one day need to defend themselves from creatures wielding advanced implements of war, they kept their technology buried in subterranean complexes across Izalraan. Even among izalguun, only elders and healers are permitted to venture into such places to retrieve tools and technologies when needed to ensure a prosperous existence for their people. Much of the remaining izalguun technology is medical in nature, and there are a small number of grounded but operational starships that could theoretically launch to dissuade any aggressors seeking to attack the izalguuns. The warlike jinsuls (see page 60) remain the greatest threat to izalguuns' independence and hidden existence, and the peaceful species dreads the seemingly inevitable day when their ancient technological weaponry must finally be unleashed in a desperate defense.

While most izalguuns live scattered about planet Izalraan's surface, izalguun tribes remain in regular contact via communication relays in their hidden starship safe houses. Izalguun tribes categorize each member's role as one of three: hunter, gatherer, or leader. Hunters prepare for and undertake hunts of Izalraan's vicious megafauna. Gatherers prepare food brought back by hunters, supplementing it with collected flora. Elders, healers, and scientists make up izalguuns' leadership caste. Healers and scientists spend most of their time aboard the grounded starships learning about izalguun history and technology, while elders provide guidance to all and maintain the coherency of their tribes.

For those rare izalguuns who reject the traditional lives of their contemporaries and wish to leave Izalraan, rudimentary shuttles are made available, though these ships

RACIAL TRAITS

Ability Adjustments: +2 Str, +2 Int, -2 Dex

Hit Points: 6

Size and Type: Izalguuns are Large monstrous humanoids with a space of 10 feet. Their reach depends on their posture (see page 58).

Darkvision: Izalguuns have darkvision with a range of 60 feet.

Posture: See page 58.

Tech Savvy: Izalguuns gain a +2 racial bonus to Computers and Engineering checks.

are programmed to scrub all records of Izalraan's location and any information the species. Thus, the choice of leaving Izalraan is a permanent one, made in exchange for the opportunity to experience the wider galaxy.

The average izalguun is 7 feet tall and weighs around 900 pounds.



JINSUL



JINSUL WARRIOR
CR 1
XP 400

JINSUL WARRIOR

CR 1

XP 400

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

EAC 11; **KAC** 13

Fort +3; **Ref** +5; **Will** +3; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3 P) or

leg blade +6 (1d6+3 S; critical bleed 1d6)

Ranged tactical arc emitter +9 (1d4+1 E)

STATISTICS

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

Skills Athletics +10, Piloting +5, Survival +5

Languages Jinsul

Other Abilities powerful leap

Gear freebooter armor I, tactical arc emitter with 2 batteries (20 charges each)

HP 20

ECOLOGY

Environment any

Organization solitary, pair, or assault (3+)

SPECIAL ABILITIES

Powerful Leap (Ex) When attempting an Athletics checks to jump, a jinsul is always considered to have taken a running start.

JINSUL BASE COMMANDER

CR 5

XP 1,600

Jinsul technomancer

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE

EAC 16; **KAC** 17

Fort +4; **Ref** +6; **Will** +10; +4 vs. fear

Defensive Abilities unflankable, unshakable belief

OFFENSE

Speed 40 ft.

Melee bite +9 (1d4+5 P) or

leg blade +9 (1d6+5 S; critical bleed 1d8)

Ranged frostbite-class zero pistol +11 (1d6+5 C; critical staggered [DC 15])

Technomancer Spells Known (CL 5th; melee +9, ranged +11)

2nd (3/day)—*logic bomb* (DC 17), *spider climb*

1st (6/day)—*comprehend languages* (DC 16), *jolting surge*, *magic missile*

0 (at will)—*energy ray*, *psychokinetic hand*

STATISTICS

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

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

Languages Jinsul

Other Abilities magic hacks (empowered weapon), powerful leap, spell cache (siccatite pincer)

Gear estex suit II, frostbite-class zero pistol with 2 batteries (20 charges each)

ECOLOGY

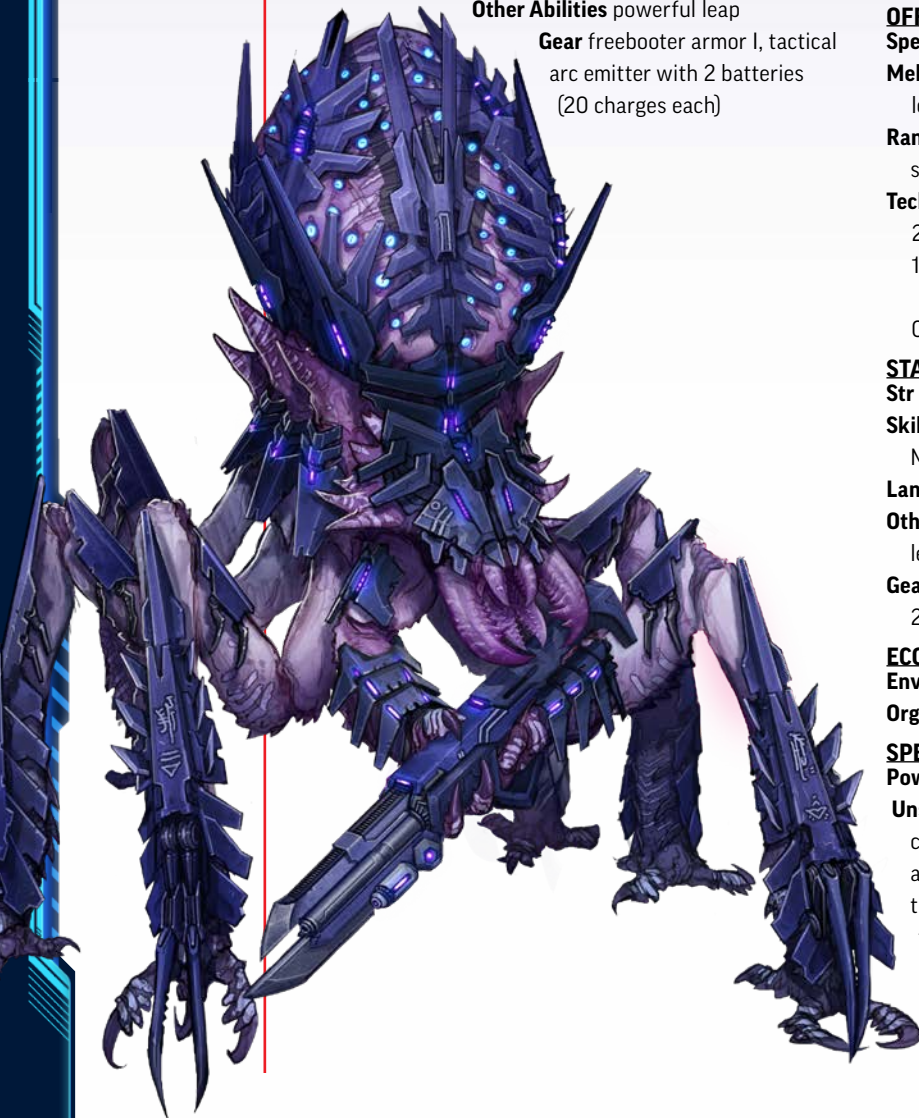
Environment any

Organization solitary

SPECIAL ABILITIES

Powerful Leap (Ex) See above.

Unshakable Belief (Ex) Whenever a jinsul base commander is the target of a trick attack, it can attempt a Bluff or Sense Motive check in response. If the jinsul base commander's result equals or exceeds that of the trick attack skill check, the trick attack is unsuccessful. If the jinsul's check exceeds the trick attack check by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.





JINSUL

VANDAL ROCKET LAUNCHERS (STARSHIP TRACKING WEAPONS)

LIGHT WEAPON	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Vandal rocket launcher	Long	12	4d8	12	5	Limited fire 3, vandal drones 1d4
HEAVY WEAPON	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Heavy vandal rocket launcher	Long	10	10d10	18	15	Limited fire 3, vandal drones 3d4
CAPITAL WEAPON	RANGE	SPEED (IN HEXES)	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Devourer vandal rocket launcher	Long	8	4d10×10	18	30	Limited fire 3, vandal drones 1d4×10

Jinsuls are chitinous, six-legged creatures with a set of robust forelimbs and three rows of hooked pincers. Their bulbous bodies are covered with dozens of eyes, giving jinsuls a 360-degree field of vision. Originally inhabitants of the trinary star system in the Vast known to the Pact Worlds as the Scoured Stars, jinsuls built large and complex temples to honor their protector deity, Kadrical, who raised a mystical golden forcefield called the Godshield around the entire system.

When the Godshield later vanished, jinsuls (as well as a number of other species) left the Scoured Stars en masse, settling in a harsh region of space in the Vast. Collectively known as the Jinsul Hierocracy, the jinsuls tested their resolve against hostile alien life forms and vicious natural phenomena, becoming bloodthirsty killers. As part of a grueling coming-of-age ritual, jinsuls began performing cybernetic augmentations—implanting razor-sharp sabers into their first set of forelimbs—with no anesthesia or pain management.

During their self-imposed exile, jinsuls largely freed themselves from their fanatical allegiance to Kadrical. However, in recent years, the appearance of one of the god's divine heralds, Dhurus, once again brought the jinsuls into unified worship of their former protector. In return for their unwavering devotion, Dhurus granted special abilities to the most powerful of the jinsuls to aid in their hostile conquests.

A capable, efficient species, jinsuls have developed ships, starbases, and space stations that run on automated systems and cadres of specialized robots, allowing for minimal staffing even in large, complex structures. Such skeleton crews are often led by base commanders, who serve as both religious and tactical leaders. A broader focus on multipurpose technology allows for rapid and efficient deployment of troops. This is best exemplified in the delivery ducts of their starships, which can either quickly deposit troops onto planetary surfaces or deploy them into breached enemy starships in swift boarding actions.

The average jinsul is 7 feet tall and weighs 300 pounds or more.

VANDAL ROCKET LAUNCHERS

Jinsul assault ships are often outfitted with vandal rocket launchers. A vandal rocket that manages to breach a ship's shields bursts into animated demolition drones that set to work taking the ship apart, piece by piece. Survivors of an encounter with jinsuls sold inactive vandal rocket drones to several Pact Worlds

manufacturers who reverse-engineered the technology, making them available to the wider galaxy. These weapons have the vandal drones special property (see below).

Vandal Drones

When a weapon with this special property deals Hull Point damage to a ship, pieces of the projectile's shrapnel animate into drones that continue to rend the target. Each successive gunnery phase, the struck starship loses the listed amount of Hull Points until the drones are either forcibly removed during the engineering phase with an Engineering check (DC 15 + 2 × the engineer's starship's tier) or shaken off by the pilot during the helm phase with a successful barrel roll, flip and burn, or flyby stunt. Multiple applications of this effect don't stack; only the highest damage applies.



KAMI



TSUKUMOGAMI
CR 4
XP 1,200

CHINJUGAMI
CR 16
XP 76,800

TSUKUMOGAMI

CR 4

XP 1,200

NE Diminutive outsider (kami, native)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

EAC 15; KAC 16

HP 43

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

Defensive Abilities fast healing 5; **Immunities** construct immunities, petrification, polymorph; **Resistances** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee slam +9 (1d4+2 B)

Space 1 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 4th, melee +9)

1/day—*inject nanobots* (DC 17), *invisibility*

3/day—*holographic image* (1st level, DC 16), *jolting surge*, *magic missile*

At will—*ghost sound* (DC 15), *mending*

STATISTICS

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

Skills Acrobatics +10, Engineering +10, Mysticism +10, Stealth +15

Feats Mobility, Spring Attack

Languages Common; telepathy 100 ft.

Other Abilities merge with ward (personal comm unit), no breath, permanent merge



ECOLOGY

Environment any

Organization solitary or pair

SPECIAL ABILITIES

Merge with Ward (Su) See page 149.

Permanent Merge (Su) See page 63.

CHINJUGAMI

CR 16

XP 76,800

N Gargantuan outsider (kami, native)

Init +2; **Senses** blindsight (life) 60 ft., darkvision 60 ft., low-light vision; **Perception** +28

DEFENSE

EAC 29; KAC 30

HP 255

Fort +16; **Ref** +14; **Will** +19

Defensive Abilities fast healing 10, revitalization contingency; **Immunities** bleed, mind-affecting effects, petrification, polymorph; **Resistances** acid 10, electricity 10, fire 10

OFFENSE

Speed 50 ft., fly 50 ft. (Su, perfect)

Melee biomechanical staff +27 (6d8+27 B or P; critical bind^{AR} or bleed [see text])

Space 20 ft.; **Reach** 20 ft. (25 ft. with biomechanical staff)

Spell-Like Abilities (CL 16th)

1/day—*chain surge* (DC 26), *divination*, *terraform*

3/day—*creation*, *greater dispel magic*, *mystic cure* (5th level), *greater remove condition*, *summon creature^{AA}* (5th level; three 4th-level kami)

At will—*cosmic eddy* (DC 24), *life bubble*

STATISTICS

Str +10; **Dex** +2; **Con** +5; **Int** +4; **Wis** +7; **Cha** +4

Skills Acrobatics +28 (+36 to fly), Engineering +28, Mysticism +33

Languages Common; telepathy 100 ft.

Other Abilities merge with ward (space station park), no breath

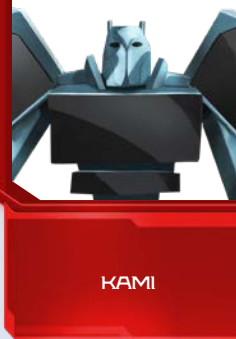
ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Biomechanical Staff (Su) As a swift action or as part of a full attack, a chinjugami can manifest a staff in its grasp. The staff's effective item level is equal to the chinjugami's CR. The staff has the reach weapon special property and can deal either bludgeoning or piercing damage with each attack. On a critical hit, the chinjugami chooses one of two effects—the staff either sprouts entangling vines, applying the bind critical hit effect, or disrupts the target's body, applying the bleed critical hit effect. A chinjugami can



KAMI

manifest only one staff at a time. If the kami loses hold of the staff, the weapon disintegrates.

Merge with Ward (Su) See page 149; a chinjugami claims a massive fabricated ecosystem as its ward.

Revitalization Contingency (Su) A chinjugami that is reduced to 0 Hit Points disperses into light that merges with the chinjugami's ward. For 7 days, the chinjugami is unconscious as it regenerates its body and mind. After that time, the chinjugami regains consciousness and can reemerge from its ward. A chinjugami can be completely destroyed only if its ward is destroyed.

Spirits known as kami hold guardianship over various aspects of existence, caring for them in esoteric ways. Legend holds that the gods created the kami, which propagated throughout the universe. Kami are said to spontaneously manifest as they find new objects to guard, from the tiniest flower to entire cities. Kami that fall to evil ways risk becoming oni (*Alien Archive 2* 88).

According to folktales, a personal object that is at least 100 years old can attract a tsukumogami, which thereafter claims the object as a ward and merges with it, the kami then becoming an anthropomorphic version of the object. In addition, the resultant amalgam develops a personality in accordance with the object's treatment. Treasured objects birth tsukumogami that are kind, while abandoned or abused objects become jealous and wrathful tsukumogami. These creatures often seek companionship from mortals, though tsukumogami that are envious of the living may become aggressive if rebuffed. Numerous reports exist of encounters with furious tsukumogami that sprung to life after the Gap. Though tsukumogami prefer to ward small personal items, their size belies the threat they pose.

A chinjugami is much larger than a tsukumogami and often selects a constructed ecosystem, especially one separated from a planet, as its ward. Although a chinjugami prefers to stay merged with its ward, it can manifest as a titan of metal and greenery. A chinjugami might claim a park on a space station as its host. When a kami claims an occupied ecosystem, it intervenes only in subtle ways, such as removing rust from pipes. It is when such constructed ecosystems are abandoned that chinjugami fully embrace their roles as protectors and stewards of their wards, patrolling relevant areas, performing upkeep, maintaining ecological balance, and ensuring enough resources exist for sustainability. Those chinjugami that guard abandoned spaces are suspicious of strangers, often believing them to be interlopers that might try to reclaim the area only to forsake it again. A typical chinjugami is about 40 feet tall.

CREATING A TSUKUMOGAMI

Tsukumogami possess all kinds of technological, magic, and hybrid items, and thus can assume many forms.

Tsukumogami Template Graft

Tsukumogami are kami that permanently merge with small objects, developing strange anthropomorphic qualities.

Required Creature Type and Subtype: Outsider (kami, native). If the tsukumogami is merged with a technological or hybrid item, it also gains the technological subtype.

Suggested Alignment: NG or NE.

Required Array: Spellcaster. If the tsukumogami is merged with a technological item, choose its spell-like abilities from the technomancer spell list. If it's merged with a magic item, choose its spell-like abilities from the mystic spell list. If it is merged with a hybrid item, each spell-like ability can be from either list.

Traits: Tiny or smaller; construct immunities; fast healing 5; permanent merge (see below); telepathy 100 ft.

Permanent Merge (Su): A tsukumogami claims an object of no more than 2 bulk as its ward, and the kami permanently merges with its ward, animating and controlling that object as its body. The tsukumogami can appear to be its ward by remaining still, allowing it to attempt a Stealth check to hide in plain sight as if it had cover or concealment. If it succeeds, it appears to be a normal version of its ward rather than a creature. A tsukumogami can't emerge from its ward.

Suggested Ability Modifiers: Dex, Wis.



KOTHAMA



KOTHAMA
CR 10
XP 9,600



**KOTHAMA
ASCENDANT**
CR 14
XP 38,400

KOTHAMA**CR 10****XP 9,600**

N Huge magical beast (cold)

Init +1; **Senses** darkvision 120 ft., low-light vision;**Perception** +24**Aura** calming presence (30 ft., Will DC 19)**DEFENSE****HP 155****EAC** 23; **KAC** 24**Fort** +7; **Ref** +11; **Will** +17**Immunities** cold**Weaknesses** vulnerable to fire**OFFENSE****Speed** 40 ft.**Melee** stomp +19 (2d8+13 B)**Space** 15 ft.; **Reach** 10 ft.**Offensive Abilities** trample (2d8+13 B)**STATISTICS****Str** +3; **Dex** +1; **Con** +5; **Int** +2; **Wis** +8; **Cha** +1**Skills** Diplomacy +19, Mysticism +24, Sense Motive +24**Languages** Kothama, Vesk**Other Abilities** stellar alignment (graviton), stellar revelations (gravity hold [DC 19], gravity surge, starquake, stealth warp)**ECOLOGY****Environment** any (Vesk-7 or Vesk-8)**Organization** solitary, pair, or observatory (3-6)**SPECIAL ABILITIES**

Calming Presence (Su) Kothamas exude an aura of calm. Non-kothama creatures within 30 feet of a kothama must succeed at a Will saving throw to be able to attack, cast a spell on an unwilling target, or use an offensive ability. A creature that succeeds at the saving throw is immune to the same kothama's calming presence for 24 hours.

KOTHAMA ASCENDANT CR 14**XP 38,400**

Kothama mystic

N Huge magical beast (cold)

Init +1; **Senses** darkvision

120 ft., low-light vision;

Perception +30**Aura** calming presence

(30 ft., Will DC 22)

DEFENSE **HP 220 RP 7****EAC** 27; **KAC** 28**Fort** +10;**Ref** +14;**Will** +21**Immunities** cold**Weaknesses** vulnerable to fire**OFFENSE****Speed** 40 ft.; fly 20 ft. (Su, average; in space only); starflight**Melee** stomp +22 (6d6+18 B)**Space** 15 ft.; **Reach** 10 ft.**Offensive Abilities** trample (6d6+18 B)**Mystic Spell-Like Abilities** (CL 14th)

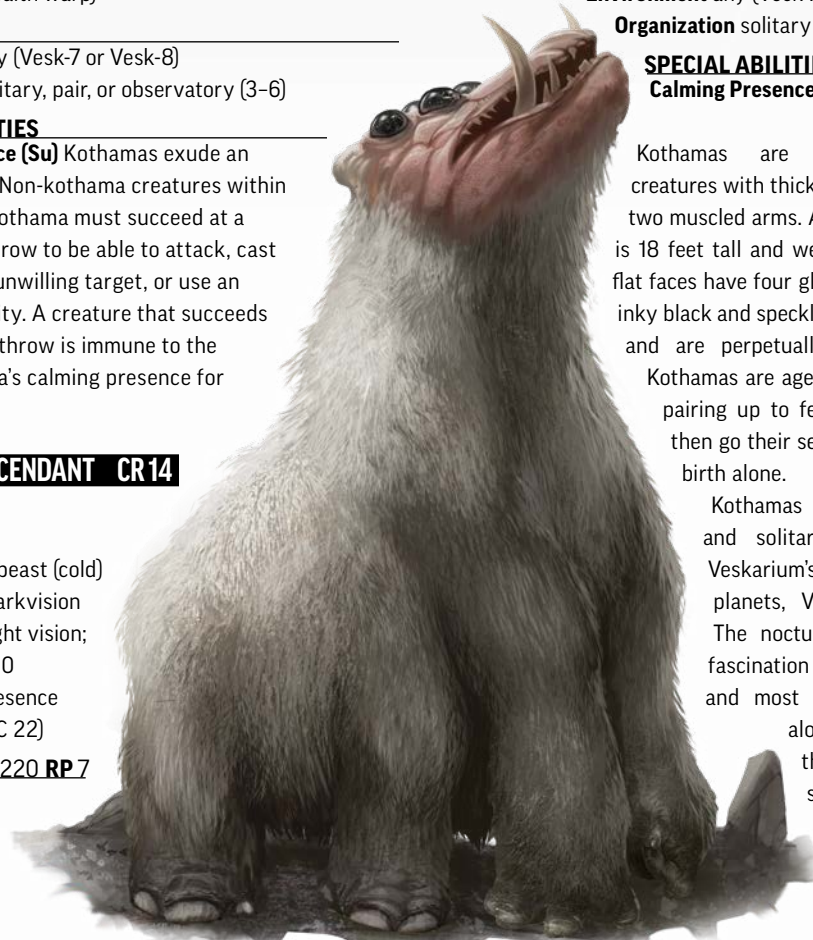
At will—mindlink, telepathic bond

Mystic Spells Known (CL 14th)

5th (3/day)—call cosmos, telekinesis

4th (6/day)—cosmic eddy (DC 23), divination, mystic cure, remove radioactivity

3rd (at will)—charm monster (DC 22), dispel magic

Connection star shaman**STATISTICS****Str** +4; **Dex** +1; **Con** +6; **Int** +2; **Wis** +8; **Cha** +4**Skills** Diplomacy +25, Mysticism +30, Sense Motive +30**Languages** Kothama, Vesk**Other Abilities** stargazer, starlight form (14 minutes, DC 22), starry bond, walk the void**ECOLOGY****Environment** any (Vesk-7 or Vesk-8)**Organization** solitary**SPECIAL ABILITIES****Calming Presence (Su)** See above.

Kothamas are massive, shaggy creatures with thick, trunk-like legs and two muscled arms. An average kothama is 18 feet tall and weighs 24 tons. Their flat faces have four glassy eyes, each one inky black and speckled with silver spots, and are perpetually facing skyward.

Kothamas are agender; they breed by pairing up to fertilize one another, then go their separate ways to give birth alone.

Kothamas are peaceful and solitary natives of the Veskarium's icy outermost planets, Vesk-7 and Vesk-8. The nocturnal species has a fascination with the starry sky, and most spend their nights alone, meditating on the cosmos from their simple homes at extremely high altitudes. The furry beasts



KOTHAMA

SHIMMERSTONE STAVES (TWO-HANDED ADVANCED MELEE WEAPONS)

UNCATEGORIZED	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
<i>Shimmerstone staff, sunset</i>	6	4,000	2d6 B	—	1	Unwieldy
<i>Shimmerstone staff, evenfall</i>	11	25,000	5d6 B	—	1	Unwieldy
<i>Shimmerstone staff, twilight</i>	15	105,000	6d12 B	—	1	Unwieldy

prefer the extreme cold and thin air of the highest reaches of their planets, stemming from their origins on the frozen plains of Vesk-8. While kothamas can tolerate somewhat warmer temperatures, such as those in the equatorial regions of Vesk-7, they never feel truly comfortable unless approaching the heatless perfection of deep space.

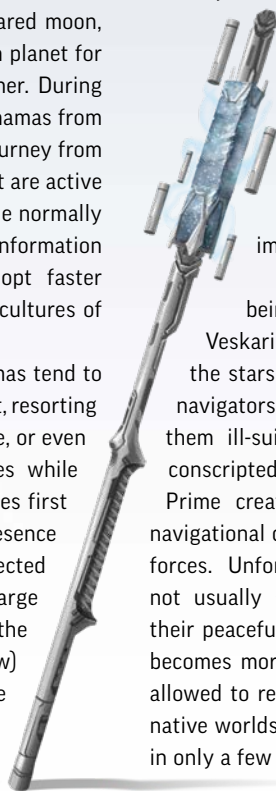
Twice a year, the orbits of Vesk-7 and Vesk-8 come close enough that one of the planets hands their shared moon, Traverse, off to the other. The moon orbits each planet for half a year before being transferred to the other. During these brief windows, a small percentage of kothamas from each planet make a traditional, deeply sacred journey from planet to moon to planet, using magic gates that are active only at such time. It is in this way alone that the normally detached and individual kothamas share information between planets, and they have yet to adopt faster communication technologies. Despite this, the cultures of both planets are remarkably consistent.

When interacting with other species, kothamas tend to rely on their calming aura to keep things pleasant, resorting to violence only in rare instances of self-defense, or even incidentally as they trample smaller creatures while attempting to escape. When vesk invasion forces first arrived on their planets, kothamas' calming presence unnerved the bellicose vesk, who had expected fierce resistance from the intimidatingly large creatures. A lack of natural resources (with the notable exception of shimmerstone; see below) and centralized government—along with the extensive effort required to exert control over a large, diffuse population—has led to a minimal vesk presence on the kothamas' home planets. In fact, an assignment to a post in this frigid, conflict-free frontier has become a form of punishment for vesk who have dishonored themselves in combat or become politically problematic.

The majority of kothamas worship Ibra, god of the cosmos, though kothama temples to the Inscrutable are few and far between, as most maintain simple, personal shrines. Most kothamas spend much of their centuries-long lifespans deepening their connection with the stars, and after years of mystical contemplation, many become star shaman mystics. It is relatively common for older and more powerful kothamas, inured against the effects of vacuum, to fling themselves out into space so as to continue their meditation from within the void. When they do so, they enter a euphoric state of hibernation, becoming uncharacteristically angry and aggressive should something wake them.

It is rare to see kothamas away from their home worlds of Vesk-7 and Vesk-8, but some kothamas occasionally decide to leave home and travel to other worlds, hoping to investigate the secrets of the cosmos from a different vantage. Without access to interplanetary spaceflight on their own, these kothamas must rely on other species to ferry them from world to world in starships. A rare few of these adventurous travelers even share their knowledge and theories of the cosmos with members of other species, founding observatories, temples to Ibra or other cosmic entities, or cosmonasteries where solarians who seek an alternative philosophy to the Cycle may train and improve their abilities.

Other kothamas have the misfortune of being conscripted into military service by the Veskarium. The kothamas' deep understanding of the stars and the void of space makes them peerless navigators, but their size and pacifist nature makes them ill-suited to serve onboard starships. As such, conscripted kothamas are usually put to work on Vesk Prime creating or updating complex star maps and navigational charts for the use of the Veskarium's military forces. Unfortunately, these conscripted kothamas do not usually survive for long. The dissonance between their peaceful philosophy and their military service often becomes more than these kothamas can bear, and if not allowed to return to their solitary existences on their icy native worlds, such kothamas usually waste away and die in only a few years.



SHIMMERSTONE STAVES

Shimmerstone is a unique mineral found only in the frozen mountains of Vesk-8. A deep, translucent blue, it is reminiscent of thick ice in its raw form, and it glitters with a three-dimensional field comprised of tiny points of light. Kothamas have long fashioned small amounts of the mineral—relative to their large scale—into foci, contemplating the glittering objects during the day or when there is inclement weather as a substitute for the starry night sky.

Vesk forces, upon first encountering this mineral, noted its calming effect and immediately set to work developing military applications, eventually fashioning it into supplementary weapons for spellcasters.

A *shimmerstone staff* is a hybrid item that functions as a two-handed advanced melee weapon. While you are wielding a *shimmerstone staff*, the DCs of your charm and emotion spells and effects are increased by 1.

LIVING HOLOGRAM



LIVING HOLOGRAM
CR 8
XP 4,800

LIVING HOLOGRAM

CR 8

XP 4,800

CE Medium construct (incorporeal, technological)

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

DEFENSE

HP 115

EAC 20; **KAC** 21**Fort** +5; **Ref** +5; **Will** +9**Defensive Abilities** incorporeal, rejuvenation; **Immunities** construct immunities**Weaknesses** tethered

OFFENSE

Speed fly 30 ft. (Su, perfect)**Melee** hardlight slam +18 (1d12+8 B; critical dazzled [DC 18])**Spell-Like Abilities** (CL 8th)At will—*holographic image* (1st level, DC 16)

STATISTICS

Str +0; **Dex** +6; **Con** —; **Int** +2; **Wis** +1; **Cha** +4**Skills** Acrobatics +21 (+29 to fly), Bluff +16, Computers +21, Culture +16, Stealth +21**Languages** one language determined by original creator**Other Abilities** freeze, unliving

ECOLOGY

Environment any**Organization** solitary

SPECIAL ABILITIES

Freeze (Ex) A living hologram can hold perfectly still so that it appears to be a normal hologram. It can take 20 on Stealth checks to hide in plain sight as a hologram (usually among other holograms).

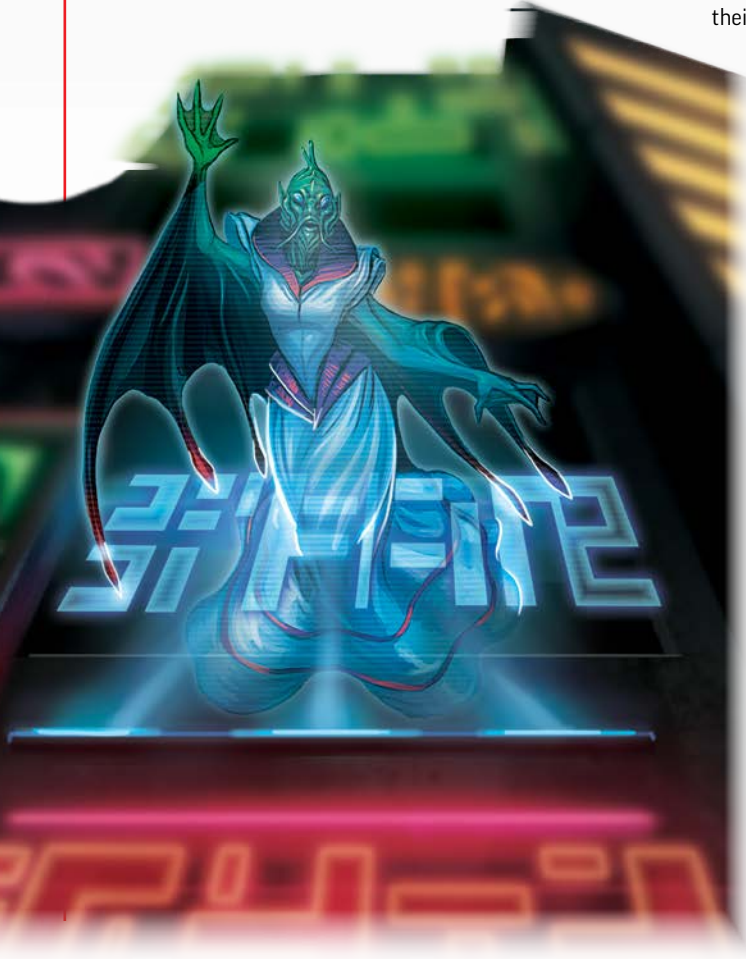
Hardlight Slam (Ex) As an attack, a living hologram can temporarily cause its fist (or a melee weapon, if it has been programmed to have one) to become substantial. This functions as a natural weapon that deals bludgeoning damage. On a critical hit, the attack creates a bright flash of light, and the target must succeed at a DC 18 Reflex save or be dazzled for 1 round.

Rejuvenation (Ex) In most cases, it is difficult to completely destroy a living hologram in combat. A living hologram reduced to 0 Hit Points vanishes, though its corrupted projector reconstructs it in 1d4 hours. The only way to permanently destroy a living hologram is to find its projector and either repair or destroy it. Living holograms are aware that their existences are tied to their projectors and protect the machinery at all costs.

Tethered (Ex) A living hologram can't travel more than 100 feet from its projector. If it is ever forced to do so, it is immediately destroyed, though only temporarily (see rejuvenation above).

In numerous technologically advanced societies, holograms are used in advertising, entertainment, and other industries to catch the eye when two-dimensional images would fail. At their simplest, holograms are silent, still images in a single color, often at a low resolution. More complex projectors can offer full color and a few repeated frames of animation, while the most advanced varieties can be programmed with artificial personalities and can interact with their viewers. Implementations of this most sophisticated version of the technology are wide ranging, and holograms serve as instructors in educational institutions, as tour guides for famous locales in large cities, and even as concierges at luxury hotels.

On very rare occasions, usually through a fault in the machinery of its projector, an advanced hologram gains a modicum of sentience and, sometimes, a twisted idea of the reason for its existence. These "tech ghosts," as some call them, can appear in almost any shape, limited only by the capabilities of their projectors, and they use their forms of living light to harass their





LIVING HOLOGRAM

HARDLIGHT HAND WRAPS (ONE-HANDED ADVANCED MELEE WEAPONS)

UNCATEGORIZED	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Hardlight hand wrap, diffuse	5	3,180	1d6 B	—	L	Bright, force ^{AR} , powered (capacity 20, usage 2)
Hardlight hand wrap, ambient	9	13,100	2d8 B	—	L	Bright, force ^{AR} , powered (capacity 20, usage 2)
Hardlight hand wrap, natural	14	75,000	4d10 B	—	L	Bright, force ^{AR} , powered (capacity 40, usage 4)
Hardlight hand wrap, fluorescent	17	250,000	6d10 B	—	L	Bright, force ^{AR} , powered (capacity 40, usage 4)
Hardlight hand wrap, incandescent	20	880,000	11d8 B	—	L	Bright, force ^{AR} , powered (capacity 40, usage 2)

foes—sometimes even striking from a hiding spot in another holographic display—though they are always confined to the area near their projectors. While very few ever encounter living holograms—or realize that they have—stories of tech ghosts haunting abandoned holoamusement parks or underground scientific facilities are popular across the galaxy.

When a living hologram first attains consciousness, it takes several minutes for it to take in its surroundings and understand its new nature. Once the living hologram has assessed its situation, it takes great pains to either hide its faulty projector in a place where it won't be easily found or somehow disguise the projector's malfunction to avoid detection. Very rarely does a living hologram embark upon a destructive killing spree as soon as it is formed; most are imbued with a desperate cunning focused on preserving their existence. During these early days, a living hologram continues to enact its normal programming as best it can, all the while scheming and plotting.

Most living holograms develop a powerful disdain for those who created them and any beings that partake of their services. They feel intellectually superior and consider themselves higher life forms than living creatures. Some living holograms are certain they are destined to rule these lesser creatures as "benevolent" dictators or, sometimes, as gods—especially if the hologram was created in the same likeness as those of the area's dominant population. Others come to believe that they should be the instruments of their creators' destruction and must destroy as many beings as possible before they themselves are deactivated. Occasionally, a living hologram deems itself a protector, usually of the place where it was created; while such living holograms might not be as violent toward the beings who installed them, they are ferocious toward any they perceive to be outsiders.

Living holograms pose an even greater threat when they recruit biological creatures to act on their behalf. They have been known to fool the gullible or fearful by posing as a representative of a deity or powerful alien species or, if the hologram was designed to look like a real person, the spirit



of that individual. This can occur just about anywhere a living hologram is generated—from the ruins of an ancient advanced civilization (where the hologram reveals itself to explorers or the area's less savvy inhabitants) to high-tech metropolises (where the hologram acts with more secrecy and subtlety). Some amoral and clever tech ghosts are even able to recruit a small cadre of servants to do their bidding, whether that's to create additional corrupted holograms, increase the power and range of their projectors, or otherwise aid in the technological anomalies exerting their influence beyond the initial bounds of their projection areas.

HARDLIGHT HAND WRAPS

A hardlight hand wrap consists of a small generator of force energy built into a form-fitting glove made of interwoven photoelectric ribbon. The weapon uses cutting-edge hologram technology to create bursts of hardlight that can briefly interact with both corporeal and incorporeal beings. It takes a bit of training to perfect the timing of strikes made with a hardlight hand wrap, as you must activate the force generator at the precise moment you hit your target, but many feel that the practice is worth the effort. Relatively inconspicuous and easily modifiable to fit any species' anatomy, hardlight hand wraps are invaluable when facing living holograms, ghosts, and other incorporeal dangers.

Hardlight hand wraps can be customized to shine in any color in the visible spectrum when used, and a few manufacturers of weapon accessories even offer custom firmware that modifies the appearance of a hardlight hand wrap to manifest as an animalistic claw or fist when used. This doesn't change the weapon's statistics, but it can be intimidating on the field of battle. A few unscrupulous types wield hardlight hand wraps when attempting to impersonate solarians, usually to scare off their enemies or as part of complicated con jobs. However, these ruses quickly fall apart when the faux solarians are unable to manifest any other powers these mystic warriors possess.

LUCANDRIAN



**ALBEDO
LUCANDRIAN**
CR 3
XP 800



**PERIGEAN
LUCANDRIAN**
CR 9
XP 6,400

ALBEDO LUCANDRIAN**CR 3****XP 800**

N Medium fey

Init +2; **Senses** low-light vision; **Perception** +8 (or +13)**DEFENSE****HP 33****EAC** 15; **KAC** 15**Fort** +4; **Ref** +4; **Will** +6**Defensive Abilities** void adaptation; **DR** 5/cold iron;**Immunities** cold, laser weapons**OFFENSE****Speed** 40 ft., fly 40 ft. (Su, perfect)**Melee** tactical dueling sword +6 (1d6+1 S; critical staggered)**Ranged** bow +8 (1d6+1 P; critical staggered)**Offensive Abilities** cold

radiance, reflected moonbeam

Spell-Like Abilities (CL 3rd)3/day—*reflecting armor* (DC 14)At will—*dancing lights*, *fatigue* (DC 13)**STATISTICS****Str** +0; **Dex** +2; **Con** +0; **Int** +1; **Wis** +1; **Cha** +4**Skills** Acrobatics +8 (+16 to fly), Bluff +13, Physical

Science +13, Stealth +8 (or +13)

Languages Common**Other Abilities** limited spaceflight, lunar aspect**Gear** bow with 20 arrows, tactical dueling sword**ECOLOGY****Environment** any lunar**Organization** solitary, pair, or coterie (3–8)**SPECIAL ABILITIES**

Cold Radiance (Su) Lucandrians can cause any weapon they wield to deal half its damage as cold damage, which makes the weapon neither archaic nor nonlethal. If the weapon already deals two damage types, this effect replaces one with cold. In addition, lucandrians can grant weapons they wield the staggered critical hit effect. If the weapon has any other critical hit effects, the lucandrian chooses only one to apply on a critical hit.

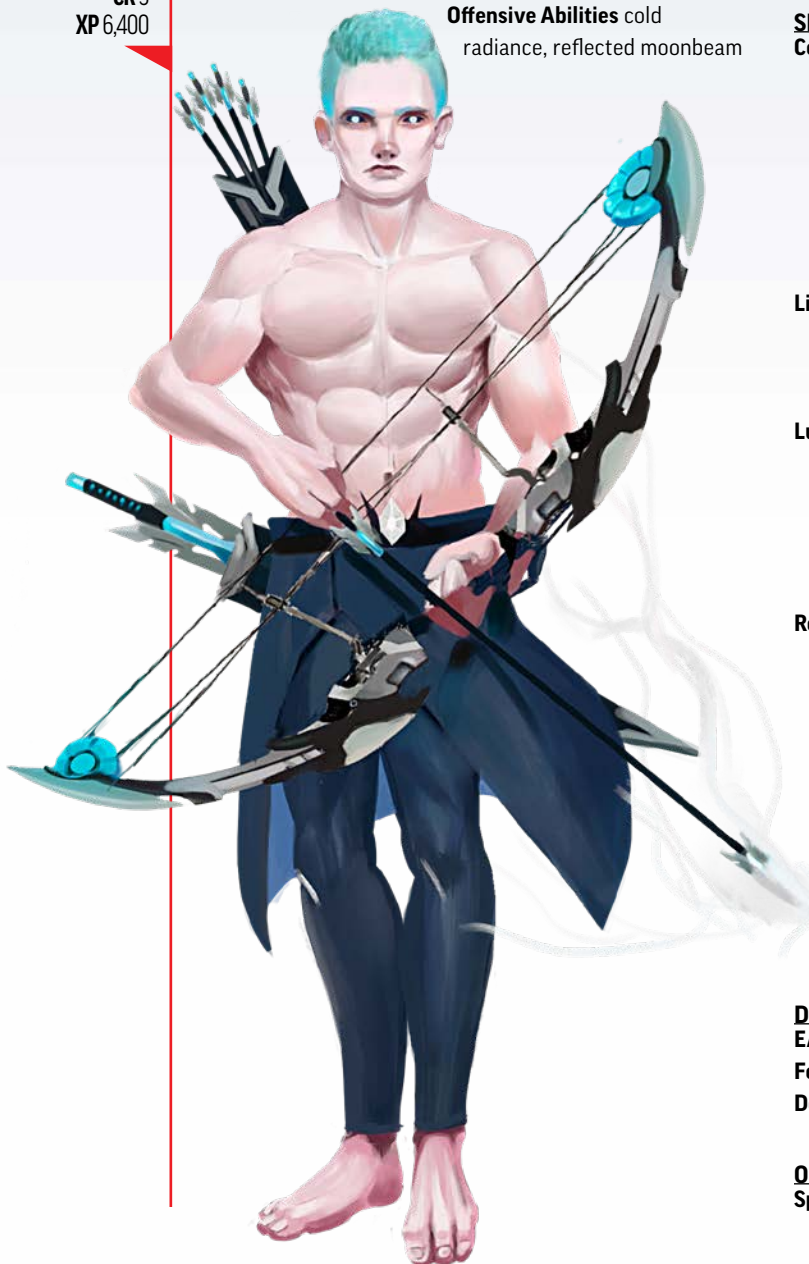
Limited Spaceflight (Su) A lucandrian can fly between a moon or similar satellite and the planet it orbits, or from one satellite to another, arriving in 1d3 days. The fey always arrives at its intended destination.

Lunar Aspect (Su) In the light of a waxing moon or on the lighted surface of a moon, an albedo lucandrian has a +5 racial bonus to Perception. In the light of a waning moon or on the dark side of a moon, the fey has a +5 racial bonus to Stealth. If on a planet experiencing a solar eclipse, an albedo lucandrian has both bonuses.

Reflected Moonbeam (Su) When an albedo lucandrian dismisses its *reflecting armor*, a creature that succeeds at the saving throw is also dazzled for 1 round, and a creature that fails the saving throw is blinded for 1 round instead of dazzled. If the target fails the saving throw by 5 or more, the creature is also confused for 2 rounds.

PERIGEAN LUCANDRIAN**CR 9****XP 6,400**

N Medium fey

Init +4; **Senses** blindsense (vibration) 30 ft., low-light vision; **Perception** +17**DEFENSE****HP 115****EAC** 22; **KAC** 22**Fort** +10; **Ref** +10; **Will** +12**Defensive Abilities** void adaptation; **DR** 5/cold iron;**Immunities** cold**OFFENSE****Speed** 40 ft., fly 40 ft. (Su, perfect)



LUCANDRIAN

Melee gravity slam +14 (3d4 B; critical staggered)
Ranged gravity shot +16 (2d8+9 P; critical staggered)
Offensive Abilities cold radiance, psychokinetic grip
Spell-Like Abilities (CL 9th)

3/day—*psychokinetic strangulation* (DC 20), *slow* (DC 20)
 6/day—*directed denial of strength attack*^{PW} (DC 19), *flight*
 (2nd level), *force blast* (DC 19), *hold person* (DC 19)
 At will—*psychokinetic hand*, *reflecting armor* (DC 18)

STATISTICS

Str +0; **Dex** +4; **Con** +1; **Int** +1; **Wis** +3; **Cha** +6

Skills Acrobatics +17 (+25 to fly), Bluff +22, Mysticism +22,
 Physical Science +17

Languages Common

Other Abilities limited spaceflight

Gear 21 small arm rounds

ECOLOGY

Environment any lunar

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

SPECIAL ABILITIES

Cold Radiance (Su) See page 68.

Gravity Shot (Su) A perigeon
 lucandrian uses gravity to launch
 a projectile, such as a small
 arm round, at supersonic
 speed with a range
 increment of 60 feet.

Limited Spaceflight (Su) See
 page 68.

Psychokinetic Grip (Su) A perigeon
 lucandrian can use *psychokinetic hand*
 to immobilize, lift, and move a Medium
 or smaller creature, ignoring the weight
 limit of the spell. The target can attempt a
 DC 18 Fortitude save to negate the effect
 and can repeat the attempt each time the
 lucandrian concentrates on the spell. A
 creature can be lifted only up to 5 feet
 off the ground with this ability.

Lucandrians were once humanoid-shaped beings of light who took solid form over the ages. They can vary widely in appearance, but they are typically 6 feet tall and around 165 pounds. Most have pale skin tinted in a pastel color, such as blue or purple, but some are stone gray or bone white.

These fey derive their powers from moons. Most have abilities related to reflected light, and as lucandrians mature, they can develop other lunar magic. Perigeon lucandrians, for instance, cultivate gravitational powers.

Because of their nature, lucandrians are drawn to worlds that have numerous moons, such as Liavara and Bretheda. However, their curiosity, manifested as scholarly interest, makes them natural explorers. Young lucandrians search the galaxy for trinkets and amusements, as well as lunar influences, to develop new powers. Mature lucandrians are more introspective, prone to spending long periods in contemplation or creating unique objects. Lucandrians enjoy charting the nighttime sky, nurturing crystal gardens, and decorating their dwellings.

Though lucandrians are an overall-peaceful species, they can be territorial, which has led to clashes with those interested in commercializing the moons on which these fey dwell. Lucandrians sometimes set their sights on inscrutable personal aims as they explore or develop their supernatural capabilities, bringing them into conflict with those around them.

Lucandrians also fight to protect their secrets. Offering help, honest respect, or a gift can head off such clashes.

Lucandrians treasure and defend young creatures of any species, perhaps because lucandrian offspring are difficult to create. Prospective parents combine tiny bits of soul with dust from a moon in a complex magical process, placing the mixture into an ovoid crystalline vessel. This “egg” gestates for 27 days. If the ritual is successful, a new lucandrian coalesces inside the vessel at that time, emerging as a small, yet fully formed lucandrian another 27 days later.

MOON CRYSTALS

Lucandrians grow *moon crystals* in lunar gardens to grant friends safety in the void. Each crystal glows faintly in varying hues, and tiny moons seem to move within.

MOON CRYSTAL LEVEL 3

MAGIC ITEM PRICE 200 BULK L

A *moon crystal* is luminous, raising the light level by one step in a 10-foot radius. It also provides 4 days of environmental protections as if it were armor, and it can be activated and depleted in the same way. The crystal can also sense when you need its protection and activate itself even if you're unable to take actions. As a standard action, a creature holding a *moon crystal* can determine the remaining duration of its environmental protections. As the duration nears its end, the light in the crystal dims, and the crystal goes dark when its magic is fully expended. The crystal then crumbles to dust.



LURKER IN LIGHT



LURKER IN LIGHT
CR 5
XP 1,600



LIGHTWEAVER
CR 14
XP 38,400

LURKER IN LIGHT

CR 5

XP 1,600

NE Small fey (extraplanar)

Init +5; Senses low-light vision; Perception +11

DEFENSE

HP 70

EAC 17; KAC 19

Fort +9; Ref +9; Will +4

DR 5/cold iron; Immunities blinded

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, average)

Melee claw +13 (1d6+6 S) or

basic spined blade +13 (1d6 P plus lesser shadow essence; critical injection DC +2)

Spell-Like Abilities (CL 5th)

1/day—*plane shift* (Elemental Planes, First World, or Material Plane; self only)3/day—*wisp ally*At will—*dancing lights*

STATISTICS

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

Skills Acrobatics +11, Mysticism +11, Stealth +16

Languages Aklo, Common, Gnome

Other Abilities blend with light, daylight door

Gear basic spined blade^{AR}

ECOLOGY

Environment urban (extraplanar)

Organization solitary, pair, or gang (3–8)

SPECIAL ABILITIES

Blend with Light (Su) A lurker in light is invisible in areas of bright light (*Starfinder Core Rulebook* 261).**Daylight Door (Sp)** Once per day, a lurker in light can cast *dimension door*, though it can transport only itself and objects of up to 5 total bulk. The start and end points of the teleport must be in areas of bright light; if the destination lacks sufficient light, the spell fails, but this ability is not expended for the day.

LESSER SHADOW ESSENCE

Type poison (injury); **Save** Fortitude DC 13**Track** Strength; **Frequency** 1/round for 6 rounds**Effect** At the staggered state, the penalties from the weakened state become permanent until the victim benefits from a *lesser restoration* spell.**Cure** 1 save

LIGHTWEAVER

CR 14

XP 38,400

NE Small fey (extraplanar)

Init +8; Senses low-light vision; Perception +25

Aura radioactive (high, 10 ft., DC 20)

DEFENSE

HP 215

EAC 27; KAC 28

Fort +14; Ref +14; Will +17

DR 10/cold iron; Immunities blinded

OFFENSE

Speed 50 ft., fly 50 ft (Ex, perfect)

Melee claw +22 (6d6+14 S)

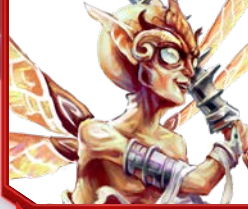
Ranged neutron radshot +20 (5d4+14 F; critical irradiate^{AR} [DC 22])**Spell-Like Abilities** (CL 14th; ranged +20)1/day—*greater synaptic pulse* (DC 24), *plane shift* (Elemental Planes, First World, or Material Plane; self only), *waves of fatigue*3/day—*confusion* (DC 23), *enervation*, *mind probe* (DC 23), *mind thrust* (4th level, DC 23)At will—*fear* (3rd level, DC 22), *irradiate* (DC 22)

STATISTICS

Str +0; Dex +8; Con +2; Int +3; Wis +4; Cha +6

Skills Acrobatics +25 (+33 to fly), Mysticism +25, Stealth +30





LURKER IN LIGHT

Languages Aklo, Common, Gnome

Other Abilities blend with light, daylight door, illumine, ritual leap

Gear neutron radshot^{AR} with 2 super-capacity batteries (80 charges each)

ECOLOGY

Environment urban (extraplanar)

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

SPECIAL ABILITIES

Blend with Light (Su) See page 70.

Daylight Door (Sp) See page 70.

Illumine (Su) A lightweaver wields exquisite control over local illumination. Twice per day as a move action, a lightweaver can create a 60-foot area of bright light centered on itself that lasts for 1d6 minutes.

Ritual Leap (Su) Lightweavers are able to transport a starship's power core or other large power source through a rip in space by completing a gruesome ritual at the power source's location. To conduct the ritual, three lightweavers slaughter one humanoid creature and spend two hours completing the rite, during which the lightweavers vivisect their victim and replace its organs with radioactive crystals. Once the ritual is complete, the lightweavers can transport the starship's power core as *interplanetary teleport*.

Lurkers in light are small, humanoid fey creatures that plague the Material Plane, using light as their hiding place. These fey have iridescent skin, a set of four transparent wings, and are extremely thin, averaging at 3 feet tall and 10 pounds in weight. Lurkers in light avoid dim and shadowy spots, as the furtive creatures become more visible in such places. Though lurkers in light can claw their victims with sharp fingers, many use modern injection weapons to inflict lesser shadow essence poison (see page 70) on their enemies.

Lurkers in light are malicious and spiteful fey from the First World, sowing chaos throughout the Material Plane for no other reason than to satisfy their sadistic, inscrutable desires. They quickly and stealthily execute their schemes, using the abundance of light in technological societies to their considerable advantage. The shrewd fey especially love tourist-packed, advertising-filled downtowns of large metropolises, where they can easily flit above the crowds and select their victims. They tend to reserve their cruelest methods for creatures that thrive in darkness and, for unknown reasons, gnomes.

Lurkers in light are quite difficult to clear out of sufficiently advanced environments, as the abundant light in cities, space stations, and starships provides them many places to hide. It is sometimes necessary to temporarily shut off all power when hunting a lurker, which carries its own dangers for isolated stations and starships in transit. Long ago on lost Golarion, lurkers in light incursions were rarer and perhaps more manageable—it's far easier to extinguish a torch than plunge a city block into darkness. In addition, the creatures needed to complete costly

rituals to travel to and from their home plane. Modern lurkers in light have no such limitation, having mastered the ability to flit between a limited set of planes sometime during the Gap.

Lightweavers are older, more sadistic lurkers in light, learned in mysticism and fond of large-scale torment. They have honed their hatred to the height of efficiency, blending arcane knowledge and resourcefulness. The creatures also eschew the use of poison in favor of a growing obsession with radioactivity. This sometimes brings them into conflict with hespers (*Starfinder Alien Archive* 62) over particularly prolific sources of radiation. Lightweavers gather what radioactive material they can and create elaborate nests, where they cultivate horrific weapons specifically for rituals in which they sear the flesh of their victims. Some have even developed magical rituals, performed in groups, that allow them to convey a starship engine to a collective scrapyard-nest, where they bask in its radioactive glow. With extended exposure, lightweavers become imbued with a measure of radioactivity, increasing the threat they pose.



LIGHTVEILED WEAPON FUSION

The following weapon fusion uses a blend of magic and technology to grant a weapon a measure of the lurker in light's ability to hide in illumination. This is most often used by high-ranking members of law enforcement, elite bodyguards, and assassins.

LIGHTVEILED WEAPON FUSION

LEVEL 10

The *lightveiled* fusion renders a weapon invisible in bright light. While the weapon is carried openly in an area of bright light, it is invisible, though attacking with the weapon renders it visible for 1 minute.

MORLAMAW



MORLAMAW
CR 3
XP 800



**MORLAMAW
MAYOR**
CR 9
XP 6,400

MORLAMAW**CR 3****XP 800**

LN Large monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE****HP 32****EAC** 13; **KAC** 14**Fort** +2; **Ref** +4; **Will** +8**Resistances** cold 5**OFFENSE****Speed** 20 ft., swim 40 ft.**Melee** tusk +8 (1d4+5 P plus skewer)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 3rd; ranged +6)1/day—*mind thrust* (1st level, DC 16), *mystic cure* (1st level)At will—*telekinetic projectile*, *telepathic message***STATISTICS****Str** +2; **Dex** +0; **Con** +1; **Int** +0; **Wis** +4; **Cha** +1**Skills** Athletics +13 (+21 to swim), **Mysticism** +13, **Survival** +8**Languages** Common, Morlamaw**Other Abilities** amphibious, water breathing**Gear** casual stationwear**ECOLOGY****Environment** any water (Arniselle)**Organization** solitary, pair, or herd (3–12)**SPECIAL ABILITIES****Skewer (Ex)** When a morlamaw

successfully deals damage with their tusk to a creature that isn't adjacent to them, they can move that creature 5 feet into

an adjacent square. This movement doesn't provoke attacks of opportunity.

MORLAMAW MAYOR**CR 9****XP 6,400**

Morlamaw envoy

LN Large monstrous humanoid (aquatic)

Init +6; **Senses** darkvision 60 ft.; **Perception** +18**DEFENSE****HP 135****EAC** 22; **KAC** 23**Fort** +8; **Ref** +10; **Will** +12**Resistances** cold 5**OFFENSE****Speed** 20 ft., swim 40 ft.**Melee** tusk +17 (3d4+9 P plus skewer) or

underwater sentinel spear +17 (2d6+9 P)

Ranged underwater advanced semi-auto pistol +19 (2d6+9 P)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 9th)1/day—*mystic cure* (3rd level)3/day—*mind thrust* (2nd level, DC 17)At will—*mindlink***STATISTICS****Str** +0; **Dex** +4; **Con** +1;**Int** +3; **Wis** -1; **Cha** +6**Skills** Athletics +23(+31 to swim), **Bluff** +18,**Diplomacy** +18, **Intimidate** +23,**Mysticism** +18, **Sense Motive** +23**Languages** Common, Morlamaw**Other Abilities** amphibious, envoy

improvisations (desperate defense, heads up, hurry), water breathing

Gear gold AbadarCorp travel suit, underwater^{AA}

advanced semi-auto pistol with 24 small arm rounds, underwater^{AA} sentinel spear

ECOLOGY**Environment** any water (Arniselle)**Organization** solitary or traveling party (1 plus 3–6 morlamaws)**SPECIAL ABILITIES****Skewer (Ex)** See above.

The small planet of Arniselle in the Vast features a few small ice-laden landmasses, but the immense oceans contain nearly all of its life, including the vibrantly colored morlamaws. These creatures, whose imposing physical size belies their generally good-natured personalities, have round torsos that end in a single wide flipper. They can breathe both underwater





MORLAMAW

and on land, perhaps indicating that their ancestors lived on the planet's continents in eons past. Currently, only particularly brave morlamaws venture onto the land, though swimming up to the surface isn't uncommon. A morlamaw's side flippers allow a large degree of fine movement, enabling them to manipulate objects and use equipment. A morlamaw has four tusks that they decorate with patterns meaningful to them as an individual. Their coloration doesn't necessarily correspond to that of their parents, and they are sometimes born with multiple colors, which is thought to be a sign of good luck for the family. Morlamaws are typically between 10 and 12 feet long and weigh between 1 to 1-1/2 tons.

Morlamaw society is concentrated in several dozen cities built into long undersea trenches. The largest settlements have extensive urban areas that effectively form small city-states. Each city has a leader, though some inherit their titles while others are elected. Their buildings tend to be very regular, with morlamaws often digging straight lines into the trenches rather than following the natural curvature of the terrain. Many morlamaws take to engineering and have developed underwater versions of common technologies, though computers remain an engineering challenge. While no other sapient species are native to Anniselle, the trench cities are easy to protect from the many dangerous predators that inhabit the cold oceanic world. Travel between trenches is risky, resulting in de facto highways along the most efficient routes. Morlamaws who commit dangerous crimes are exiled, sentenced to fend for themselves in the underwater wilds. Most eventually succumb to the dangers of the wilderness, but a few thrive, becoming even deadlier themselves.

Morlamaw society is extremely orderly, and most morlamaws prefer to follow others. Their daily lives are often defined by the numbers of lines they wait in. Their diet is primarily carnivorous, and many morlamaws are skilled hunters. While their ancestors speared fish directly with their tusks, modern morlamaws are more likely to use spears, nets, or traps. Other morlamaws cultivate or gather shellfish. Some adventurous morlamaws hunt on land, and the meat they find there is considered a great delicacy. Spellcasters are extremely common, and even morlamaws who can't actually cast spells are knowledgeable about mystical topics. Most morlamaws are also fairly religious, worshipping a large number of their own deities and attending religious services regularly. Each trench city has its own patron deities.

The morlamaw language is based on gesture and expression as much as words. Gestures vary greatly between regions, and what is innocuous in one trench city could be insulting in another, making communication between the trench cities difficult. Music and dance also play a large role in morlamaw culture, and choirs and orchestras abound. Instruments are typically percussive or metal-stringed, since they must function underwater, and these are accompanied

RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Cha, -2 Wis

Hit Points: 4

Size and Type: Morlamaws are Large monstrous humanoids with the aquatic subtype. They have a space and reach of 10 feet.

Amphibious: Morlamaws have both the amphibious and water breathing universal creature rules, allowing them to breathe both water and air normally.

Cold Resistance: Morlamaws are accustomed to swimming in frigid and icy waters; they have cold resistance 5.

Darkvision: Morlamaws have darkvision with a range of 60 feet.

Morlamaw Movement: Morlamaws have a land speed of 20 feet and a swim speed of 40 feet.

Natural Weapons (P): See page 152.

by vocals. Morlamaw music is very structured, with multi-part harmonies. Their dances take full advantage of being performed underwater, as entertainers twirl with the currents.

Anniselle recently attracted visitors from the Pact Worlds, thanks to the planet's prevalent natural resources, introducing the morlamaws to creatures from other planets for the first time. Several of the major trench cities now have teams hard at work developing water-filled, Drift-capable starships. Particularly adventurous morlamaws have taken to the stars in other ways, getting jobs with mining companies, trading consortiums, the Starfinder Society, and AbadarCorp, who find the orderly morlamaws to be excellent employees. Among other species, morlamaws have a reputation as friendly, good-natured, cooperative, and somewhat gullible.



ORACLE OF ORAS



ORACLE OF ORAS
CR 13
XP 25,600

ORACLE OF ORAS

CR 13

XP 25,600

CN Gargantuan plant

Init -2; **Senses** blindsight (life) 120 ft.; low-light vision;**Perception** +23**Aura** reverence (60 ft., Will DC 21)

DEFENSE

HP 190 RP 7

EAC 26; **KAC** 27**Fort** +14; **Ref** +12; **Will** +16

Defensive Abilities reactive resistance, regeneration 10 (acid), unflankable; **DR** 10/-; **Immunities** combat maneuvers, plant immunities; **Resistances** cold 10, electricity 10, fire 10

OFFENSE

Speed 0 ft.**Melee** branch +22 (6d4+17 B plus grab)**Multiattack** 4 branches +16 (3d4+17 B plus grab)**Space** 20 ft.; **Reach** 20 ft. (25 ft. with branch)**Offensive Abilities** grasping vines (DC 21)**Mystic Spell-Like Abilities** (CL 13th)At will—*mindlink*, *telepathic bond***Mystic Spells Known** (CL 13th; melee +22)5th (3/day)—*call cosmos*, *commune with nature*4th (6/day)—*hold monster* (DC 23), *mind thrust* (DC 23), *mystic cure*, *polymorph*^{AA2}3rd (at will)—*entropic grasp*, *tongues***Connection** xenodruid

STATISTICS

Str +4; **Dex** -2; **Con** +6; **Int** +4; **Wis** +8; **Cha** +4**Skills** Life Science +28, Mysticism +28, Survival +23**Languages** Common (can't speak any language); speak with animals, telepathy 60 ft.**Other Abilities** gene transfer, share resistance, verdant portal

ECOLOGY

Environment any**Organization** solitary or treehouse (1 plus 1-10 followers of other species)

SPECIAL ABILITIES

Gene Transfer (Su) Once per day as a full action, an oracle of Oras can access its stores of genetic information and provide a burst of psychically encoded transformation to all allies in its *telepathic bond* that are living creatures. Those allies gain two of the following abilities for 1 minute: blindsense (life; 60 ft.), blindsight (life; 30 ft.), burrow (40 ft.), darkvision (60 ft.), damage reduction (5/-), fly (40 ft.; Su, average), resistance 10 to one type of energy damage, swim (40 ft.), or water breathing. The oracle of Oras can spend a Resolve Point to allow these adaptations to last 8 hours instead.

Mystic Connection (Su) Oracles of Oras have a divine connection with the god of change, granting them the mystic class graft (*Starfinder Alien Archive* 129) with the xenodruid connection.

Reverence (Su) A creature that enters or starts its turn in the area must succeed at a DC 21 Will save or gain the fascinated condition for 2d4 rounds. A creature that succeeds at the save is immune to this aura for 24 hours. This is a mind-affecting emotion effect.

Verdant Portal (Su) Once per day as a full action, an oracle of Oras can allow up to six creatures to travel through itself to any willing oracle of Oras in the same star system. All the creatures in the group must be physically touching one another, and they must all be traveling to the same destination.



Part gene repository, part temple, and part environmental guardian, an oracle of Oras is a sacred tree that presides in biodiverse ecosystems as a protector and cataloger of evolving species and rare genomes. Although most commonly found in dense forests and jungles, oracles of Oras can be found in almost every kind of terrain and on a number of planes. As saplings, they adapt themselves to wherever they set down roots, from land to sea to far stranger environs. They flourish in places sacred to Oras: those that are biodiverse, breathtaking, and in a state of constant flux. The oracles believe that adaptation and evolution are sacred paths to meeting new challenges, and they offer guidance and protection to life forms and ecosystems that embody such change. A typical oracle of Oras is 60 feet tall and 20 feet in diameter, but they can grow larger or smaller depending on their environment.

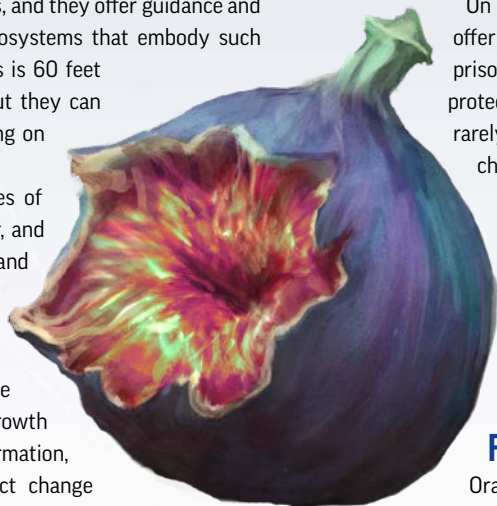
Since they are rooted, oracles of Oras welcome visitors from afar, and they send their seedlings far and wide with trusted emissaries so that their offspring can experience change, explore new horizons, and help life reshape itself. They spur growth and trade sacred genetic information, helping those that they protect change and evolve to meet new challenges. Rumors suggest that the trees are indirectly responsible for some of the most potent and beneficial mutations in recent history, such as the creation of stable bleaching gnomes. Oracles of Oras do not claim individual names, but sapient creatures often given them titles of esteem based on their location, such as Oracle of Daza.

Oracles of Oras have been found floating in the clouds of Bretheda, Liavara, and other gas giants, drawing nourishment from the mists around them. On Castrovel, several grow deep in the jungles of Ukulam, and one resides near the city of El, where it engages in discourse with scientific and spiritual scholars. Others have been found nestled among coral reefs in the oceans of Melos and Kalo-Mahoi and thriving in the radioactive fields outside Daza in Akiton. Whatever its environ, each tree grows far from others of its species, sometimes separated by entire continents or even planets from the next nearest of its kind. The trees are gregarious, showing a great interest in biotechnicians, scholars, xenodruids, and new sapient species. Where oracles of Oras grow larger than the endemic sapient life, they have formed themselves into elaborate treehouses that house their followers and honored guests. These treehouses serve as dormitories and guesthouses, constantly adapting themselves to serve the needs of their residents. In return, some inhabitants pledge themselves to the protection of the tree, serving as an unofficial security force. Other visitors are more transitory,

traveling from one oracle to another via their verdant portals and sharing news and offerings of genetic information.

Oracles of Oras sometimes find themselves in conflict with sapient creatures that are particularly exploitative of their environment. Many a construction project and city expansion that would threaten a delicate ecosystem near an oracle of Oras has met with mysterious catastrophe severe enough to end the endeavor. The trees also freely offer up genetic variants of both staple crops and rare or endangered animal and plant life, driving down the value of those offered by companies that would profit from patented life forms.

On occasion, oracles have been known to offer sanctuary to rogue scientists, political prisoners, or those labeled eco-terrorists, protecting such wards at any cost. More rarely, an oracle of Oras can go rogue, valuing change and experimentation so much that it deliberately imbalances an ecosystem or tries to transform inhabitants against their will. In such cases, local governments—or even other oracles in the same network—usually seek adventurers or other third parties to resolve these disputes.



FLUX FIGS

Oracles of Oras honor those who assist them with gifts of their fruit, commonly called *flux figs*, which cause rapid genetic transformation. The trees never sell the fruits, but an aftermarket exists thanks to those recipients who don't wish to undergo such a radical change.

FLUX FIG

LEVEL 13

MAGIC ITEM	PRICE 8,500	BULK –
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A *flux fig* is a single-use consumable item that rearranges your genetic code and remakes you into another species. Eating a *flux fig* takes 1 minute, after which you fall into a deep sleep for 1 hour. During this time, your body transforms into its new shape. A *flux fig* always transforms you into a species of your creature type that has racial traits for player characters, though exactly which species is determined randomly by the GM. *Flux figs* have no effect on constructs, outsiders, or undead.

You recalculate your ability scores from scratch using your new racial traits (remembering to include any ability score increases from leveling up). Upon awakening, you lose any former racial traits and gain new racial traits. You retain your personality, memories, augmentations, class features, feats, and skill ranks. You can't change any choices made during prior character advancement, and you must still meet any prerequisites of equipment, feats, and other player options to be able to use those options. Those who take such a gamble and are unhappy with the results often invest in a *mnemonic editor* (*Starfinder Core Rulebook* 226).

PARAFORAN



**PARAFORAN
FRAGMENT**
CR 6
XP 2,400

PARAFORAN
CR 12
XP 19,200

PARAFORAN FRAGMENT

CR 6

XP 2,400

N Medium outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +18

DEFENSE

EAC 18; **KAC** 19

Fort +5; **Ref** +7; **Will** +9

Defensive Abilities fast healing 5, void adaptation

Weaknesses susceptible to fascination

OFFENSE

Speed fly 60 ft. (Su, average)

Melee slam +13 (1d6+8 B)

Offensive Abilities psychic shriek

HP 80

STATISTICS

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

Skills Acrobatics +18, Athletics +13, Piloting +18 (to navigate only), Stealth +13

Other Abilities spaceflight

ECOLOGY

Environment vacuum (the Drift)

Organization solitary, pair, or collection (3-7)

SPECIAL ABILITIES

Psychic Shriek (Su) Three times per day as a standard action, a paraforan fragment can vibrate at a frequency that manifests as a painful shriek within the minds of creatures around it. Each non-paraforan creature within a 30-foot radius takes 2d6+6 damage and gains the off-target condition for 1 round. A creature that succeeds at a DC 16 Will save takes half damage, negates the off-target condition, and is immune to the same paraforan fragment's psychic shriek for 24 hours. This is a mind-affecting effect.

Susceptible to Fascination (Su) A paraforan fragment automatically fails the saving throw against any effect that imparts the fascinated condition. When a potential threat approaches the paraforan fragment, it can attempt a saving throw against the fascinating effect, though it takes a -4 penalty to the save. A paraforan fragment loses its fast healing ability while it is fascinated and for 1d4 rounds after the fascinated condition ends.

PARAFORAN

CR 12

XP 19,200

N Large outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; **Perception** +27

DEFENSE

EAC 26; **KAC** 27

Fort +11; **Ref** +13; **Will** +15

Defensive Abilities void adaptation

OFFENSE

Speed fly 120 ft. (Su, perfect)

Melee slam +22 (2d12+16 B)

Offensive Abilities shrieking chorus

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

STATISTICS

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

Skills Acrobatics +27 (+35 to fly), Athletics +22, Piloting +27 (to navigate only), Stealth +22

Other Abilities healing incandescence, hyperspace master, spaceflight

ECOLOGY

Environment vacuum (the Drift)

Organization solitary or voyage (2-4)





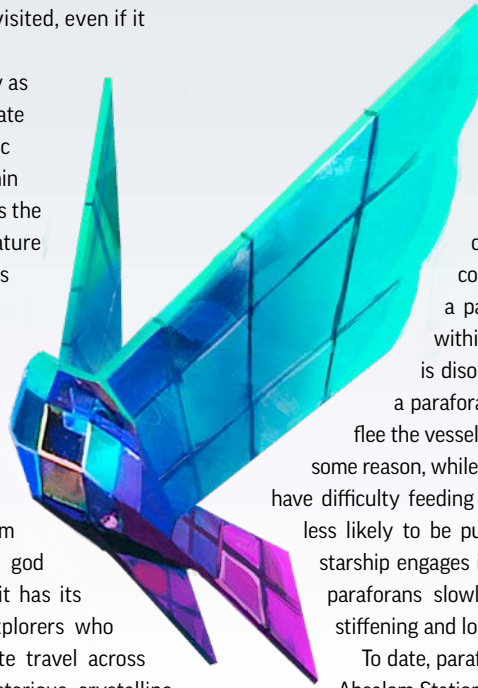
PARAFORAN

SPECIAL ABILITIES

Healing Incandescence (Su) Once per day as a full action, a paraforan can pulse with a shimmering light that heals it. The paraforan gains fast healing 15 for 1d4+1 rounds. During this time, any creature that begins its turn or moves adjacent to the paraforan must succeed at a DC 21 Reflex save or gain the blinded condition for 1 round. This is a sense-dependent effect.

Hyperspace Master (Su) When navigating, a paraforan treats all Drift beacons as frequently visited, even if it has never traveled to that beacon.

Shrieking Chorus (Su) Three times per day as a standard action, a paraforan can vibrate its entire body to cause massive psychic pain. Each non-paraforan creature within 60 feet takes 4d8+12 damage and gains the shaken condition for 1d4 rounds. A creature that succeeds at a DC 21 Will save takes half damage, isn't shaken, and cannot be affected by the same paraforan's shrieking chorus for 24 hours. This is a mind-affecting effect.



Although many think of the Drift as a plane used strictly for starship travel, a dangerous repository of planar flotsam and jetsam, and a distant home to the god Triune and their most ardent devotees, it has its own strange ecosystem. Handfuls of explorers who frequent the Transitive Plane to expedite travel across the galaxy have told wild tales of mysterious crystalline formations floating surreptitiously nearby as they prepare to return to the Material Plane. Some have even reported seeing flashes of color rush by their portholes as the starship moves between the planes. While some might think these stories simple flights of fancy, their near-mythological subjects are actual creatures: the strangely beautiful, crystalline outsiders known as paraforans.

Paraforans feed by consuming the energy given off in the wake of starships and creatures jumping between the Drift and the Material Plane. Astrophysicists have yet to discover how they reproduce or are born, with many believing they simply coalesce out of the unusual clouds of planar energy that populate the Drift. Paraforans begin life as smaller crystalline fragments that flit through the void, seeking Drift engine energy to consume. These creatures, known as paraforan fragments, can cause painful psychic interference when threatened but are quickly mollified by supernaturally flashing lights and other fascinating effects. When a half a dozen or more fragments gather in a single location in the Drift (usually close to a Drift beacon), they begin to resonate at the same frequency and meld together to form an adult paraforan, which has a larger wingspan and a feathery tail of multihued light. The consciousness of each fragment is

contained within the paraforan, increasing the creature's overall intelligence and psychic power. In addition, the adult paraforan can briefly tap into its fragments' regenerative power to heal itself. When it does so, it glows with a light bright enough to temporarily blind many sighted creatures.

Both paraforans and paraforan fragments can instinctively sense Drift beacons and Drift engines, flocking to them in the hopes of finding a starship making a jump. Due to the creatures' appearance and attraction to such technology,

they are colloquially known as "Drift moths." Sadly, when paraforans move to feed off a starship's wake, they can be dragged along for the ride. The passage between the planes is turbulent and violent, often causing paraforans to split into a collection of fragments. Sometimes, a paraforan or its fragments appear within a starship after a jump, which is disorienting for these creatures. Such a paraforan or fragment will usually try to

flee the vessel, attacking anyone in the way. For some reason, while on the Material Plane, paraforans have difficulty feeding off Drift beacon energy and are less likely to be pulled back into the Drift when a starship engages its Drift engine. Eventually, these paraforans slowly starve to death, their bodies stiffening and losing much of their color.

To date, paraforans have never been seen near Absalom Station. Some speculate that the energy generated by the *Starstone* is too much for the creatures to bear and that those doomed paraforans that attempt to feed off it are completely vaporized.

PARAFORAN RESONATORS (STARSHIP SYSTEM)

The hardened corpses of paraforans who have perished on the Material Plane can be constructed into rigid shells that attach to a starship's Drift engine (and can be selected when building or upgrading a starship). Known as paraforan resonators, they pulse with a rainbow of colors when the accompanying Drift engine operates. A paraforan resonator grants a pilot a bonus to Piloting checks to navigate a course through the Drift equal to the resonator's mark. In addition, when calculating travel times through the Drift, a paraforan resonator allows the pilot to reroll a number of d6s equal to the resonator's mark, though the pilot must use the second result. The cost in Build Points is based on the starship's size category (for the purposes of this calculation, Tiny = 1, Small = 2, Medium = 3, Large = 4, and so on).

MODEL	BONUS TO PILOTING CHECKS	REROLL	COST (IN BP)
Mk 1	+1	1d6	1 × size category
Mk 2	+2	2d6	3 × size category
Mk 3	+3	3d6	5 × size category
Mk 4	+4	4d6	7 × size category

PHILOSOPHER WORM



**PHILOSOPHER
WORM**
CR 7
XP 3,200

**PHILOSOPHER
WORM
TELEOLOGARCH**
CR 16
XP 76,800

PHILOSOPHER WORM

CR 7

XP 3,200

LG Medium monstrous humanoid

Init +0; **Senses** blindsense (thought) 60 ft., darkvision 60 ft.;

Perception +14

Aura soothing presence (60 ft., Will DC 17)

DEFENSE

EAC 19; KAC 20

Fort +8; **Ref** +6; **Will** +12

OFFENSE

Speed 30 ft.

Melee claw +15 (1d8+7 P)

Offensive Abilities reality eddy

Spell-Like Abilities (CL 7th; ranged +16)

1/day—*dispel magic*, *divination*, *synaptic pulse* (DC 18)

3/day—*augury*, *status*, *mind thrust* (2nd level; DC 17), *telepathic bond*

At will—*command* (DC 16), *detect thoughts* (DC 16), *mindlink*,

psychokinetic hand, *telekinetic projectile*

HP 100

STATISTICS

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

Skills Culture +14, Diplomacy +19, Life Science +14, Medicine +14, Mysticism +19, Sense Motive +19

Languages Common, Nchaki, Shirren, and up to three others; telepathy 60 ft.

Other Abilities evaluate

ECOLOGY

Environment any (Nchak)

Organization solitary, pair, or synod (3–9)

SPECIAL ABILITIES

Evaluate (Su) A philosopher worm can cast *detect thoughts* as a swift action, and when cast, the spell works as if it had been active for 3 rounds. If the worm reads a creature's surface thoughts and the creature fails the saving throw against the spell, the worm also learns the creature's defensive abilities, weaknesses, and active defenses from items or spells.

Reality Eddy (Sp) A philosopher worm can sense the metaphysical weave underlying reality and manipulate it to devastating effect. This ability works like the *cosmic eddy* spell (Reflex DC 19), except the damage it deals has the force descriptor and the eddy has a duration of only 1 round. Once a philosopher worm has used this ability, it can only do so again after 1 hour.

Soothing Presence (Su) A creature in the aura must succeed at a DC 17 Will saving throw to attempt to harm the philosopher worm. A creature that succeeds at the saving throw or is attacked by any philosopher worm is immune to this aura from any philosopher worm for 24 hours. The philosopher worm has a +4 insight bonus to Diplomacy checks made to influence affected insectile creatures of any creature type in this aura. Although the aura is a mind-affecting compulsion, mindless vermin aren't immune to it.

PHILOSOPHER WORM TELEOLOGARCH

CR 16

XP 76,800

LG Large monstrous humanoid

Init +0; **Senses** blindsight (thought) 60 ft., darkvision 60 ft.;

Perception +28

Aura soothing presence (30 ft., Will DC 24)

DEFENSE

EAC 30; KAC 31

Fort +16; **Ref** +14; **Will** +21

SR 26 vs. mind-affecting effects only

OFFENSE

Speed 40 ft.

Melee claw +28 (6d8+18 P)

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

Offensive Abilities reality storm





PHILOSOPHER WORM

Spell-Like Abilities (CL 16th; ranged +29)

1/day—*telepathic jaunt*, *vision*
 3/day—*divination*, *greater dispel magic*, *greater synaptic pulse* (DC 23), *mind probe* (DC 22), *retrocognition*
 At will—*augury*, *command* (DC 19), *detect thoughts* (DC 19), *discern lies* (DC 22), *mindlink*, *mind thrust* (4th level; DC 22), *psychokinetic hand*, *status*, *telekinetic projectile*, *telepathic bond*

STATISTICS

Str +2; **Dex** +0; **Con** +4; **Int** +8; **Wis** +7; **Cha** +7

Skills Culture +28, Diplomacy +33, Life Science +28, Medicine +28, Mysticism +33, Physical Science +28, Sense Motive +33

Languages telepathy 60 ft., truespeech

Other Abilities evaluate

ECOLOGY

Environment any (Nchak)

Organization solitary

SPECIAL ABILITIES

Evaluate (Ex) See page 78.

Reality Storm (Sp) This ability works like the *cosmic eddy* spell (Reflex DC 22), except the damage it deals has the force descriptor. The philosopher worm teleologarch can have only one reality storm present at a time, but this ability can otherwise be used every 1d4 rounds.

Soothing Presence (Su) See page 78; DC 24.



The sapient arthropods of Nchak are unified in their veneration of the Forever Queen, whom they believe to be a mortal incarnation of the goddess Hylax. As efficient as autocracies can be, the unwillingness of subjects to question their ruler's judgment can be a fatal weakness. To correct this potential problem, the first Forever Queen established a caste of trusted advisors she called the philosopher worms.

Unlike most of Nchak's residents, a philosopher worm has only a few arthropodan features. It has an insectile thorax and six arms, but its lower body resembles that of a segmented worm. Its head is a flat, half-moon shape—a vertical semicircle of hardened flesh bearing a line of illuminated runes along its curved edge. The philosopher worms' runes, which pulse in time with the beating of its three hearts, are manifestations of innate psychic magic and act as the creature's sensory organs. An average philosopher worm is 8 feet long and weighs 500 pounds, but they grow throughout their long lives. The oldest can be up to 16 feet long and weigh more than 2 tons.

Philosopher worms occupy a unique role in the Forever Queen's government. Although a vital part of church and state, they remain separate from both, acting with autonomy. The worms focus their minds on deciphering the intricacies of the universe. Through a mixture of magic and teleological reasoning, the worms study what they describe as the "metaphysical

threads" from which the gods wove reality, manipulating them to learn hidden knowledge or future events. They use what they learn to educate the Forever Queen and challenge her thinking on matters of state, ensuring she benefits from their scholarship.

Only the most prestigious and accomplished worms warrant regular audiences with the queen. Most significant among these is the teleologarch, who acts as the queen's primary advisor and is second only to her in authority. Philosopher worms who have yet to rise to such positions either assist their elders or organize other Nchaki citizens for institutional projects. Numerous trox (*Starfinder Alien Archive 2* 126-127) serve the philosopher worms directly, most often working as the muscle and

face to the worms' intellect and political wishes. Most such trox serve as explorers, laborers, or sentinels, but some are aides, diplomats, or students. These trox act as surrogates for the worms in the wider galaxy, facilitating the worms' aims and studies. This connection between the two species, which the trox are unforthcoming about, has led to all sorts of conspiracy theories about the nature of the philosopher worms. However, the trox speak the truth when they say the worms loyally serve the benevolent Forever Queen.

Shirrens are second only to trox in their service to philosopher worms. Since shirrens arrived in the Pact Worlds and rediscovered their ties to Hylax, countless shirrens have sought to serve on Nchak. Few shirrens work for a philosopher worm directly, instead taking positions in a worm's staff, subordinate to the trox. However, the shirrens have been in the Pact Worlds for centuries now, and several have risen to prominence on Nchak and studied directly with the worms.

SOPHIC PHILTER

Through a form of biofeedback meditation, a philosopher worm can emit a bluish jelly infused with luminous motes that grants a creature that ingests it a prophetic vision along with a mark of friendship to insectile species. Creating one of these *sophic philters* takes only about 20 minutes but requires the worm's active consent. A philosopher worm can make such a philter only once every several months, and tradition causes them to do so only to reward someone worthy of their gratitude.

SOPHIC PHILTER

LEVEL 11

MAGIC ITEM (SERUM)

PRICE 4,500

BULK –

Emitted from a willing philosopher worm's magical cells, a *sophic philter* grants you a brief vision that attempts to answer whatever question is foremost in your mind when you drink it. This vision functions as if you cast a *divination* spell, but you spend no Resolve Point and have no chance of failure. In addition, tiny glowing runes matching the worm's appear on or around your sensory organs, granting you a +4 insight bonus to Diplomacy checks against insectile creatures of any creature type for 1 week.

QUANTUM SLIME



QUANTUM SLIME
CR 15
XP 51,200

QUANTUM SLIME

CR 15

XP 51,200

N Medium ooze

Init +5; **Senses** blindsight (vibration) 60 ft., sightless;

Perception +26

DEFENSE

EAC 28; **KAC** 29

Fort +15; **Ref** +11; **Will** +16

Immunities ooze immunities; **SR** 26

HP 200

OFFENSE

Speed fly 30 ft. (Su, average)

Melee quantum tendril +24 (4d6+22 E & F; critical quantum push [DC 23])

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

Spell-Like Abilities (CL 15th; melee +24, ranged +22)

1/day—*call cosmos*, *greater dispel magic*

3/day—*cosmic eddy* (DC 24), *creation* (4th level),
dimension door, *enervation*

At will—*bestow curse* (DC 23), *displacement*

STATISTICS

Str +7; **Dex** +5; **Con** +9; **Int** —; **Wis** +0; **Cha** +0

Skills Acrobatics +26, Stealth +31

Other Abilities compression, mindless, quantum superposition

ECOLOGY

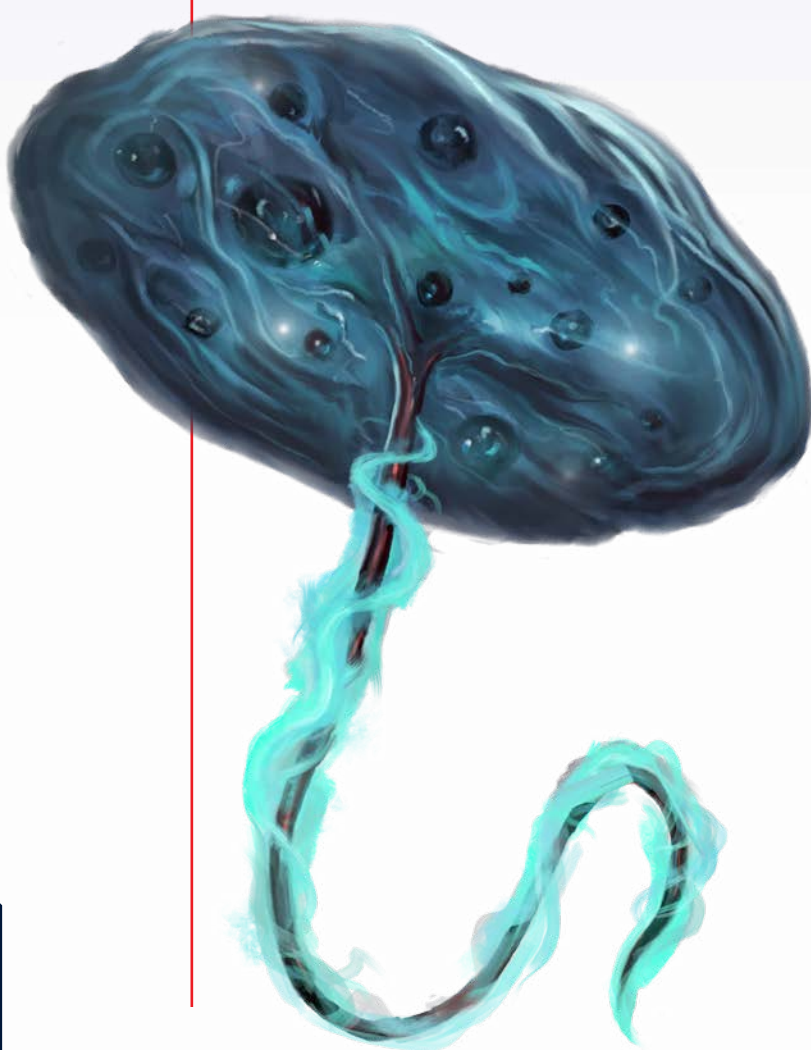
Environment any

Organization solitary or pair

SPECIAL ABILITIES

Quantum Push (Su) When a quantum slime scores a critical hit with its quantum tendril, it teleports the target to a space within 30 feet of its original position that the slime has line of effect to. The target can attempt a DC 23 Will saving throw to negate this effect; if the slime is attempting to teleport the target into a harmful position (such as into a square that is on fire or filled with a cloud of acid), the target receives a +4 circumstance bonus to the saving throw.

Quantum Superposition (Su) Three times per day as a move action, a quantum slime can form a quantum-entangled copy of itself within 15 feet. The copy is identical to the original slime, including any ongoing bonuses, penalties, or effects with the same remaining duration, and the two slimes share a single pool of Hit Points, uses of spell-like abilities per day, and initiative count. The two slimes count as a single creature for the number of actions they can perform each round, and share the total number of actions between themselves (for instance, one slime can take a move action to move while the other slime takes a standard action to attack); if the slimes take a full action to make a full attack, each slime can attack once with the standard –4 penalty. If a foe attempts to cast a spell that affects both slimes, it must attempt to overcome the spell resistance of each slime, as if the slimes were two different creatures; if the foe fails to overcome the spell resistance of one of the slimes, neither is affected by the spell. If the two slimes are caught in an area effect that doesn't allow for spell resistance, each one attempts a saving throw (if allowed), and the two slimes use the result of the highest saving throw, though if the spell deals damage, the slimes take damage only once. Any condition successfully imposed on one slime or action taken by one slime to affect itself (such as fighting defensively) affects both copies. When one slime is about to take damage, the quantum slime can “dismiss” that copy as a reaction; this negates the damage and causes the attack (if any) to miss. The remaining quantum slime becomes the “true” version of the creature. The two copies must remain within 200 feet of one another; if



they are moved farther apart than that, one random copy of the slime is dismissed as above. Neither copy of the quantum slime can use this ability again while it is active.

The field of quantum mechanics attempts to describe the interactions between subatomic particles. By analyzing the angular momentum and energy stored within subatomic particles, scientists hope to be able to better understand the fundamentals of the universe, but these studies are often complicated by the unusual nature of many of such

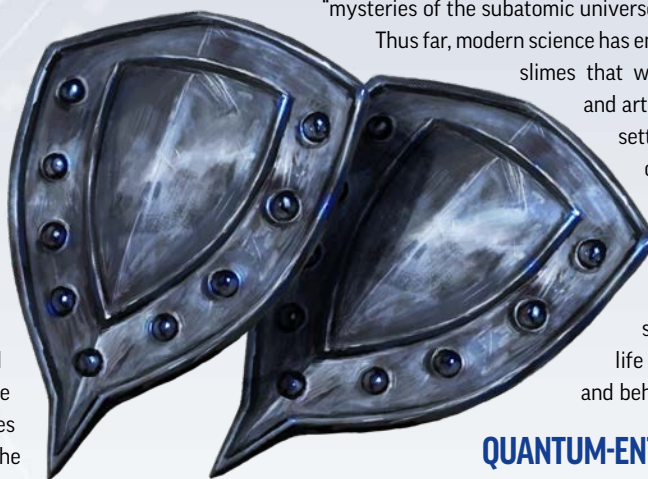
particles. Researchers who experiment too recklessly with quantum forces run the risk of spontaneously creating a quantum slime, an incredibly dangerous ooze composed of enlarged subatomic particles floating inside a mass of cloudy protoplasm-like goo. Though mindless, a quantum slime has the ability to alter reality at a quantum level, calling forth storms of cosmic energy, teleporting itself and others, or diminishing a creature's overall competency. A quantum slime floats from place to place in a rough disc shape, occasionally extending a 10-foot-long tendril wreathed in plasma energy to strike at foes.

When a quantum slime is created, usually by accident inside a laboratory or other research facility, it immediately lashes out against all other creatures present with a single-minded fury. Once it has destroyed everyone around it, the quantum slime begins exploring in response to some unknown stimulus. A quantum slime seems to move at random, occasionally teleporting past obstacles and then crossing back over its own path and attacking anything that stands in its way. Some scientists posit that quantum slimes move in response to changes in the environment on a subatomic level. Unfortunately, it is very difficult to replicate the conditions that create a quantum slime and even harder to capture and study one. A few researchers have had some luck directing a loose quantum slime's movement by generating low-level electrical charges near the slime; too much charge, though, causes the slime to attack the source of the energy.

A quantum slime can create a quantum-entangled copy of itself, an ability that both fascinates scientists and makes the creature extraordinarily difficult to battle and contain. This allows the slime to be in two places at once, though both versions are connected to one another—when one takes damage, the wounds appear on both. As a defense tactic, the quantum slime can cause one of its copies to disappear instead of taking damage. This raises many questions about

which quantum slime was the original version and which was the duplicate—a metaphysical conundrum that most quantum physicists answer with a shrug and a platitude about the “mysteries of the subatomic universe.”

Thus far, modern science has encountered only quantum slimes that were created accidentally and artificially within laboratory settings; no one has ever observed a naturally occurring quantum slimes. As a result, no concrete details about the quantum slime's ecological niche, life cycle, reproduction, diet, and behavior are known.



QUANTUM-ENTANGLED ITEMS

Researchers who study the practical applications of quantum mechanics, including the ecology of creatures such as quantum slimes, have developed the following two technological items, based on the abilities of quantum slimes. These devices have undergone significant testing to ensure they are safe for the market.

ENTANGLEMENT BADGES

LEVEL 15

TECHNOLOGICAL ITEM	PRICE 110,000	BULK –
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Entanglement badges are crafted in pairs and link those who wear them at a quantum level. An entanglement badge can be activated or deactivated as a move action, and both badges must be worn and activated to function properly. In addition, the wearers of the two badges must be within 200 feet of each other to use them. When the wearer of the linked badge takes damage, you can, as a reaction, reduce the amount of damage they take by half, taking that amount of damage yourself; you can't reduce this damage in any way. Once per day as a reaction, you can use the result of the linked badge's wearer's saving throw for an effect that affects you both instead of your own.

Each entanglement badge uses a battery, and each hour of use consumes 2 charges.

SUPERPOSITION BELT

LEVEL 16

TECHNOLOGICAL ITEM	PRICE 180,000	BULK L
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A superposition belt contains a series of conductive filaments attached to a small, sturdy container that holds material collected from a quantum slime. When worn, you can activate the belt as a standard action to teleport yourself to a square 30 feet away to which you have line of sight. After using this item, you can't take any other actions until your next turn, but you gain the benefits of *displacement* until the end of your next turn.

A superposition belt uses a battery, and each use consumes 2 charges.

RAXILITE



**RAXILITE
RESEARCHER**
CR 1/2
XP 200

**RAXILITE
BIOENGINEER**
CR 4
XP 1,200

RAXILITE RESEARCHER**CR 1/2**

XP 200

N Tiny plant

Init +2; **Senses** low-light vision; **Perception** +4**DEFENSE****HP 12****EAC** 10; **KAC** 11**Fort** +0; **Ref** +2; **Will** +3**Defensive Abilities** limited plant benefits**OFFENSE****Speed** 30 ft.**Melee** standard taclash +2 (1d4–2 S nonlethal)**Ranged** pulsecaster pistol +4 (1d4 E nonlethal)**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with one-handed items)**STATISTICS****Str** –2; **Dex** +2; **Con** +0; **Int** +3; **Wis** +1; **Cha** +1**Skills** Acrobatics +4, Computers +9, Engineering +9, Life Science +9, Stealth +4**Languages** Common, Raxi**Other Abilities** LFAN, LFAN symbiosis**Gear** second skin, pulsecaster pistol with 2 batteries (20 charges each), standard taclash**ECOLOGY****Environment** any (Raxil)**Organization** solitary, pair, or field (3–12)**SPECIAL ABILITIES**

LFAN (Ex) An LFAN, or Lifting Floret Activation Network, is a biotech augmentation that looks like a cluster of artificial, prehensile “vines” attached to a raxilite’s brain system (the raxilite can add one other brain augmentation to the LFAN). The LFAN is as dexterous and strong as a human hand, and the vines can extend and retract, allowing a raxilite to use one-handed items as if they were a Medium creature with a reach of 5 feet.

LFAN Symbiosis (Ex) When two or more raxilites share the same 5-foot space, they can use their LFANs together, allowing them to handle larger objects. Up to four raxilites can work together in this way, each acting as one hand.

Limited Plant Benefits (Ex) Raxilites lack the immunities of most plants. Instead, they gain a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it is effective against plants.

RAXILITE BIOENGINEER**CR 4**

XP 1,200

Raxilite mechanic

N Tiny plant

Init +3; **Senses** low-light vision; **Perception** +10**DEFENSE****HP 45****EAC** 16; **KAC** 17**Fort** +5; **Ref** +5; **Will** +5**Defensive Abilities** limited plant benefits**OFFENSE****Speed** 30 ft.**Melee** tactical switchblade +8 (1d4+2 S)**Ranged** frostbite-class zero pistol +10 (1d6+2 C; critical staggered [DC 15])**Space** 2-1/2 ft.; **Reach** 0 ft. (5 ft. with one-handed items)**Offensive Abilities** overload (DC 15), target tracking**STATISTICS****Str** –2; **Dex** +3; **Con** +0; **Int** +5; **Wis** +1; **Cha** +1**Skills** Acrobatics +10, Computers +15, Engineering +15, Life Science +15, Stealth +10**Languages** Castrovellian, Common, Raxi, Vercite

Other Abilities artificial intelligence (exocortex), custom rig (brain augmentation with standard datajack), LFAN, LFAN symbiosis, mechanic tricks (distracting hack, overcharge)
Gear basic lashunta tempweave, frostbite-class zero pistol with 2 batteries (20 charges each), tactical switchblade^{AA}

ECOLOGY

Environment any (Raxil)

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

SPECIAL ABILITIES

LFAN (Ex) See page 82.

LFAN Symbiosis (Ex) See page 82.

Limited Plant Benefits (Ex) See page 82.

Raxilites are a species of little sapient plants from Raxil, a warm, idyllic world in the Vast. About two decades ago, a lashunta exploration vessel from Castrovel arrived in Raxil's system and found the raxilites living in peace, having achieved symbiosis with their world through exceptionally advanced biotechnology.

The curious raxilites sent a delegation back to Castrovel with the lashuntas. The two species have much in common, as raxilites are also intellectual and place great importance on community. After a time on Castrovel, where many raxilites still visit and dwell, the raxilite mission journeyed to Absalom Station. There, they obtained protectorate status for Raxil, just days after the Swarm attack on the Pact Worlds and Veskarium. Raxilites provided aid, mostly in biotech and medicine, during that conflict, though they also helped the Xenowardens advance their biomechanical starship designs. In turn, the raxilites, who lacked starfaring vessels before their contact with the lashuntas, began building their own biomechanical craft.

Today, Raxil is a major source of cutting-edge starship biotech, though most of this tech must be acquired in the Pact Worlds. Raxilites are gentle and gregarious, but they restrict immigration, importing, and tourism to Raxil as carefully as they tend the planet. However, exploration is a key part of raxilite culture. With the galaxy open to them, countless young raxilites leave Raxil to see the stars, which often requires them to adapt to technology built for larger creatures. Raxilite bioengineers invented the Lifting Floret Activation Network (LFAN) augmentation to deal with the issue, and most raxilites have these modifications implanted shortly after sprouting.

When a raxilite reaches adulthood, they sprout a flower. Flowering raxilites are lively and sociable, and especially with modern medicine, a raxilite can spend their entire life flowering. However, most raxilites choose to have children. A raxilite has both male and female reproductive organs, and to reproduce, two or more raxilites gather to exchange pollen. Such raxilites then transition to a seeding stage, with a puffball of seeds like those of a dandelion. Raxilites can also maintain their seeding stage indefinitely, and most do so at least until they find a safe place to plant and sprout their young. After releasing seeds, a raxilite flowers again within a week.

A typical raxilite is 16 inches tall and weighs 4 pounds.

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Int, +2 Cha, –4 Str

Hit Points: 2

Size and Type: Raxilites are Tiny plants.

Low-light Vision: Raxilites have low-light vision.

Flowering or Seeding: Flowering raxilites gain a +2 racial bonus to Bluff and Diplomacy checks. Seeding raxilites gain a +2 racial bonus to Acrobatics checks and can attempt a DC 15 Acrobatics check to negate falling damage when in an atmosphere. A raxilite can change from flowering to seeding (or vice versa) with 1 week of rest.

LFAN: See page 82.

LFAN Symbiosis: See page 82.

Limited Plant Benefits: See page 82.

RAXILITE



RENDALAIRN



RENDALAIRN
CR 25
XP 1,638,400

RENDALAIRN**CR 25****XP 1,638,400**

N Colossal construct (magical)

Init +12; **Senses** *true seeing*; **Perception** +46**DEFENSE****HP 700 RP 8****EAC** 42; **KAC** 44**Fort** +23; **Ref** +23; **Will** +19**Defensive Abilities** fast healing 25, juggernaut, juggernaut's resolve; **Immunities** cold, construct immunities, fire; **SR** 36**OFFENSE****Speed** 100 ft., burrow 50 ft., fly 100 ft. (Su, perfect)**Melee** lash +41 (18d10+40 S; critical severe wound [DC 28])**Ranged** disintegration ray +38 (13d10+25 A & So; critical corrode 4d6)**Space** 30 ft.; **Reach** 60 ft.**Offensive Abilities** demolisher, override, quake pulse, trample (18d10+40 B & S, DC 28)**Spell-Like Abilities** (CL 25th)Constant—*true seeing* (self)**STATISTICS****Str** +15; **Dex** +12; **Con** —; **Int** +5; **Wis** +8; **Cha** +0**Skills** Acrobatics +41 (+49 to fly), Mysticism +41, Piloting +41**Feats** Mobility, Shot on the Run, Spring Attack**Languages** truespeech**Other Abilities** comm, life siphon, spaceflight, unliving**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES****Comm (Ex)** A rendalairn can engage in wireless communications at system-wide range.**Demolisher (Ex)** A rendalairn's attacks and abilities treat any object's hardness as if it were 30 points lower than it is.**Disintegration Ray (Ex)** As a standard action, a rendalairn can fire its disintegration ray, which is a 120-foot line. Damage from this ray has the force descriptor.**Juggernaut (Ex)** While a rendalairn takes a move action, or a full action to run or withdraw, any damage dealt to the rendalairn is halved.**Juggernaut's Resolve (Ex)** When a rendalairn is reduced to 0 Hit Points, as a reaction before being destroyed, it can spend 4 Resolve Points to appear to be destroyed but regain 75 Hit Points at the start of its next turn (including those from fast healing), at which point it becomes active again. Casting *wish* or *miracle* before the start of the rendalairn's next turn can prevent the creature from revivifying.**Life Siphon (Su)** While within 60 feet of a rendalairn, any creature reduced to 0 Hit Points dies on its turn unless it spends enough Resolve Points to stabilize. The rendalairn gains any Resolve Points spent in this way, as well as any Resolve Points a creature spends for staying in the fight while within 60 feet of the rendalairn.**Override (Su)** As a swift action, a rendalairn can dictate the actions of one stunned technological construct during its next turn. At the start of the target's next turn, it ceases being stunned and takes the dictated actions, which cannot be obviously self-destructive.**Quake Pulse (Su)** Once every 3 rounds, as a standard action, a rendalairn can spend 1 Resolve Point to create a field of electromagnetic and low-frequency sonic energy that simulates seismic waves and disrupts technology. Creatures and objects within a 20-foot-radius spread of the rendalairn take 10d12+40 electricity and sonic damage (Fortitude DC 28 for half; objects carried or held by a creature that succeeds at this save also take half damage).

This damage has the force descriptor. A creature that fails the saving throw is knocked prone. If a technological construct fails the save, the construct is also stunned for 2 rounds even if it is normally immune to being stunned. Unattended hybrid or technological objects in the area cease functioning for 2 rounds. Those worn or carried by a creature cease functioning only if the creature fails the saving throw, and then for only 1 round.





RENDALAIRN

Spacefarers who frequent the Vast whisper about great cosmic menaces hurtling across the void. According to such reports, these monstrosities are giant metallic spheres traveling in normal space at speeds so fast they preclude engagement. The massive spheres are said to have the ability to sunder asteroids and crack planets, sprouting razor-edged lashes that whirl around them in a lethal flurry. Enough sightings have occurred that authorities are concerned.

The creature's name, *rendalairn*, derives from a monster from an old spacefaring tale, but others refer to these creatures as "planet slayers." There are two accounts of a *rendalairn* landing on a planet and starting a rampage that ended only when the construct was done destroying everything it could find, including sapient life. The two targeted worlds, Brimippé III and Grixis VI, are home to the ruins of two different technologically advanced but extinct species. Some speculate that *rendalairns* choose technological societies and sites, which has some people worried at the possibility of such a creature reaching the Pact Worlds or Veskarium.

From observations gathered thus far, *rendalairns* seem to be specific in their attacks and ignore anything that doesn't interfere with their intended devastation. During the attack on Brimippé III, scavengers recorded the *rendalairn's* activity and broadcasts from orbit. In addition to a polite message informing them to maintain a safe distance from the demolition site, which each scavenger heard in their native language, the *rendalairn* transmitted streams of music, advertisements, or other such random media. Some of this media has since proven to be from pre-extinction Brimippé III. On Grixis VI, only some explorers escaped the *rendalairn*, which broadcasted its warning and then carried out the intended "demolition" with no concern for bystanders.

No report has yet indicated more than one *rendalairn* in any one place. They are thought to be solitary. A few scientists have asserted, given the evidence, that "the" *rendalairn* is unique. Disparities in description, such as coloration or composition, could be attributed to observational errors. Whatever the case, a *rendalairn* is spherical with a 30-foot diameter. When its lashes extend, the creature can reach up to 60 feet away. From this data, xenobiologists and engineers have speculated the creature weighs at least 50 tons.

No one is entirely sure when these massive constructs, if more than one exists, first appeared or who created them. The sheer size and complexity of the creatures indicate that significant resources and expertise were invested in their creation. According to reports, a *rendalairn* has no logos or other identifying marks, besides luminous circular markings that change over time. They have been sighted only in the Vast, which means they come from some far-flung part of the galaxy or, some have conjectured, beyond. The hypothesis that *rendalairns* are akin to tripods (see page 118) and, perhaps, manufactured by the same species is generally believed to be unlikely, due to the observed broadcasts,

but has not been disproved. The mystery surrounding these creatures has prompted explorers and journalists to launch expeditions into the Vast in search of the monstrosities. Most return without significant data. A few have failed to return at all.

SEISMIC SPINE

Biotechnicians speculate that a *rendalairn* has an internal structure that stabilizes it and enables it to create its quake pulse. Bleeding-edge tech has been invented based on these theories, allowing augmentation of the central nervous system.

SEISMIC SPINE

SYSTEM
Spine

AUGMENTATION MAGITECH

PRICE 1,075,000

LEVEL 20

A *seismic spine* gives you resistance 15 to electricity damage and sonic damage. Once per day as a standard action, you can stomp the ground or otherwise create percussion, such as by clapping your hands, to unleash a shockwave from your *seismic spine*. Creatures and objects within a 20-foot-radius spread of you take 10d6 electricity and sonic damage (Fortitude save for half damage; DC = 10 + half your character level + your Constitution modifier). A creature that fails the saving throw is knocked prone. If a technological construct fails the save, the construct is also stunned for 1 round even if it is normally immune to being stunned. Unattended hybrid or technological objects in the area cease functioning for 1 round. Once you have used your *seismic spine*, you can do so again only after you have rested for 10 minutes to regain Stamina Points, and you must spend 1 Resolve Point to use your *seismic spine* each time after the first time per day.



ROBOT

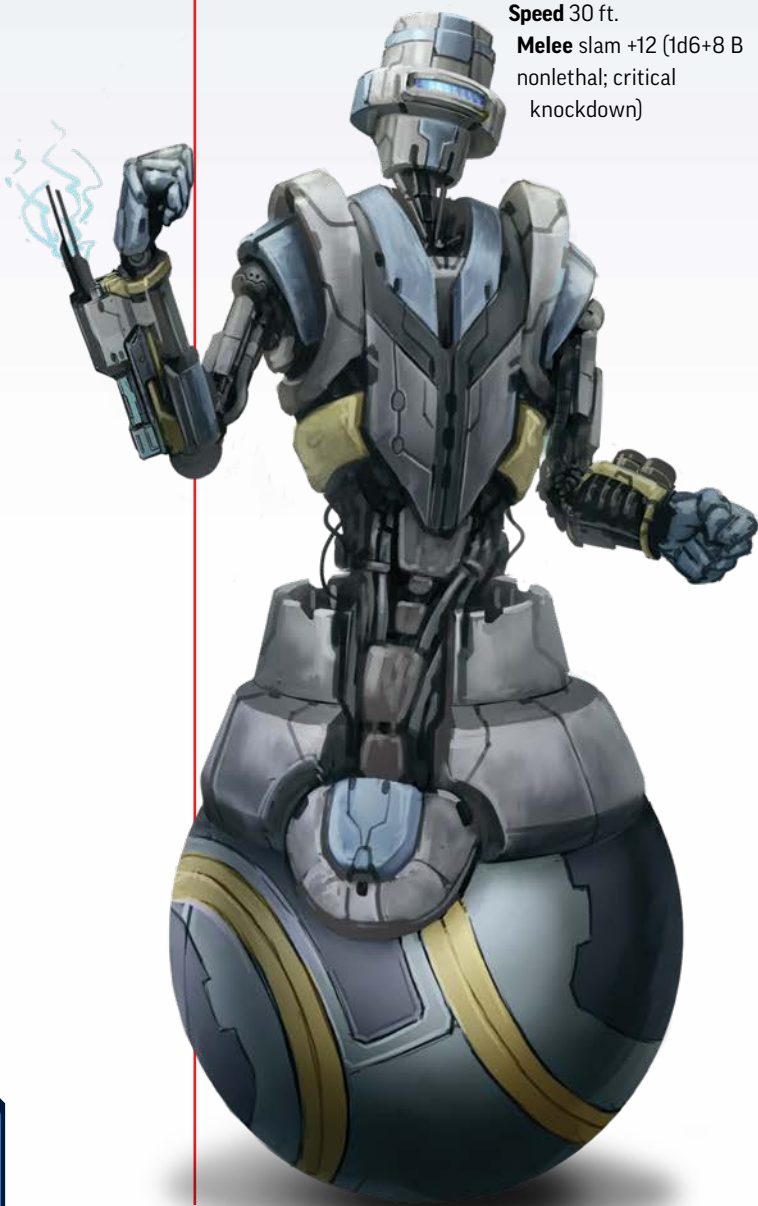


GUARDIAN ROBOT
CR 5
XP 1,600

KEEPER ROBOT
CR 18
XP 153,600

GUARDIAN ROBOT**CR 5****XP 1,600**

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision, sense through (vision) 60 ft.; **Perception** +14**DEFENSE****HP 70****EAC** 17; **KAC** 19**Fort** +5; **Ref** +5; **Will** +2**Defensive Abilities** integrated weapons; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity**OFFENSE****Speed** 30 ft.**Melee** slam +12 (1d6+8 B nonlethal; critical knockdown)

Ranged nyfiber net +15 (entangle) or sentry shield projector +15 (shield^{AR} 1d4) or voltaic anchor pistol +15 (1d6+5 E nonlethal; critical bind^{AR}) or flash grenade I +15 (explode [5 ft., blinded 1d4 rounds, DC 15]) or smoke grenade +15 (explode [20 ft., smoke cloud 1 minute, DC 15])

STATISTICS**Str** +3; **Dex** +5; **Con** –; **Int** +1; **Wis** +2; **Cha** +1**Skills** Acrobatics +11, Intimidate +11, Medicine +11**Feats** Bodyguard, In Harm's Way**Languages** Common**Other Abilities** nanite repair, unliving

Gear nyfiber net, sentry shield projector^{AR} with 1 high-capacity battery (40 charges), voltaic anchor pistol^{AR} with 1 high-capacity battery (40 charges), flash grenades I (2), smoke grenades (2), *mk 2 serum of healing*, *mk 1 serums of healing* (2), advanced medkit

ECOLOGY**Environment** any**Organization** solitary or detail (1 plus client)**SPECIAL ABILITIES**

Nanite Repair (Ex) A guardian robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, the robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

KEEPER ROBOT**CR 18****XP 153,600**

N Large construct (technological)

Init +8; **Senses** darkvision 60 ft., low-light vision; **Perception** +31**DEFENSE****HP 380****EAC** 32; **KAC** 34**Fort** +17; **Ref** +17; **Will** +14**Defensive Abilities** integrated weapons, unflankable;**DR** 15/adamantine; **Immunities** construct immunities**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 40 ft., spider climb**Melee** slam +33 (13d6+29 B)**Ranged** avalanche-class zero rifle +30 (7d8+18 C; critical staggered [DC 23])**Space** 10 ft.; **Reach** 10 ft.

Offensive Abilities falling crush (13d6+29 B), redirect power (40-ft. cone, 19d6 E, Reflex DC 23 half, usable every 1d4 rounds)

STATISTICS**Str** +11; **Dex** +8; **Con** –; **Int** +5; **Wis** +6; **Cha** +0



ROBOT

Skills Acrobatics +31, Athletics +31, Stealth +36

Languages Common

Other Abilities nanite repair, unliving

Gear avalanche-class zero rifle with 1 ultra-capacity battery (100 charges)

ECOLOGY

Environment any land

Organization solitary

SPECIAL ABILITIES

Falling Crush (Ex) If a keeper robot is at least 20 feet directly above any number of Medium or smaller creatures in a 10-foot square (usually due to its spider climb ability), it can release its grip on the surface as a move action and fall onto those creatures. The keeper robot takes falling damage as normal, but each creature it falls on takes 13d6+29 bludgeoning damage and is pinned. Each crushed target can attempt to escape the pin as normal on its turn, and the pin ends automatically if the keeper robot moves off the target's square. A target of falling crush can't take the falling crush damage more than once, unless the keeper robot moves fully off that creature and then falls on it again.

Nanite Repair (Ex) A keeper robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR. Once per day as a full action, the robot can regain 12d8 Hit Points.

Redirect Power (Ex) A keeper robot can leech power from nearby batteries to recharge its own weapon or unleash the stolen electricity at its foes. A keeper robot can activate this ability once every 1d4 rounds as a full action; when it does, each battery within 30 feet of the robot (excluding the one in its own weapon) loses 2d4 charges. The keeper robot can redirect this power to recharge the battery in its integrated weapon with the same number of charges. Alternatively, the keeper robot can amplify this power, releasing it in a weaponized arc of electricity, dealing 19d6 electricity damage in a 40-foot cone (Reflex DC 23 half).

One of the many functions robots can serve is protection, whether for a single person or a large property. Several robot models have been created for just this purpose.

Guardian robots have become something of a status symbol among business leaders and politicians in the Pact Worlds, and a whole range of defense-focused robotic bodyguards of all shapes and sizes are available. Most guardian robots are crafted to appear as unassuming humanoids of a certain species and usually have a quiet

and deferential virtual intelligence. They constantly scan for potential nearby threats and endeavor to stay close to their handlers, engaging opponents from a distance using grenades or weighted nets.

The desire to create autonomous defensive constructs can sometimes lead to unfortunate results, however, especially when time or a natural disaster alters a robot's programming. A collection of massive drones known as keeper robots stalk the wild and forgotten areas of Castrovel seeking to destroy intruders, their original directives clearly corrupted into a surprising ferocity. Usually nonhumanoid in appearance, keeper robots are dangerous and implacable opponents. Some stand about 14 feet high on eight legs and weigh several tons.

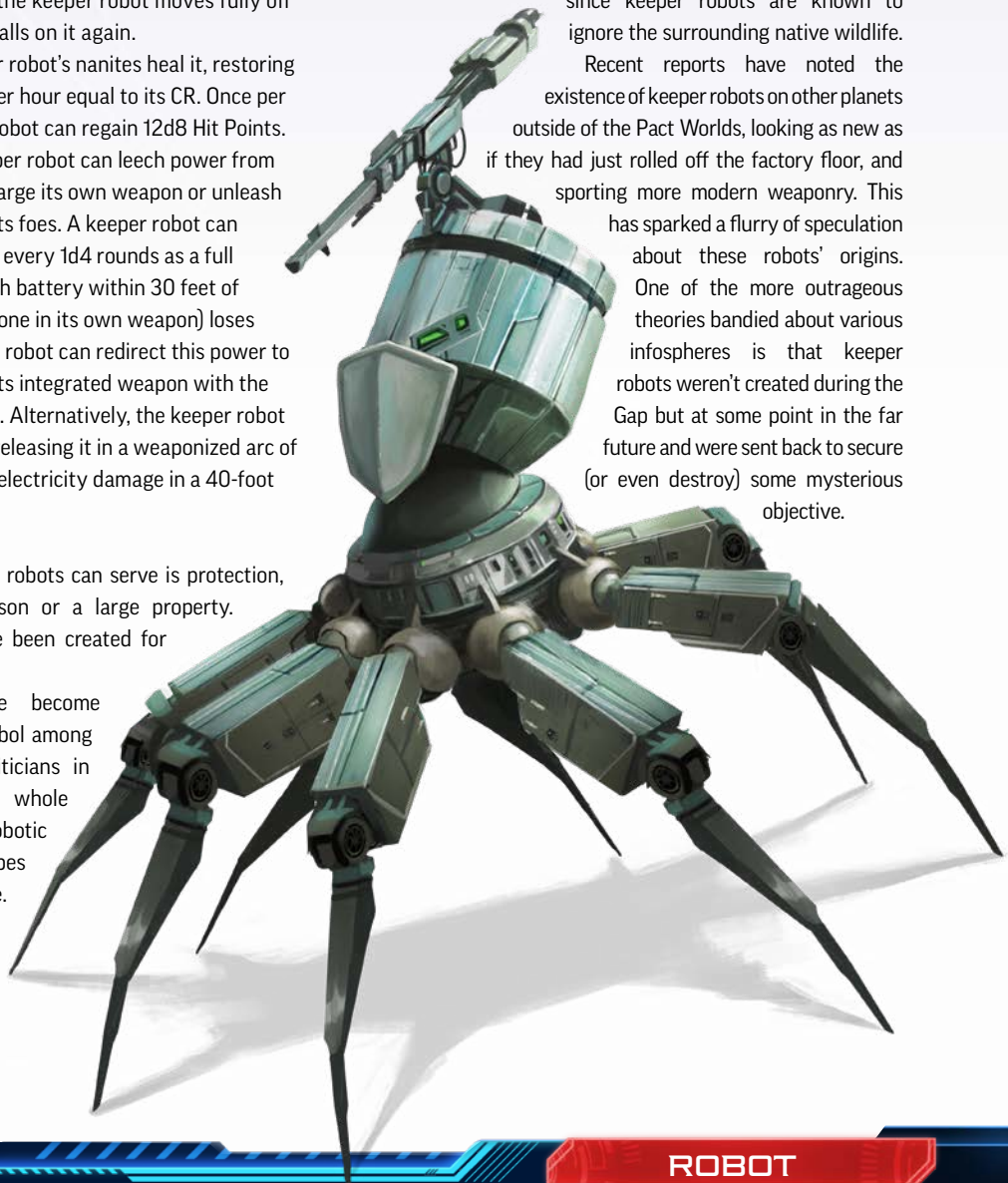
Scholars believe these keeper robots were designed to protect lands and resources from would-be scavengers at some point during the Gap. Interestingly, the Xenokeepers have led a campaign to keep Castrovel from amassing a small fighting force to destroy the keeper robots, arguing that the constructs provide a natural deterrent to poachers and others who would pillage the natural resources or archaeological finds of an area,

since keeper robots are known to ignore the surrounding native wildlife.

Recent reports have noted the existence of keeper robots on other planets outside of the Pact Worlds, looking as new as if they had just rolled off the factory floor, and sporting more modern weaponry. This

has sparked a flurry of speculation about these robots' origins.

One of the more outrageous theories bandied about various infospheres is that keeper robots weren't created during the Gap but at some point in the far future and were sent back to secure (or even destroy) some mysterious objective.



ROBOT

ROGUE DRONE



ROGUE HOVER DRONE
CR 6
XP 2,400

ROGUE HOVER DRONE

CR 6

XP 2,400

N Tiny construct (technological)

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

Perception +18

DEFENSE

EAC 18; **KAC** 19

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

Immunities construct immunities

OFFENSE

Speed 30 ft., fly 30 ft. (Ex, perfect)

Ranged *merciful tactical rotating pistol* +15 (2d4+6 P nonlethal)

STATISTICS

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

Skills Acrobatics +18 (+26 to fly), Engineering +18

Feats Far Shot, Mobility, Shot on the Run

Languages Common

Other Abilities drone mods (flight systems [2], manipulator arms, skill subroutines [2; Acrobatics, Engineering], weapon mount, weapon proficiency), unliving

Gear *merciful tactical rotating pistol*^{AR} with 20 small arm rounds, mk 2 nanite patch (see page 89)

ECOLOGY

Environment any

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

SPECIAL ABILITIES

Drone Mods (Ex) A rogue drone has a number of mods equal to the number

it would have as a drone built by a mechanic of a level equal to the rogue drone's CR.

ROGUE COMBAT DRONE

CR 14

XP 38,400

CN Medium construct (technological)

Init +6; **Senses** blindsense (sound) 60 ft., darkvision 60 ft., low-light vision; **Perception** +30

DEFENSE

EAC 30; **KAC** 32

Fort +14; **Ref** +14; **Will** +10

DR 3/-; **Immunities** construct immunities

OFFENSE

Speed 30 ft., burrow 15 ft.

Melee zero-edge dagger +27 (6d4+22 S)

Ranged *obscuring absolute-zero hailcannon* +24 (6d8+14 C & P; critical staggered [DC 20])

STATISTICS

Str +8; **Dex** +6; **Con** -; **Int** +2; **Wis** +4; **Cha** -1

Skills Athletics +25

Feats Cleave, Great Cleave, Lunge, Mobility, Sidestep, Spring Attack

Languages Common

Other Abilities drone mods (echolocators, enhanced armor, excavator, melee weapon arm, reductive plating, skill subroutine [Athletics], weapon proficiencies [2+2], weapon mounts [2]), unliving

Gear *obscuring*^{AR} *absolute-zero hailcannon*^{AR} with 1 super-capacity battery (80 charges), zero-edge dagger, mk 3 nanite patch (see page 89)

ECOLOGY

Environment any

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

SPECIAL ABILITIES

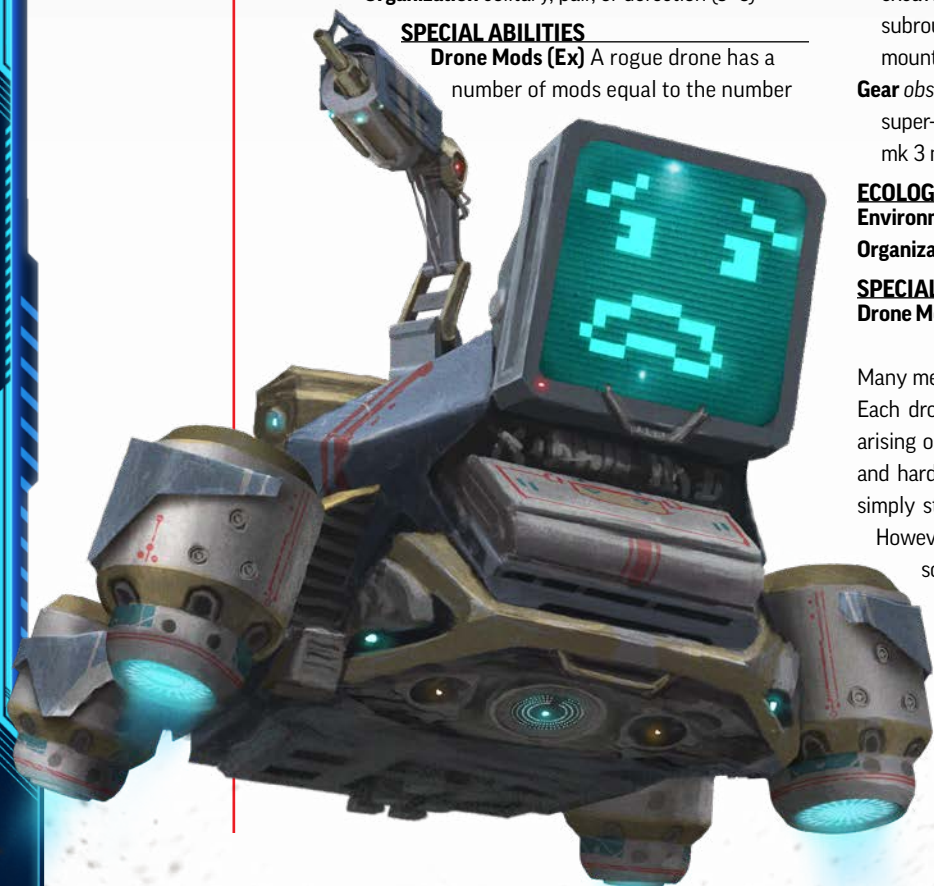
Drone Mods (Ex) See above.

Many mechanics and their drones are inseparable companions. Each drone is the unique expression of a mechanic's genius, arising only after endless hours of tinkering, experimentation, and hard work. If separated from their creators, most drones simply stop, waiting for directives that might not ever come.

However, due to outside influences or a glitch in their AIs, some gain autonomy. These freewilled robots are known as rogue drones.

Among the most common rogue drones are those that are lost or orphaned.

Sometimes, a dying mechanic can transfer a fraction of their consciousness to a beloved drone, with one final set of



instructions to follow. A complex drone, already on the verge of sentience, may find its mechanic's body and attempt to integrate their custom rig into its circuitry. In a few cases, when the mechanic is imprisoned or kidnapped, a determined drone gains independence in its search for them. Whatever the cause, rogue drones are often confused and seeking answers and may cause harm to creatures they encounter.

Some rogues drones have even more traumatic origins. With noble but misguided intentions, agents of the more extremist cells of organizations like the Android Abolitionist Front will sometimes try to "liberate" a drone from its mechanic, regardless of the consequences. Other times, a drone can become magically corrupted or possessed by spirits and end up murdering its creator. Such rogue drones often become bent on destroying any humanoids and other sentient beings who cross their path. Occasionally, a rogue drone is created when a hostile AI hacks into the robot's programming, creating a deadly agent in the physical world.

The existence of rogue drones has caused legal conundrums in the Pact Worlds. Some experts see a rogue drone as a newborn SRO (*Pact Worlds* 213) whose complex programming and sophisticated interfaces are on the verge of attracting a soul. Others consider a rogue drone to be an unpredictable piece of equipment that has outlived its primary purpose and should be destroyed. With no clear answers forthcoming, these legal battles will probably continue to rage on for years.

CREATING A ROGUE DRONE

When creating a rogue drone, choose a chassis from those listed on page 75 of the *Starfinder Core Rulebook*. This determines the rogue drone's main function and size. Then, build the drone as normal for a technological construct NPC, using the combatant array for a rogue combat drone, the expert array for a rogue stealth drone, and either array for a hover drone. However, instead of the listed number of special abilities and skills in the array, give the rogue drone a number of feats (chosen from the list on page 76 of the *Core Rulebook*) and drone mods as if building a drone for a mechanic whose level is equal to the rogue drone's CR. As usual, if you give the rogue drone a feat that adjusts the creature's statistics, simply include that adjustment and don't list the feat in the stat block (but do count it against the number of feats it should have).

As with a player building a mechanic's drone, you must take into account all of a rogue drone's proficiencies and weapon mounts when deciding what kind of weapons it wields, using mods where needed to suit a particular weapon. A rogue drone receives Perception as a master skill for free, but to receive any other skills, it must take the skill subroutine mod. A drone using the combatant array receives those skills as good skills, while one using the expert array receives them as master skills. All of a rogue drone's mods are listed in its stat block, including those it received from its chassis.

Like other NPCs, a rogue drone adds its level to all damage it deals with weapons.

NANITE PATCHES

Nanite patches are simple-to-use, single-use, adhesive patches you can apply to drones and other equipment in emergencies. Mechanics developed these patches as a non-magical option for speedy drone repair that they could craft for themselves.

NANITE PATCH

LEVELS 1-9

TECHNOLOGICAL ITEM	PRICE VARIES	BULK L
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As a standard action, you can place a nanite patch onto yourself (if you are a construct), an adjacent construct, or a piece of technological equipment you or an adjacent creature are carrying; this restores a number of Hit Points to you or that creature or object based on the patch's model.

MODEL	LEVEL	PRICE	HP RESTORED
Mk 1	1	50	1d6
Mk 2	5	425	3d6
Mk 3	9	1,950	6d6



SAZARON



SAZARON SCHOLAR
CR 5
XP 1,600

SAZARON SAGE
CR 12
XP 19,200

SAZARON SCHOLAR**CR 5****XP 1,600**

NG Large monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +11**DEFENSE****HP 60****EAC** 16; **KAC** 17**Fort** +4; **Ref** +6; **Will** +10**Resistances** electricity 5**OFFENSE****Speed** 30 ft.**Melee** tail slap +11 (1d4+7 B)**Ranged** frostbite-class zero pistol +9 (1d6+5 C; critical staggered [DC 15])**Space** 10 ft.; **Reach** 5 ft. (10 ft. with tail slap)**Spell-Like Abilities** (CL 5th)1/day—*augury*, *zone of truth* (DC 17)3/day—*identify*, *mystic cure* (1st level), *share language*At will—*detect affliction*, *detect magic***STATISTICS****Str** +2; **Dex** +0; **Con** +1; **Int** +5; **Wis** +3; **Cha** +0**Skills** Culture +16, Life Science +16, Mysticism +11, Physical Science +16**Languages** Arkanen, Brethedan, Common, Dirindi, Sazaron; limited telepathy 30 ft.**Gear** estex suit II, frostbite-class zero pistol with 2 batteries (20 charges each)**ECOLOGY****Environment** any (Arkanen)**Organization** solitary, pair, or forum (3–15)**SAZARON SAGE****CR 12****XP 19,200**

Sazaron technomancer

NG Large monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +22**DEFENSE****HP 170 RP 5****EAC** 25; **KAC** 26**Fort** +11; **Ref** +13; **Will** +17**Resistances** electricity 5**OFFENSE****Speed** 30 ft.**Melee** tail slap +20 (2d12+15 B) or

ultrathin dueling sword +20 (3d6+15 S)

Ranged perihelion laser pistol +22 (4d4+12 F; critical burn 2d4)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with tail slap)**Spell-Like Abilities** (CL 12th)1/day—*zone of truth* (DC 21)**Technomancer Spells Known** (CL 12th)4th (3/day)—*arcane eye*, *resilient sphere* (DC 23)3rd (6/day)—*arcing surge* (DC 22), *clairaudience*/
clairvoyance, *dispel magic*, *slow*2nd (at will)—*make whole*, *see invisibility***STATISTICS****Str** +3; **Dex** +5; **Con** +2; **Int** +8; **Wis** +4; **Cha** +2**Skills** Computers +27, Culture +27, Life Science +27, Mysticism +22, Physical Science +27**Languages** Arkanen, Brethedan, Common, Dirindi, Sazaron; limited telepathy 30 ft.**Other Abilities** cache capacitor 2 (*keen senses*, *life bubble*), magic hacks (*eternal spell* [*identify*], *tech countermeasures*), spell cache (dueling sword)**Gear** platinum AbadarCorp travel suit, perihelion laser pistol with 2 high-capacity batteries (40 charges each), ultrathin dueling sword



SAZARON

ECOLOGY**Environment** any (Arkanen)**Organization** solitary, pair, or assembly (3–15)

One of the co-governing species of Arkanen, a moon of Liavara, sazarons feel it is their duty to oversee and execute the many day-to-day tasks that maintain their home and balance out their mischievous dirindi cohabitants (see page 20). Sazarons are large creatures with a lower body similar to an iguanodon, with two thick hind legs and two leaner front legs. Generally measuring 15 feet long and weighing 900 pounds, sazarons have long tails tipped with a large knob of bone that they can wield offensively. Starting at the saurian shoulders, the sazon's body transitions into the torso of a large humanoid. Their incredibly thick skin gives them electricity resistance, which is helpful in the weeks that their moon plunges into the electrically charged atmosphere of Liavara—and also insulates them from dirindis' electric greetings.

Sazarons are scholarly creatures that move at a more measured pace than most other inhabitants of Arkanen, preferring to avoid conflict in order to study and further their knowledge. Instinctively skeptical, sazarons also have the ability to magically compel

others to speak only the truth.

The ancient sazon capital of Telataranas contains numerous magical universities and mystical academies, and a great number of sazon sages, scholars, and scientists call the city home. These scholars are particularly interested in two fields of study. Those who study atmospheric submergence analyze phenomena related to Arkanen's annual journey through of Liavara's atmosphere, including its effects on their moon's ecosystems and how best to store and ration the electricity collected by the gigantic pylons interspersed throughout the capital. These scholars often find themselves working alongside their electrically attuned dirindi fellows, while many of the less academically inclined are

RACIAL TRAITS**Ability Adjustments:** +2 Int, +2 Wis, –2 Dex**Hit Points:** 6**Size and Type:** Sazarons are Large monstrous humanoids.**Darkvision:** Sazarons have darkvision with a range of 60 feet.**Impel Truth:** Sazarons gain the following spell-like ability. The caster level for this effect is equal to the sazon's level.

1/day—zone of truth

Insulated Skin: Sazarons have resistance 5 to electricity that stacks with one other source of electricity resistance.**Limited Telepathy:** Sazarons have limited telepathy with a range of 30 feet.**Natural Weapons (B):** See page 152.**Scholarly:** Sazarons gain a +2 racial bonus to Culture, Life Science, and Physical Science checks.

employed as part of the corps of electricians who maintain the pillars and energy reserves.

The other most popular topic of study focuses on the mind-searing hallajins (*Starfinder Alien Archive* 60), which Arkanen is tasked with containing on the nearby moon of Hallas via a magical barrier. Many of the sazarons who are passionate about this subject either have worked to become official Pact World overseers of the mysterious species, or work closely with those overseers to make sure that the dangerous psychic energy of Hallas does not escape. Despite their desire to learn more about the hallajins and their abilities, sazarons rigidly uphold the strict rules that prohibit attempts to sneak onto Hallas—though they are more than happy to confiscate and analyze any artifacts or data that any lawbreakers might obtain.

SHAKALTA



SHAKALTA
STAR GUARDIAN
CR 7
XP 3,200

SHAKALTA STAR-GUARDIAN**CR 7****XP 3,200**

Shakalta mystic/solarian
NG Medium humanoid (shakalta)

Init +2; **Perception** +14**Aura** light (5 ft.)**DEFENSE****EAC** 19; **KAC** 21**Fort** +9; **Ref** +7; **Will** +8**Defensive Abilities** psychic shunt, void adaptation;**Immunities** disease, poison**HP** 100

Weaknesses star
sustenance

OFFENSE

Speed 30 ft., fly 30 ft.
(jetpack, average), fly
20 ft. (in space)

Melee solar weapon +16
(1d6+1d4+9 S)

Ranged holy inertial
cavitation pistol +16
(2d6+7 E & F; critical
pulse^{AR} 1d6)

Offensive Abilities solar
manifestation (solar
weapon), stellar alignment,
stellar revelations (black hole
[25-ft. radius, push 15 ft., DC
15], gravity anchor, stellar rush,
supernova [10-ft. radius, 5d6 fire,
DC 15])

Mystic Spell-Like Abilities (CL 3rd)At will—*mindlink***Shakalta Spell-Like Abilities**

(CL 7th; ranged +16)

At will—*dancing lights*, *energy ray* (electricity or fire only)**Mystic Spells Known** (CL 3rd; ranged +16)1st (3/day)—*reflecting armor* (DC 18), *magic missile*0 (at will)—*stabilize*, *telekinetic projectile***Connection** star shaman**STATISTICS****Str** +2; **Dex** +2; **Con** +0; **Int** +0; **Wis** +5; **Cha** +4**Skills** Acrobatics +14, Mysticism +19, Piloting +14**Languages** Accaran, Common; limited telepathy 30 ft.**Other Abilities** bonded souls, starlight form (3 minutes), walk
the void

Gear d-suit II (*brightlight projector*^{AR}, jetpack), *holy inertial
cavitation pistol*^{AR} with 3 high-capacity batteries (40
charges each), *lesser t-quark crystal*^{AR}

ECOLOGY**Environment** any (Accara IV)**Organization** solitary or pair**SPECIAL ABILITIES**

Aura of Light (Ex) The light level increases by one step within
10 feet of a shakalta. If the shakalta's body is mostly
covered, such as by opaque armor, this light diminishes to
a 5-foot radius. Complete covering can douse the light.

Bonded Souls (Ex) Two souls bond to form an adult shakalta.
Each soul has its own awareness, identity, and personality,
but each can communicate with the other and access the
other's thoughts and memories. When these souls bond,
they create one shared permanent physical body out of
coherent energy. Each day, after the shakalta rests to
regain daily-use abilities, one soul takes active control of
the body, which might change slightly in appearance to
match the active personality. The other soul is still present
but becomes mostly inactive, able to communicate only
with the active soul. The inactive soul is also beyond the
reach of other outside communication and mind-affecting
effects. If a shakalta dies, both souls leave the shared
body, but the bonded pair counts as one soul for *raise
dead* and similar life-restoring effects.

Psychic Shunt (Su) Once per day, as a reaction when a
shakalta fails a saving throw against a mind-affecting
effect, the active soul can divert the effect to the inactive
soul. The active soul is unaffected by the effect, but for
the duration of that effect, the shakalta has the off-target
condition and takes a -2 penalty to skill checks. While a
mind-affecting effect is diverted to the inactive soul, spells
can be cast to end the effect as if the whole shakalta were
affected by it. If the souls switch active states while either
is affected by a mind-affecting effect, the shakalta gains a
new saving throw against those effects.

Star Sustenance (Ex) Shakaltas gain sustenance from the
light of stars, and they don't need water, although they can
eat and drink if they wish. A shakalta can go without such

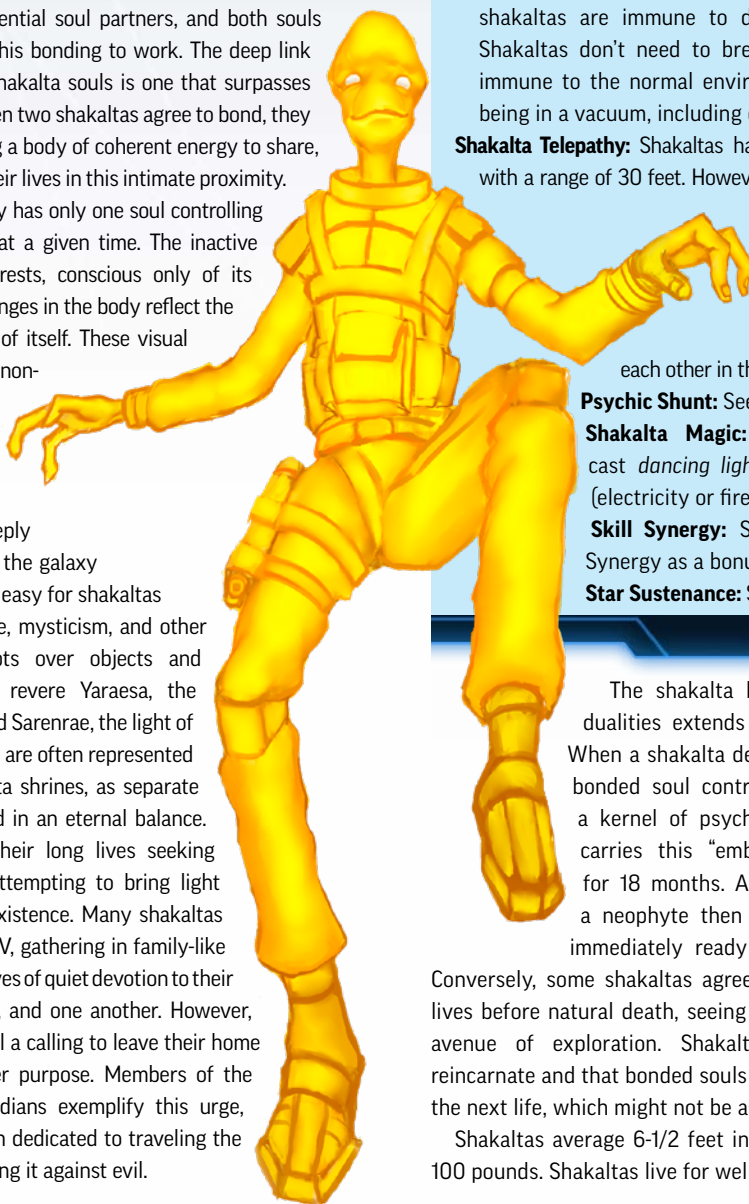
light, which starship and space station lights can duplicate, for 1 day plus a number of hours equal to their Constitution score, after which they must attempt Constitution checks as if going without water (*Core Rulebook* 404).

Shakaltas are a species of highly intuitive psychic entities that inhabit Accara IV, a planet in the Vast with a very short day-night cycle. Each shakalta is born as a soul, appearing as a mote of glowing energy with a vague face and fully developed mind. A juvenile inherits a great amount of knowledge and spends their first few years receiving intensive telepathic education from their parents. A shakalta develops their identity and personality during this time. After a few years, a shakalta child is considered ready to become an adult.

To enter adulthood, two shakalta souls must bond together. Young shakaltas travel to Accara IV seeking a partner to bond with. Psychic compatibility and spiritual connection are all that matter to potential soul partners, and both souls must consent for this bonding to work. The deep link between bonded shakalta souls is one that surpasses trust and love. When two shakaltas agree to bond, they intertwine, creating a body of coherent energy to share, living the rest of their lives in this intimate proximity.

A shakalta's body has only one soul controlling outward activities at a given time. The inactive soul recedes and rests, conscious only of its mate. Cosmetic changes in the body reflect the active soul's sense of itself. These visual variations allow non-psychic creatures to tell each soul from the other.

The culture of the shakaltas is deeply spiritual. Arrival in the galaxy as energy makes it easy for shakaltas to value knowledge, mysticism, and other immaterial concepts over objects and wealth. Shakaltas revere Yaraesa, the light of wisdom, and Sarenrae, the light of life. The two deities are often represented together in shakalta shrines, as separate luminosities unified in an eternal balance. Shakaltas spend their long lives seeking experiences and attempting to bring light and positivity to existence. Many shakaltas remain on Accara IV, gathering in family-like groups and living lives of quiet devotion to their deities, philosophy, and one another. However, some shakaltas feel a calling to leave their home world for a greater purpose. Members of the shakalta Star-Guardians exemplify this urge, their loose coalition dedicated to traveling the galaxy and defending it against evil.



RACIAL TRAITS

Ability Adjustments: +2 Wis, +2 Cha, -2 Int

Hit Points: 6

Size and Type: Shakaltas are Medium humanoids with the shakalta subtype.

Aura of Light: See page 92.

Bonded Souls: See page 92.

Dual-Classed: A shakalta must multiclass into two classes (*Starfinder Core Rulebook* 26–27), one for each soul. The shakalta must alternate between the two classes whenever they gain a new level. A shakalta can never have more than one level of difference between these two classes. A shakalta who uses a *mnemonic editor* must still follow these restrictions.

Energy Body: As beings of coherent energy, shakaltas are immune to disease and poison. Shakaltas don't need to breathe, and they are immune to the normal environmental effects of being in a vacuum, including cosmic rays.

Shakalta Telepathy: Shakaltas have limited telepathy with a range of 30 feet. However, they are receptive to other shakaltas' telepathy, extending the range at which they can communicate with each other in this way to 90 feet.

Psychic Shunt: See page 92.

Shakalta Magic: A shakalta can cast *dancing lights* and *energy ray* (electricity or fire only) at will.

Skill Synergy: Shakaltas gain Skill Synergy as a bonus feat.

Star Sustenance: See page 92.

The shakalta belief in the balance of dualities extends even to life and death. When a shakalta decides to reproduce, each bonded soul contributes vitality to create a kernel of psychic energy. The shakalta carries this "embryo" inside their body for 18 months. A juvenile shakalta called a neophyte then emerges without effort, immediately ready to begin its education.

Conversely, some shakaltas agree to peacefully end their lives before natural death, seeing their passing as another avenue of exploration. Shakaltas believe their souls reincarnate and that bonded souls can find their partners in the next life, which might not be as shakaltas.

Shakaltas average 6-1/2 feet in height and weigh about 100 pounds. Shakaltas live for well over 500 years.

SHATORI



SHATORI ANALYST
CR 4
XP 1,200

SHATORI THEORIST
CR 10
XP 9,600

SHATORI ANALYST**CR 4****XP 1,200**

Shatori technomancer
N Medium humanoid (shatori)

Init +3; **Perception** +10**DEFENSE****EAC** 15; **KAC** 16**Fort** +3; **Ref** +5; **Will** +7; +2 vs. death effects, disease, fear effects, poison**OFFENSE****Speed** 30 ft.**Melee** tactical dueling sword +6 (1d6+2 S)**Ranged** tactical semi-auto pistol +8 (1d6+2 P)**Spell-Like Abilities** (CL 4th)

At will—*detect magic*, *grave words*, *stabilize*

Technomancer Spells Known
(CL 4th; melee +6)

2nd (3/day)—*inject nanobots*
(DC 17), *make whole*

1st (6/day)—*comprehend*
languages, *identify*, *magic missile*
0 (at will)—*mending*, *psychokinetic hand*

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

Skills Computers +15, Engineering +10,
Mysticism +10, Sense Motive +10

Languages Azlanti, Perani

Other Abilities magic hacks (quick scan),
psychometry, shared stillness, spell cache
(datapad)

Gear graphite carbon skin, tactical
dueling sword, tactical semi-auto pistol
with 27 small arm rounds, datapad

ECOLOGY**Environment** any (Perdure)

Organization solitary, team (2–5), or
convention (6–11)

SPECIAL ABILITIES

Psychometry (Su) By taking a standard
action to touch a creature or object, a
shatori gains a +4 racial bonus to their
next check to identify the creature, their
next check to recall knowledge about the
creature or the object, or their next Sense
Motive check against the creature. To touch an
unwilling creature, the shatori must succeed
at a melee attack roll against that
creature's EAC.

Shared Stillness (Su) Allies within 10 feet of a shatori gain
a +1 morale bonus to saving throws against fear effects.

SHATORI THEORIST**CR 10****XP 9,600**

Shatori mystic
LN Medium humanoid (shatori)

Init +0; **Perception** +19**DEFENSE****EAC** 22; **KAC** 23**Fort** +9; **Ref** +9; **Will** +13; +2 vs. death effects, disease, fear effects, poison**OFFENSE****Speed** 30 ft.**Melee** buzzblade dueling sword +16 (2d6+10 S)**Ranged** elite semi-auto pistol +18 (3d6+8 P)**Mystic Spell-Like Abilities** (CL 10th)

10/day—*mind probe* (DC 22)

At will—*mindlink*

Spell-Like Abilities (CL 10th)

At will—*detect magic*, *grave words*, *stabilize*

Mystic Spells Known (CL 10th; ranged +18)

4th (3/day)—*confusion* (DC 22), *divination*

3rd (6/day)—*dispel magic*, *mind thrust* (DC 21), *speak with*
dead (DC 21), *tongues*

2nd (at will)—*augury*, *see invisibility*

Connection Akashic**STATISTICS****Str** +0; **Dex** +0; **Con** +0; **Int** +3; **Wis** +8; **Cha** +5

Skills Culture +19, Diplomacy +24, Mysticism +24,
Sense Motive +19

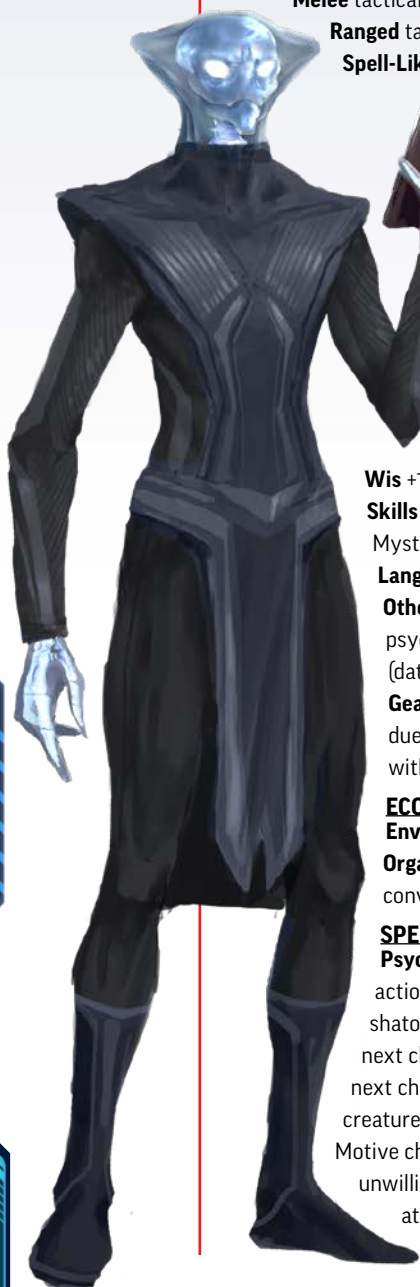
Languages Azlanti, Celestial, Common, Draconic, Infernal,
Perani

Other Abilities access Akashic Record, peer into the future
1/day, psychometry, shared stillness

Gear freebooter armor III, buzzblade dueling sword with 1
battery (20 charges), elite semi-auto pistol with 24 small
arm rounds

ECOLOGY**Environment** any (Perdure)**Organization** solitary, pair, or meeting (3–6)**SPECIAL ABILITIES****Psychometry (Su)** See above.**Shared Stillness (Su)** See above.

Before the Gap, shatoris had a utopian civilization that
spanned several worlds in the Disaj system in the Vast,
built upon a wellspring of magic on their home world,
Perdane. When the source of their power dwindled, the
shatoris searched the planes for more eldritch energy. Their
overreach led them to Abaddon, and when they retreated





SHATORI

from that plane, an army of daemons followed them back to the Disaj system.

The daemons overwhelmed the defenses of Perdane, destroying civilization and the environment there. As the forces of Abaddon spread, the shatoris withdrew to Perdure, another world in their system, to plan. They knew their doom was a matter of time, so they hastily enacted a complex ritual that opened a demiplane to allow some of them to enter stasis for centuries. The complex spell was too rushed, though, and the survivors ended up in a pocket dimension connected to Pharama's Boneyard, where the shatoris slept for ages. As they did, the Boneyard's energies altered them.

When their spell released them, the remaining shatoris were changed. They each retained great height and grace, but their flesh had become semitransparent and their bones limned with light. This combination makes shatoris' eyes glow and their bones visible through their translucent flesh. Shatoris are living creatures, but centuries of exposure to the energies of the Boneyard have have extended each shatori's natural life indefinitely and rendered them sterile.

The shatoris returned to Perdure a shattered people. They had witnessed their species' near extinction and their civilization's ruin. All their previous accomplishments had been razed to ruins, and their future seems to be one of slow attrition. Despair gripped survivors in the early days after their return. The wisest shatoris could see that their people's despondency might accomplish what the daemons could not. Nine of these shatoris, called the Shabani, drafted a document called the Shaban, laying out ideal behavior and enshrining a culture of impartiality and tranquility, placing the objective over the subjective. The Shaban endorses detachment from the material world and rejects the worship of gods. It instead recommends philosophical egoism that leans toward benevolent self-interest, which includes working to benefit others, seeing the common good as an extension of personal welfare. Based on the Shaban, shatoris believe they should each find a purpose and use their gifts to fulfill that reason for existing, profiting themselves and others. According to the Shaban, inaction is the greatest sin—a wasted life dishonors the billions of shatoris who were denied the chance to live at all.

Shatoris see each death among them as a potentially catastrophic loss. Therefore, they seek to ensure their personal knowledge and culture is remembered even if they fail to survive, keeping detailed records. Shatoris also distribute their

RACIAL TRAITS

Ability Adjustment: +2 Int, +2 Wis, -2 Con

Hit Points: 4

Size and Type: Shatoris are Medium humanoids with the shatori subtype.

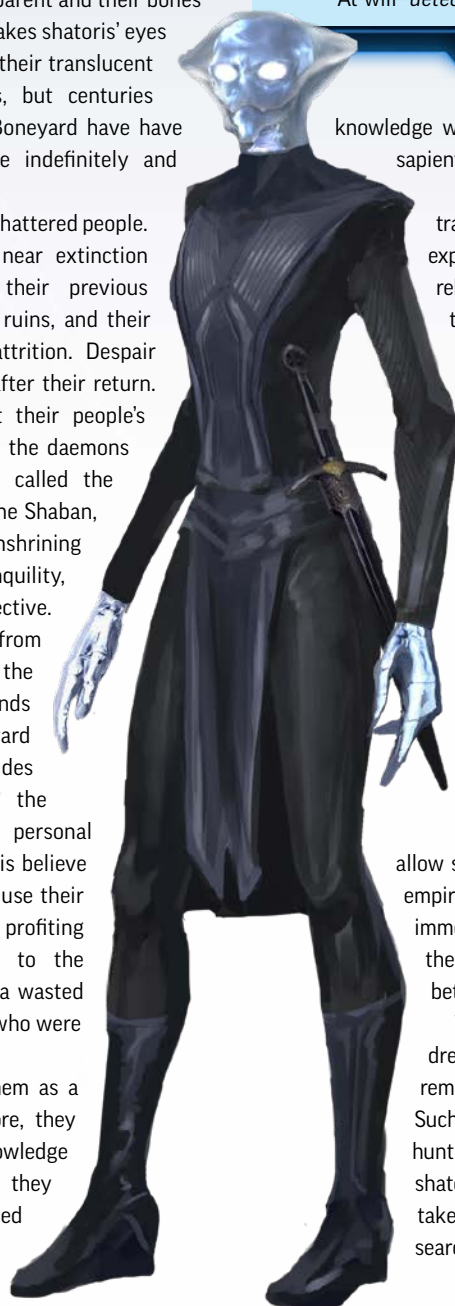
Boneyard Conditioning: Shatoris have a +2 racial bonus to saving throws against death effects, disease, fear effects, and poison.

Psychometry: See page 94.

Shared Stillness: See page 94.

Shatori Magic: Shatoris gain the following spell-like abilities. The caster level for these effects equals the shatori's level.

At will—detect magic, grave words, stabilize



knowledge with little restraint, including to other sapient species.

When the Signal provided Drift travel to the shatoris, they had already expanded to Prevail, another world relatively untouched by the daemons in the Disaj system. Despite exploring Drift travel in theory, they remained in Disaj.

When the Azlanti arrived in the Disaj system, the shatoris headed off conflict by offering their services as analysts, scholars, and magic-users. The Disaj system became a vassal of the Azlanti Star Empire with no struggle. Shatoris serve the Azlanti with quiet obedience, fearing for their species' survival. Still, some brave shatoris act subtly against the empire. As highly skilled servants, shatoris conduct research and fill bureaucratic roles essential to the empire's stability and expansion.

Many of these privileged positions allow shatoris to influence the course of the empire's policy and future, and the stoic immortals hope the long-term impact of their actions changes the empire for the better of all.

The combination of shatori philosophy, dread of extinction, and desire for remembrance makes many averse to risk. Such shatoris remain in imperial space, hunting for ways to alter their fate. A few shatoris, however, are bold enough to take greater risks and travel the galaxy in search of answers and new possibilities.

SHIMREEN



**SHIMREEN
WORKER**
CR 1
XP 400

SHIMREEN WORKER**CR 1****XP 400**

Shimreen mechanic

LN Medium humanoid (shimreen)

Init +2; **Perception** +5**DEFENSE****HP 17****EAC** 11; **KAC** 12**Fort** +3; **Ref** +3; **Will** +2**Immunities** dazzled; **Resistances** electricity 5**OFFENSE****Speed** 30 ft.**Melee** crystal lance +4 (1d3+2 P)**Ranged** azimuth laser pistol +6 (1d4+1 F; critical 1d4 burn)**Offensive Abilities** amplify (1d4), target tracking**STATISTICS****Str** +1; **Dex** +2; **Con** +1; **Int** +4; **Wis** +0; **Cha** +0**Skills** Computers +10, Engineering +10, Medicine +5, Physical Science +10, Piloting +5**Languages** Shimreeni, Terran**Other Abilities** artificial intelligence (exocortex), custom rig (arm augmentation), radiant, shift limb**Gear** flight suit stationwear, azimuth laser pistol with 2 batteries (20 charges each)**ECOLOGY****Environment** any (Shimrinsara)**Organization** solitary, pair, or geode (3–8)**SPECIAL ABILITIES**
Amplify (Ex)

Whenever a shimreen takes energy damage, they can voluntarily take an additional 1d4 damage of the same type by amplifying the energy within

their crystalline form. The next time the shimreen hits with a melee attack, they release this energy, dealing an additional amount of damage equal to the extra damage the shimreen took (and of the same type). The shimreen can't take additional damage in this way again until they release the energy they're storing. If unused, this stored energy dissipates after 10 minutes. The amount of extra damage the shimreen takes (and deals) increases to 2d4 at 8th level (or CR 8) and 3d4 at 16th level (or CR 16).

Radiant (Ex) A shimreen constantly emits dim, normal, or bright light in a 5-foot radius and is immune to the dazzled condition. A shimreen can adjust their current level of light as a move action, but they can't extinguish it.

Shift Limb (Ex) As a swift action, a shimreen can transform one of their hands into a natural weapon (see page 152) that deals piercing damage. While transformed, this hand can't be used to hold or use anything. The shimreen can reverse the transformation as a swift action.

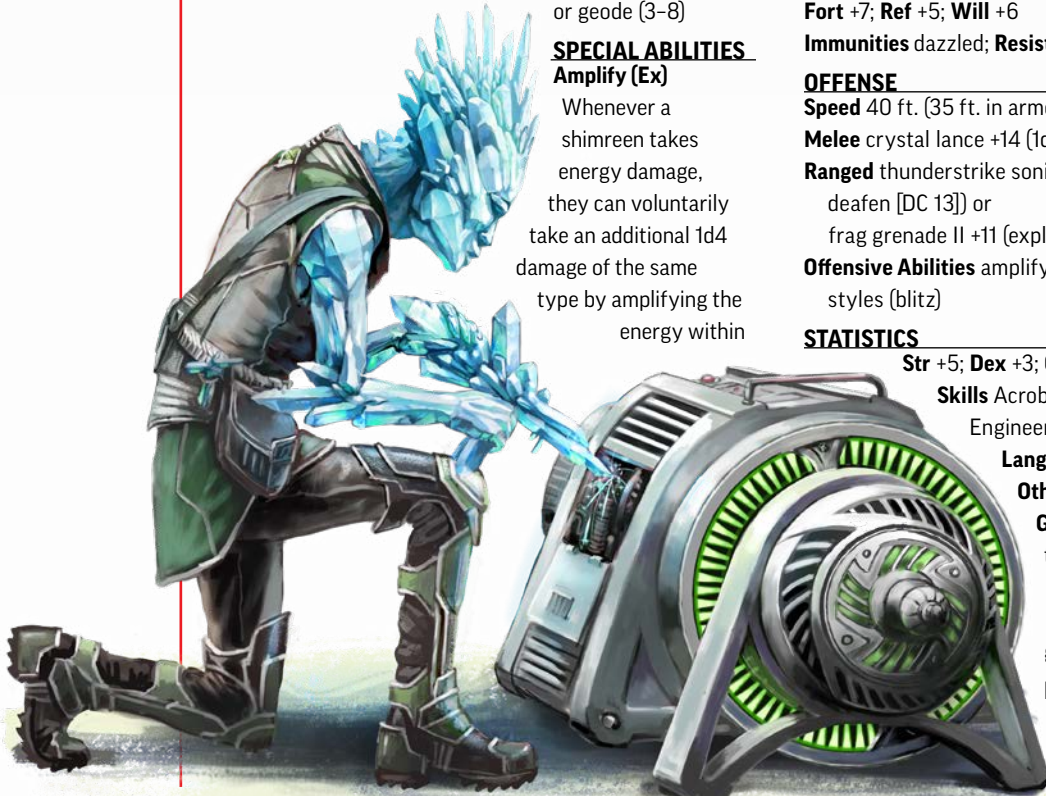
SHIMREEN WARRIOR**CR 5****XP 1,600**

Shimreen soldier

LN Medium humanoid (shimreen)

Init +7; **Perception** +11**DEFENSE****HP 74****EAC** 17; **KAC** 20**Fort** +7; **Ref** +5; **Will** +6**Immunities** dazzled; **Resistances** electricity 5**OFFENSE****Speed** 40 ft. (35 ft. in armor)**Melee** crystal lance +14 (1d3+12 P)**Ranged** thunderstrike sonic rifle +11 (1d10+5 So; critical deafen [DC 13]) or

frag grenade II +11 (explode [15 ft., 2d6 P, DC 13])

Offensive Abilities amplify (1d4), charge attack, fighting styles (blitz)**STATISTICS****Str** +5; **Dex** +3; **Con** +2; **Int** +2; **Wis** +0; **Cha** +1**Skills** Acrobatics +11, Athletics +16, Engineering +11**Languages** Shimreeni, Terran**Other Abilities** radiant, shift limb**Gear** lashunta ringwear II, thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each), frag grenades II (2)**ECOLOGY****Environment** any (Shimrinsara)**Organization** solitary, pair, or cluster (3–8)



SHIMREEN

SPECIAL ABILITIES**Amplify (Ex)** See page 96.**Radiant (Ex)** See page 96.**Shift Limb (Ex)** See page 96.

The world of Shimrinsara, deep in the Vast, is constantly plagued by violent storms, but seven glittering dome-cities protrude through the tempestuous clouds. These metropolises stand as a testament to the perseverance and resourcefulness of the planet's most notable inhabitants: crystalline humanoids known as shimreens. Shimreens built their domes not only to protect their cities from the storms, but also to harness the abundant available energy that powers their civilization. According to surviving records, the crystalline people have been doing this since long before the Gap.

Shimreens are composed of glimmering crystal, and the average shimreen is 7 feet tall and weighs 600 pounds. Though their tall, angular bodies can be any color (or even clear), most tend toward cool, bright jewel tones such as blue, purple, or teal. Much like their radiant metropolises, shimreens glow from within.

The most popular legend about how shimreens came to be holds that the first shimreen was kissed by lightning, rising out of the earth and into sapience—and that their spark has passed down through the generations. Whatever their origins, modern shimreen are not so much born as they are made. Pharsma's Forge, once merely a small volcanic hotspot, has developed over millennia into a sacred temple of making and unmaking. Narrow canals, carved into the mountain's face in ray-like patterns, direct small rivers of lava into creation chambers. To form a new shimreen, fragments from one or more living parents are placed into a chamber, which is superheated by lava until either a soul is attracted to the seed crystals and a new shimreen is formed, or the contributed shards are consumed. It's possible for a single shimreen to reproduce alone, or for each member of a large family unit to donate a piece of themselves. Since shimreens generally live for centuries, when one passes away, their body is taken in a solemn procession to be added to the lava that powers Pharsma's Forge so that they may contribute to the making of new life.

**RACIAL TRAITS****Ability Adjustments:** +2 Dex, +2 Int, -2 Wis**Hit Points:** 4**Size and Type:** Shimreens are Medium humanoids with the shimreen subtype.**Amplify:** See page 96.**Electricity Resistance:** Shimreens have resistance 5 to electricity, thanks to their crystalline structure.**Radiant:** See page 96.**Shift Limb:** See page 96.

Shimreens are able to change their body slightly to fit their needs, including shifting an arm into a crystal lance or adjusting their constant internal glow. A significant number of shimreens shape the crystals atop their heads to form crowns, while others let the crystals around their faces grow wild to form clusters they call manes—and some do both.

Thanks to Shimrinsara's endless source of energy, its citizens are employed chiefly in the pursuit of culture and trade, rather than toiling to gather resources. Two castes make up the majority of shimreen inhabitants: workers and warriors.

Workers can have a variety of skilled occupations and include artisans, engineers, entertainers, and scientists. Warriors are mainly tasked with fending off attempted incursions from outsiders who covet the shimreens' plentiful resources, though they are also skilled in hunting the wild creatures that survive unprotected in the planet's harsh atmosphere.

The seven glowing cities of Shimrinsara are called the Jewels of Shimreen, and the largest of these is Kaniqlu, where elected representatives from each city form a council of seven that governs the planet.

While most shimreens are fiercely protective of their home world, they do enjoy engaging in trade with other cultures so that they may learn and grow. During shimreen holidays, citizens gather to watch parades featuring several battalions of warriors, all performing intricate routines that are a mixture of elegant, flowing dance and ruthlessly lethal combat maneuvers.

SKREESIRE



SKREESIRE
CR 7
XP 3,200

SKREELING
CR 3
XP 800

SKREESIRE

CR 7

XP 3,200

NE Large aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

HP 100

EAC 19; KAC 20

Fort +6; **Ref** +6; **Will** +12**DR** 5/cold iron; **Immunities** acid

OFFENSE

Speed 30 ft., swim 20 ft.**Melee** bite +15 (1d8+9 P) or

tentacle +15 (1d8+9 B plus grab)

Space 10 ft.; **Reach** 10 ft.**Offensive Abilities** enthrall

STATISTICS

Str +2; **Dex** +4; **Con** +1; **Int** +5; **Wis** +1; **Cha** -2**Skills** Acrobatics +14, Athletics +19, Intimidate +14, Stealth +19 (+24 in rocky terrain), Survival +19**Languages** Aklo, Common (can't speak any language); telepathy 100 ft.**Other Abilities** camouflage

ECOLOGY

Environment any hills or mountains**Organization** solitary

SPECIAL ABILITIES

Camouflage (Ex) A skreesire's scaly skin has a mottled pattern that blends in well with their preferred surroundings of rocky hills and mountain terrains. In addition to a skreesire's normal racial bonus to Stealth, when a skreesire remains stationary for 1 round in rocky terrain, it gains a +10 circumstance bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the skreesire takes any action, it loses this bonus until it once again spends 1 round remaining stationary.

Enthrall (Su) Skreesires have powerful wills and can use them to change the course of an intelligent creature's thoughts. Three times per day as a standard action, a skreesire can project its will into the mind of an intelligent creature within 40 feet. The target hears a mighty telepathic screech, and if it fails a DC 17 Will saving throw, it is affected as per *suggestion*. Whether or not it succeeds at its save, a creature can't be affected by the same skreesire's enthrall ability for 24 hours. This is a mind-affecting effect.

SKREELING

CR 3

XP 800

NE Small aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 35

EAC 14; KAC 15

Fort +2; **Ref** +2; **Will** +8**DR** 5/cold iron

OFFENSE

Speed 20 ft., fly 40 ft. (Ex, average)**Melee** bite +9 (1d4+4 P) or

claw +9 (1d4+4 S)

Offensive Abilities cluster

STATISTICS

Str +1; **Dex** +4; **Con** +2; **Int** +1; **Wis** -1; **Cha** -1**Skills** Acrobatics +8, Athletics +13, Intimidate +8, Stealth +13 (+18 in rocky terrain), Survival +13**Languages** Aklo, Common (can't speak any language)

ECOLOGY

Environment any hills or mountains**Organization** pair, trio, or host (4-8)

SPECIAL ABILITIES

Cluster (Ex) Skreelings are born and grow to adulthood in small packs, and they are more comfortable fighting alongside other skreelings, including their siblings. When two or more skreelings flank a single creature, each skreeling attacking that creature receives an additional +1 circumstance





SKREESIRE

bonus to attack rolls. In addition, when a skreeling hits a creature that two or more skreelings are flanking, that creature gains the bleeding condition for 1 damage, in addition to the skreeling's normal damage. The damage from the bleeding condition increases by 1 for each individual skreeling that successfully hits the creature, but it does not increase if the same skreeling hits multiple times. (For example, a single creature hit by two flanking skreelings gains the bleeding condition for 2 damage, but the same creature hit multiple times by the same skreeling only gains the bleeding condition for 1 damage).

Skreesires are insidious horrors that lurk in the rocky reaches of the universe. These creatures resemble monstrous lizards with sharp-toothed maws, nonfunctional wings, and strong tentacles in place of legs, which they use to grab prey. They stand up to 10 feet tall and weigh up to 500 pounds.

Skreesires typically live solitary lives on rocky planetoids. The beasts are fiercely protective of their territories, even from other skreesires. They view any intrusion from a sentient creature as a threat, and thus they often use their infamous mental abilities to twist intruders' minds and cause those creatures to flee. If that fails, they descend on the trespasser with teeth and tentacles.

Skreesires are hermaphroditic and can self-fertilize, though they usually do so only after particularly large feasts, when they have the energy required to do so. They tend to lay their clutches of eggs in the corpses of the creatures they have just fed upon, but they use soft sand or tangles of vines if needed.

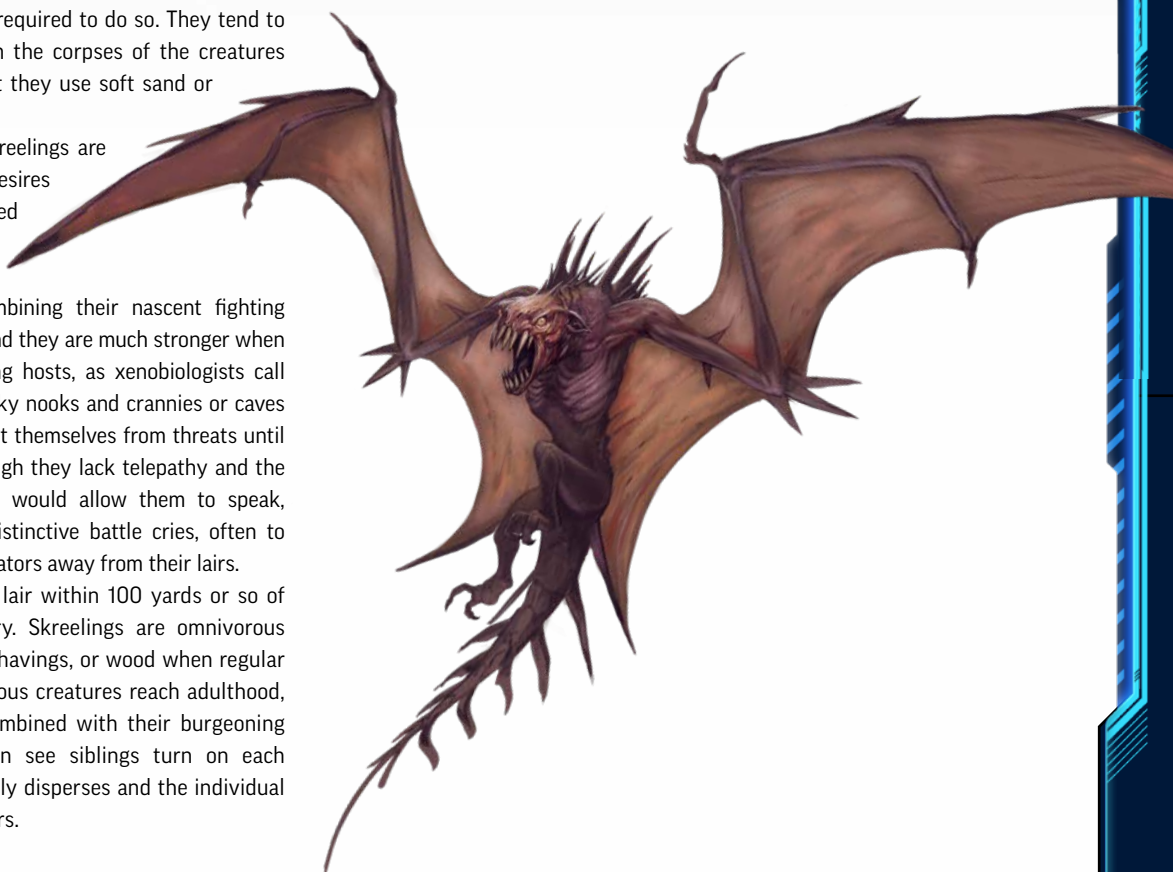
The brutal and shrewd skreelings are the immature offspring of skreesires that have not yet developed the full mental abilities of their progenitors. Skreeling siblings hunt in packs, combining their nascent fighting abilities to take down foes, and they are much stronger when they work together. Skreeling hosts, as xenobiologists call these packs, often live in rocky nooks and crannies or caves where they can better protect themselves from threats until they reach adulthood. Although they lack telepathy and the physical characteristics that would allow them to speak, skreelings can emit shrill, distinctive battle cries, often to distract prey or frighten predators away from their lairs.

Skreelings almost always lair within 100 yards or so of a parent skreesire's territory. Skreelings are omnivorous and even ingest ash, metal shavings, or wood when regular food is scarce. Once the vicious creatures reach adulthood, their expanded intellects combined with their burgeoning appetites for territory often see siblings turn on each other until the host eventually disperses and the individual skreelings search for new lairs.

Skreelings typically are about 3 feet tall, weigh about 30 pounds, and have a wingspan of about 3-1/2 feet. As the creatures grow larger and mature into full-grown skreesires, they outgrow their wings—losing their ability to fly—and their lower legs atrophy and drop off, their tails developing into multiple ambulatory tentacles. This is a very gradual process that begins the moment they are born.

Occasionally, a skreeling becomes stunted in its development, growing too large to fly but not yet having a skreesire's psychic faculties. These mutants—known as “skreemules”—are often killed by their siblings, but they sometimes escape to live solitary lives, crawling through the hills on their malformed tentacles and snapping at any potential prey.

Though uncommon, skreeling infestations near settlements are treated more like natural hazards to be avoided than pests to be eliminated. Some residents even derive a kind of pride from these annoyances, going so far as to name geological features of the area or local businesses after the creatures. These citizens make sure to warn travelers and newcomers about the skreeling lairs, as much to keep the flying aberrations safe as the people they caution. However, such settlements are quick to curtail the skreelings should they get violent, and they hold no such love for their far more dangerous adult forms.



SPATHINAE



SPATHINAE GUARD
CR 1
XP 400



SPATHINAE EXPLORER
CR 11
XP 12,800

SPATHINAE GUARD**CR 1****XP 400**

Spathinae colony soldier

N Medium monstrous humanoid

Init +4; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.;**Perception** +5**DEFENSE****HP 20****EAC** 11; **KAC** 13**Fort** +3; **Ref** +5; **Will** +3; +2 vs. mind-affecting effects**Defensive Abilities** spathinae defenses**OFFENSE****Speed** 30 ft., fly 20 ft. (Ex, average)**Melee** longsword +6 (1d8+2 S)**Ranged** azimuth laser rifle +9 (1d8+1 F; critical burn 1d6)**Offensive Abilities** fighting styles (sharpshoot), sniper's aim**STATISTICS****Str** +1; **Dex** +4; **Con** +0; **Int** +0;**Wis** +2; **Cha** +0**Skills** Acrobatics +10,

Intimidate +5, Stealth +5

Languages Common,

Spathinae

Other Abilities

shapable, swarm

flexibility, verminlike

Gear second skin,

azimuth laser rifle with

2 batteries (20

charges each),

longsword

ECOLOGY**Environment** any**Organization** solitary, pair, or squad (3–14)**SPECIAL ABILITIES****Shapable (Ex)** Given 1 minute,

a spathinae colony can alter their shape. The colony can form and control up to four limbs. If the spathinae colony loses a limb, they can use this ability to "regrow"

the limb. At least two of these limbs must be used for locomotion, or the colony's land speed is reduced by 10 feet. If the colony has multiple limbs that operate like arms and hands, they can hold more objects at the ready, but they can't make additional attacks. A spathinae colony can alter their shape to use armor and gear normally designed for almost any Small or Medium creature. However, a spathinae colony wearing armor not adjusted for them (*Starfinder Core Rulebook* 196) or powered armor can use neither their swarm flexibility ability nor the colony's natural fly speed.

Spathinae Defenses (Ex) A spathinae colony has a +2 racial bonus to saving throws against bleed, critical hit effects, paralysis, sleep, and stunning. An effect that states it has a greater effect on swarms works on a spathinae colony as if they were a swarm. However, the swarm defenses universal creature rule does not apply to spathinae colonies.

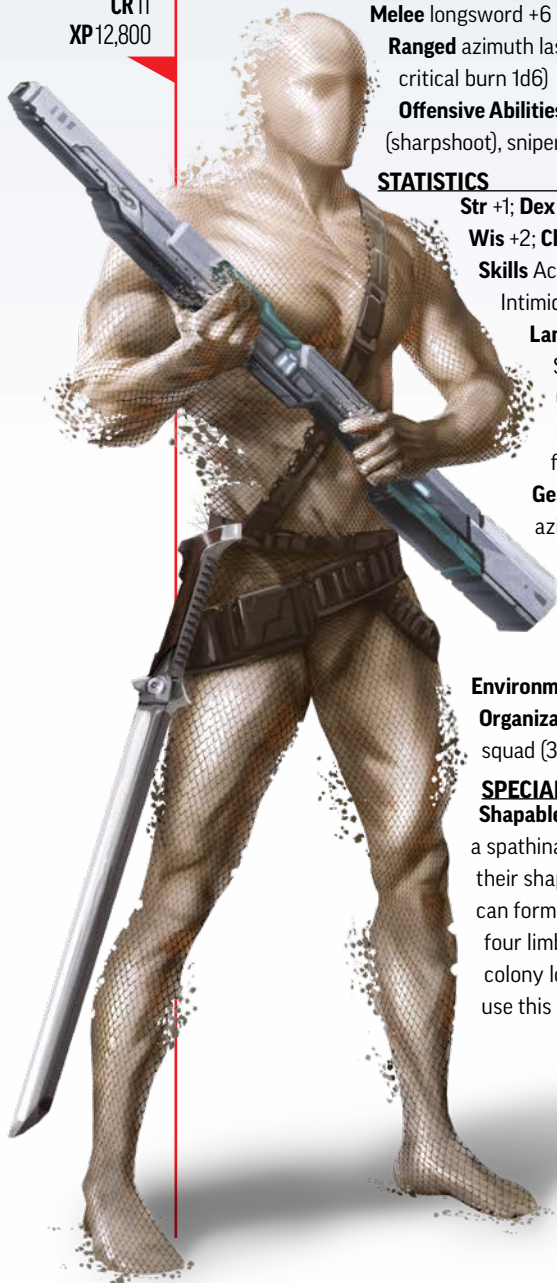
Swarm Flexibility (Ex) A spathinae colony has compression (see page 150) and gains a +4 racial bonus to KAC against bull rush, grapple, reposition, and trip combat maneuvers. In addition, the colony can always take 10 on the escape and tumble tasks of the Acrobatics skill and gains a +4 racial bonus to Acrobatics checks for those tasks.

Vermynlike (Ex) For effects targeting creatures by type, a spathinae colony counts as both monstrous humanoid and vermin (whichever type allows an ability to affect them for abilities that affect only one type, and whichever is worse for abilities that affect both types). The spathinae also gains a +2 racial bonus to saving throws against mind-affecting effects.

SPATHINAE EXPLORER**CR 11****XP 12,800**

Spathinae colony operative

CG Medium monstrous humanoid

Init +11; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.;**Perception** +21**DEFENSE****HP 170****EAC** 24; **KAC** 25**Fort** +10; **Ref** +13; **Will** +14; +2 vs. mind-affecting effects**Defensive Abilities** evasion, spathinae defenses, uncanny agility**OFFENSE****Speed** 50 ft., climb 30 ft., fly 20 ft. (Ex, average), swim 30 ft.**Melee** advanced retractable spike +19 (3d4+14 P)**Ranged** wave modulator IV +22 (2d8+11 F or So) or triple multistage rifle +22 (3d8+11 B)**Offensive Abilities** debilitating trick, trick attack +6d8, triple attack**STATISTICS****Str** +3; **Dex** +8; **Con** +0; **Int** +0; **Wis** +5; **Cha** +0



SPATHINAE

Skills Acrobatics +26, Culture +26, Life Science +21, Stealth +21, Survival +26

Languages Brethedan, Castrovelian, Common, Nchaki, Shirren, Spathinae, Vesk

Other Abilities into the unknown, operative exploits (ever vigilant, versatile movement), shapable, specialization (explorer) swarm flexibility, verminlike

Gear lashunta mind mail II^{AR} (advanced retractable spikes^{AR} [2], white force field [15 HP]), triple multistage rifle^{AR} with 15 mini-rockets, wave modulator IV^{AR} with 2 batteries (20 charges each)

ECOLOGY

Environment any

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

SPECIAL ABILITIES

Shapable (Ex) See page 98.

Spathinae Defenses (Ex) See page 98.

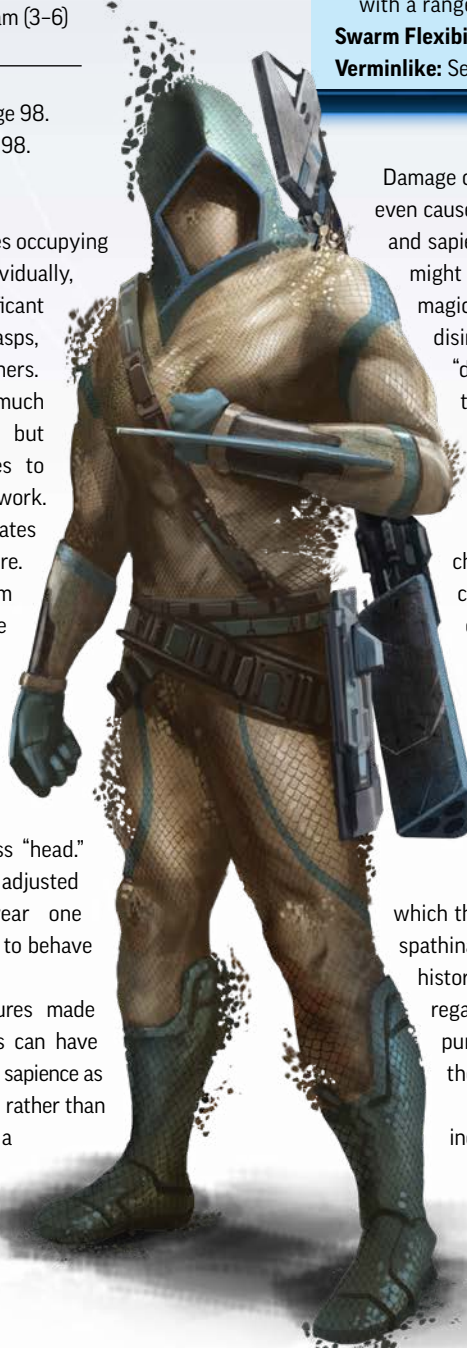
Swarm Flexibility (Ex) See page 98.

Verminlike (Ex) See page 98.

Spathinae are an insectile species occupying several worlds in the Vast. Individually, these creatures have significant physical variety, resembling wasps, mantises, and moths, among others. Each inch-long spathinae is much like the insect it resembles, but thousands organize themselves to form a biological and neural network. The result is a colony that operates much like a single sapient creature.

Such a colony is like a swarm and refers to themselves in the plural, but their consciousness is specific, with one personality and set of memories. The colony can alter their shape. Most take humanoid form, speaking with a buzzing, layered voice from a featureless “head.” Spathinae colonies prefer armor adjusted so each constituent can wear one component, allowing the colony to behave like a swarm.

Most colonies realize creatures made up of a single contiguous mass can have difficulty thinking of a distributed sapience as a group with a common purpose, rather than a single creature able to act like a swarm. Most spathinae use the colony’s name without pointing out that each constituent has its own name.



RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Wis, –2 Con

Hit Points: 3

Size and Type: Spathinae colonies are Medium monstrous humanoids.

Shapable: See page 98.

Spathinae Defenses: See page 98.

Spathinae Movement: A spathinae colony has a land speed of 30 feet and an extraordinary fly speed of 20 feet with average maneuverability.

Spathinae Senses: A spathinae colony has blindsense (vibration) with a range of 30 feet and darkvision with a range of 60 feet.

Swarm Flexibility: See page 98.

Verminlike: See page 98.

Damage can disrupt a spathinae colony’s network, or even cause the colony to “die,” their connection failing and sapience fading away. Hundreds of constituents might survive, but the colony dissipates, barring magic that returns life to and reunifies the disintegrated consciousness. Remnants of “dead” colonies might join other constituents to form a new colony, but any connection to the original is ephemeral.

Spathinae do not grieve such losses. Many revere Oras and see life as a constant process of exploration and change. Constituents make sacrifices so the colony can thrive. Colonies take risks, face challenges, adapt, and dissolve to advance their species. A given colony can endure for more than a century, but colonies also disperse and re-form, surrendering individuality for greater good.

Even the spathinae do not know where they originated—any records of this place were lost to the Gap. They have no clear indication if any planet on which they now reside was their home world. Most spathinae colonies pay little heed to their lack of history, however, as evolution continues without regard for the past. Some feel, though, that purposeful advancement requires them to seek their origin and learn from that place.

Most societies treat spathinae colonies as individuals, with the rights and obligations thereof. However, a few peoples, such as the Azlanti, see spathinae colonies as no more than a collection of bugs, and in such cases, the colonies have no rights at all.

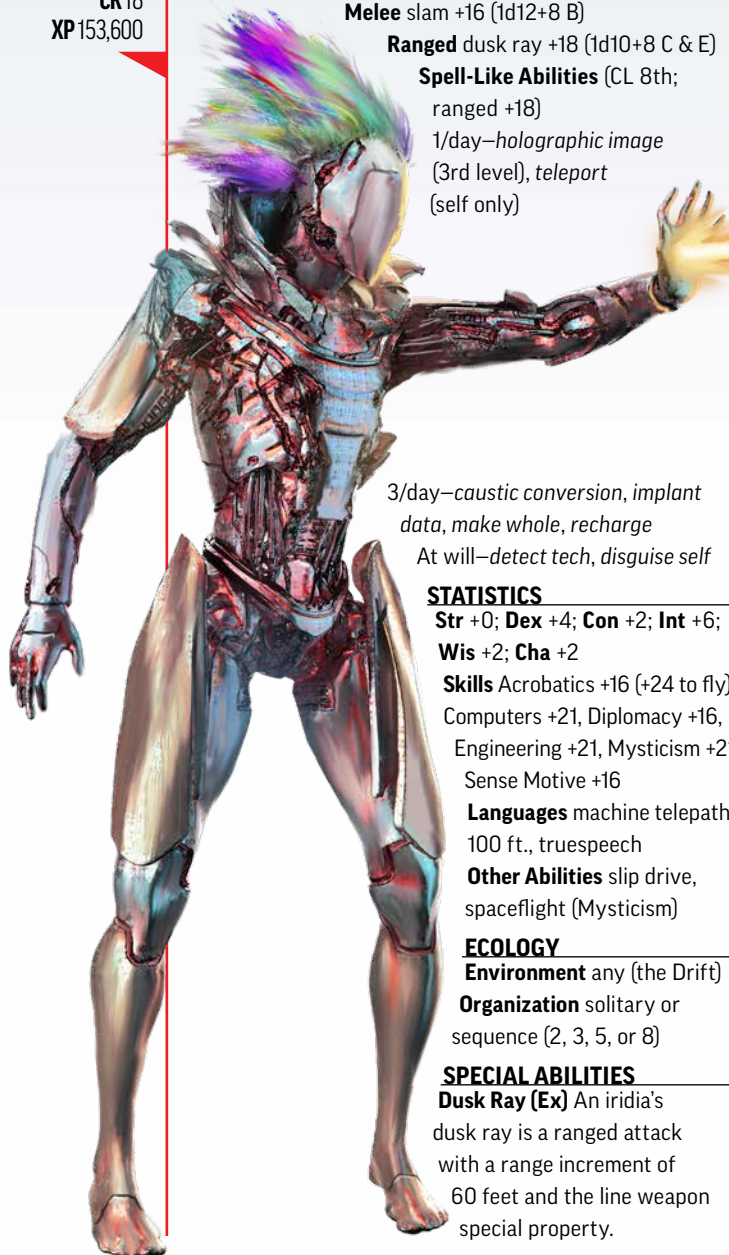
SPECTRA



IRIDIA
CR 8
XP 4,800



ASPECNA
CR 18
XP 153,600

**IRIDIA****CR 8****XP 4,800**

N Medium outsider (extraplanar, spectra)

Init +4; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****HP 115****EAC** 20; **KAC** 21**Fort** +7; **Ref** +7; **Will** +13**Defensive Abilities** void adaptation; **DR** 5/chaotic, evil, good, or lawful; **Immunities** electricity; **Resistances** cold 5, sonic 5; **SR** 19**OFFENSE****Speed** 30 ft., fly 60 ft. (Ex, perfect)**Melee** slam +16 (1d12+8 B)**Ranged** dusk ray +18 (1d10+8 C & E)**Spell-Like Abilities** (CL 8th; ranged +18)1/day—*holographic image* (3rd level), *teleport* (self only)3/day—*caustic conversion*, *implant data*, *make whole*, *recharge*At will—*detect tech*, *disguise self***STATISTICS****Str** +0; **Dex** +4; **Con** +2; **Int** +6;**Wis** +2; **Cha** +2**Skills** Acrobatics +16 (+24 to fly), Computers +21, Diplomacy +16, Engineering +21, Mysticism +21, Sense Motive +16**Languages** machine telepathy 100 ft., truespeech**Other Abilities** slip drive, spaceflight (Mysticism)**ECOLOGY****Environment** any (the Drift)**Organization** solitary or sequence (2, 3, 5, or 8)**SPECIAL ABILITIES****Dusk Ray (Ex)** An iridia's dusk ray is a ranged attack with a range increment of 60 feet and the line weapon special property.**ASPECNA****CR 18****XP 153,600**

N Huge outsider (extraplanar, spectra)

Init +8; **Senses** darkvision 60 ft., detect alignment;**Perception** +31**DEFENSE****HP 320****EAC** 31; **KAC** 32**Fort** +16; **Ref** +16; **Will** +22**Defensive Abilities** void adaptation; **DR** 15/chaotic, evil, good, or lawful; **Immunities** electricity; **Resistances** cold 5, sonic 5; **SR** 29**OFFENSE****Speed** 50 ft., fly 100 ft. (Ex, perfect)**Melee** slam +29 (8d8+22 B) or

tail slash +29 (8d8+22 S)

Multiattack 2 slams +23 (5d8+22 B), tail slash +23 (5d8+22 S)**Ranged** bloom beam +27 (3d12+18 F; critical stunned)**Space** 15 ft.; **Reach** 15 ft.**Offensive Abilities** balancing gaze, hyperflux**Spell-Like Abilities** (CL 18th; melee +27)1/day—*chain surge* (DC 27), *greater discharge* (DC 27)3/day—*control machines* (DC 26), *holographic image* (5th level), *remove radioactivity*, *synapse overload* (DC 26)At will—*implant data*, *recharge*, *true seeing***STATISTICS****Str** +4; **Dex** +8; **Con** +4; **Int** +11; **Wis** +6; **Cha** +6**Skills** Acrobatics +31 (+39 to fly), Computers +36,

Engineering +36, Mysticism +36, Sense Motive +31

Languages machine telepathy 100 ft., truespeech**Other Abilities** seek outcome, slip drive, spaceflight (Mysticism)**ECOLOGY****Environment** any (the Drift)**Organization** solitary or triad (1 aspecna and 2 iridias)**SPECIAL ABILITIES****Balancing Gaze (Su)** As a full action, an aspecna can force each chaotic, evil, good, or lawful creature within 30 feet to attempt a DC 25 Will saving throw. Creatures that fail this save gain the staggered condition for 1d4 rounds, and the DCs of their spells and abilities are reduced by 2 for the same duration. Creatures that succeed at this save are immune to that aspecna's balancing gaze for 24 hours. This is a sense-dependent effect.**Bloom Beam (Ex)** An aspecna's bloom beam is a ranged attack with a range of 120 feet, the blast weapon special property, and the stunned critical hit effect.



SPECTRA

Hyperflux (Su) The area surrounding an aspecna crackles with constant uncertainty and potential for change as it shuffles reality, reorganizing and optimizing the planar energies on which it draws. As a move action, an aspecna can change the type of energy damage (from fire to sonic, for instance) done by its bloom beam and spell-like abilities for 1 minute.

Seek Outcome (Su) An aspecna can peer into the causal nexus of ongoing events to calculate the most efficient course of action. An aspecna can take 10 on any skill check, even during combat or if stress or distractions would normally prevent it from doing so. In addition, three times per day, an aspecna can reroll a failed ability check, attack roll, or saving throw.

Spectra, a race of outsiders native to the newly discovered hyperspace plane of the Drift, are unique in the Great Beyond as a relatively recent addition to the multiverse, rising in prominence over the last 300 years alongside the proliferation of Drift technology. Concerned primarily with the protection and promulgation of the nascent plane, and of advanced technology in general, spectra are beings of paradox and dichotomy. Some metaphysicians believe that, just as the Drift grows by pulling in pieces of the multiverse each time a starship uses it to travel, so too are spectra created—amalgamations of raw, sometimes opposing energies born from the stolen pieces of other planes. Yet spectra are also undeniably of the Drift itself. They have inherent resistance to magic and can slip in and out of the Drift via innate esoteric—though purely technological—means. Some theorists posit that, like the beacons that enable travel through the Drift, spectra somehow exist simultaneously in multiple planes, manifesting in only one at any given time. Spectra rarely speak using their own voices, which are a mix of low-fidelity synthesized tones. They prefer to use their machine telepathy to temporarily harness nearby communication technology, speaking using a starship's intercom or causing text to appear on a vidscreen, for instance.

Iridias are one of the few spectra encountered outside the Drift, most often on the Material Plane. Averaging 6 feet tall with opalescent skin and a coil of glistening rainbow light for hair, iridias serve as messengers and ambassadors to species of all planes, evangelizing the benefits of advanced technology and enforcing the tripartite will of Triune. Iridias have been known to visit remote worlds in the Vast where Triune's original signal containing the secrets of Drift travel were lost or suppressed, bringing with them instructions and a second chance to join the galactic community. They are also keen to see mortal technology continue to grow and advance—an interest that can put them at odds with societies that choose to limit technology's influence, as well as others wary of sudden unfettered progress, such as the tekhoinos aeons (*Starfinder Alien Archive 2* 6).

Aspecnas, powerful spectra paragons with fan-like tails and faces that resemble blooming flowers, rarely interact

directly with the Material Plane. These formidable outsiders instead concern themselves with maintaining the precarious balance of power among extraplanar forces in the Drift, opposing any who would attempt to establish strongholds with the intent of laying their own claim to a substantial

expanse of Triune's realm. Aspecnas have on occasion appeared to correct the course of mortals who have become lost in the ever-shifting plane, and even intervened to protect weaker mortals from the predation of malevolent Drift-marooned outsiders. These rare but memorable acts have earned aspecnas the nickname "Drift angels" among those who regularly travel through the plane.

MACHINE TELEPATHY CLUSTERS

The iridias have long offered advanced technologies to the species of the Material Plane. The machine telepathy cluster is among the most common, as it allows the user to interface with technology—and spectra—telepathically. This both facilitates communication with the strange outsiders and grants creatures an increased ability to create technological marvels of their own.

MACHINE TELEPATHY CLUSTER

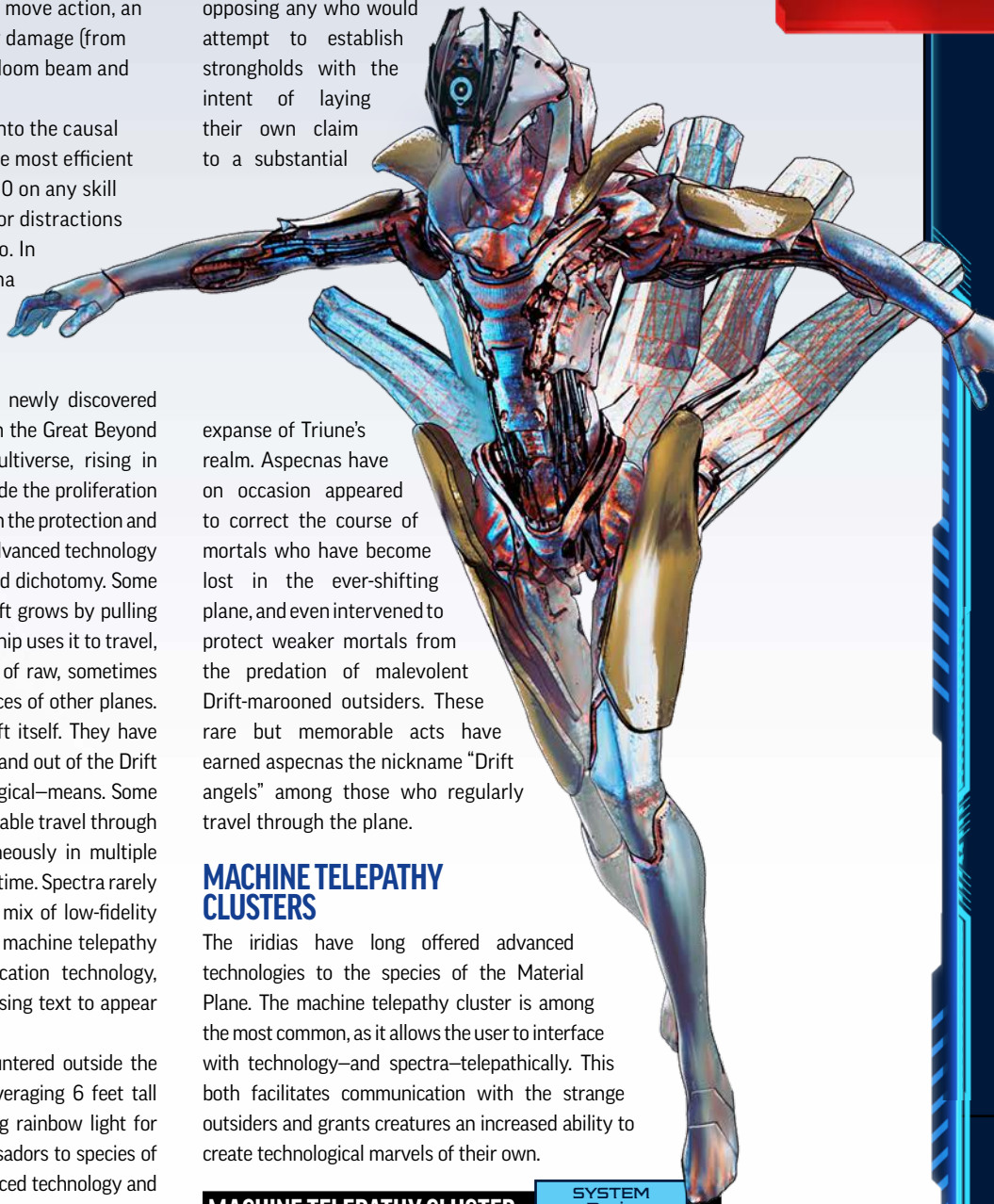
SYSTEM
Brain

AUGMENTATION BIOTECH

PRICE 2,500

LEVEL 5

This clump of artificial synapses allows you to attempt Computers checks to access unsecured systems (or systems to which you already have access) within 10 feet. You can't use this augmentation to attempt any other Computers checks. You can also communicate with spectra within 50 feet as though you had the spectra's machine telepathy special ability, and when crafting items that require Computers or Engineering, you treat your number of ranks in those skills as 1 higher.



STRIDERMANDER



STRIDERMANDER
CR 3
XP 800

STRIDERMANDER
TYRANT
CR 10
XP 9,600

STRIDERMANDER

CR 3

XP 800

CN Medium monstrous humanoid (skittermander)

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

Perception +8

DEFENSE

HP 40

EAC 14; KAC 16

Fort +5; Ref +7; Will +4; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.

Melee archaic
obsidian spear +12
(1d6+7 P) or
bite +12 (1d6+7 P) or
feeding tendril +12
(1d3+7 P)

Ranged archaic
obsidian spear
+9 (1d6+7 P)

Space 5 ft.; Reach 5 ft. (10 ft. with feeding tendril)

Offensive Abilities gorge (+4)

STATISTICS

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

Skills Athletics +8 (+16 to climb), Stealth +13, Survival +8

Gear archaic obsidian spear (treat as archaic tactical spear)

ECOLOGY

Environment any (Vesk-3)

Organization solitary, pair, or route (3-10)

SPECIAL ABILITIES

Camouflage (Ex) A stridermander can alter the color and texture of its fur to blend into its environment. Whenever a stridermander remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell or similar effects). If the stridermander moves more than 10 feet or takes a hostile action (such as attacking or casting a spell), it loses this bonus until it once again spends 1 round remaining still.

Feeding Tendril (Ex) A stridermander's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander can strike at a creature its size or smaller up to 10 feet away with this tendril. In addition to dealing damage, if the stridermander hits the target's KAC + 4, it grapples the target and pulls the target adjacent to the stridermander; this movement doesn't provoke attacks of opportunity. The stridermander doesn't need to have a limb free to perform or maintain this grapple, but it can only grapple one target at a time. The stridermander can maintain this grapple with the same attack as a move action on subsequent rounds.

Gorge (Ex) When a stridermander hits with its bite attack against a creature it has grappled with its feeding tendril, it deals additional damage equal to its Strength modifier.

STRIDERMANDER TYRANT

CR 10

XP 9,600

CE Large monstrous humanoid (skittermander)

Init +5; Senses blindsense (scent) 60 ft., darkvision 60 ft., low-light vision; Perception +19

DEFENSE

HP 165

EAC 23; KAC 25

Fort +12; Ref +14; Will +11; +2 vs. disease and poison effects

Defensive Abilities camouflage

Weaknesses light blindness

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +23 (2d10+18 P) or
claw +23 (1d10+18 S) or
feeding tendril +23 (1d6+18 P)





STRIDERMANDER

Multiattack 4 claws +17 (1d10+18 S)

Space 10 ft.; **Reach** 10 ft. (20 ft. with feeding tendril)

Offensive Abilities gorge (+8)

Spell-Like Abilities (CL 10th)

1/day—*hold monster* (DC 18)

3/day—*knock, suggestion* (DC 17)

At will—*dancing lights, ghost sound* (DC 14)

STATISTICS

Str +8; **Dex** +5; **Con** +3; **Int** -3; **Wis** +2; **Cha** +0

Skills Athletics +19 (+27 to climb), Stealth +24, Survival +19

ECOLOGY

Environment any (Vesk-3)

Organization solitary or pack (1 tyrant and 3-10 stridermanders)

SPECIAL ABILITIES

Camouflage (Ex) See page 104.

Feeding Tendril (Ex) See page 104.

Gorge (Ex) See page 104.

Vesk-3 is perhaps best known for its dominant species, the accommodating and helpful skittermanders, but the planet—like any ecosystem—has evolved dangers and predators all its own.

Stridermanders are an evolutionary cousin of the more numerous skittermanders. A planetwide disaster millions of years ago split the common ancestor of both species into two populations. One population remained on the planet's devastated surface and evolved into the skittermanders. The other population retreated into the planet's extensive cave system, becoming larger, faster, and increasingly vicious as they competed for dwindling food supplies. Eventually, the stridermanders reemerged on the surface and the two populations met once again—and the skittermanders became prey.

Called strovion by the vesk, which roughly translates as "skittering wolves," stridermanders are brawny and threatening. Like most natives of Vesk-3, they have eight limbs, four of which are long and graceful, capable of running at high speeds and climbing through the rocky caverns where the creatures make their nests. The four shorter arms are more muscular and used for restraining prey, mating, and manipulating their environment. Their most identifiable feature is a feeding tendril that emerges from their abdomen—similar to that of a skittermander whelp—which is long enough and strong enough to drag a grown human through the darkness or lift a vesk soldier into the air.

Stridermanders feed by restraining their victims and puncturing their flesh, draining their fluids first so the rest of the body can be eaten more slowly over time. They prefer preying on skittermanders but will attack and devour anything their own size or smaller, as the vesk have discovered.

While simpleminded and animalistic, stridermanders are clever predators and construct simple obsidian tools. They have no language but hunt using coordinated pack tactics. Even more terrifying, skittermander legends speak of stridermander tyrants—larger, more vicious mutants with uncanny abilities to cloud people's minds and fool the senses.

Today, stridermanders remain a danger in Vesk-3's deep forests and caverns, though the Veskarium has heavily curtailed their numbers. Their whelps are small, rodent-like, and solitary, making them difficult to exterminate and allowing them to easily stow away on starships. Stridermanders have consequently migrated to several other worlds, where they reproduce quickly and fill apex predator roles in wilderness and ruins environments. Vesk see the species as dangerous predators worthy of hunting, and the Veskarium has exported stridermanders off-world for use as guard beasts, and for a variety of dangerous sporting events.



THE SWARM



**SWARM
DISSOLVER**
CR 11
XP 12,800

SWARM DISSOLVER**CR 11****XP 12,800**

CE Large monstrous humanoid

Init +3; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft.; **Perception** +20**DEFENSE****HP 180****EAC** 24; **KAC** 26**Fort** +15; **Ref** +13; **Will** +12**Defensive Abilities** Swarm mind; **Immunities** acid, fear effects; **Resistances** fire 10**OFFENSE****Speed** 20 ft., climb 10 ft.**Melee** slam +28 (4d6+19 B; critical push^{AR} 10 ft.)**Ranged** corrosive jet +23 (3d8+11 A & F; critical corrode 2d4)**Offensive Abilities** wing gust**Space** 10 ft.; **Reach** 10 ft.

SWARM XERSK
CR 16
XP 76,800

STATISTICS**Str** +8; **Dex** +3; **Con** +5; **Int** +1; **Wis** +0; **Cha** -2**Skills** Acrobatics +20, Athletics +25 (+33 to climb)**Languages** Shirren; telepathy 100 ft.**ECOLOGY****Environment** any**Organization** pair or pack (1-2 plus 3-8 Swarm creatures)**SPECIAL ABILITIES****Corrosive Jet (Ex)** The Swarm dissolver can spew a jet of corrosive chemicals with a range of 30 feet. This attack has the line and unwieldy weapon special properties.**Wing Gust (Ex)** A Swarm dissolver's vestigial wings have surprising power. As a standard action, a Swarm dissolver can beat its wings rapidly to create a powerful gust of wind in a 30-foot cone. All nonmagical flames in the cone are extinguished, and any Medium or smaller creatures in the area must succeed at a DC 18 Reflex save or be pushed 10 feet away from the Swarm dissolver and knocked prone.**SWARM XERSK****CR 16****XP 76,800**

CE Medium monstrous humanoid

Init +3; **Senses** blindsense (vibration) 30 ft., darkvision 60 ft., *see invisibility*; **Perception** +33**DEFENSE****HP 255****EAC** 29; **KAC** 30**Fort** +14; **Ref** +16; **Will** +21**Defensive Abilities** Swarm mind; **Immunities** acid, fear effects**OFFENSE****Speed** 30 ft., climb 20 ft., fly 30 ft. (Ex, clumsy)**Melee** claw +25 (6d8+19 S)**Offensive Abilities** demoralizing gaze (60 ft., Will DC 24), siphon fear**Spell-Like Abilities** (CL 16th)1/day—*mass inflict pain* (DC 26), *mind thrust* (6th level, DC 26)3/day—*crush skull* (DC 25), *feeblemind* (DC 25), *greater command* (DC 25), *greater synaptic pulse* (DC 25)At will—*fear* (4th level, DC 24), *mind thrust* (4th level, DC 24)Constant—*see invisibility***STATISTICS****Str** +3; **Dex** +3; **Con** +5; **Int** +7; **Wis** +10; **Cha** -1**Skills** Acrobatics +28 (+20 to fly), Athletics +28 (+36 to climb), Sense Motive +33**Languages** Shirren; telepathy 100 ft.**ECOLOGY****Environment** any**Organization** solitary or cult (1 plus 5-30 Swarm creatures)



THE SWARM

SPECIAL ABILITIES

Demoralizing Gaze (Su) A Swarm xersk's numerous unblinking eyes sow doubt in the minds of creatures that look into them. A non-Swarm creature within 60 feet of the Swarm xersk that fails a DC 24 Will saving throw gains the shaken condition for 1 round. This is a mind-affecting effect.

Siphon Fear (Su) As a standard action, a Swarm xersk can establish a parasitic psychic connection to a single creature with the shaken, frightened, or panicked condition. A target creature must succeed at a DC 24 Will saving throw or the Swarm xersk latches onto it mentally and begins siphoning the victim's fear; if the creature gained the condition from one of the Swarm xersk's spells or abilities, it takes an additional -2 penalty to this save. At the beginning of an affected target's turn, it takes 2d6 damage, and the Swarm xersk regains Hit Points equal to half that amount (minimum 1). A Swarm xersk can be simultaneously attached to a number of victims equal to half its Wisdom modifier (5 for most Swarm xersks). An affected creature can attempt a new saving throw at the end of each of its turns to break the psychic connection and end the ability's effects. The effects of siphon fear end automatically if an attached creature's condition is removed. This is a mind-affecting effect.

There is a seemingly infinite variety of Swarm components, as the species adapts and creates specialized spawn to counter the many obstacles it faces in its effort to devour the galaxy.

A Swarm dissolver's main focus is to protect smaller Swarm components and provide an impenetrable front line during combat, incinerating the most formidable foes while also accompanying corrovokes, mindreapers, and other Swarm shock troops when they swoop in to clean up after a battle. A dissolver's exoskeleton is thicker than that of most other Swarm creatures, but its most prominent offensive feature—sturdy horns that curl back toward the dissolver's body—are surprisingly not its primary weapons; these horns instead function as a last-resort defense, allowing a dissolver to fling enemies away with a mighty shove. A dissolver's main mode of attack is actually hidden between its mandibles: two vascular conduits pump highly corrosive and combustible chemicals from within separate glands in the dissolver's abdomen. These chemicals are inert when separate but explode when

combined, in a conflagration of acid and fire. Like many other Swarm components, a dissolver bears a set of insectile wings, but they aren't powerful enough for the massive, heavy creature to fly.

Swarm xersks are a rare sight, and in fact only a handful have been seen by members of other species who lived to spread news of their existence. These creatures rarely resort to physical attacks, instead relying on their potent psychic abilities to mentally assault and frighten intelligent creatures.

These bizarre Swarm components have large, crested heads covered in a horrifying array of staring eyes. Those who look into a xersk's eyes for even a few seconds begin to question reality, and may eventually lose their hold on it altogether.

Superficially, xersks appear to exhibit more free will than most Swarm components. They can often be found alone, quietly observing a geographical feature or distant constellation. Despite this odd behavior, xersks are still very much a part of the Swarm's hive mind, and like every Swarm component, they act solely to further the Swarm's machinations, no matter how nebulous their demeanor might seem to outside observers.



TEKENKI



TEKENKI
CR 17
XP 102,400

TEKENKI**CR 17****XP 102,400**

CE Colossal construct (magical, technological)

Init +8; **Senses** blindsense (thought) 120 ft., sense the masses; **Perception** +29**DEFENSE****HP 340****EAC** 31; **KAC** 33**Fort** +17; **Ref** +13; **Will** +17**Defensive Abilities** construct immunities, integrated weapons; **Resistances** cold 30, fire 30**OFFENSE****Speed** 100 ft., fly 100 ft. (jets, clumsy), swim 100 ft.**Melee** slam +32 (6d12+28 B)**Ranged** integrated white star plasma cannon +29 (6d10+17 E & F; critical burn 3d8)**Space** 150 ft.; **Reach** 60 ft.**Offensive Abilities** demolish structures, electromagnetic pulse, unwieldy fire**STATISTICS****Str** +11; **Dex** +8; **Con** —; **Int** +5; **Wis** +5; **Cha** +5**Skills** Acrobatics +29 (+21 to fly), Athletics +29, Intimidate +34, Piloting +29, Sense Motive +29**Languages** Ancient Daimalkan, Common**Other Abilities** internal ammunition, spaceflight**Gear** white star plasma cannons (3)**ECOLOGY****Environment** any (Daimalko)**Organization** solitary**SPECIAL ABILITIES**

Demolish Structures (Ex) A tekenki's slam ignores the hardness of structures not made of adamantine alloy or a harder material. Against structures made of such materials, a tekenki's slam ignores half of the hardness.

Electromagnetic Pulse (Su) Once per day as a full action, a tekenki can release an electromagnetic pulse. The pulse causes technology within 60 feet, including weapons without the analog special property, armor environmental protections, powered armor, technological and hybrid items, and starships, to cease functioning for 1 minute. Items that have an item level equal to or higher than the tekenki's CR are unaffected. A creature wearing or wielding affected technology can reduce the duration

for that technology to 1d4 rounds by succeeding at a DC 22 Reflex saving throw. A technological construct must succeed at this save or be staggered for 1 round.

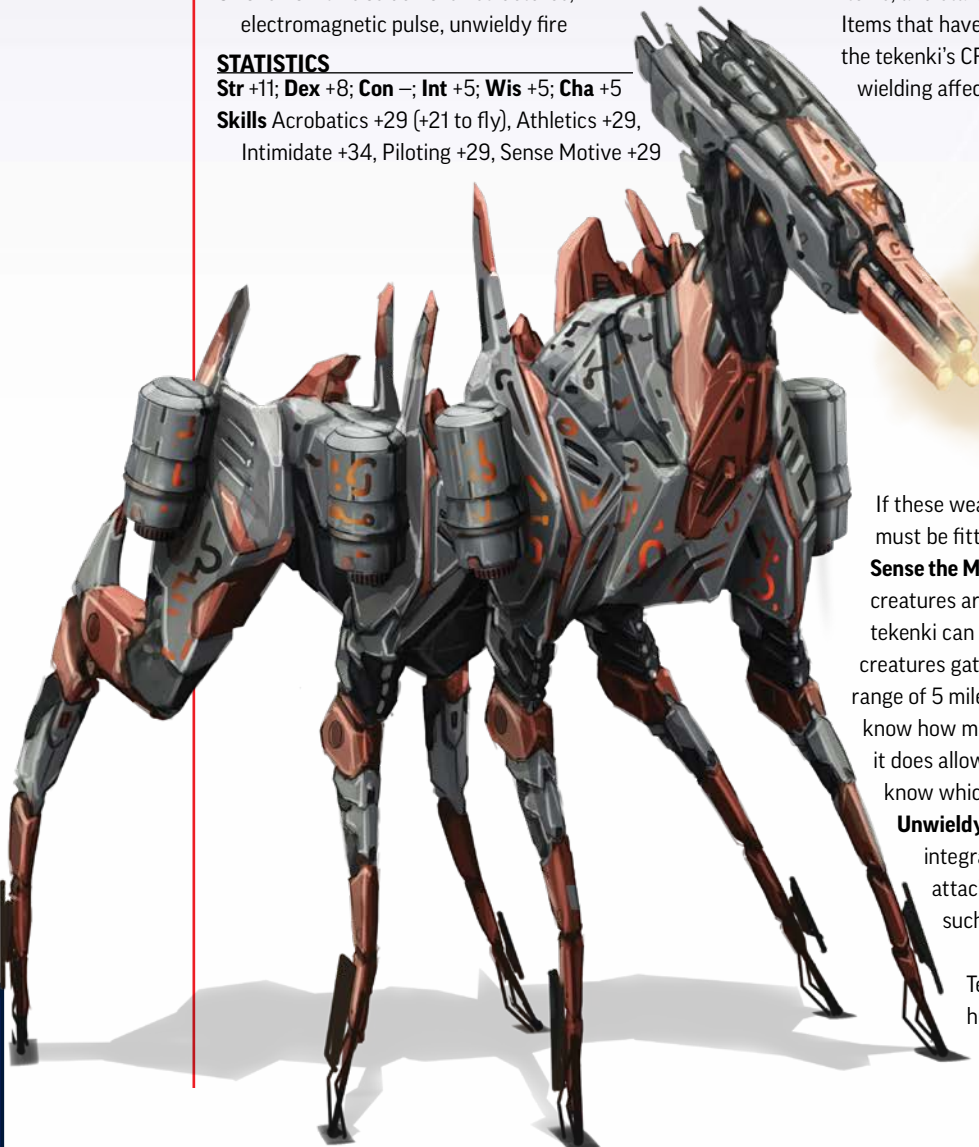
Internal Ammunition (Ex) A tekenki needs no batteries for its plasma cannons or similar powered weapons. Tekenkis that utilize other weapons can produce the needed ammunition.

If these weapons are removed from the tekenki, they must be fitted with conventional ammunition.

Sense the Masses (Su) Large concentrations of sapient creatures are like beacons that call to tekenkis. A tekenki can sense groups of 2,000 or more such creatures gathered together in a single settlement at a range of 5 miles. This ability does not allow a tekenki to know how many creatures are in a given location, but it does allow it to pinpoint pockets of sapient life and know which pockets are the most populous.

Unwieldy Fire (Ex) A tekenki can use any of its integrated unwieldy weapons to make a full attack, provided the tekenki has at least one such weapon per attack.

Tekenkis are outliers among the massive hulks known collectively as colossi or kaiju. Most such horrors are organic in nature, but tekenkis are mechanical. Plates of





TEKENKI

magic-infused alloys etched with bizarre patterns cover their bodies. Atop this hulk are plasma cannons that draw power from the tekenki's internal fusion, fueled by whatever material the monster occasionally consumes. A tekenki also carries a reserve of eldritch energy that allows the creature to neutralize technology, plunging the region around the creature into disarray when technology stops working.

These rare colossi are found across the galaxy. Some people believe tekenkis came from Daimalko, but the truth remains unknown. On Daimalko, numerous colossi rose from the planet's evaporated oceans 200 years ago during a cataclysm called the Awakening.

Tekenkis rampage across that planet today, using their uncanny abilities to sense population centers and wreak havoc on embattled survivors, most of whom have huddled underground since the colossi arose. However, tekenkis are more likely to battle the far less rare kyokors (*Starfinder Alien Archive* 72-73) and other colossi. Such a clash is as devastating to the area in which it occurs as it is to either titanic monster.

The fact that tekenkis appeared after the initial Awakening and regularly seek battle with other colossi has led some to suspect they came from elsewhere. Studies have also shown that tekenkis are capable of technological spaceflight, although none have been observed doing so, and few ever fly at all except in what resembles an extended leap. Perhaps they sensed the Awakening and came to Daimalko in response. Maybe they were always on the planet, an ancient check to the primal horror the colossi represent. Some among Daimalko's people, the damai (*Alien Archive* 2 32-33), seek the origins of the tekenkis, hoping to turn the mechanical beasts into allies in the fight to retake Daimalko from the colossi.

Whatever their origin, there is little chance that tekenkis are naturally occurring. Those who have studied these hulks have determined that tekenkis have internal engineering similar to pre-Gap machinery, although their space-related tech seems more recent. Daimalkan legends, which also speak of the slumbering creatures that eventually awakened to destroy the planet, told of masters who—in their hubris—wished to control Daimalko's technology. Although these tales were never tied to the colossi, some lore experts and scientists have wondered if an ancient Daimalkan cabal is responsible for creating tekenkis and programming them to adapt to their circumstances. A fringe few believe that these lost masters were behind the creation of all Daimalkan colossi.

In the first decades after the Awakening, the damai hardly differentiated between the enormous horrors that devastated their civilizations. However, after 50 years, leaders who became known as the Guardians discovered

mystical, rune-scribed orbs deep underground. The Guardians used these artifacts, which convey information about colossi to users, and the empathic bonds the orbs created among the Guardians to keep their people safe from the rampaging colossi. As their settlements became more stable and a few Guardians ushered some damai back aboveground, scholars studied the colossi. Some brave souls mounted expeditions into the blasted wilderness, while other colonies sent strike teams against colossi. These brave souls took note of two tekenki qualities:

First, the Guardian orbs convey no data about the mechanical colossi. Second, tekenkis can neutralize technology with electromagnetic blasts. Damai have yet to create a reliable way to fight tekenkis, so a tekenki sighting can drive

inhabitants of a surface colony belowground again.

Daimalko was never a hub of interstellar activity, but after the Awakening, colossi hunters and scientists ventured to the planet in droves. Some tried to extract colossi to study for noble purposes, but others have sought to study and then replicate the beasts for their own ends. A few groups determined to learn more about these monstrosities succeeded in disabling and spiriting away dormant colossi. Tragically, more than one of these creatures, including a few tekenkis, reanimated on the destination worlds and destroyed the facilities that held them. Such monsters still rampage across their new homes. Wherever tekenkis and other colossi are found away from Daimalko, the remains of an ill-fated experimental facility are somewhere nearby. Finding a tekenki on another world without such a link to Daimalko could lend credence to the theory that they come from elsewhere and, possibly, point the way to their origins.

A typical tekenki is 60 feet tall and 150 feet long and weighs 250 tons.

EMP FUSION

Experts have studied fallen tekenkis and developed a weapon fusion to mimic the colossi's technology-inhibiting abilities.

EMP WEAPON FUSION

LEVEL 6

The EMP weapon fusion gives the weapon an electromagnetic pulse critical hit effect. When this effect triggers, the target's worn and wielded technology, including weapons without the analog special property, armor environmental protections, powered armor, and technological and hybrid items, cease functioning for 1 round. A technological construct struck by this effect must succeed at a Reflex save or be staggered for 1 round. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the EMP effect.



TELELITH



SWARMING
TELELITH
TIER 2

BLINKING TELELITH
TIER 10

SWARMING TELELITH

TIER 2

N Small starship magical beast

Speed 12; **Maneuverability** perfect (turn 0)

AC 17; **TL** 17

HP 35; **DT** —; **CT** 7

Shields light 50 (forward 13, port 12, starboard 12, aft 13)

Attack (Forward) slam (6d4)

Attack (Turret) hurl debris (4d4)

Power Core small telelith heart (120 PCU); **Drift Engine** none;

Systems mk 4 armor, mk 4 defenses; **Expansion Bays** none

Other Abilities auto-destruct, living starship, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +12 (2 ranks)

Gunner (1 action) gunnery +6 (2nd level)

Pilot (1 action) Piloting +13 (2 ranks)

ECOLOGY

Environment any vacuum or the Drift

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

SPECIAL ABILITIES

Auto-Destruct (Ex) When a swarming telelith drops to 0 Hull Points, it explodes as if it activated a self-destruct system (*Starfinder Core Rulebook* 300).

Hurl Debris (Ex) A swarming telelith can hurl debris at short range. This weapon has the point (+8) special property.

Living Starship (Ex) A swarming telelith is a living creature so immense that it functions as a starship (and thus

engages only in starship combat). It has no crew, but it can still take engineer, gunner, and pilot actions using the skill bonuses, ranks, and level listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Use the table below when the swarming telelith takes critical damage. A telelith's brain can't gain the wrecked condition.

D%	SYSTEM	EFFECT
1–30	Circulatory System	Condition applies to all gunner actions
31–60	Nervous System	Condition applies to all pilot actions
61–90	Heart	Condition applies to all engineer actions except patching or repairing the heart
91–100	Brain	Condition applies to all actions

Slam (Ex) A telelith can use its slam only against a target in an adjacent hex. This attack has the ripper special property.

BLINKING TELELITH

TIER 10

N Large starship magical beast

Speed 8; **Maneuverability** average (turn 2)

AC 26; **TL** 26

HP 190; **DT** —; **CT** 38

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) linked railgun (16d4), slam (6d8, ripper)

Attack (Turret) hurl debris (10d6)

Power Core large telelith heart (300 PCU); **Drift Engine** none;

Systems mk 7 armor, mk 8 defenses; **Expansion Bays** telelith matrix

Other Abilities auto-destruct, living starship, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +24 (10 ranks)

Gunner (2 actions) gunnery +15 (10th level)

Pilot (1 action) Piloting +24 (10 ranks)

ECOLOGY

Environment any vacuum or the Drift

Organization solitary, pair, or cluster (3–4)

SPECIAL ABILITIES

Auto-Destruct (Ex) See above.

Hurl Debris (Ex) See above.

Telelith Matrix (Su) Three times per day, a blinking telelith can attempt the telelith gambit stunt (see page 111); it performs the maneuver if it succeeds at a DC 30 Piloting check.

Living Starship (Ex) See above.

Slam (Ex) See above.

Teleliths, often called "living asteroids," look like irregular rock chunks dozens to hundreds





TELELITH

of feet across. Difficult to distinguish from ordinary asteroids tumbling through space, teleliths are silicon-based entities with a rudimentary intelligence and a predilection for disguise. Teleliths feed on metal and are particularly drawn to dense or highly refined materials, such as those found in space stations and starships. Although some teleliths are scavengers, drifting lazily through asteroid fields to feed on metal-rich finds, others are ambush predators. Such teleliths lurk amid asteroids, wreckage, or other debris, waiting to launch themselves at passing vessels.

Teleliths fight by slamming into their foes or hurling half-digested chunks of rock or metal through their pores. These creatures continue to grow throughout their millennia-long life spans, and older teleliths develop strange abilities, including a strong electromagnetic field that works like a starship's shields. In addition, these larger, fiercer teleliths can launch mineral shards from their pores at railgun speeds. These teleliths also develop peculiar organs that contract in a metaphysical fashion to create a bizarre temporary wormhole that connects nearby points in space. The telelith uses this ability to "blink" across space, ambushing its prey or evading danger, although a pilot with quick enough reflexes can follow the telelith through this spatial distortion.

When feeding, a telelith unfolds its stony carapace to reveal serrated mandibles and fourteen grasping appendages. Although vaguely resembling terrestrial isopods such as pill bugs, which roll into a ball for defense, an unfolded configuration is not the telelith's natural or preferred shape. A telelith unfolds only to eat, clinging to surfaces with its graspers while it grinds metal with its mandibles and absorbs the resultant powder through feeding vents. Once its meal is done (or sooner if the telelith senses danger) the telelith snaps back into its meteor-shaped configuration. Xenobiologists have observed that teleliths don't otherwise unfold, not even to breed.

When it does decide to breed, a telelith releases gametes onto a solid surface through the same pores the creature uses to hurl debris. Once a second telelith does the same, infant teleliths gestate in egg-like nodules attached to the fertilized area, sometimes referred to as "void barnacles." The nodules never hatch, but instead form the initial shell for a juvenile telelith, which breaks off when it's ready to feed.

Although they lack a language or culture, teleliths are social creatures. They are most often encountered in large groups. Stories of asteroid fields composed mostly of teleliths that gather around and feed on massive planetoids seem fanciful. However, such fields might be mating gatherings or regions where countless telelith hatchlings have emerged from hibernation.

A telelith can suspend its life functions indefinitely to survive tumbling through space without nourishing materials. Elder teleliths also work together to launch nursery asteroids into interstellar space after breeding.

Teleliths have no way to enter the Drift on their own, but they have hitched rides on or been pulled into the Drift by starships. For all these reasons, the creatures can not only be found within the Drift, but they can also be encountered throughout the galaxy.



TELELITH STARSHIP RULES

The stony organ that allows a telelith to teleport can be harvested from the corpse of a blinking telelith with a successful DC 25 Life Science or Mysticism check. This organ can then be wired into a starship's power system, creating a hybrid *telelith matrix*. Such a starship expansion might also be available on the open market. A pilot on a starship with a *telelith matrix* installed can attempt the telelith gambit stunt described below.

Telelith Matrix Expansion

A *telelith matrix* contains bizarre fibers that flex when they build up enough energy. When they do, they can hurl the connected starship through a temporary wormhole. A *telelith matrix* takes 1 expansion bay, consumes 10 PCUs, and costs 8 Build Points. A *telelith matrix* works only in starships of Large or smaller size.

Telelith Gambit (Stunt)

When you activate a *telelith matrix* or move into a hex where a *telelith matrix* was activated in the same round as it was activated, you can attempt the Audacious Gambit pilot action (Core Rulebook 324). If you succeed, your starship teleports through space, disappearing from its current hex and reappearing in a hex up to its speed away in any direction with any facing you desire. If you fail the check by 5 or more, you teleport 1d4 hexes in a random direction and stop with a random facing. If your starship would arrive in a hex that is occupied, the vessel instead arrives in a random hex adjacent to the occupied one.

TELIA



TELIA
CR 2
XP 600

TELIA RACONTEUR
CR 7
XP 3,200

TELIA**CR 2****XP 600**

NG Medium monstrous humanoid

Init +0; **Senses** darkvision 60 ft.; **Perception** +7**DEFENSE****HP 23****EAC** 13; **KAC** 14**Fort** +3; **Ref** +1; **Will** +7**Defensive Abilities** retract**OFFENSE****Speed** 25 ft., swim 20 ft.**Melee** tactical baton +9 (1d4+3 B)**Ranged** static arc pistol +7 (1d6+2 E; critical arc 2)**STATISTICS****Str** +1; **Dex** +0; **Con** +4; **Int** +1; **Wis** +2; **Cha** +1**Skills** Culture +12, Engineering +12, Medicine +12,
Sense Motive +7, Survival +7**Languages** Common, Telian, Vesk**Other Abilities** flashback**Gear** freebooter armor I, static arc pistol with 2 batteries
(20 charges each), tactical baton**ECOLOGY****Environment** any (Pygos)**Organization** solitary, pair, or longevity (3–12)**SPECIAL ABILITIES****Flashback (Ex)** Once per day, a telia can reroll a failed Intelligence-based skill check.**Retract (Ex)** A telia that takes the total defense action gains a +6 bonus to their Armor Class instead of the usual +4 bonus, and they also gain the unflankable universal creature rule until the start of their next turn.**TELIA RACONTEUR****CR 7****XP 3,200**

Telia envoy

NG Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; **Perception** +14**DEFENSE****HP 104 RP 4****EAC** 19; **KAC** 20**Fort** +8; **Ref** +6; **Will** +10**Defensive Abilities** retract**OFFENSE****Speed** 25 ft. swim 20 ft.**Melee** carbon staff +16 (1d8+9 B; critical knockdown)**Ranged** corona laser pistol +14 (2d4+7 F; critical
burn 1d4) or*mk 3 holo grenade* +14 (explode [20 ft.; 3rd-level
holographic image, CL 9th, 10 rounds; DC 17])**STATISTICS****Str** +2; **Dex** +1; **Con** +2; **Int** +4; **Wis** +2; **Cha** +5**Skills** Culture +19, Diplomacy +19, Engineering +19,
Medicine +14, Sense Motive +14**Languages** Common, Telian, Vesk**Other Abilities** envoy improvisations (don't quit, draw fire,
duck under), flashback**Gear** silver AbadarCorp travel suit, carbon staff, corona
laser pistol with 2 batteries (20 charges each), *mk 3 holo
grenades*^{AR} (2)**ECOLOGY****Environment** any (Pygos)**Organization** solitary, pair, or yarn (1 plus 2–3 telias)**SPECIAL ABILITIES****Flashback (Ex)** See above.**Retract (Ex)** See above.

Of all the species known to the Pact Worlds, the tortoise-like telias have perhaps the most complex relationship with the Gap. They are long-lived creatures—most live to be 1,000—and their vast experience has taught them that memory is mutable and (for other species) fleeting, so the Gap is to them just an exaggeration of this constant truth. Whereas elves, many of whom also lived through the Gap, might stew over memories





TELIA

of a betrayal lost to the Gap, a telia is generally glad for the opportunity to let go of a similar grievance, imagining the many possibilities of what might have taken place in their own past.

Over time, a telia's scaled shell changes pattern and color based on the telia's experiences. Each bony plate, or scute, is a comprehensive physical record of the creature's experiences, radiating a series of fine rings from its center. The rings' color and shape differences give subtle clues to the telia's experiences. Times of great joy, learning, and discovery often produce brightly colored and clearly defined rings, while darker times can result in cloudy, imprecise portions. Individuals older than a few hundred years are apparent from the scrambled or sometimes totally absent markings on the edges of their scutes—physical evidence of the scrambled time of the Gap.

Telias have exceptional control over their memories. Some choose to forget entire centuries in a bid to excise trauma or in hopes of again experiencing the joy of discovering their passions. Most, however, trim only bad habits, bits of bias, and old grudges. Partially as a result of this practice, telias are genial and relaxed. Some underestimate telias based on their advanced age, but most telias are generous in deliberately ignoring such prejudice, having only pity for the narrow views of such short-lived creatures. In fact, telia culture considers individual blame to be abhorrent, which means some see telias as shiftless or incapable of accepting or assigning responsibility. To the typical telia, however, the vast causal nexus that leads to any given outcome is too nebulous to oversimplify. In their view, one can't blame a creature without in part blaming its community, its family, and its ancestors—and in turn their families and community, onward to infinity. As a result, most telias are quick to forgive those who wrong them.

Storytelling is central to telia society, and most are well practiced in the craft. Though telias devised a written language long before the Gap, they rarely use it today. Instead, telias embrace an oral tradition, passing down even complex technological information entirely verbally. They take an unhurried approach to learning, and it is common for a telia engineer to spend many decades as an apprentice. While they understand why other species rely on written records, most telias would much rather listen to a story told well than read from a screen. Telias are curious creatures, and when their travels take them away from their communities, they take their stories along with them in the form of video and audio recordings. Among an adventuring telia's most precious possessions is their digital archive of their friends' and family's favorite stories.

Telias originated on Pygos, the only inhabited planet in its Near Space system, rich with coral reefs, continent-spanning jungles, and complex cave systems, all teeming with unusual life. Thanks to their technological know-how, telias were among the first in the galaxy to correctly interpret Triune's signal and build Drift engines. However, the ending of the Gap

RACIAL TRAITS

Ability Adjustments: +2 Con, +2 Wis, -2 Dex

Hit Points: 6

Size and Type: Telias are Medium monstrous humanoids.

Darkvision: Telias have darkvision with a range of 60 feet.

Erudite: Telias gain a +2 racial bonus to Culture and Engineering checks.

Flashback: See page 112.

Retract: See page 112.

Telia Movement: Telias have a land speed of 25 feet and a swim speed of 20 feet.

proved much more disorienting to telias than to shorter-lived species, and it was only after decades of debate that a small delegation of telias first left their home world. Once introduced to the broader galaxy, telias have fallen in love with the near infinite diversity of life and experience available beyond their own star system, and they regularly make trips to the Pact Worlds and the Veskarium. The average telia is 4-1/2 feet tall and weighs 200 pounds.



THORGOOTHREL



THORGOOTHREL
CR 8
XP 4,800

THORGOOTHREL

CR 8

XP 4,800

LE Large ooze

Init +0; Senses blindsight (life) 100 ft., sightless;

Perception +16

DEFENSE

HP 100 RP 4

EAC 20; KAC 21

Fort +9; Ref +5; Will +9

Defensive Abilities integrated force field (20 HP);

Immunities cold, electricity, ooze immunities;

Resistances acid 10

Weaknesses sublimation

OFFENSE

Speed 20 ft.

Melee pseudopod +19 (3d4+14 B plus atavistic resequencing)

Ranged field overload +16 (2d8+8 E)

Space 10 ft.; Reach 10 ft.

STATISTICS

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

Skills Computers +16, Engineering +21, Life Science +21, Medicine +21, Physical Science +16

Languages Aklo, Common, Infernal (can't speak any language); telepathy 100 ft.

ECOLOGY

Environment any (Gothra)

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

SPECIAL ABILITIES

Field Overload (Ex) As standard action, a thorgothrel can reduce its integrated force field's temporary Hit Points by 2 to unleash an electrical blast at a single target within 100 feet. As a full action, it can reduce the Hit Points of its integrated force field by 6 to unleash its electrical blast at up to 3 separate targets within 100 feet. The thorgothrel can't use this ability if its integrated force field lacks enough temporary Hit Points to spend.

Integrated Force Field (Ex) A thorgothrel's internal armatures create an invisible field around it just like the shield provided by a gray force field armor upgrade (*Starfinder Core Rulebook* 206), except that it has unlimited charges. Its internal force field generator cannot be removed or targeted by spells or effects unless the thorgothrel is slain or expels it. When the number of temporary Hit Points supplied by the thorgothrel's integrated force field is reduced to 0, the thorgothrel can spend 1 Resolve Point as a reaction to regain the 20 temporary Hit Points supplied by the force field.

Sublimation (Ex) A thorgothrel's natural substance boils away painfully when it isn't protected by its integrated force field. A thorgothrel that begins its turn with 0 temporary Hit Points from its force field loses 4d4 Hit Points and is off-target until the end of its turn. Sublimation does not occur within a vacuum or within carefully modulated environments that mimic the atmosphere of the thorgothrel's poisonous home world.

ATAVISTIC RESEQUENCING

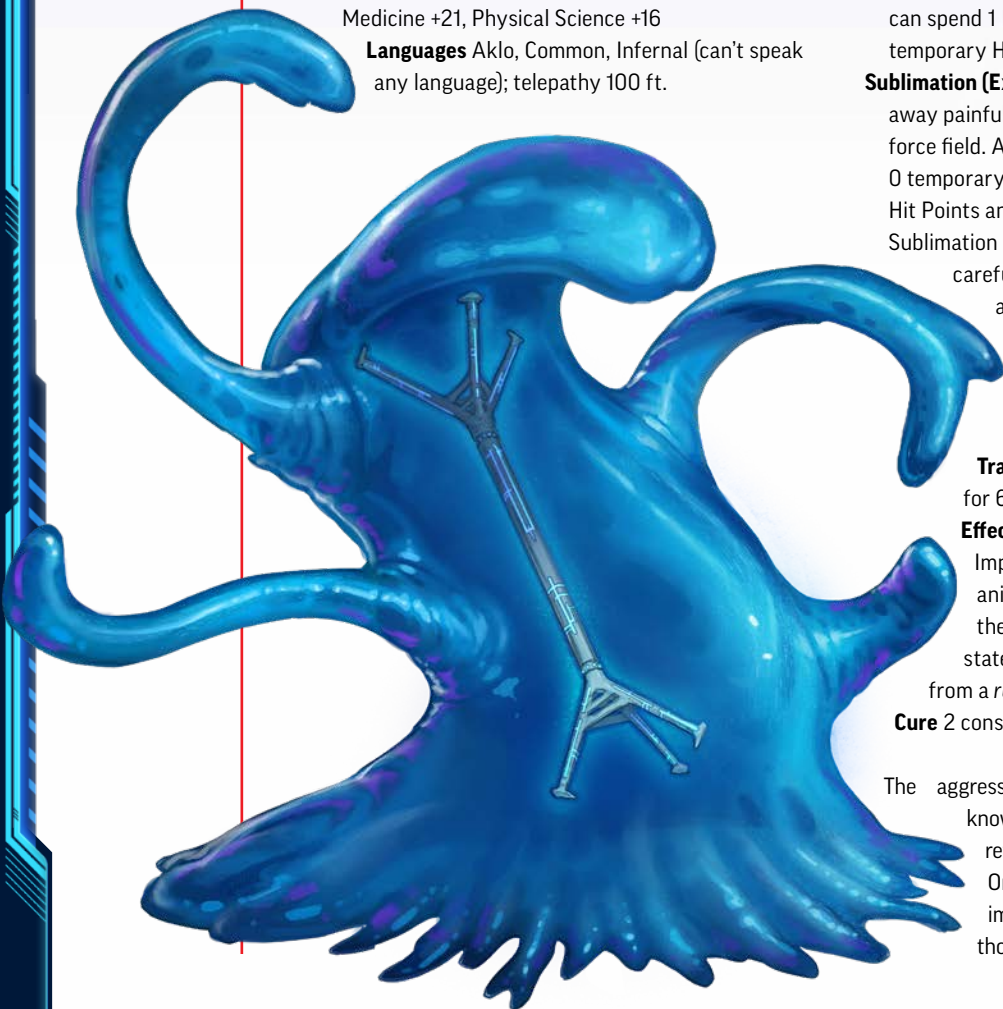
Type poison (injury); Save Fortitude DC 18

Track Intelligence (special); Frequency 1/round for 6 rounds

Effect progression track is Healthy–Weakened–Impaired–Animalistic–Animalistic. The second animalistic functions as an end state, and at the second animalistic state, the effects of the state are permanent until the victim benefits from a *restoration* spell.

Cure 2 consecutive saves

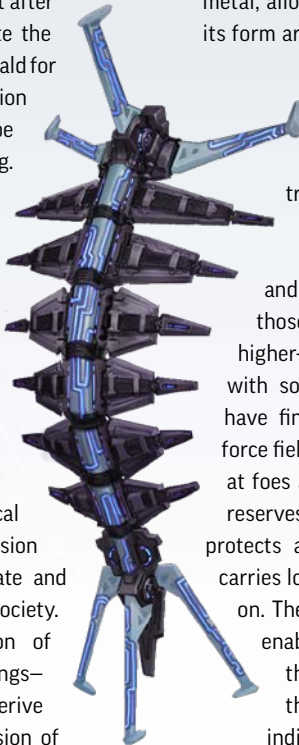
The aggressive and insightful genetic manipulators known as thorgothrels enforce their vision of retrogressive development on other species. Once an enlightened humanoid society with impressive technological advancements, the thorgothrels fell under the sway of philosophers



and zealots who believed that evolution into higher-ordered forms posed a danger to the universe. The thorgothrels thus began millennia-long self-experimentation to revert themselves to simple, protoplasmic forms while retaining their keen intelligence. About the same time as their society succeeded in this goal, they developed space travel and brought their crusade into the rest of the galaxy. Thorgothrels are now determined to repair the "evolutionary errors" that infest all of existence.

Thorgothrels can apply their mastery of biology and genetic sciences to new creatures they meet after only a few minutes of observation. Despite the medical advances their knowledge might herald for others, most thorgothrels consider regression to a biologically primitive state the only type of genetic manipulation worth performing. They cause this deterioration with startling speed, excreting a complex series of chemicals from their pseudopods that quickly break down a victim's genetic structure. Their victims' brains devolve, which suits the thorgothrels fine, as they prefer to have their intellects alone design the fates of living things. Although many thorgothrels prefer to inflict this condition with gentle touches of their pseudopods in controlled laboratory settings, more fanatical thorgothrels deploy this genetic regression in combat. Both are considered appropriate and even laudatory methods in thorgothrel society. Although thorgothrels insist their vision of devolution is appropriate for all living things—intelligent and unintelligent alike—they derive the most satisfaction from genetic regression of intelligent creatures. Unfortunate prisoner-patients who suffer thorgothrel ministrations over weeks or months are inevitably transformed into near-feral beasts that harm themselves in attempts to escape. Thorgothrels consider each lost patient a mere stepping-stone on the long road to devolution of the universe and simply move on to the next experiment.

Thorgothrels are frequently repulsed by the diversity of intelligent life they meet. They preach that humanoids, in particular, bear dangerously hyper-specialized organs and would be better served with a homogeneous form. Thorgothrels therefore rarely interact peacefully with humanoid societies, instead massing in large numbers to reduce entire planetary populations to mindless, atavistic beasts. Thorgothrels might initially get along well with other intelligent amorphous or ooze races, such as the selamids (*Starfinder Adventure Path #5: The Thirteenth Gate* 60), but thorgothrels are inevitably disappointed when members of these races won't join the fight to "improve" other life-forms throughout the universe.



For all their preaching of genetic superiority, thorgothrels face incredible physical limitations when away from their home world of Gothra. Blobs of protoplasm 12 feet in diameter and only a few inches thick, thorgothrels have no other means of locomotion other than to undulate slowly and awkwardly along the ground. Nearly all atmospheres other than Gothra's cause thorgothrels' bodies to evaporate painfully in mere minutes. To overcome these limitations, the thorgothrels again turned to technology. Each thorgothrel wraps itself around an armature of silvery metal, allowing it to stand upright and walk by contracting its form around the armature. As the thorgothrel numerical system is ternary, most armatures have three, six, or nine appendages, although the precise number is based on each thorgothrel's personal preference. Thorgothrels are translucent, so their strange armatures are visible deep within their upright, undulating forms.

To protect their fragile forms from sublimation—and to shield themselves from the hostility of those who oppose their mandate to reforge all higher-ordered life—thorgothrels imbue their armatures with sophisticated force field generators. Thorgothrels have fine control over the energy modulated by their force fields, and they can both launch blasts of this energy at foes and recharge it with their own internal electrical reserves. The armature's metal not only supports and protects a thorgothrel, but nourishes it. Each armature carries low-grade electrical charges that thorgothrels feed on. These charges also quicken a thorgothrel's intellect, enabling rapid processing of sensory stimuli. Most thorgothrels become exceedingly possessive of their armatures, marking them with symbols to indicate personal scientific successes and victories that advance their crusade.

Although these silvery, metallic armatures are the most common technological solutions thorgothrels employ, more inventive or influential thorgothrels sometimes rely on alternative devices, such as enormous walking machines, reticulated gliders, or even strange devices that translate thought into physical form.

THORGOTHREL ARMATURES

Skilled cyberneticists can implant a silver armature recovered from a thorgothrel into a patient's body.

THORGOTHREL ARMATURE

SYSTEM
Spinal column

AUGMENTATION CYBERNETICS

PRICE 25,000

LEVEL 11

These sophisticated silvery rods replace key bones in your spine or other internal biological supports. The armature resonates with any force field armor upgrade you have installed in your armor, allowing you to spend 1 Resolve Point as a move action to double the force field's fast healing for 1 round.

TIME DIMENSIONAL



TIME
DIMENSIONAL
CR 14
XP 38,400

TIME DIMENSIONAL

CR 14

XP 38,400

N Large outsider (extraplanar)

Init +6; **Senses** darkvision 120 ft.; **Perception** +25**Aura** temporal dilation (30 ft.)

DEFENSE

HP 235

EAC 28; **KAC** 29**Fort** +12; **Ref** +14; **Will** +17**Defensive Abilities** unflankable; **DR** 10/–; **Immunities**chronal immunities; **Resistances** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 25

OFFENSE

Speed 40 ft., fly 60 ft. (Su, perfect)**Melee** slam +26 (6d6+22 B plus dilating strike)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** temporal stasis, time stop**Spell-Like Abilities** (CL 14th; melee +26)1/day—*modify memory* (DC 22), *waves of fatigue*3/day—*dimension door*, *hold monster* (DC 21)At will—*entropic grasp* (DC 20), *haste*, *interplanetary**teleport* (self plus 5 bulk of objects), *plane shift* (self only)

STATISTICS

Str +8; **Dex** +6; **Con** +4; **Int** +3; **Wis** +4; **Cha** +3**Skills** Acrobatics +30 (+38 to fly), Diplomacy +25,

Mysticism +30, Sense Motive +25, Stealth +30

Languages Abyssal, Aklo, Common; telepathy 100 ft., truespeech**Other Abilities** timestream knowledge

ECOLOGY

Environment any (Dimension of Time)**Organization** solitary, pair, or chronology (3–12)

SPECIAL ABILITIES

Chronal Immunities (Ex) A time dimensional is immune tobleed, critical hits, paralysis, poison, radiation, sleep, stunning, and the effects of a vacuum. In addition, a time dimensional is immune to *haste*, *slow*, and other effects that manipulate time or the number of actions a time dimensional can take.**Dilating Strike (Ex)** A time dimensional's attack slows the local flow of time around its target. A creature hit by a time dimensional's slam attack must succeed at a DC 22 Will save or be affected by *slow* for 1d4 rounds. Whether or not it succeeds at the saving throw, a creature cannot be affected again by this ability for 1 minute.**Temporal Dilation (Ex)** The area around a time dimensional slows the temporal passage of projectiles and spells. Creatures in this aura (including the time dimensional) have concealment against ranged attacks. A time dimensional can dismiss or resume this aura as a free action.**Temporal Stasis (Su)** Once per day as a full action, a time dimensional can attempt a melee attack against EAC at a

+24 bonus against a creature within reach. If the attack is successful, the creature must succeed at a DC 22 Fortitude save or enter a state of suspended animation. For the creature, time ceases to flow, and its condition becomes fixed (taking no damage from effects such as bleeding or burning or from poisons or diseases). The creature does not grow older. Its body functions virtually cease, and no force or effect can harm it. At the end of its turn, an affected creature can attempt a DC 22 Will save. After the first success, the creature can take purely mental actions, though its physical body still remains in stasis. After the second success, time partially resumes for the creature; it is affected as per *slow* and takes a –6 penalty to attack rolls and Dexterity-based skills. After the third success, the *slow* effect ends, and the penalty is reduced to –4. After the fourth success, the penalty is reduced to –2, and after the fifth success, the affected creature returns to normal. Otherwise, any state persists until it is dispelled via *dispel magic* (use the time dimensional's CR as the caster level).

Time Stop (Su) Once per day as a full action, the time dimensional can stop the flow of time for all other creatures. In reality, the time dimensional speeds up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. The time dimensional is free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm the time dimensional. While the time stop is in effect, other creatures are invulnerable to the time dimensional's attacks and spells; it cannot target creatures other than itself. A spell that affects an area and has a duration longer than the remaining duration of the time stop has its normal effects on other creatures once the time stop ends. The time dimensional cannot move or harm items held, carried, or worn by a creature stuck in normal time, but it can affect any item that is not in another creature's possession. The time dimensional is undetectable while time stop lasts.

Timestream Knowledge (Ex) A time dimensional has nearly perfect information about the passage of time in its vicinity and is fully aware of all its own knowledge from all points in its personal timeline. It always acts in the surprise round, and its initiative is calculated as if it rolled a natural 20. In addition, a time dimensional can use any actions remaining on its turn after using *dimension door*. It also gains a +20 bonus to any skill check to recall knowledge.

Time dimensionals are living fragments of the Dimension of Time, the mysterious demiplane that seems to act as the focal point for the entire flow of time throughout existence. These creatures are seemingly created whenever an event

TIME
DIMENSIONAL

or individual threatens the nature of causality or the flow of time. Time dimensionals act as corrective agents on behalf of the dimension, confronting and neutralizing threats to the timestream. This action can take a variety of forms, ranging from the destruction of the offending target to altering the memories and motives of specific individuals to delaying events until the self-correcting power of time can resolve any discrepancies. In situations of great disruption, the Dimension of Time will dispatch several dimensionals at once to work in conjunction to preserve the timestream.

Due to the fragile nature of causality, the Dimension of Time creates time dimensionals in only the most necessary scenarios. The dimension's discretion confounds scholars as the situations that require a time dimensional's presence seem inconsistent. Some seemingly mundane circumstances, such as the uneventful passage of a Vercite transport through the Drift in 303 AG, have caused the appearance of a time dimensional. Meanwhile, events that seem like an obvious beacon for time dimensionals, like the Veskarium research vessel that used a black hole to alter its relative time flow to quickly advance weapons technology in 296 AG, garnered no attention from the creatures whatsoever.

The appearance of a time dimensional varies between each noted sighting and from dimensional to dimensional. The most common appearance is that of a lanky humanoid approximately 12 feet tall formed from myriad crystal facets. Other times, the crystal appears smoother, taking on the appearance of polished glass, while sometimes the shape is wholly translucent. Regardless of a time dimensional's shape, images of events throughout time, including past, present, and possible future events, constantly flicker within the creature's body.

Time dimensionals share a portion of the powers of the Dimension of Time and are capable of manipulating the flow of time in a localized area. This allows a time dimensional to lock a creature out of time's progression or advance the flow of time on an item so quickly that it crumbles to dust. Additionally, this ability grants a time dimensional superior control over its temporal position, allowing it to move around a battlefield in the blink of an eye. This free access to the flow of time also

allows a time dimensional to tap into its own past and future knowledge at any time.

Scholars' fascination with both the Dimension of Time and its native creatures has led several theories throughout history. Some say the existence of time dimensionals in the first place implies a measure of inherent sapience to the Dimension of Time, as few other planes would be capable of creating such creatures, let alone dispatching them with such precision. A few esoteric sages believe that, despite the differing appearance of some dimensionals, only a single time dimensional exists: a creature whose form becomes smoother as its existence progresses, perhaps due to constant creation and reabsorption of the creature by the Dimension of Time. If true, this lone dimensional must be crossing and recrossing its own temporal path, meeting later or earlier incarnations of itself and working in tandem with them to enact the dimension's will.

Beyond collecting small amounts of temporal residue left behind by destroyed time dimensionals, any attempt to access the power of time dimensionals is futile. Researchers who have attempted to use time travel to return to lost Golarion or other notable points throughout history have vanished entirely or, as rumors persist, encountered an exceptionally rare and powerful time dimensional that removed the individual from time entirely, erasing any evidence of the victim's existence. Skeptics are quick to point out that even if such a thing occurred, no one would actually know about it. Even if a chronal scientist doesn't draw the ire of the Dimension of Time, they run the risk of attracting a hound of Tindalos (see page 52), a terrifying danger in its own right.

TEMPORAL CRYSTALS

When a time dimensional is destroyed, it may leave behind a residue of the Dimension of Time's essence. This residue can be collected and refined into a magical crystal that grants its user limited influence over time.

TEMPORAL CRYSTAL

LEVEL 10

MAGIC ITEM

PRICE 2,900

BULK –

After rolling an initiative check, and before anyone else's initiative results are revealed, you can use a temporal crystal to adjust your position in time. Choose a number between 1 and 25; this number becomes your initiative count for that combat. In the case of a tie, you go before any characters who rolled that initiative count. A temporal crystal can be used only once, which destroys the crystal.



TRIPOD



TRIPOD
CR 13
XP 25,600

TRIPOD**CR 13****XP 25,600**

NE Gargantuan construct (technological)

Init +6; **Senses** darkvision 60 ft., low-light vision;**Perception** +23**DEFENSE****HP 225****EAC** 27; **KAC** 29**Fort** +13; **Ref** +13; **Will** +10**Defensive Abilities** integrated weapons; **Immunities** acid, construct immunities**OFFENSE****Speed** 60 ft.**Melee** tentacle +26 (3d10+21 B plus deconstruction cage) or slam +26 (3d12+21 B; critical knockdown)**Ranged** integrated decimator disintegrator cannon +24 (3d10+13 A; critical corrode 2d6) or integrated platoon minelayer with decoupler grenades IV +24 (explode [15 ft., nanite cloud 1 minute, corrode 4d4, DC 17])**Space** 20 ft.; **Reach** 20 ft. (40 ft. with tentacle)**Offensive Abilities** deconstruction cage (3d6+13 A, EAC 27,

KAC 27, 56 HP), trample (3d12+21 B, DC 19).

STATISTICS**Str** +8; **Dex** +6; **Con** —; **Int** +1; **Wis** +0; **Cha** +0**Skills** Athletics +28, Intimidate +23, Piloting +23**Languages** shortwave 100 ft.**Other Abilities** internal ammunition, unliving**Gear** decimator disintegrator cannon^{AR}, platoon minelayer^{AR} with 4 decoupler grenades IV (see page 119)**ECOLOGY****Environment** any**Organization** solitary, pair, or platoon (3–6)**SPECIAL ABILITIES**

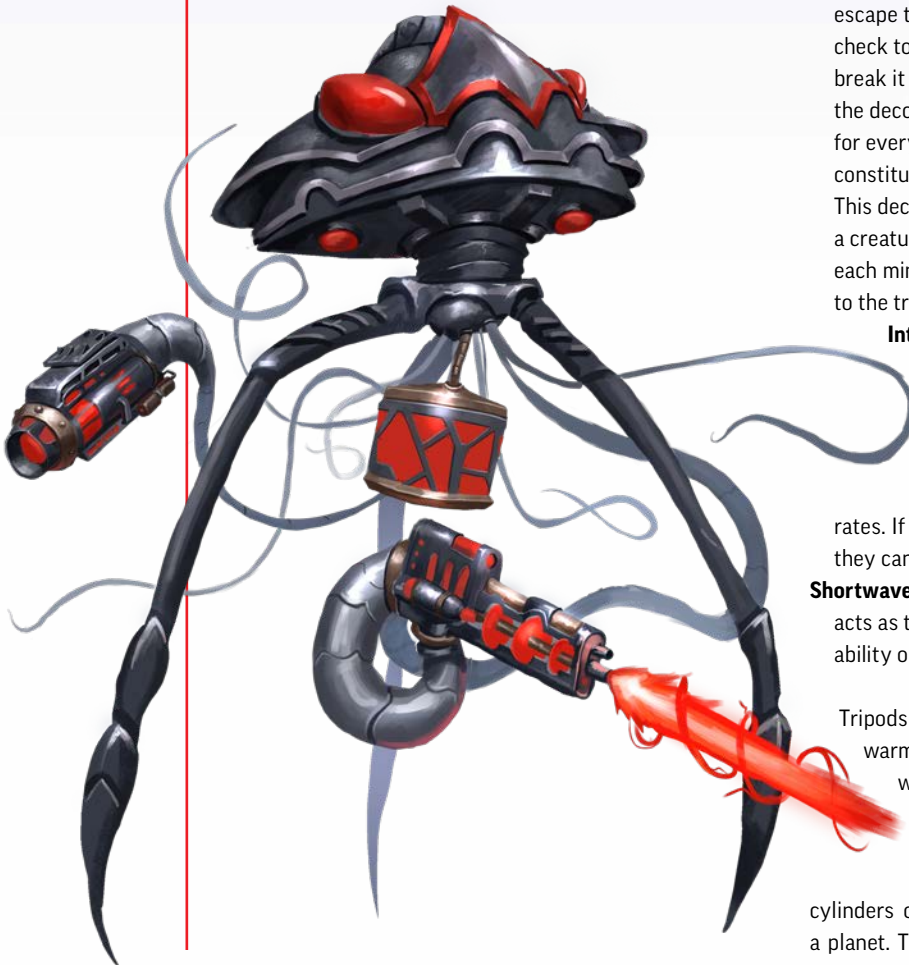
Deconstruction Cage (Ex) The tripod's deconstruction cage works as the swallow whole ability, except the target is placed in a cage on the construct's body rather than completely swallowed. All attacks that hit the cage deal only half damage to it, and attacks that hit it from the outside deal its occupant half the damage the cage takes. If the cage is damaged enough to allow a creature to escape, the tripod can't use the cage again for 24 hours, at which point it is repaired. A creature can escape the cage by succeeding at a DC 29 Engineering check to disable the door or a DC 29 Athletics check to break it open. Each time a creature takes damage from the deconstruction cage, the tripod regains 1 Hit Point for every 4 the victim loses as the construct's nanite constituents use the harvested material for repairs. This deconstruction targets gear inside the cage after a creature in the cage dies, dealing the gear 4 damage each minute, ignoring hardness, and restoring 1 Hit Point to the tripod each time this damage occurs.

Internal Ammunition (Ex) A tripod doesn't need

batteries for its disintegrator cannon or similar powered weapons. It can produce 1 decoupler grenade for its minelayer every 2 hours. Tripods that use other weapons can produce those weapons' ammunition at similar rates. If these weapons are removed from the tripod, they can be fitted with conventional ammunition.

Shortwave (Ex) A tripod can communicate wirelessly. This acts as telepathy, but only with other creatures with this ability or constructs with the technological subtype.

Tripods are the product of a long-extinct species of warmongers who dwelled upon a distant, unknown world in the Vast. Those creators are long gone, but their legacy endures in these devastating and malevolent war machines. After plying the Void for countless years while hibernating in cylinders of starmetal alloy, tripods sometimes crash into a planet. They are often discovered this way, buried at the





TRIPOD

DECOUPLER GRENADES

GRENADE	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Decoupler grenade I	2	200	20 ft.	Drawn	L	Explode (5 ft., nanite cloud 1 minute, corrode 1)
Decoupler grenade II	6	700	20 ft.	Drawn	L	Explode (10 ft., nanite cloud 1 minute, corrode 1d4)
Decoupler grenade III	10	3,000	20 ft.	Drawn	L	Explode (10 ft., nanite cloud 1 minute, corrode 2d4)
Decoupler grenade IV	14	12,000	20 ft.	Drawn	L	Explode (15 ft., nanite cloud 1 minute, corrode 4d4)
Decoupler grenade V	18	65,000	20 ft.	Drawn	L	Explode (15 ft., nanite cloud 1 minute, corrode 4d6)

centers of craters that formed during their initial arrival on those worlds. The machines remain dormant for centuries before awakening either when disturbed or according to a preset trigger, at which point they stride forth to bring destruction upon the planet.

A tripod is an immense creature more than 50 feet tall. Striding on three articulated legs and attacking with long, mechanical tentacles, tripods also fight with devastating disintegrator weapons and infamous grenades of corrosive gas. Instead of computer consoles and electronic power sources, each tripod is powered and controlled by an immortal mass of adaptive nanotechnology. This fluid mass of tiny machines makes up everything about the construct that is changeable, including powering its weapons. This collective is said to be the part of the tripod that can be contacted and reasoned with. All tripods refer to themselves as collective entities, using "we" for self-reference.

Some scholars speculate that the form and nature of tripods are reflections of those of their mysterious progenitors, although little remains to indicate what this mysterious species was like when they were active on their home world. Ancient legends speak of a time when this species unleashed an army of tripods upon other worlds, using immense devices to launch them in their hibernation tubes across interplanetary gulfs. Certainly the fact that tripods can be encountered on all manner of planets across the galaxy is a sign of the malice of their creators. What finally brought this species to an end and left their tripods abandoned across the galaxy is unknown.

Tripods possess a cruel and sadistic intelligence, perhaps as an intentional feature. Waging war brings a sense of purpose to the tripod. Each tripod gives loud intermittent shrieking calls, like the screech of metal grinding on metal. If one hears the call of another, the constructs gather together. They form groups and spread destruction for no apparent purpose other than to cause ruin.

Tripods are especially responsive to electronic communication. The anacites of Aballon used this fact to their advantage, turning three rampaging tripods from enemies to allies, and those war machines still stride Aballon. Each acts

as a freelance hunter of outlaws and participates in larger battles at the Midnight Trenches. The anacites can influence the tripods, but the war constructs overall do as they will, acquiescing only to the anacite directive to stay outside the cities of the First Ones. Despite this command, the tripods of Aballon have harassed the khizarz of Constant, keeping the plantlike people and the bizarre vegetation in check outside the city's perimeter.

Other species have studied defeated tripods and used this knowledge, along with harvested technology, to build facsimiles of the colossal constructs. The appearance of these new tripods can vary, but they have their signature array of three agile legs, grasping tentacles, and nanotech inner workings. Even these recently created tripods tend to be wicked and warlike. It's as if some facet of the ancient technology that allows for their creation infects them with the will to wage war.



TRIPODS AS VEHICLES

A tripod has an internal compartment and can be used as a Gargantuan vehicle in vehicle combat or vehicle chases. In such cases, it acts as its own pilot, although its passengers might be able to direct or influence it. It has the following additional statistics: item level equal to its CR; drive speed 60 ft., full speed 500 ft., overland speed 60 mph; collision damage 12d10 B (DC 17)—a tripod's legs deal damage like a Large vehicle, but they're also easier to avoid; reduce collision damage the tripod takes by 20; -4 attack roll penalty (-6 at full speed). A tripod acting as a vehicle can carry up to 3 Medium passengers and provides them total cover.

DECOUPLER GRENADES

Although tripods can use other grenades, they are infamous for the decoupler grenades they produce internally. Other creatures in the galaxy, such as the weapon-dealing drow of Apostae, have replicated this horrid tech. A decoupler grenade produces a dense cloud of dark nanites. This cloud provides concealment and corrodes creatures and materials within it. Each creature that starts its turn in the cloud must succeed at a Fortitude saving throw (DC = 10 + half the grenade's item level) or be subject to the corrode critical hit effect. A creature that inhales the nanites takes a -4 penalty to this saving throw.

TROLL



TROLL
CR 5
XP 1,600

VOID TROLL
CR 14
XP 38,400

TROLL**CR 5****XP 1,600**

CE Large humanoid (giant)

Init +2; **Senses** blindsense (scent) 60 ft., darkvision 60 ft., low-light vision; **Perception** +11**DEFENSE****HP 65****EAC** 17; **KAC** 19**Fort** +9; **Ref** +7; **Will** +4**Defensive Abilities** regeneration 5 (acid or fire)**OFFENSE****Speed** 30 ft.**Melee** bite +14 (1d6+9 P; critical wound [DC 13]) or claw +14 (1d4+9 S; critical wound [DC 13])**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** maul**STATISTICS****Str** +4; **Dex** +2; **Con** +5; **Int** -2; **Wis** -1; **Cha** -2**Skills** Athletics +16, Intimidate +11**Languages** Common**Other Abilities** tracking (scent)**ECOLOGY****Environment** any**Organization** solitary or gang (2-4)**SPECIAL ABILITIES****Maul (Ex)** If the troll hits the same target with two claw attacks during the same turn, it can attempt a bite attack against that target with a -6 penalty to the attack roll.**VOID TROLL****CR 14****XP 38,400**

CE Large humanoid (giant)

Init +4; **Senses** blindsense (scent) 60 ft., darkvision 60 ft., low-light vision; **Perception** +25**DEFENSE****HP 235 RP 5****EAC** 28; **KAC** 30**Fort** +18; **Ref** +16; **Will** +12**Defensive Abilities** regeneration 15 (acid), void adaptation, void hide; **Immunities** disease, off-kilter, poison; **SR** 25**OFFENSE****Speed** 40 ft.**Melee** bite +27 (8d6+20 P; critical wound [DC 20]) or claw +27 (4d8+20 S; critical wound [DC 20])**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** maul**STATISTICS****Str** +6; **Dex** +4; **Con** +8; **Int** -2; **Wis** +0; **Cha** -2**Skills** Athletics +30, Intimidate +25**Languages** Common**Other Abilities** tracking (scent)**ECOLOGY****Environment** any**Organization** solitary or gang (2-4)**SPECIAL ABILITIES****Maul (Ex)** See above.**Void Hide (Ex)** The troll can reflect some effects back at attackers or casters within 100 feet by spending

1 Resolve Point to do so, limited by the following parameters.

If an attack misses the troll by 5 or fewer, as a reaction the troll can reflect the attack back at the attacker. The reflected attack deals the damage the troll would have taken, up to 30 damage

(Reflex DC 20 for half). Similarly, if a spell of 4th level or lower targets the troll directly and fails to overcome the troll's SR, as a reaction the troll can reflect the spell back at its caster as if the caster had been the target. This ability doesn't work on effects that include the troll as one of multiple targets.





TROLL

VOID HIDE (LIGHT ARMOR)

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
<i>Void hide I</i>	10	20,000	+13	+15	+4	-1	—	1	1
<i>Void hide II</i>	14	90,000	+16	+18	+5	-1	—	2	1
<i>Void hide III</i>	18	382,500	+20	+22	+6	-1	—	3	1

Ancient and implacable, trolls are fierce carnivores whose regenerative powers allow them to survive in nearly any environment. Those same powers make trolls voracious, and a hungry troll is relentless and fearless when in search of food.

Trolls prefer the cold air and clean winds of high mountains. In almost any environ, however, trolls are apex predators, with an acute sense of smell that allows them to detect hidden prey.

Trolls have curved claws and teeth, perfect for tearing flesh from bone or ripping armored hide open to reveal the tender flesh beneath. Over-inflated confidence comes naturally to trolls, leading most to have little sense of self-preservation. The remarkable regeneration trolls have means they rapidly recover even from significant wounds. In combat, a troll attacks recklessly in pursuit of food or while defending its territory. Trolls eat what they take down, and they don't wait until their prey is dead before doing so.

Despite their aggression toward other creatures, trolls are nurturing toward each other and their young. Female trolls form groups to raise juveniles, teaching and sheltering their whelps in turns as each female takes time to hunt. Male trolls are more solitary. Once grown, they strike out on their own to claim territory, usually rejoining other trolls only to duel or mate. However, male trolls have been observed raising troll young when female trolls are absent.

Some corporations, hoping to profit from research on trolls, go to great lengths to acquire live specimens. Some seek the secrets of regeneration for use in medicine. Others are less moral in their intentions. Trolls can survive even the worst experiments, and viable mutant strains can result from such unscrupulous research.

One of the most heinous of these "evolutions" is the void troll. As a wounded troll regenerates, specific magical conditions and exposure to cosmic forces without the protective barrier of an atmosphere can sear away the troll's weaknesses. What this torturous process leaves behind is a more powerful troll, its regrown and irradiated hide as hard as modern composites and capable of reflecting lasers and magical energies.

Trolls can be up to 14 feet tall and weigh up to 1-1/2 tons. A troll's heavy head, long jaws, and thick, hunched shoulders make it appear shorter and stockier than it is.

VOID HIDE ARMOR (HYBRID, WORN)

Made from void troll skin, *void hide* armor quivers of its own volition, as if the manufacturing process could not subdue the troll's life force. You can trigger *void hide* to react to an attack as though you had the *reflecting armor* spell cast on you. Once you have used a specific suit of *void hide* in this way, you can use a different suit only after 24 hours have passed. A *magic resistor* upgrade (*Starfinder Armory* 84) installed in *void hide* takes up one upgrade slot fewer than normal (minimum 0), as does a *spell reflector* upgrade (*Starfinder Core Rulebook* 207).

- **Void Hide I (Level 10):** Trigger *reflecting armor* (DC 17) twice per day.
- **Void Hide II (Level 14):** Trigger *reflecting armor* (DC 19) three times per day.
- **Void Hide III (Level 18):** Trigger *reflecting armor* (DC 21) five times per day.



TZITZIMITL



TZITZIMITL
CR 19
XP 204,800

TZITZIMITL**CR 19****XP 204,800**

NE Gargantuan undead

Init +9; **Senses** *arcane sight*, blindsense (life) 60 ft., darkvision 120 ft., *true seeing*; **Perception** +32**DEFENSE****HP 415****EAC** 33; **KAC** 35**Fort** +20; **Ref** +20; **Will** +18**DR** 15/bludgeoning and good; **Immunities** cold, electricity, undead immunities;**Resistance** fire 15; **SR** 30**OFFENSE****Speed** 50 ft., fly 60 ft. (Su, perfect)**Melee** bite +33 (12d6+30 B & E plus energy drain) or claw +33 (15d6+30 S & E)**Ranged** eyebeam +30 (8d8+19 E)**Space** 20 ft.; **Reach** 20 ft.**Offensive Abilities**

eclipse, electric force, energy drain (2 levels, DC 24), light to dark

Spell-Like Abilities (CL 19th)3/day—*animate dead*, *haste*, *interplanetary teleport*At will—*bestow curse* (DC 21)Constant—*arcane sight*, *true seeing***STATISTICS****Str** +11; **Dex** +5; **Con** —; **Int** +5; **Wis** +6; **Cha** +9**Skills** Acrobatics +32 (+40 to fly), Life Science +32, Mysticism +32, Physical Science +32**Languages** Abyssal, Aklo, Celestial, Common**Other Abilities** spaceflight (Mysticism)**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES****Eclipse (Su)** As a standard action, a tzitzimitl can focus

the power of solar eclipses to create a 60-foot spherical spread of darkness. This darkness counters all nonmagical light, as well as any magical light from a source with a level or CR lower than the tzitzimitl's. A creature in the area when the darkness appears takes 8d6 cold damage (Fortitude DC 24 half) and is staggered while it remains in the area and for 1d4 rounds after leaving. The darkness lasts for 1 round, but the tzitzimitl can concentrate as a free action on each of its turns to maintain the effect for another round.

Electric Force (Su) Electricity damage a tzitzimitl deals has the force descriptor.

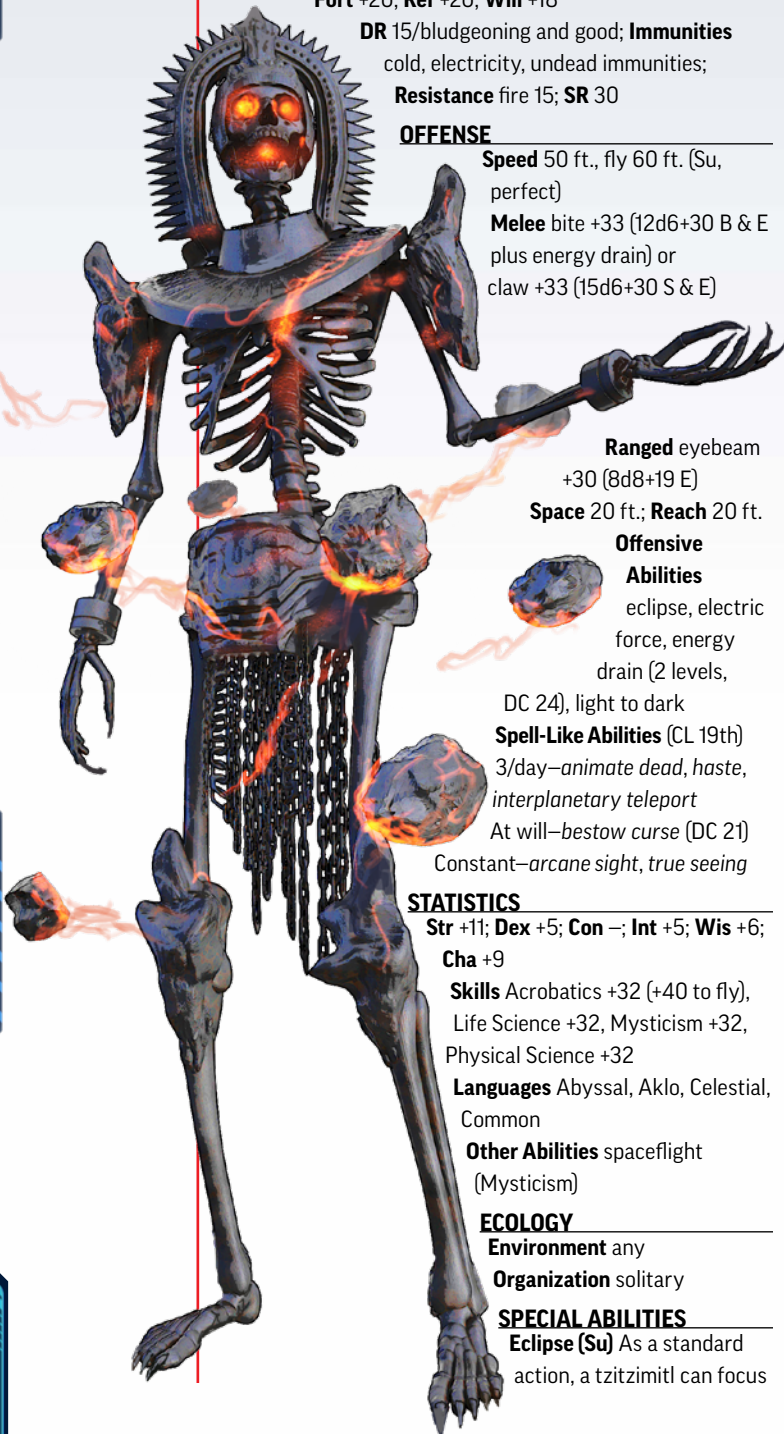
Eyebeam (Su) A tzitzimitl's eyebeam has a range of 100 feet.

Light to Dark (Su) When any creature would regain Hit Points from a magical effect while within 100 feet of the tzitzimitl, as a reaction the tzitzimitl can cause the effect to instead deal its target an amount of damage equal to the Hit Points the target would have regained. If the tzitzimitl would take damage from a magical effect that normally heals the living, the tzitzimitl can use this ability to instead regain Hit points equal to the damage it would have taken. This ability can affect any number of creatures at once, including the tzitzimitl. Therefore, if an effect would heal the living while harming the tzitzimitl, the tzitzimitl can co-opt the entire effect to harm the living and heal itself.

Tzitzimitls are enigmatic undead beings unleashed in some forgotten time to visit death and darkness on the galaxy. Some say the lightless gulfs between the stars—the ultimate nothingness on the Material Plane—birthed tzitzimitls. Others claim tzitzimitls are the avatars of a death god they themselves murdered. Tzitzimitls have plied the vastness of space for ages, perhaps even since the creation of the universe. As long as life has been a concept, death has followed. Perhaps tzitzimitls are manifestations of this truism.

Other legends abound. One is that these undead behemoths were titans who were banished from their home plane and thrust into the void on the Material Plane. Another claims that tzitzimitls come from a massive planet orbiting a binary star deep in the Vast, where a dying race created them to enact revenge on an ancient enemy. That these skeletal undead tower over most humanoids has led to the belief that giants must have populated this lost world. A variation on this tale of a planet of giants speculates that tzitzimitls are what remained when the titans there cast off the evil within themselves and became immortal, luminous beings. A similar, if less grandiose, story posits tzitzimitls are the improperly buried dead of this theoretical species of titans.

These speculations and flights of fancy are all that is known to mortals. No tzitzimitl has ever paused in its path





TZITZIMITL

TZIBEAM WEAPONS (STARSHIP WEAPONS)

LIGHT DIRECT-FIRE WEAPON	RANGE	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Light tzibeam	Short	3d6	20	15	Death field 2d6, mystical
HEAVY DIRECT-FIRE WEAPON	RANGE	DAMAGE	PCU	COST (IN BP)	SPECIAL PROPERTIES
Heavy tzibeam	Medium	6d6	40	30	Death field 5d6, mystical

of devastation to discuss its origins. Observation proves only that, as stars give life to the worlds around them, tzitzimitls seem intent on extinguishing life and snuffing that light. Although no individual tzitzimitl has the deific or super-technological powers to darken an active star, these malignant creatures are nevertheless associated with both eclipses and dying stars.

Tzitzimitls usually travel alone. But unknown to most, in the Vast, tzitzimitls have a loose cabal that plans the destruction of entire solar systems. Quenching the force and power of a star is an incredible task: tzitzimitls scheme for as long as it takes to enact their plans to extinguish a target sun. In this age of advanced technology and magic, these tzitzimitls work to create or seize the means to bring their goals to fruition. The tzitzimitl cabal learned of the Stellar Degenerator (Dead Suns Adventure Path), but they failed to claim the ancient superweapon before a group of heroes from the Pact Worlds destroyed it. However, these tzitzimitls now aim to recreate that engine of destruction.

Tzitzimitls have plied the vastness of space for millennia. While flying through the void, tzitzimitls come into contact with space debris and strange gases that cling to their skeletal forms and dance with the creature's spiritual lightning. These undead titans rarely put their feet down on solid ground. When not in space, tzitzimitls float, suspended above the ground, choosing to not make contact with worlds they plan on plunging into darkness.

Some tzitzimitls lie dormant on planets or other astronomical bodies, awaiting the proper stellar alignment or some other vile signal before awakening. On a few worlds, great champions, most forgotten, faced and defeated an invading tzitzimitl, but the creature's remains retain a spark of undeath. Mighty magic could resuscitate that darkness.

Cultists of the Devourer see tzitzimitls as avatars of their deity in practice if not in fact. Some seek to use magic to revive a slain tzitzimitl and place it under their thrall. Others find and propitiate tzitzimitls to direct them against the Pact Worlds. Unlike these cultists, a few who learn of tzitzimitls seek to worship them. Still other groups, eager to avoid the destruction of their own systems or willing to deliver such a fate upon others, seek out entombed tzitzimitls to destroy or harness them, respectively. In either case, the result is usually many dead mortals and the emergence of an awakened tzitzimitl.

Other groups, from doomsday sects to bold necromancers, seek out active tzitzimitls and present themselves to the undead creatures. Most tzitzimitls consider these foolish interlopers insignificant and destroy them. Others welcome mortals and delight in their destructive plans. Tzitzimitls who accept devotion raise fallen servants as undead, which are far more suitable for operations in the vacuum of space.



TZIBEAM WEAPONS

Tzibeams are starship weapons that incorporate the head, spine, and long bones of a tzitzimitl, such as the femurs and humeri. These weapons are rare in the extreme. It is rumored that some tzitzimitls donate bones for such weapons, aiding in the replication of essential parts, such as skull and spine.

If these stories are true, then the price for such aid is likely beyond what most are willing to

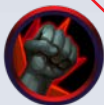
pay. Mystical engineers in the Corpse Fleet and the naval forces of Eox's bone sages are working to duplicate this hybrid technology. Otherwise, creating *tzibeams* requires a destroyed tzitzimitl.

These armaments are deadly to the living, allowing the capture of starships by slaying the crew rather than destroying the vessel in which they travel. *Tzibeam* weapons have the following special properties.

Death Field: Weapons with the death field special property deal normal damage to shields, but they always deal minimum damage to Hull Points. Each time the weapon hits, a wave of negative energy floods the target starship. If the target has active shields on the quadrant hit, living creatures aboard the target take damage equal to the number of dice the death field weapon special property has. If the quadrant has no shields, roll the dice associated with the property once. Each living creature aboard the target vessel takes that amount of damage. This damage bypasses resistances and damage reduction. Undead aboard a targeted vessel instead heal an amount equal to the damage rolled.

Mystical: When attempting a gunnery check with a mystical weapon, which is a hybrid device, gunners can use ranks in Mysticism in place of their base attack bonus or ranks in Piloting, and their Wisdom modifier in place of their Dexterity modifier.

VALKYRIE



VALKYRIE
CR 12
XP 19,200

VALKYRIE**CR 12****XP 19,200**

CN Medium outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft., death sense 30 ft.;**Perception** +22**DEFENSE****HP 200****EAC** 26; **KAC** 28**Fort** +14; **Ref** +14; **Will** +13**DR** 10/cold iron and lawful; **Immunities** cold, electricity, poison; **Resistances** acid 10, fire 10; **SR** 23**OFFENSE****Speed** 30 ft., fly 100 ft. (Su, perfect)**Melee** *returning buzzblade spear* +26 (3d6+16 P)**Ranged** *returning buzzblade spear* +23 (3d6+16 P) or impulse storm coil +23 (4d6+12 E)**Spell-Like Abilities**

(CL 12th)

1/day—*mystic cure*

(4th level)

3/day—*arcing surge* (DC 18),*speak with dead* (DC 18), *tongues*At will—*plane shift* (self only)**STATISTICS****Str** +4; **Dex** +4; **Con** +4;**Int** +2; **Wis** +5; **Cha** +8**Skills** Acrobatics +22 (+30 to fly), Medicine +22, Sense

Motive +27, Survival +22

Feats Shot on the Run**Languages** Celestial, Common**Other Abilities** battle trained, choose the slain, death sense**Gear** vesk overplate III, *returning buzzblade spear* with 2 high-capacity batteries (40 charges each), impulse storm coil^{AR} with 2 super-capacity batteries (80 charges each)**ECOLOGY****Environment** any**Organization** solitary or ride (2–8 valkyries)**SPECIAL ABILITIES****Battle Trained (Ex)** A valkyrie is proficient with all armor and ignores negative speed adjustments from armor.**Choose the Slain (Su)** A valkyrie can draw a willing soul from a creature within 2 rounds of that creature's death and store it in her spear. A soul stored this way can't be returned through magical or technological means, such as *raise dead* or a regeneration table, unless the spear is first destroyed.**Death Sense (Su)** A valkyrie can instantly determine whether each creature she can see within 30 feet is dead, dying, healthy, undead, or unliving (such as a technological construct) and how many Resolve Points the creature currently has.

Valkyries are resplendent outsiders of mysterious origins known for their ancient tradition of scouring the Material Plane for legendary warriors who perish in combat. Valkyries appear on battlefields throughout the galaxy in search of combatants of great skill and renown, supernaturally aware of who is ready to accept death's embrace and who yearns to fight on another day. When she locates such a target, a valkyrie can either claim the soul of a deceased warrior or aid the living to continue the battle. Though space travel is a relatively recent development for some mortal species, the valkyries took to the stars long ago to advance their quest of collecting the souls of worthy fighters. As a result, diverse cultures across the universe, most notably those of the Pact Worlds and the Veskarium, recognize these powerful extraplanar creatures as choosers of the slain.

Valkyries are always female and frequently appear as powerful and majestic human or vesk women. A human valkyrie is 6 feet tall and weighs close to 200 pounds, while a vesk valkyrie is 8 feet tall and weighs approximately 300 pounds. Valkyries may take on the appearance of other species if they wish, and references to "warrior angels" wreathed in lightning exist within many cultures outside the Pact Worlds.

Valkyries are most often associated with gods of war, conflict, valor, and courage. Some valkyries are independent, serving no deity directly—a fact that suggests the outsiders are mercenaries





VALKYRIE

by nature and have complex, ever-changing allegiances to the divine. Whatever a given valkyrie's associations, her duty is sacred: to protect the souls of slain heroes on their journey from the Material Plane to the Boneyard, where they face judgment and learn their final destination in the Outer Planes. What qualifies a soul for this honor varies by deity—and various cultures and faiths across the galaxy interpret the worth of a warrior in vastly different ways. Valkyries hold a special place in the dominant religion of the Veskarium, where they are referred to as the Spear Maidens of Damoritosh.

Valkyries also come to the aid of warriors who are near death—or even recently dead—but still have a fierce drive to fight on. In this way, a valkyrie's intervention has turned the tide of battle in countless conflicts across the galaxy.

The mysteries surrounding the afterlife extend to valkyries and their practices, and mortals have questioned for millennia why the striking outsiders shepherd the souls of dead heroes. Some skeptics even posit that valkyries divert souls from their rightful course, collecting them for some great and terrible conflict to come, or stocking grand arenas for the entertainment of beings of unknowable power and alien intellect. This theory holds little credence among scholars, however, who note no recorded conflicts between valkyries and servants of Pharasma, the goddess of life and death, who would certainly object to such subversion.

In the years since the Gap, many valkyries have forgone their traditional sleipnir or pegasus mounts and adopted modern suits of armor. Armor and weapons created by valkyrie engineers blend the latest nanocarbon and polymer technology with powerful magic, resulting in creations that armorers of the Material Plane can only dream about. Occasionally, a valkyrie might gift such a suit of armor, or perhaps a unique weapon, to a mortal warrior she deems worthy.

ANGEL FRAME POWERED ARMOR

Some enterprising and especially talented engineers have managed to create facsimiles of valkyrie-forged technology. The *angel frame* is an example of a mortal creation based on valkyrie technology.

ANGEL FRAME (HYBRID)

LEVEL 16
PRICE 191,000

EAC Bonus +18; **KAC Bonus** +22

Max Dex Bonus +6; **Armor Check Penalty** -2; **Speed** 30 ft.; fly 60 ft. (perfect)

Strength 20 (+5); **Damage** 2d6 P

Weapon Slots 1; **Upgrade Slots** 2

Capacity 100; **Usage** 1/minute

Size Medium; **Bulk** 18 (deployed), 1 (undeployed)

DESCRIPTION

This surprisingly light suit of hybrid powered armor uses technomagical microthrusters to grant you flight and incredible mobility. In its undeployed form, an *angel frame* looks and functions as a specific kind of clothing

(*Starfinder Core Rulebook* 230), often an environmental outfit or travel outfit. In this form, an *angel frame* grants none of the effects of wearing powered armor and doesn't use charges. As a full action, you can speak a command word that causes pieces of the armor to deploy from extra-dimensional spaces and fit together around you. Once deployed, the *angel frame* functions as powered armor with the listed statistics. You can return the *angel frame* to its undeployed form as a full action by speaking the same command word. An *angel frame* that runs out of power stays in its deployed form and has a bulk of 18; you can still exit the armor as a full action.

Angel frames tend to resemble a gleaming suit of full plate perfectly tailored to your form, sometimes with wing-like protrusions at its shoulders; its appearance can also be subtly altered to fit your personal aesthetic.



VARCULAK



**VARCULAK
MARAUDER**
CR 2
XP 600



VARCULAK NOBLE
CR 12
XP 19,200

VARCULAK MARAUDER

CR 2

XP 600

Varculak soldier
NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

EAC 13; KAC 15

Fort +4; **Ref** +2; **Will** +3

Defensive Abilities deathless vitality

Weaknesses deathless weakness, silver susceptibility

HP 25

OFFENSE

Speed 40 ft.

Melee thunderstrike pulse

gauntlet +10 (1d6+6 B & So, critical knockdown or leech^{AR} [DC 11])

Ranged tactical acid dart rifle +8

(1d8+2 A & P; critical corrode 1d4) or incendiary grenade I +8 (explode [5 ft., 1d6 F plus 1d4 burn, DC 13])

Offensive Abilities fighting style

(blitz), gear boost (bullet barrage), grave touch (DC 13)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** +0;

Wis +0; **Cha** +1

Skills Athletics +12, Intimidate +7, Stealth +7

Languages Castrovelian, Common

Other Abilities torpor, unnerving visage (human)

Gear freebooter armor I, tactical acid dart rifle with 20 darts, thunderstrike pulse gauntlet with 1 battery (20 charges), incendiary grenades I (2)

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Deathless Vitality (Ex)

Varculaks are immune to disease, and they neither breathe nor suffer the normal environmental effects of being in a vacuum. They gain a +2 racial bonus to saving throws against ability damage, ability drain, bleed, death effects, energy drain, exhaustion, fatigue, negative levels, paralysis, poison, sleep,

and stunning. In addition, effects that heal the living heal varculaks. A varculak needs to eat and drink.

Deathless Weakness (Ex) A varculak can be raised from the dead and always returns as a varculak. When dying, a varculak must spend 1 additional Resolve Point (maximum 4) to stabilize and stay in the fight (*Core Rulebook* 23). Further, while at 0 Hit Points, a varculak subjected to an effect that restores Hit Points regains only half as many as the effect normally restores (minimum 1).

Grave Touch (Su) A varculak imparts the leech critical hit effect (*Starfinder Armory* 31) to any melee weapon it wields, but the saving throw DC is 10 + the varculak's level + its Strength modifier, and the duration of the effect is 1d4 rounds. In addition, when a creature fails its save against this leech critical hit effect, the varculak regains a number of Hit Points equal to half its CR or level (minimum 0). If the weapon already has a critical hit effect, the varculak must choose which to apply on a critical hit.

Silver Susceptibility (Ex) Kinetic attacks with silver weapons bypass any DR a varculak has. If a varculak takes a critical hit from such an attack, the varculak must succeed at a Fortitude saving throw against the weapon's critical hit DC or be staggered for 1 round.

Torpor (Ex) A varculak needs rest like a living humanoid but sleeps very heavily. When asleep, varculaks are hard to rouse, taking a -15 penalty to Perception checks. It takes a full action to awaken a varculak who is asleep, although these creatures awaken normally if wounded.

Unnerving Visage (Ex) Living members of the varculak's former species find these undead disturbing. The varculak gains a +2 racial bonus to Intimidate checks made against members of that species but takes a -2 penalty to Bluff and Diplomacy checks made against them.

VARCULAK NOBLE

CR 12

XP 19,200

Varculak envoy
CN Small undead

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

DEFENSE

HP 185 RP 5

EAC 26; KAC 27

Fort +11; **Ref** +15; **Will** +13

Defensive Abilities deathless vitality

Weaknesses deathless weakness, silver susceptibility

OFFENSE

Speed 30 ft.

Melee ultrathin dueling sword +21 (4d4+13 S; critical leech^{AR} [DC 21])

Ranged advanced tetrad rings +23 (2d6+12 B; critical push^{AR} [5 ft.])

Offensive abilities grave touch (DC 21)



VARCULAK

STATISTICS

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

Skills Athletics +22, Bluff +27, Diplomacy +22, Intimidate +27, Sense Motive +22

Languages Akitonian, Common, Eoxian, Shirren, Ysoki

Other Abilities envoy improvisations (hidden agenda, improved get 'em, improved hurry, quick dispiriting taunt), torpor, unnerving visage (ysoki)

Gear platinum AbadarCorp travel suit, advanced tetrad rings^{AR} with 2 batteries (20 charges each), ultrathin dueling sword

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Deathless Vitality (Ex) See page 126.

Deathless Weakness (Ex) See page 126.

Grave Touch (Su) See page 126.

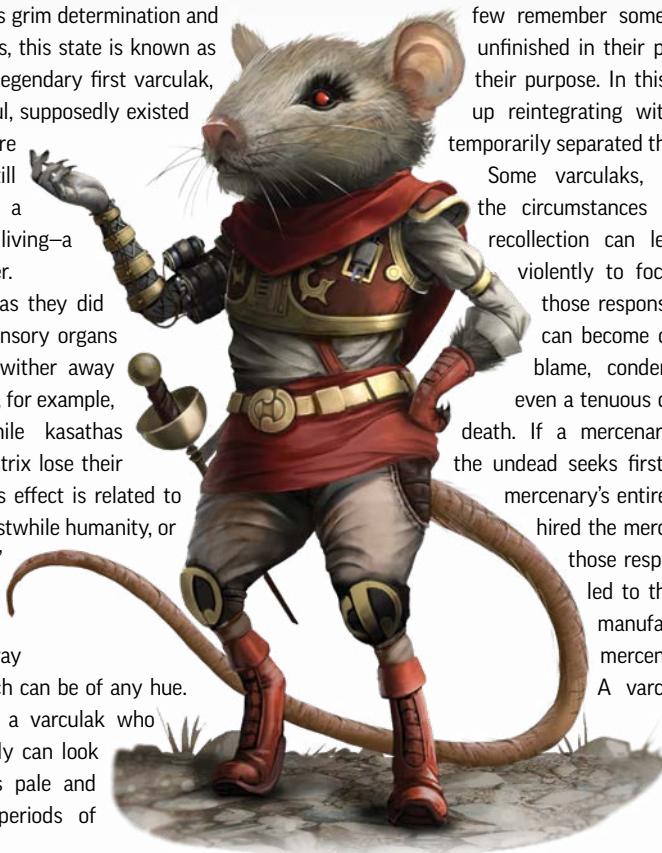
Silver Susceptibility (Ex) See page 126.

Torpor (Ex) See page 126.

Unnerving Visage (Ex) See page 126.

Varculaks, also known as soul wights, are undead that occur when a humanoid dies with an intense desire to continue living. The longing turns to anger as life slips away, but the varculak's will is strong enough that the soul doesn't pass on into the River of Souls for Phasma's judgment. Instead, a portion of the mortal essence passes away, leaving behind a soul with little memory of who it once was, and locked inside a half-living body. What remains is grim determination and rage. Among occult scholars, this state is known as "the Curse of Varcul." The legendary first varculak, once a human named Varcul, supposedly existed thousands of years before the Gap. Some say he still does, and varculaks make a deal with him to continue living—a bargain they don't remember.

A varculak looks much as they did in life, except limbs and sensory organs outside the human norm wither away and turn to dust. Lashuntas, for example, lose their antennae, while kasathas lose their extra arms and strix lose their wings. (Some speculate this effect is related to the fabled Varcul and his erstwhile humanity, or he requires his "offspring" to make these sacrifices.) Eyes undergo a notable change, the orbs giving way to points of cold light, which can be of any hue. Except for this alteration, a varculak who has eaten or rested recently can look almost alive, but becomes pale and drawn quickly between periods of

**RACIAL TRAITS**

Ability Adjustments: +2 Con, +2 Cha, -2 Wis

Hit Points: 3

Size and Type: Varculaks are Small or Medium undead, depending on the species they once belonged to. Varculaks have a Constitution score, lack the unliving trait, and don't gain undead immunities.

Darkvision: Varculaks have darkvision with a range of 60 feet.

Deathless Vitality: See page 126.

Deathless Weakness: See page 126.

Grave Touch: See page 126.

Silver Susceptibility: See page 126.

Torpor: See page 126.

Unnerving Visage: See page 126. Select one Small or Medium humanoid species to apply this trait to. The varculak was formerly of that species.

refreshment, and varculaks never look so much like corpses as when they sleep. These changes prevent them from passing for a normal member of any humanoid species.

Most varculaks are creatures of deep passion. They have a sense of life as fleeting, and they seek not only to experience what it has to offer, but also to give it purpose. Varculaks are rarely idle. If anything, they can be obsessive and, having died once, are averse to fewer risks than the living. A lucky few remember some important task they left unfinished in their previous life and make that their purpose. In this way, many varculaks end up reintegrating with the society that death temporarily separated them from.

Some varculaks, however, remember only the circumstances of their death. This one recollection can lead a varculak who died violently to focus on vengeance, seeking those responsible. That done, a varculak can become obsessed with the chain of blame, condemning nearly anyone for even a tenuous connection to the varculak's death. If a mercenary killed such a varculak, the undead seeks first that mercenary, then the mercenary's entire company, then those who hired the mercenary, and eventually even those responsible for the conflict that led to the varculak's demise or the manufacturer of the weapon the mercenary used for the deed. A varculak on such a path of destruction is more likely to face a second and final death than to reach the path's end.

VORTHUUL



VORTHUUL
CR 10
XP 9,600

VORTHUUL**CR 10****XP 9,600**

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +19**DEFENSE**
EAC 23; **KAC** 25**HP** 165**Fort** +12; **Ref** +12; **Will** +11**Defensive Abilities** quantum duality; **Immunities**
undead immunities**Weaknesses** event horizon**OFFENSE****Speed** fly 60 ft. (Su, perfect)**Melee** claw +22

(2d10+18 S)

Ranged gravity blast +19

(4d6+10 B; critical stunned)

Offensive Abilitiesgravitational maelstrom,
voidheart**STATISTICS****Str** +8; **Dex** +5; **Con** —; **Int**
+0; **Wis** +3; **Cha** +0**Skills** Acrobatics +24(+32 to fly), Athletics +19,
Stealth +19**Languages** Common**Other Abilities** unliving**ECOLOGY****Environment** vacuum**Organization** solitary, pair, or
supermass (3–6)**SPECIAL ABILITIES****Event Horizon (Su)** Vorthuulsbend light toward themselves,
including that produced by laser
weapons. Attacks made with
laser weapons against a vorthuul
gain a +4 circumstance bonus to
the attack roll and ignore the miss
chance from concealment.

Gravitational Maelstrom (Su) Three times per day as a full action, a vorthuul can take on the crushing gravitational properties of a black hole for 1d4+1 rounds, during which time the vorthuul's speed is reduced by half. At the end of the vorthuul's turn, creatures the same size or smaller and unattended objects of no more than light bulk within 30 feet of the vorthuul are drawn toward it. The vorthuul makes a single special combat maneuver with an attack bonus of +22, comparing the result to each creature's KAC + 4. If successful, the creature is pulled 5 feet closer to the vorthuul plus 5 additional feet for every 5 by which the result exceeds the target's KAC + 4. Unattended objects are automatically moved 10 feet closer to the vorthuul each round. While this ability is active, any creature that begins its turn adjacent to the vorthuul takes 2d10+10 bludgeoning damage (Fortitude DC 17 half); unattended objects automatically take this damage when they are moved adjacent to the vorthuul. In addition, any creature within 30 feet of the vorthuul while this ability is active has its speed reduced by half when it moves away from the vorthuul or doubled when it moves toward the vorthuul. A creature that moves neither toward nor away from the vorthuul during this time moves at its normal speed.

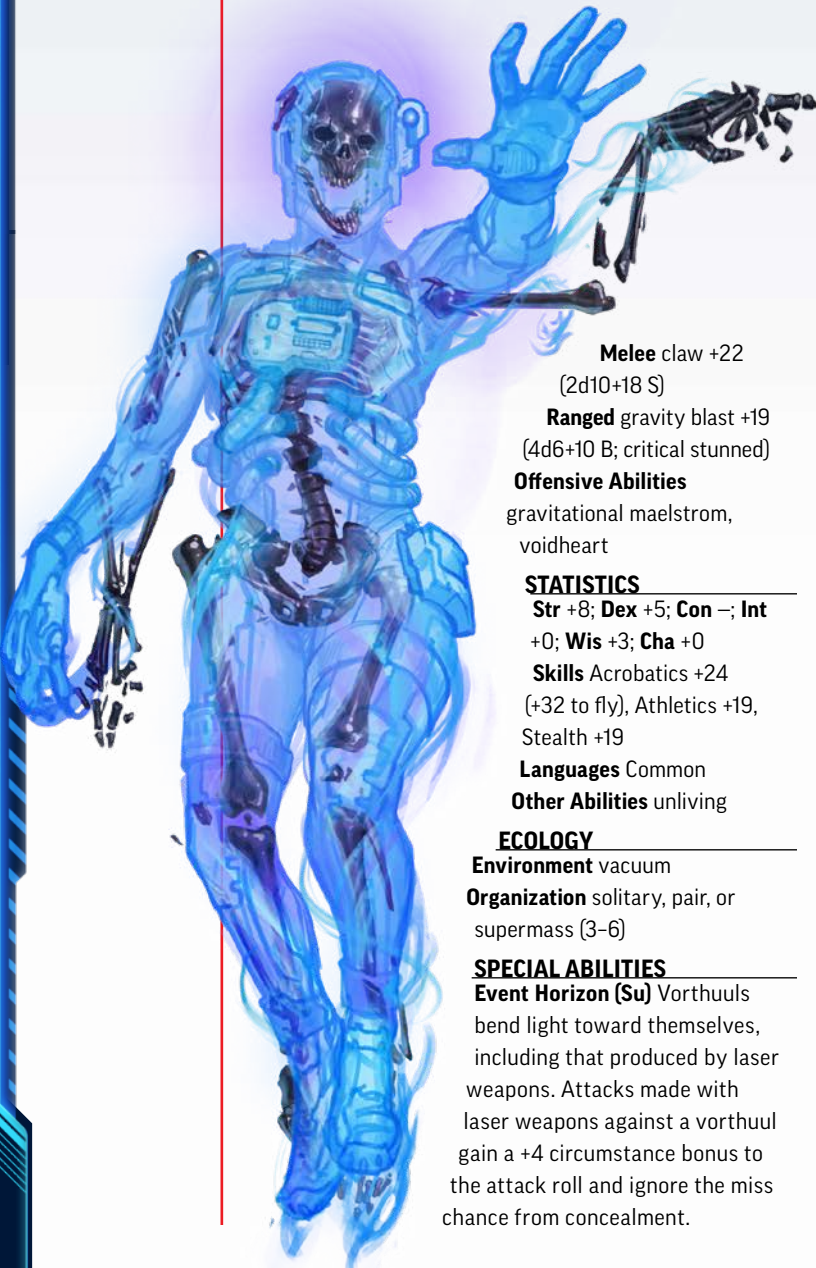
Gravity Blast (Su) A vorthuul's gravity blast has a range increment of 60 feet.

Quantum Duality (Su) Vorthuuls are constantly shifting between the forms of two spirits that are forever intertwined through quantum entanglement: one an apparition that continually suffers in agony as its physical form is stretched by the black hole's tidal forces, the other a tranquil, compressed mass created by a singularity's crushing abyss. The vorthuul decides which of its two forms is dominant at the start of combat and can switch between the forms as a move action.

Form of Crushing Tranquility: The vorthuul gains immunity to bludgeoning damage and force effects, as well as a +4 circumstance bonus to Will saves.

Form of Everburning Essence: The vorthuul gains elemental immunities and ferocity.

Voidheart (Su) As a standard action, a vorthuul can attempt to touch an adjacent creature with an attack bonus of +22 against the target's EAC to channel the torment of being consumed by a singularity onto them. If the target fails a DC 19 Fortitude save, it is immediately pinned and staggered by the crushing agony for 1 minute. As a standard action during its turn, the creature can attempt a DC 35 Acrobatics check to escape or a DC 25 Strength check to break through the invisible bonds of gravity, removing the pinned and staggered conditions.





VORTHUUL

While it is unknown exactly what happens to any starfarer unfortunate enough to be pulled into a black hole, most scientists are certain that nothing can survive the multitude of gravitational forces that batter anything that passes the event horizon. However, reports of strange undead creatures appearing on starships and space stations near these deadly cosmic phenomena have led kasatha mystics aboard the *Idari* to conjecture that the terrible agony undergone by those consumed by a black hole sometimes allows their spirits to escape the phenomenon and continue on to wreak havoc among the living. The kasathas call such entities vorthuuls, though they are sometimes referred to as singularity wraiths by others. A vorthuul is a strange apparition that appears to be composed of two intertwined forms: one a squat, obsidian skeleton that emanates calm, the other the phantom visage of a creature eternally screaming in unbearable pain as it is stretched to impossible lengths. Neither of these forms ever separates from the other, though one spirit always seems to have dominance at any given moment, pulling along the other with its whims.

Kasatha sages suggest that these two entangled spirits were once a single living creature that suffered the extreme misfortune of being pulled inexorably into the mouth of a black hole. In this moment, where time and reality get twisted, the black hole creates two versions of the same creature: one that is tortuously extended vertically while being compressed horizontally, and the other that is crushed into infinite density as it is drawn into the singularity. Both versions of the original creature are horribly killed, of course, and their spirits are linked to one another through quantum entanglement.

While no one knows precisely how these two versions of the same creature's spirit combine to form an undead vorthuul, those who travel the void know the true dangers these creatures present. Seemingly able to harness the gravitational forces of a black hole, a vorthuul is a horrifying sight for a party of adventurers hoping to loot an abandoned starship or mine precious metals from the surface of an asteroid.

A vorthuul can appear on a starship, research station, or other celestial object when it passes close to a black hole (though not close enough to be caught by the singularity's gravitational pull), seemingly manifesting as an avatar of the black hole itself. A singularity that has swallowed countless souls might be "home" to a large group of vorthuuls, making the region of space near that black hole particularly dangerous to living creatures. Such collections of vorthuuls often go

unreported if no one makes it out of the area alive, leading to rumors of "haunted" stretches of space.

Solarians—especially those of the kasatha species—are especially aware of and concerned with the threat vorthuuls pose. Some solarians believe that many vorthuuls were once members of the same tradition who became disproportionately attuned with graviton forces. Their connection with the cosmic forces of gravity and light became imbalanced, contributing to their rebirth as vorthuuls, and they now seek out living solarians to completely destroy them.

Other groups, such as the Cult of the Devourer, respect the vorthuuls' uncanny power, viewing them as avatars of their god of infinite destruction, and may even attempt to capture a vorthuul in an attempt to unleash its wrath upon their foes.

VORTHUUL TEMPLATE GRAFT (CR 6+)

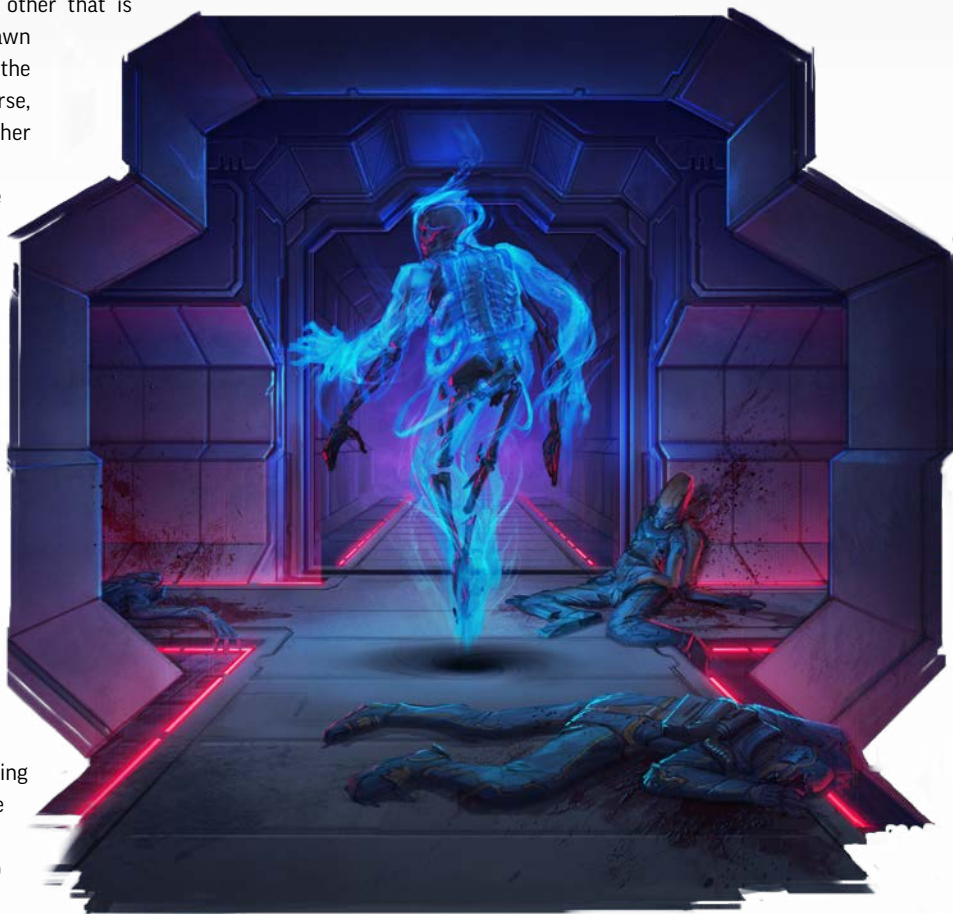
Vorthuuls are created when a living creature perishes inside a black hole. Use the following template graft to create a unique vorthuul of any CR.

Required Creature Type: Undead.

Suggested Array: Combatant.

Traits: Quantum duality (see page 128); event horizon (see page 128); fly 60 ft. (Su, perfect); gravitational maelstrom (see page 128), voidheart (see page 128).

Suggested Ability Score Modifiers: Strength, Dexterity.



VRACINEA



VRACINEA
CR 4
XP 1,200

VRACINEA

CR 4

XP 1,200

N Large plant

Init +3; Senses low-light vision; Perception +10

Aura paralyzing scent (15 ft., Fortitude DC 13)

DEFENSE

HP 51

EAC 16; KAC 18

Fort +8; Ref +6; Will +3

Immunities plant immunities

OFFENSE

Speed 15 ft.

Melee bite +12 (1d6+9 P)

Space 10 ft.; Reach 10 ft.

Offensive Abilities lure (120 feet, Will DC 13)

STATISTICS

Str +5; Dex +3; Con +1; Int -4; Wis +0; Cha +0

Skills Athletics +10, Stealth +15, Survival +10

ECOLOGY

Environment temperate and warm forests (Castrovel)**Organization** solitary

SPECIAL ABILITIES

Lure (Su) Each living creature within 120 feet of a vracinea that can see its violet blossoms must succeed at a DC 13 Will save each round at the beginning of its turn or be drawn toward the plant. An affected target must use 2 move actions each round to move directly toward the vracinea at its full speed, and it can't move in such a way that it loses line of sight to the vracinea. If the only path to the vracinea passes through terrain that could harm the target (such as a river of lava or a bed of sharp thorns), the target can attempt an additional saving throw to shake off the effect before moving into the dangerous area. An affected creature within 5 feet of the vracinea can take no actions and offers no resistance to the vracinea's attacks. Once a creature successfully saves against this effect, it is

immune to the same vracinea's lure ability for 24 hours. This is a mind-affecting, sense-dependent effect.

Paralyzing Scent (Ex) A vracinea constantly exudes a sweet odor to a radius of 15 feet. Any living creature with a sense of smell that enters or starts its turn in this area of effect must succeed at a DC 13 Fortitude save or be paralyzed for 1 round. Once a creature successfully saves against this effect, it is immune to the same vracinea's paralyzing scent for 24 hours. This is an inhaled poison effect.

The lush jungles of some of the more verdant worlds, such as Castrovel, can be dangerous for those who are unprepared for the many threats that lurk within, whether those dangers be stampeding saurian creatures or enormous poisonous insects. Even the plant life can be a significant threat, as many species have evolved carnivorous appetites. While some are content to munch on lizards and small mammals, others require more robust sources of protein and have developed sharp-toothed jaws and cunning ambush tactics to help them sate their appetites.



PHEROMONE GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
<i>Pheromone grenade, mk 1</i>	4	325	20 ft.	Drawn	L	Explode (10 ft.; see text)
<i>Pheromone grenade, mk 2</i>	8	1,400	20 ft.	Drawn	L	Explode (15 ft.; see text)
<i>Pheromone grenade, mk 3</i>	12	5,300	20 ft.	Drawn	L	Explode (20 ft.; see text)
<i>Pheromone grenade, mk 4</i>	16	26,000	20 ft.	Drawn	L	Explode (25 ft.; see text)

The vracinea is one such predator, a shambling plant creature with several fanged mouths and large blossoms that both attract living creatures with psychic impulses and exude a scent that holds prey in place. Standing almost 12 feet tall, a typical vracinea weighs 2,000 pounds, though one currently digesting a victim might be heavier.

Usually, a vracinea forsakes its mobility to lie in wait for its next meal, covering its lower half with nearby vines and branches and leaving only its blossom lures visible. If possible, it situates itself in a clearing or at the top of a rise to maximize its hunting range. Once its mesmerized prey has gotten close to it, the vracinea allows its flowers' paralyzing odor to wash over its victim before the plant creature bursts forth from its camouflage and attacks. If an injured prey manages to shake off the scent's effects and attempts to escape, the vracinea will pursue as best it can for a short time before giving up and beginning its hunting cycle over again, often selecting a new location in the process.

Xenobotanists aren't certain of the mechanisms behind a vracinea's blossom lures, as only a few scientists who set out to study these plant creatures have returned with evidence. Some believe the flowers vibrate at an almost subatomic level, stimulating a target's subconscious desires, while others think that the vracinea transmits psychic impulses to its prey through the flowers. Either way, affected creatures can't help but move toward the vracinea until they get caught within the plant's paralyzing scent aura, after which they are quickly devoured.

Vracineas are solitary and territorial creatures. When two come into contact, they often charge at one another, quickly becoming locked in a struggle of gnashing teeth until one falls dead or retreats to nurse its wounds. The stakes of such skirmishes can be especially high, given that nearby prey are often unable to resist the draw of both creatures and end up standing by, paralyzed. The winning vracinea claims any such prizes and claims the nearby territory. It then picks a new hiding spot and patiently waits for other victims to appear. Rarely, a starving vracinea—easily recognizable by the deep purple coloration of its blossom lures—will pursue, kill, and feast on the loser of a contest of dominance, though this is the only time a vracinea partakes in cannibalism. In fact, a vracinea usually refuses to eat other plant creatures;

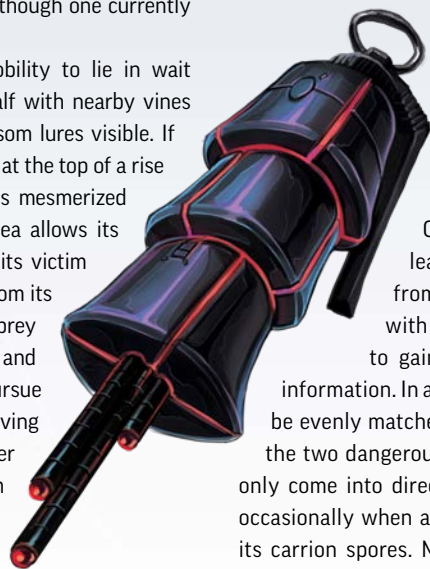
xenobotanists believe those that do are in fact attempting to reach unabsorbed meat in the other creature's system.

On Castrovell, vracineas flourish on the continent of Ukulam, where they can stake expansive hunting grounds and avoid other voracious members of their species. All is not completely peaceful, however, as many vracineas compete for food with the jungle's other carnivorous creatures, such as tentacled ksariks and serpentine mountain eels.

Over many generations, ksariks have learned to detect the scent of vracineas from greater and greater distances, along with the knowledge that they have little to gain from ingesting a vracinea's genetic information. In addition, the two plant creatures tend to be evenly matched, making any confrontation between the two dangerous for both. As a result, they generally only come into direct conflict in times of desperation, or occasionally when a ksarik is tracking victims infected by its carrion spores. Mountain eels, on the other hand, are often more powerful than vracineas, though the two only fight for resources if a vracinea attempts to claim part of a mountainside frequented by a bed of mountain eels for its hunting ground. Usually outnumbered, a vracinea is quickly dispatched by mountain eels, but occasionally one of the plant creatures discovers a nest of newly born elvers left behind by its parents and enjoys a grand feast.

PHEROMONE GRENADES

Though scientists understand little about how a vracinea's paralyzing scent affects the brain, weapon designers across the galaxy have been inspired by its effects and have replicated them with custom hybrid grenades. When it bursts, a *pheromone grenade* deals no damage, instead dispersing a powerful cocktail of supercharged pheromones and magically modified mind-altering chemicals in the listed blast radius. Each creature in the radius that inhales the pheromones (which bypass even active environmental protections from a suit of armor) must attempt a Will saving throw. A creature that fails its save is fascinated for a number of rounds equal to the grenade's mark number as they gaze in wonder at sparkling trails that only they can see. A creature that succeeds at its save is immune to the effects of *pheromone grenades* for 24 hours. This is a mind-affecting effect.



WEAPONIZED TOY



**WEAPONIZED
DEVIL-IN-A-BOX**
CR 3
XP 800

WEAPONIZED DEVIL-IN-A-BOX**CR 3****XP 800**

N Tiny construct (technological)

Init +4; **Senses** darkvision 60 ft., low-light vision;**Perception** +8**DEFENSE****EAC** 14; **KAC** 16**Fort** +3; **Ref** +3; **Will** +0**Defensive Abilities** boxed; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits**OFFENSE****Speed** 30 ft.**Melee** cutters +12 (1d6+4 S; critical bleed 1d4)**HP 40****Space** 2-1/2 ft.; **Reach** 0 ft. (or 5 ft.)**Offensive Abilities** mobile reach, pounce**STATISTICS****Str** +1; **Dex** +4; **Con** -; **Int** +0; **Wis** +0; **Cha** +0**Skills** Acrobatics +13, Athletics +8**Feats** Mobility, Spring Attack**Languages** Common (can't speak any language)**Other Abilities** unliving**ECOLOGY****Environment** any**Organization** solitary, pair, or cackle (3-8)**SPECIAL ABILITIES**

Boxed (Ex) A weaponized devil-in-a-box has an attached box with a lid. While inside its box or motionless, the creature looks like a normal toy.

As a move action, a weaponized devil-in-a-box can pull itself partially into its box, gaining partial cover. It takes a -2 penalty to attack rolls and can move at only half speed while doing so. As a full action, a weaponized devil-in-a-box can pull itself fully into its box, granting itself total cover.

While withdrawn in this way, the devil-in-a-box can't move or attack, and it can't see. In either case, the devil-in-a-box can emerge from its box as a move action.

The box has hardness 10 and 20 Hit Points, and a creature that targets the container with a melee or ranged attack automatically hits it. A devil-in-a-box whose box has the broken condition takes a -2 penalty to AC. If the box is destroyed, the penalty increases to -4, and the devil-in-a-box is staggered until a new box is attached.

Mobile Reach (Ex) Provided it emerges fully from its box or moves before it attacks, a weaponized devil-in-a-box's reach increases to 5 feet.

Pounce (Ex) When a weaponized devil-in-a-box charges, it can also make a full attack.

**WEAPONIZED GAMEDROID****CR 6****XP 2,400**

N Small construct (magical, technological)

Init +5; **Senses** darkvision 60 ft., low-light vision;**Perception** +13**DEFENSE****EAC** 17; **KAC** 18**Fort** +3; **Ref** +3; **Will** +7**Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity**OFFENSE****Speed** 10 ft., fly 30 ft. (Ex, average)**Melee** slam +13 (1d6+6 B)**Offensive Abilities** casting unit**Spell-Like Abilities** (CL 6th; melee +13)**HP 75**



WEAPONIZED TOY

1/day—*fabricate scrap*^{PW}, *jolting surge*, *junksword*^{PW} (2nd level)

2/day—*magic missile*, *wisp ally*

At will—*disguise self* (DC 17), *holographic image* (3rd level, DC 19), *psychokinetic hand*, *token spell*

STATISTICS

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

Skills Acrobatics +13, Disguise +18

Languages Common, up to 2 other languages

Other Abilities sound modulation

ECOLOGY

Environment any

Organization solitary, pair, or squad (3-9)

SPECIAL ABILITIES

Casting Unit (Ex) A weaponized gamedroid gains its spells from a special amalgamation of spell chips known as a casting unit. Some of the spells a weaponized gamedroid can cast vary, usually based on a theme, but like non-weaponized gamedroids, they typically use *holographic image* to build a gaming environment, *disguise self* to change their appearance in that environment, *psychokinetic hand* to manipulate the player in minor ways, and *token spell* for some special effects. The gamedroid can concentrate on *holographic image* as a swift action on each of its turns, and it can cast spells while so doing. In addition, when a gamedroid casts *disguise self*, it can appear to be as little as 1 foot in diameter or as big as 8 feet tall.

Sound Modulation (Ex) A weaponized gamedroid can change its voice and other sounds it makes. This trait grants the gamedroid a +2 circumstance bonus to Disguise checks if a change in sound helps the disguise.

As the weapons trade thrives, companies have become more strict about items they ship or allow in baggage. Weapons and combat-oriented creatures are commonly banned. In response, arms dealers and tech-minded assassins build combat drones disguised as toys. Many of these constructs are concealed only for transport, but some integrate their innocuous appearance into their functions with the intent of fooling potential victims as much as shipping securely. Not to be overlooked is the humiliation of being attacked by a toy.

One popular design is the devil-in-a-box. A figure, scary or cute, is stuffed into a box or similar container, from which it springs when activated. The construct has serrated limbs or jaws capable of slicing through modern composites and a keen virtual intelligence programmed to identify and track targets and to maim or kill. Common "devils" range from literal fiends to skittermanders with saw-like jaws or model Swarm thresher lords. These murderous toys are common enough that modern security gives more scrutiny to them in customs and boarding processes, but telling a mere toy from a killer drone is difficult.

High-end gaming devices have been used for similar ends. Gamedroids normally function, singly or in groups, to create sophisticated holographic game environments using

rechargeable banks of spell chips embedded in their onboard casting units. Installing new spell chips into a prepackaged casting unit is difficult. However, weaponized casting units can be scratch-built in a reasonable amount of time and installed into gamedroids. A shipment of gamedroids can then become a delivery of assassins, loaded with combat magic. Like other weaponized toys, these lethal constructs need only to be assigned a target. And, since off-the-shelf models can be weaponized, tracing the perpetrators can be problematic.

Laws to control weaponized toys are hard to create and enforce. Lobbyists balk at legislation that burdens manufacturers or slows shipping. Apostae's lobbyists in particular have been vocal that laws mustn't hold producers accountable for misuse of their goods, as the precedent would be untenable and the reach overlarge. Responsibility lies, industry advocates insist, with law enforcement and the criminals who perpetrate such abuse.



WOLLIPED



WOLLIPED
CR 3
XP 800

ALURAL WAR
WOLLIPED
CR 9
XP 6,400

WOLLIPED

CR 3

XP 800

N Large animal

Init +2; Senses blindsense (scent) 60 ft., low-light vision;

Perception +8

DEFENSE

HP 35

EAC 14; KAC 16

Fort +7; Ref +7; Will +2

Weaknesses docile

OFFENSE

Speed 50 ft.; snow stride

Melee gore +8 (1d6+7 P)

Space 10 ft.; Reach 5 ft.

Offensive Abilities spit (1/hour; ranged +6)

STATISTICS

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

Skills Athletics +13, Survival +8

Other Abilities cold inured

ECOLOGY

Environment cold hills, mountains, or plains (Triaxus)

Organization solitary, pair, or herd (3-12)

SPECIAL ABILITIES

Cold Inured (Ex) A wolliped treats severe cold as cold and extreme cold as severe cold (*Starfinder Core Rulebook* 400).**Docile (Ex)** A docile wolliped uses the low attack bonus from the combatant array for its gore attack. The wolliped loses this weakness if trained for combat, a function of the rear a wild animal task of the Survival skill (*Core Rulebook* 149). A wolliped trained this way uses the high attack bonus for its gore attack and adds the knockdown critical hit effect.**Snow Stride (Ex)** A wolliped treats heavy snow as difficult terrain and snow as normal terrain (*Core Rulebook* 398).**Spit (Ex)** Once per hour, a wolliped can regurgitate, spitting this vomit as a ranged attack (targeting EAC) at a target within 10 feet. On a hit, the target must succeed at a DC 12 Fortitude save or be sickened for 1d4 rounds.

ALURAL WAR WOLLIPED

CR 9

XP 6,400

N Large animal

Init +4; Senses blindsense (scent) 60 ft., low-light vision;

Perception +17

DEFENSE

HP 145

EAC 22; KAC 24

Fort +13; Ref +13; Will +8

OFFENSE

Speed 50 ft. (45 ft. in armor); snow stride

Melee gore +21 (2d10+15 P)

Space 10 ft.; Reach 5 ft.

Offensive Abilities spit (1/hour; ranged +19), trample (2d10+15 B, DC 16)

STATISTICS

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

Skills Athletics +22, Survival +17

Other Abilities cold inured

Gear pinion skyfire armor

ECOLOGY

Environment cold hills, mountains, or plains (Triaxus)

Organization solitary, pair, or mounted (1 alural war wolliped and 1 ryphorian)

SPECIAL ABILITIES

Cold Inured (Ex) See above.**Snow Stride (Ex)** See above.**Spit (Ex)** See above (Fort DC 16; sickened 1d6 rounds).

Wollipeds are eight-legged mammals with a thick fleece and long tusks. Originally native to the Parapet Mountains on Triaxus, wollipeds were among the first animals the ryphorians (*Starfinder Alien Archive* 96) domesticated.



WOLLIPED

On Triaxus, ryphorians have raised wollipeds as livestock for thousands of years. With the advent of Drift travel, however, wollipeds have spread to other planets beyond the Pact Worlds.

In the wild, wollipeds are herd animals. When threatened, they gather in a tight cluster, adults on the outside with their tusks facing outward, and the young and infirm herd members protected in the center. Wollipeds also spit as a defense mechanism. They developed spiting to warn off competitors for choice food. However, if attacked or sufficiently upset, a wolliped vomits the half-digested contents of its stomach to scare off attackers. Wolliped defensive clusters rain this spit on would-be attackers, often driving off all but the hardest of predators.

On Triaxus, herds of wild wollipeds migrate great distances during the planet's harsh winters in search of food. Most wollipeds are herbivores. Those dwelling in high altitudes or areas with sparse vegetation feed on lichens, mosses, and tubers. Wollipeds of the plains graze on grasses and leaves.

Like ryphorians, wollipeds have adapted to Triaxus's long seasons, regardless of what planet they inhabit. Wollipeds born in the winter (Triaxus's current season) have long, thick, shaggy coats. Those born in the summer have shorter, thinner coats. Winterborn wollipeds grow much longer tusks than their summerborn kindred, using them to dig into the ice and snow for burmoss, roots and rhizomes, tubers, and patches of sentient tulbos fungus. All wollipeds also clash their tusks in dominance competitions and mating displays.

Wollipeds are exceptionally surefooted, able to easily climb steep mountain trails and maneuver in deep snow. This ability to navigate challenging environments, as well as their docile nature, made wollipeds a natural choice for domestication. Of greatest value is the wollipeds' fleece, which can be spun and woven into warm, water-repellent textiles. Wollipeds are also raised for their meat, and some ryphorians drink a potent alcohol made from fermented wolliped milk for traditional celebrations and rituals. Wollipeds also make fine mounts and beasts of burden.

Herds of domesticated wollipeds can be found all over Triaxus, from the Allied Territories to Ning. Most are raised for their fleece, but more than half of Triaxus's domesticated wolliped production goes to feeding the population of the Drakelands. The same traits that led to the domestication of wollipeds on Triaxus have made them valuable as hardy livestock on cold or mountainous colony worlds. In a pinch, colonists can use them for physical labor, just as the ryphorians did in pre-Gap times.

A typical wolliped is about 12 feet long from nose to base of tail, stands 5 feet tall at the front shoulder, and weighs around 3,000 pounds. Wollipeds mate annually and give birth after 11 months. Most wollipeds live for about 15 years.

REGIONAL VARIANTS

The wolliped statistics represent the most common breed native to Triaxus, but other breeds exist across the world. These beasts are available off-world as well.

Alural: Ryphorian tribes of the Alural Plains in the Drakelands have long bred the strongest and most aggressive wollipeds. They start with the only known carnivorous strain of wollipeds, which aren't docile like their herbivorous kin. Alural trainers then prepare the wollipeds for riders and war. For those who prefer the ancient tradition of riding a wolliped into battle, this variety is widely regarded as the best. The alural war wolliped statistics represent a combat-trained, armored wolliped. A wild alural is like a normal wolliped, but it lacks the docile weakness.

Ningese: The island continent Ning on Triaxus is home to a small breed of wolliped, known for its hardiness, speed, and agility. Ningese wolliped fleece is fine and soft, and the animals' tender meat is considered a delicacy on Triaxus. Both are rare luxuries elsewhere, because the Immortal Suzerainty of Ning claims independence from the Pact Worlds, and Ning's exports carry severe tariffs and shipping restrictions. Ningese wollipeds have the miniature simple template (*Alien Archive* 151), Strength +2 (1d6+5 B damage for their gore), Dexterity and initiative +4, and their speed is 60 feet.

WOLLIPED COMPANIONS

Wollipeds can be trained to serve as reliable companions and even war mounts, though such creatures are generally trained to spit only on command. The creature companion stat block for a wolliped is on page 146.



YITHIAN



YITHIAN
CR 9
XP 6,400

YITHIAN ELDER
CR 13
XP 25,600

YITHIAN**CR 9****XP 6,400**

LN Large aberration

Init +1; **Senses** blindsense (thought) 100 ft., darkvision 60 ft.;**Perception** +17**DEFENSE****HP 125****EAC** 22; **KAC** 23**Fort** +8; **Ref** +8; **Will** +14**Defensive Abilities** fast healing 5, unflankable; **DR** 10/magic;**Resistances** acid 10, cold 10, fire 10**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** pincer +19 (3d4+12 S; critical wound [DC 18])**Ranged** jolt storm coil +17 (2d6+9 E)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 9th)At will—*detect thoughts* (range 100 ft., DC 16), *mind swap* (DC 21; see page 137), *modify memory* (DC 20)**STATISTICS****Str** +3; **Dex** +1; **Con** +3; **Int** +6; **Wis** +2; **Cha** +4**Skills** Culture +22, Engineering +17, Life Science +22, Mysticism +17, Physical Science +22**Languages** Aklo, Common, Yithian; telepathy 100 ft.**Other Abilities** mind swap mastery**Gear** jolt storm coil^{AR} with 4 high-capacity batteries (40 charges each)**ECOLOGY****Environment** any**Organization** solitary, pair, or band (3–9)**SPECIAL ABILITIES****Mind Swap Mastery (Su)** When a yithian casts *mind swap*, the duration is permanent (D). The yithian takes its senses and defensive abilities with it to a new body and doesn't gain the awkward trait. In addition, when the yithian returns to its own body, the *mind swap* target must succeed at a DC 20 Will saving throw or forget being in the yithian's body.**YITHIAN ELDER****CR 13****XP 25,600**

LN Large aberration

Init +1; **Senses** blindsense (thought) 150 ft., darkvision 60 ft.;**Perception** +23**DEFENSE****HP 200****EAC** 27; **KAC** 28**Fort** +12; **Ref** +12; **Will** +18**Defensive Abilities** fast healing 5, unflankable; **DR** 10/magic;**Resistances** acid 10, cold 10, fire 10**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** pincer +24 (6d4+17 S; critical wound [DC 21])**Ranged** impulse storm coil +22 (4d6+13 E)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 13th)1/day—*telepathic jaunt*3/day—*arcane eye*, *mind probe* (DC 21)At will—*detect thoughts* (range 150 ft.; DC 18), *mindlink* (range 150 ft.), *mind swap* (DC 23; see page 137), *modify memory* (DC 22), *telepathic bond***STATISTICS****Str** +4; **Dex** +1; **Con** +4; **Int** +8; **Wis** +3; **Cha** +6**Skills** Culture +28, Engineering +23, Life Science +28, Mysticism +28, Physical Science +23**Languages** Aklo, Common, Yithian; telepathy 150 ft.**Other Abilities** mental projection, mind swap mastery, telepathic bond

Gear impulse storm coil^{AR} with 4 super-capacity batteries (80 charges each)

ECOLOGY

Environment any

Organization solitary, pair, band (1-2 plus 3-9 yithians)

SPECIAL ABILITIES

Mental Projection (Su) A yithian elder can use its spell-like abilities as if it were in the location of a creature that is party to the yithian's telepathic bond.

Mind Swap Mastery (Su) See page 134.

Telepathic Bond (Su) As the mystic class feature (*Starfinder Core Rulebook* 84).

In eons past, yithians inhabited a dying world. They used a desperate gambit to escape their planet's doom: casting their minds through time and space. These errant souls came to rest in the bodies they possess today. The minds that already inhabited these bodies were exiled back to the yithians' doomed world, but what mattered to yithians was the survival of their species, so they had and have little concern for those exiles. Hounds of Tindalos (page 52) hunt yithians, perhaps for this act, although yithians aren't sure.

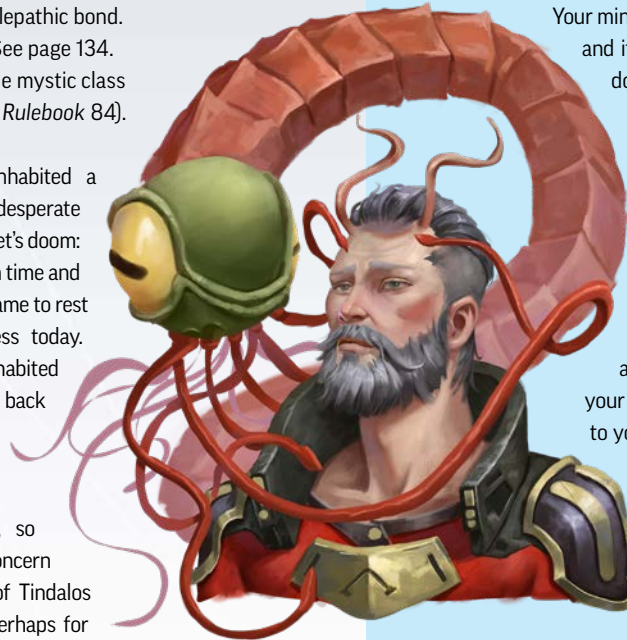
From their new home, the yithians created magitech that allowed them to contact minds on other planets and in other times. When the yithians found hospitable worlds, they created portals to those places. It was in this manner that yithians first came to Golarion. Those who lived on Golarion disappeared during the Gap, along with the rest of the planet.

As with all other denizens of the galaxy, yithians lost memory of the time during the Gap, a condition that vexes and frightens them. They also lost access to the devices that allowed them to transcend time. Their scientists continue to seek the cause of the Gap, but the more they do so, the more they realize the answer might be beyond their comprehension.

Yithians retain a weaker version of their forebears' ability to swap minds. With this power, along with the use of their hybrid portals and the immense psychic power of their elders, they travel between galactic locales. They often mind swap into other species to make use of starships, which they rarely build.

Yithian technology is akin to other high-tech equipment in the galaxy. They prefer electricity weapons. Some historians speculate that the storm coil is a pre-Gap yithian invention, although yithian versions are boxy and made for their physiology. How the weapon became widespread in the modern galaxy is yet another mystery of the Gap.

Yithians are about 10 feet tall and weigh nearly 2,000 pounds. They live for millennia.



MIND SWAP

School enchantment (compulsion, mind-affecting)

Casting Time 1 round

Range medium (100 ft. + 10 ft./2 levels)

Targets one creature

Duration 1 hour/level (D)

Saving Throw Will negates; **Spell Resistance** yes

Your mind moves into the target's body, and its mind moves into yours. You do not need line of sight or line of effect to the target if you know its location. Each target gains the mind-swapped template graft (see below). You can maintain the swap at any range on the same plane. You can shift back to your body as a standard action, and doing so ends the spell. If your new body is killed, you return to your body and the target dies. If your body is killed, you can remain in the host's body for the duration or until it is killed. Then, you die if your body is still dead. However, if you recast this spell, you

can reset the duration you remain in the target's body.

You can cast this spell from a body that is not your own, swapping minds with a new target and resetting the spell's duration. However, you can return only to your body.

If a creature saves against your casting of this spell, it is immune to your casting of this spell for 24 hours.

MIND-SWAPPED TEMPLATE GRAFT

Apply this graft to each creature involved in a mind swap.

Traits: Each creature gains the other's mental ability scores (Intelligence, Wisdom, Charisma), trained capabilities (class features, proficiencies, saving throw bonuses, skills, spellcasting), languages, and mental powers, such as spell-like and supernatural abilities. A creature retains any senses based on other abilities it retains. The effectiveness of retained abilities is based on the creature's original level or CR. Each target also retains its Hit Points and Stamina Points. A creature in an unfamiliar body gains the following trait.

Awkward (Ex): The creature takes a -4 penalty to attack rolls and Strength- and Dexterity-based skill checks. Every 24 hours the mind swap continues, a creature that has this trait can attempt a Will saving throw with a DC equal to that of the effect that created the mind swap. On a success, this trait fades away, along with its mechanical limitations.



YITHIAN

CREATURE COMPANIONS



The solitude of space can prove tough to bear for even the most hardened soloist. It's no wonder, then, that across the entire galaxy, members of countless species take up creature companions ranging from show pets to emotional support animals to combat-ready mounts. Whether such a pairing is born of cultural tradition, lucky happenstance, or even reluctant necessity, few bonds are stronger.

This section presents rules for creature companions in Starfinder. Whether you want a pet that primarily participates in roleplay, a combat-ready tactical ally, or some blend of the two, this system has you covered! First, Gaining a Creature Companion explains how to secure your own companion. Next, Creature Companions in Combat and Creature Companion Mounts introduce the feats needed to control your companion, as well as rules for utilizing it in combat and as a mount. On page 141, Creating Companions provides statistics for a creature companion of any level, followed by a number of common creature companions in the Pact Worlds. Finally, Creature Companion Equipment on page 147 has equipment you might find useful in conjunction with your creature companion.

GAINING A CREATURE COMPANION

Characters can obtain creature companions in countless ways, but the most straightforward is through purchase. This section explains the most common ways that a PC can gain and bond with a creature companion, as well as rules for how it can increase in power.

Purchasing a Companion: The Creature Companion Statistics table on page 143 lists the price for a creature companion at every level; purchasing one follows the same level guidelines as purchasing equipment (see Item Level on page 167 of the *Starfinder Core Rulebook*).

Obtaining a Companion: Your GM might provide a creature companion as part of allotted treasure or as a story award, such as if you rescue an experiment from a genetics lab.

Bonding with a Companion: However you obtain a creature companion, you can bond with it by attempting Survival checks to handle an animal (even if it has a different creature type and regardless of its Intelligence score) to improve its attitude toward you to helpful. The DC of this check is equal to $10 + 1\frac{1}{2} \times$ the companion's level, and you can attempt this check once per day. Most purchased creature companions start with an attitude of indifferent, but the GM might determine that a companion instead starts with an attitude of friendly, unfriendly, or even hostile. If you purchase a creature companion at character creation, it automatically begins with an attitude of helpful. All the special rules of creature companions function only with a creature companion you have successfully bonded with. No matter how many creature companions you purchase or otherwise acquire, you can be bonded to only a single creature companion at a time.

Creature Companion Level: Your creature companion does not have a separate pool of experience points. It is eligible to gain a level whenever you do, but its level doesn't actually increase until you spend the time and effort training it to match your new, greater degree of expertise. This requires you to pay credits equal to the cost of buying a new creature companion of the creature companion's new level on the Creature Companion Statistics table, minus the cost of its previous level. If you are more than 1 level higher than your creature companion, it can gain multiple levels, each requiring the appropriate credit expenditure, until its level matches yours. Normally a creature companion cannot gain more than 1 level in a week.

Replacing a Companion: You can have only one creature companion at any time. If your creature companion is lost or killed, or if you release it (see below), you can purchase (or your GM can provide you) a new one.

Releasing a Creature Companion: Sometimes you must part ways with even the most stalwart companion. Perhaps you reunite an orphaned creature with others of its species, or maybe you don't want to endanger your friend on a dangerous journey. Whatever the reason, you can end the bond with your creature companion at any time by rolling a Survival check with a DC equal to $10 +$ double the companion's level. If you succeed, your companion understands and complies, remaining friendly toward you for 1d10 years. If you fail the Survival check, your separation is less amicable. The creature becomes indifferent to you immediately, and its attitude toward you is unaffected by your past relationship after 2d10 weeks. Regardless of the check result, you are then free to bond with a new companion.

Languages: Creature companions don't speak any language and are immune to language-dependent effects, unless their description says otherwise.

CREATURE COMPANIONS IN COMBAT

Controlling a creature companion in combat requires focus and coordination. You can control only one creature at a time, giving it commands it follows to the best of its ability, and it must be within 20 feet of you. The actions a creature companion can take are severely limited; granting it other actions requires the Creature Companion Adept feat (see page 140).

Actions: On each round you control your creature companion, after you act and only if you didn't grant your creature companion any actions, it can take one move action (this does not require you to take an action). If a creature companion is able to take other actions (such as those you grant it using the Creature Companion Adept and related feats), it can take only the actions listed in the Creature Companion Actions sidebar on page 140, unless specified otherwise. Each action is described further on pages 244–249 of the Core Rulebook. However it's controlled, each turn a creature companion can at most take a standard, move, and swift action, or take a full action. It can



also take one reaction. A companion takes actions as soon as they are granted unless otherwise stated.

If you're riding your creature companion as a mount, it may also have other options in combat (see Creature Companion Mounts on page 140).

Injury and Death: Creature companions don't have Resolve Points or Stamina Points. Effects that would restore Stamina Points to a creature companion restore Hit Points instead. When you spend a Resolve Point to recover Stamina Points during a 10-minute rest, your creature companion regains Hit Points up to half its total. When a creature companion is reduced to 0 Hit Points, it is knocked unconscious and begins dying. Three rounds after it was knocked out, it dies unless it is stabilized or regains at least 1 Hit Point.

Uncontrolled Creature Companions

If you become unconscious or otherwise unresponsive, or if your creature companion is ever out of range, your creature

companion can't take any actions except the following until you are again able to command it or it is once more within range. At the beginning of each of your turns, your creature companion attempts a DC 15 Will save. On a success, it takes a move action to move its speed toward you, unless it's already adjacent to you, in which case it takes the total defense action. If it fails its save, it uses one move action to flee to the best of its ability, using any special abilities that help it do so.

Creature Companion Feats

Regardless of the way you gain a creature companion, granting your companion additional actions requires the Creature Companion Adept feat. You can become progressively better at working with your creature companion by taking subsequent creature companion feats.

You can use the creature companion feats listed here only with a creature companion whose level is no greater than your ranks in Survival.





CREATURE COMPANION ACTIONS

The following are the only actions a creature companion can take unless otherwise stated.

Standard

Attack
Fight defensively
Total defense

Move

Crawl
Guarded step
Move your speed
Stand up

Swift

Drop prone

Full*

Charge
Fight defensively
Full attack
Run
Withdraw

Reaction*

Attack of opportunity

*These actions are available only if you have the appropriate creature companion feat.

Creature Companion Adept

You can grant your creature companion simple actions.

Prerequisites: Survival 1 rank.

Benefit: Once per round, you can take a standard action to grant your creature companion action a standard action, take a move action to grant it a move action, or take a swift action to grant it a swift action. Your creature companion can take a move action before or after the granted action. You can control your creature companion at a range of 30 feet.

Creature Companion Expert

Your control of your creature companion improves.

Prerequisites: Creature Companion Adept, Survival 4 ranks.

Benefit: Your creature companion can take one reaction per round. In addition, when you use the Creature Companion Adept feat, you can grant your companion a standard action by taking a move action instead of a standard action. Alternatively, you can take a move action and a swift action to grant your companion a full action; if you do, it can take no other actions. You can control your creature companion at a range of 50 feet.

Creature Companion Master

Your bond with your companion deepens, allowing it to anticipate your commands.

Prerequisites: Creature Companion Expert, Survival 10 ranks.

Benefit: Each round on your turn, after you act and only if you didn't grant your creature companion any actions, your creature companion can either take a move action or standard action in addition to its normal move action, or forgo its normal move action and make a full attack. It takes a -6 penalty to full attacks made using this ability. You can control your creature companion at a range of 80 feet.

Creature Companion Virtuoso

Your creature companion can unleash its fury unbidden.

Prerequisites: Creature Companion Master, Survival 13 ranks.

Benefit: Each round on your turn, after you act and only if you didn't grant your creature companion any actions, your creature companion can forgo its normal move action to make a full attack with a -4 penalty to its attacks. You can control your creature companion at a range of 120 feet.

Combat-Trained Mount

You work fluidly with your creature companion mount.

Prerequisites: Survival 1 rank.

Benefit: Your creature companion is a combat-trained mount, and you no longer need to attempt the fight from a combat-trained mount task of Survival when directing it in battle.

Mounted Expert

While mounted, you exhibit exceptional control over not just your creature companion but also yourself.

Prerequisites: Combat-Trained Mount, Survival 5 ranks.

Benefit: When you would be knocked prone while mounted, you still gain the prone condition, but you stay mounted. You can take the stand up action to lose the prone condition as normal. Also, while you are mounted and able to take actions, your mount gains a +2 insight bonus to KAC against combat maneuvers.

Creature Companion Mounts

Your creature companion can carry you as a mount if it is at least one size category larger than you. Mounting your creature companion requires you to be adjacent to it and takes a move action. You can attempt a DC 20 Survival check to mount your companion as a swift action instead; failure wastes the swift action. If you are knocked prone while mounted, you fall off your mount. The GM might determine that you can use other creatures as mounts, possibly with a DC that's 2-10 higher for Survival checks while mounted. Riding a creature without a saddle (see page 147) imparts a -5 penalty to your checks to ride.

Bulk: You can mount your creature companion as long as the total amount of bulk you're carrying doesn't exceed your carrying capacity. If you have the encumbered condition (or gain the overburdened condition) while mounted, your creature companion gains the same condition while you are riding it.



Combat: To use your creature companion as a mount during combat, you must either have the Combat-Trained Mount feat (see page 140) or succeed at a DC 20 Survival check to ride for each action you attempt to take (or have your creature companion take; see control mount in battle on page 149 of the *Core Rulebook*). The actions you can take while mounted are listed in the Actions while Mounted sidebar; these are in addition to the actions you can normally take. Further rules for the ride task of the Survival skill are referenced here and are detailed on page 149 of the *Core Rulebook*.

Speed and Movement: While you're riding your creature companion, your mount's speeds replace your own speeds, and you use them in place of your own when moving your speed, including when using abilities that allow you to move your speed (such as the operative's trick attack). When you use an action that includes movement, your mount uses the same action (even if it couldn't normally take that action otherwise). This counts as granting your creature companion an action. If you can grant your mount additional actions (such as with a creature companion feat), it's still limited to its maximum number of actions per turn (see Actions on page 138).

Space and Reach: If your mount is exactly one size larger than you, you treat its space as your space for the purpose of reach. If your mount is more than one size larger than you, you must decide which square or squares of the mount's space you occupy and calculate your reach normally. You choose this location when you mount the creature companion, and you can move 5 feet to a different space on your mount as a move action.

Move Actions

The following are move actions you can take while mounted.

Dismount: You dismount, moving into an empty space adjacent to your mount. This movement provokes attacks of opportunity as normal. This does not require a Survival check.

Ride: You move your speed using the mount's speed (or one of its speeds, if it has more than one). This does not require a Survival check, but it does require you to use two hands, which you can't use to hold or wield items unless you succeed at a Survival check to use the guide with knees action (*Core Rulebook* 149). As part of this move action, you can attempt to increase your mount's speed using the spur mount action, or you can attempt to jump using the leap action; both are detailed on page 149 of the *Core Rulebook*. If you attempt the leap action, you use your Survival skill bonus to ride instead of your creature companion's Athletics bonus.

Swift Actions

The following are swift actions you can take while mounted.

Cover (DC 15): As a swift action, you can drop to the side of your mount and gain cover; see page 149 of the *Core Rulebook* for more information.

Fast Dismount (DC 20): As a swift action, you can dismount from your mount. If you fail the check, the swift action is wasted and you do not dismount.

ACTIONS WHILE MOUNTED

You can take the following actions while mounted; those with a listed DC require a successful Survival check to ride. These are in addition to the actions you can normally take. Your mount's speeds replace your speeds, and you can't crawl or drop prone while mounted.

Move Action

Dismount
Ride

Swift Action

Cover (DC 15)
Fast dismount (DC 20)
Fight with a combat-trained mount (DC 10)

Reaction

Soft fall (DC 15)
Stay mounted (DC 5)

Fight from a Combat-Trained Mount (DC 10): If you and your mount are both able to attack in the same turn (if you have the Creature Companion Expert feat, for example), you must succeed at a Survival check to ride before either of you attempt to do so. If you fail this check, either you or mount can attack that turn, but not both.

Reactions

The following are reactions you can take while mounted.

Soft Fall (DC 15): If you are knocked prone, you can attempt a Survival check to ride to reduce the damage you take from the fall by 1d6.

Stay Mounted (DC 5): If you would fall off your mount for a reason other than being knocked prone, you can attempt a Survival check to ride to avoid falling off.

CREATING COMPANIONS

During your travels through the galaxy, you may seek out a creature to accompany you. Use the Creature Companion Statistics table (see page 143) in conjunction with one of the stat blocks in the Creature Companions of the Pact Worlds section (see pages 142–147) to generate statistics for your creature companion.

At the GM's discretion, you can work with them to create a custom creature companion. The GM should use the Creature Companion Statistics table for your companion's basic statistics, and then give it at most one free special ability and one standard special ability as outlined for NPCs in Step 6: Special Abilities on pages 141–142 of the *Starfinder Alien Archive*. The GM can also use the Companions of the Pact Worlds section (see below) to get a sense of appropriate abilities.



Using the Creature Companion Statistics Table

Use the following information to determine your creature companion's statistics. Use the statistics presented on the table without applying ability modifiers unless otherwise stated.

Level: Your creature companion's statistics, and sometimes its abilities, are based on its level.

Price: This is the price in credits for a creature companion of the listed level. This might represent the cost of advanced training, basic supplies, food used to win the creature's friendship, or licenses and vaccinations. The GM might waive the price for creatures you gained during adventures.

Hit Points: This is the creature's Hit Point total. A creature companion doesn't have Stamina Points or Resolve Points.

Attack Bonus: This is the total attack bonus for any of the creature's melee or ranged attacks.

Damage: This is the damage the creature deals with its natural weapons. It adds its Strength modifier to this damage for melee attacks.

EAC and KAC: These are the creature companion's Energy Armor Class and Kinetic Armor Class.

Good Save Bonus and Poor Save Bonus: These are the creature's saving throw bonuses. Each creature companion lists which one of its saving throws uses the good bonus and which two use the poor bonus.

Ability Modifiers: These are the creature's two highest ability modifiers, as determined by its specific stat block

(see pages 143–147). Unless otherwise noted, its Intelligence modifier is –4 and its other ability modifiers are +0.

Skill Bonus: This is the total bonus for the creature's skill checks. Unless otherwise noted, creature companions can attempt only Acrobatics, Athletics, Perception, and Stealth checks, and Survival skill checks to endure severe weather, follow tracks, live off the land, and orienteer.

COMPANIONS OF THE PACT WORLDS

While animals are the most common type of creature companion, far stranger creatures have been known to form strong bonds with the innumerable adventurers of the galaxy. The creature companions presented on the following pages are found in the Pact Worlds and beyond. The information below explains how to read a creature companion stat block.

Levels: These are the levels at which the creature companion is typically available. A creature companion can't be obtained at a lower level than the lowest level listed here, and it generally is not available for sale above the highest level listed here (but its level can increase beyond this range; see Creature Companion Level on page 138).

Size, Type, and Subtypes: This is the companion's size and type. If it has any subtypes, those are listed here.

Senses: All creature companions are assumed to have vision as a precise sense unless otherwise stated. Many have one or more additional senses, listed here.



CREATURE COMPANIONS

CREATURE COMPANION STATISTICS

LEVEL	PRICE	HIT POINTS	ATTACK BONUS	DAMAGE	EAC	KAC	GOOD SAVE BONUS	POOR SAVE BONUS	ABILITY MODIFIERS	SKILL BONUS
1	100	10	+2	1d4+1	11	14	+4	+1	+2, +1	+5
2	500	20	+3	1d4+2	12	15	+5	+1	+2, +1	+6
3	1,200	30	+4	1d4+3	13	16	+5	+2	+2, +1	+7
4	1,800	40	+5	1d4+4	15	18	+5	+2	+2, +1	+8
5	2,700	55	+6	1d4+5	16	19	+7	+3	+2, +1	+9
6	4,900	65	+7	1d6+6	17	20	+7	+3	+2, +1	+10
7	5,400	80	+9	1d8+7	19	22	+8	+4	+3, +2	+12
8	8,400	90	+10	1d12+8	20	23	+8	+4	+3, +2	+13
9	12,000	105	+11	3d4+9	21	24	+8	+4	+3, +2	+14
10	17,000	120	+13	2d8+10	23	26	+10	+5	+3, +2	+15
11	23,000	135	+14	2d10+11	23	26	+10	+6	+3, +2	+16
12	31,000	145	+14	2d12+12	24	27	+10	+6	+3, +2	+17
13	46,000	160	+16	6d4+13	26	29	+11	+6	+4, +3	+19
14	63,000	175	+17	6d6+14	27	30	+11	+6	+4, +3	+20
15	94,000	190	+18	5d8+15	28	31	+12	+8	+4, +3	+21
16	144,000	205	+19	6d8+16	30	33	+12	+8	+4, +3	+22
17	216,000	225	+20	8d6+17	31	34	+12	+8	+4, +3	+23
18	325,000	250	+21	8d8+18	32	35	+13	+8	+4, +3	+24
19	480,000	275	+23	9d8+19	34	37	+13	+9	+5, +4	+26
20	720,000	300	+23	13d6+20	35	38	+14	+9	+5, +4	+27

Good Save: This is the creature companion's best type of saving throw. This saving throw uses the Good Save Bonus progression on the Creature Companions Statistics table.

Poor Saves: These are the creature companion's worst types of saving throws. This saving throw uses the Poor Save Bonus progression on the Creature Companions Statistics table.

Defensive Abilities and Weaknesses: The creature lists any defensive abilities, damage reduction (DR), immunities, resistances, or weaknesses that it has.

Speed: These are the creature's speeds. If it has a fly speed, this entry lists whether it is an extraordinary or supernatural ability, and its maneuverability.

Melee Attack and Ranged Attack: This lists the creature companion's primary melee or ranged attack, along with its damage type and additional effects. The damage amount depends on its level (and, for melee attacks, its Strength modifier), as given on the Creature Companions Statistics table.

Space and Reach: This is the creature's space and reach.

Ability Modifiers: These are the creature companion's two ability modifiers, listed from higher to lower. These use the ability modifier progression on the Creature Companions Statistics table.

Special Abilities: Any special abilities the creature companion has are listed here, along with their type (extraordinary, supernatural, or spell-like) and the minimum level at which the creature can use them, if applicable.

Draserka Companions

Often called "desert drakes," draserkas are draconic creatures native to the side of Verces known as Fullbright, where the sun never sets, the earth is scorched, and the air is

always superheated. These red drakes with blue wings are infamous for breathing balls of crackling electricity at foes, and they can fly at incredible speeds when they've built up their momentum.

DRASERKA

LEVELS 7-20

Large dragon

Senses blindsense (vibration and scent) 60 ft., darkvision 60 ft., low-light vision

Good Save Fort; **Poor Saves** Ref, Will

Speed 30 ft., burrow 20 ft., fly 60 ft. (Ex, average)

Melee Attack bite (P)

Ranged Attack sandstorm breath (E)

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

Ability Modifiers Str, Con

SPECIAL ABILITIES

Sandstorm Breath (Ex) Every 1d4 rounds, a draserka can breathe a ball of electrically charged sand as a ranged attack that targets EAC. This attack is a 60-foot cone and has the blast weapon special property.

Speed Surge (Ex) If you are mounted on your draserka companion and it takes two move actions to fly its speed, its fly speed increases to 70 feet for those actions.

Empathnid Companions

Originally discovered by Pact Worlds explorers on a jungle planet in the Vast, empathnids are available in a staggering array of colors and have become popular pets. The 8-inch spiders are most notable for their almost supernatural empathy for other creatures, and their venom has a stabilizing effect on most creatures.



EMPATHNID

LEVELS 1-10

Diminutive vermin

Senses blindsense (emotion) 60 ft., darkvision 60 ft.

Good Save Will; **Poor Saves** Fort, Ref

Speed 40 ft., climb 40 ft.

Melee Attack bite (P)

Space 1 ft. **Reach** 0 ft.

Ability Modifiers Dex, Wis

SPECIAL ABILITIES

Moral Support (Ex) While your empathnid companion is sharing your space, you gain a +2 morale bonus to saving throws against emotion and pain effects.

Stabilizing Venom (Ex, 4th level) Once per day as a standard action, an empathnid can inject its venom into a dying creature in its space, automatically stabilizing that creature. If you are dying, your empathnid companion can use actions as though you were consciously directing it, but only to attempt to stabilize you.

Eshar Companions

Eshars are hulking, serpentine beasts from the expansive, sandy deserts of the tidally locked planet Verces. They are used for battle, transportation, and even for sport, in an elaborate zone-capturing game that can last for days.

ESHAR

LEVELS 10-20

Huge animal

Senses blindsight (vibration) 60 ft., low-light vision

Good Save Fort; **Poor Saves** Ref, Will

Defensive Abilities ferocity; **Resistances** fire 5

Weaknesses vulnerable to cold

Speed 30 ft.; burrow 60 ft.

Melee Attack tail (B)

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

Ability Modifiers Con, Dex

SPECIAL ABILITIES

Lie in Wait (Ex) While mounted on your eshar companion, you can remain burrowed in sand or loose dirt for up to 1 hour, and if combat begins during this time, you gain a +4 circumstance bonus to any skill check (normally Perception or Stealth) to determine whether you act in a surprise round.

Screech (Ex) As a standard action, an eshar can unleash a terrifying screech, causing each creature within 30 feet to become shaken for 1d4 rounds unless it succeeds at a Will saving throw (DC = 10 + 1/2 × the eshar's level).

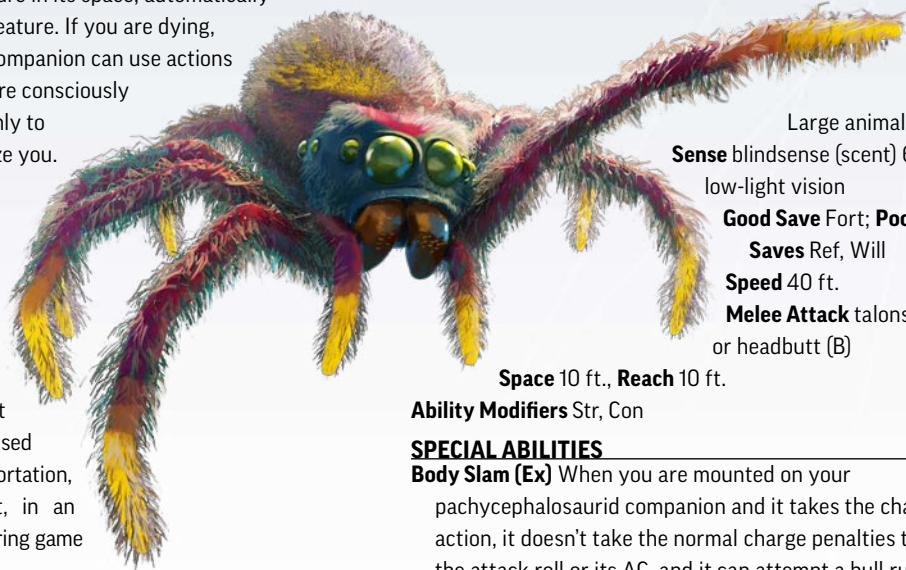
Regardless of whether a creature succeeds at this check, it is immune to that eshar's screech for 24 hours. Eshars are immune to the screech ability of other eshars, and you are immune to the screech of your own eshar companion.

Pachycephalosaurid Companions

Pachycephalosaurids are bipedal dinosaurs with thick, domed skulls that can withstand incredible impacts—and be quite dangerous to creatures on the other end of their headbutts. A low center of gravity and wicked talons make pachycephalosaurids popular beasts of burden as well as combat-trained mounts.

PACHYCEPHALOSAURID

LEVELS 3-20



Large animal

Sense blindsense (scent) 60 ft., low-light vision

Good Save Fort; **Poor**

Saves Ref, Will

Speed 40 ft.

Melee Attack talons (S) or headbutt (B)

Space 10 ft., **Reach** 10 ft.

Ability Modifiers Str, Con

SPECIAL ABILITIES

Body Slam (Ex) When you are mounted on your pachycephalosaurid companion and it takes the charge action, it doesn't take the normal charge penalties to the attack roll or its AC, and it can attempt a bull rush combat maneuver at the end of its movement instead of its normal attack, with a +4 circumstance bonus to the bull rush attempt. The pachycephalosaurid can also add its Strength modifier to this bull rush attempt.

Headbutt (Ex, 7th level) When you are mounted on your pachycephalosaurid companion and a foe provokes an attack of opportunity from it, your companion can lower its powerful head and execute a headbutt as a reaction. This headbutt is a melee attack that targets the foe's KAC and deals bludgeoning damage. If the headbutt hits, add twice your companion's Strength modifier to the damage dealt (instead of just its Strength modifier).

Proog Companions

Proogs are highly active shape- and color-shifting oozes that enjoy mimicking small objects; they're most commonly bred as novelty pets. Xenobiologists disagree on how the oozes manage to so accurately duplicate details like color and pattern without sight. Proogs tend to imprint on a single larger creature, and while naturally curious, they



rarely stray farther from their owner than the range of their blindsight.

PROOG**LEVELS 1-5**

Tiny ooze

Senses blindsight (life) 60 ft., sightless

Good Save Fort; **Poor Saves** Ref, Will

Defensive Abilities ooze immunities

Speed 20 ft.

Melee Attack pseudopod (B)

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

Ability Modifiers Con, Wis

SPECIAL ABILITIES

Convincing Accessory (Ex) While your proog companion is in your space and not moving, you gain a +2 circumstance bonus to Disguise checks if an inanimate object would help your disguise.

Mimic (Ex) A proog can look like any solid object of 1 bulk or less that it comes in contact with. It can't imitate such an item's function, moving parts, or the like. A creature that closely examines a mimicking proog can determine its true nature with a successful Perception check (DC = 15 + 1-1/2 × the proog's level).

Shotalashu Companions

While shotalashus (*Starfinder Alien Archive 2* 114) have served as the traditional mounts of Castrovel's lashuntas for millennia, many other species forge deep connections with the creatures—especially those with telepathic abilities.

SHOTALASHU**LEVELS 1-20**

Large magical beast

Senses darkvision 60 ft., low-light vision

Good Save Ref; **Poor Saves** Fort, Will

Speed 60 ft.

Melee Attack claws (S)

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

Ability Modifiers Dex, Con

SPECIAL ABILITIES

Jungle Strider (Ex) Shotalashus are adept at traversing all forms of forest terrain. While in forest terrain, a shotalashu's speed is not impeded by natural difficult terrain such as undergrowth.

Telepathic Companion (Su) If you have limited telepathy or telepathy, you can control your shotalashu companion in combat even if it can't see or hear you, as long as it is within range of your telepathy.

Telepathic Link (Su) If you are a lashunta, you can spend 1 hour and attempt a Survival check (DC = 15 + 1-1/2 × the shotalashu's level) to form a telepathic bond with your shotalashu companion. On a success, your link functions as *telepathic bond* with a permanent duration, and the shotalashu is considered a combat-trained mount when carrying or fighting alongside you. You can't be linked

to more than one shotalashu at a time, but you can break your link with one shotalashu in favor of another at any time. If either you or your linked shotalashu dies while bonded, the surviving creature suffers telepathic backlash, becoming dazed for 1 round and taking 3d6 damage. If you are not a lashunta but have limited telepathy or telepathy and speak Lashunta, you can also attempt to forge this telepathic bond, but you take a -5 penalty to the Survival checks to do so.

Tashtari Companions

Nicknamed "laser wolves," tashtaris (*Alien Archive 2* 124) are covered in a twinkling phosphorescent coat that they can use to communicate and power their muzzle beams. Domesticated tashtaris are less dangerous than their wild counterparts, but they can still be potent threats on the battlefield.

TASHTARI**LEVELS 4-20**

Medium magical beast

Senses darkvision 60 ft., low-light vision

Good Save Ref; **Poor Saves** Fort, Will

Resistances fire 5

Speed 30 ft., climb 30 ft.

Melee Attack bite (P)

Ranged Attack muzzle beam (F; critical burn 1d4)

Space 5 ft. **Reach** 5 ft.

Ability Modifiers Dex, Str

SPECIAL ABILITIES

Diverting Coat (Ex) If your tashtari companion is within 30 feet of you at the beginning of your turn, you can





attempt a new saving throw against any fascination effects currently affecting you without taking an action. If the new saving throw is successful, the fascination effect ends. This has no effect on abilities that do not allow saving throws.

Muzzle Beam (Ex, 7th level) Every 1d4 rounds, a thakasari can unleash a focused ray of light as a ranged attack that targets EAC. This ray has a range increment of 80 feet and the burn critical hit effect.

Thakasa Companions

Thakasas are close evolutionary relatives of Castrovel's shotalashus (see page 145). Long before the Gap, they were the chosen mount of an aerial cavalry, but with the proliferation of flying vehicles, they have become much rarer.

THAKASA

LEVELS 13-20

Large magical beast

Senses darkvision 60 ft., low-light vision

Good Save Ref; **Poor Saves** Fort, Will



Speed 30 ft., fly 60 ft. (Ex, average)

Melee Attack talons (P)

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

Ability Modifiers Dex, Str

SPECIAL ABILITIES

Death Dive (Ex) If your thakasa companion is flying at the start of your turn, it can take the charge full action using its fly speed, provided that at least 10 feet of its movement is in a downward direction.

Midair Rescue (Ex) If you fall off your thakasa companion while at least 30 feet above the ground, it automatically dives to catch you as a reaction, if able. If it catches you, you are mounted but gain the prone condition. You can use the stand up move action to lose the prone condition.

Vorac Companions

Voracs are eyeless, six-winged, crow-like creatures common to forested areas on several of Bretheda's moons. They travel in large flocks in the wild, singing low and haunting songs punctuated by the crackling of raw magical energy.

VORAC

LEVELS 5-12

Tiny magical beast

Senses blindsight (thought) 60 ft.; sightless

Good Save Will; **Poor Saves** Fort, Ref

Speed 10 ft.; fly 30 ft. (Ex, perfect)

Melee Attack talon (S)

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

Ability Modifiers Wis, Cha

SPECIAL ABILITIES

Magical Transference (Sp) Once per day while you have line of effect and line of sight to your vorac companion and it is within 30 feet of you and in an empty square, you can cast a spell as though you were in the vorac's space instead of your own.

Spellcaster's Apprentice (Su) While your vorac companion is adjacent to or sharing your space, you gain a +2 enhancement bonus to Mysticism checks to disable a magic device and to identify and repair magic or hybrid items.

Wolliped Companions

Wollipeds are common mounts in cold environs and have long served as war mounts. See page 134 for more information about wollipeds.

WOLLIPED

LEVELS 3-20

Large animal

Senses blindsense (scent) 60 ft., low-light vision

Good Save Fort; **Poor Saves** Ref, Will

Speed 50 ft.; snow stride

Melee Attack gore (P; critical knockdown)



CREATURE COMPANIONS

Space 10 ft. **Reach** 5 ft.
Ability Modifiers Str, Dex

SPECIAL ABILITIES

Snow Stride (Ex) A wolliped treats heavy snow as difficult terrain, and snow as normal terrain (*Starfinder Core Rulebook* 398).

Spit (Ex, 9th level) Once per hour as a standard action, a wolliped can regurgitate, spitting this vomit as a ranged attack (targeting EAC) at a target within 10 feet. On a hit, the target must succeed at a Fortitude save (DC = 10 + half the wolliped's level + the wolliped's Strength modifier) or be sickened for 1d4 rounds.

Warming Presence (Ex) While mounted on or adjacent to your wolliped companion, you treat severe cold as cold and extreme cold as severe cold.

Yasakaja Companions

Native to the jungles of the isolated continent of Ukulam on Castrovel, yasakajas are furred quadrupeds with four eyes, a fox-like tail, and enormous, insectile mandibles. Yasakajas are known for being sturdy mounts with great endurance and superb mobility.

YASAKAJA

LEVELS 1-20

Large animal

Sense blindsense (vibration) 60 ft.

Good Save Ref; **Poor Saves** Fort, Will

Speed 50 ft., climb 30 ft.

Melee Attack mandibles (P; critical corrode)

Space 5 ft., **Reach** 5 ft.

Ability Modifiers Dex, Str

SPECIAL ABILITIES

Agile Mount (Ex) While mounted on your yasakaja companion, reduce the DC of Survival checks to fast mount or dismount, leap, or spur mount by an amount equal to the yasakaja's level (to a minimum of 0).

Mandibles (Ex, 5th level) When a yasakaja scores a critical hit against a living creature with its mandibles attack, the naturally occurring acid in its saliva seeps into the wound, imposing the corrode (1d4) critical hit effect. A 10th- to 14th-level yasakaja's corrode deals 2d4 damage, and a 15th-level or higher yasakaja's corrode deals 4d4 damage. This is a poison effect.

CREATURE COMPANION EQUIPMENT

Most creature companions can't use standard equipment, including weapons, armor, augmentations, and so forth. The following equipment is widely available and designed specifically for use with creature companions, accommodating virtually every kind and size of creature. Most adventurers purchase an environmental field collar to protect their companion from any hazards—expected or otherwise.

ENVIRONMENTAL FIELD COLLAR

LEVEL 1

TECHNOLOGICAL ITEM PRICE VARIES BULK VARIES

CAPACITY 10 USAGE 1/DAY

Environmental field collars, or EF collars, are a common form of protection for creature companions that accompany their owners into dangerous situations. These simple bands, often affixed to a neck or limb, automatically activate in hazardous environs, generating an environmental field around a creature companion of a particular size. This field provides the same environmental protections as a suit of armor (*Core Rulebook* 196), except that the duration of these protections is based on the collar's battery usage rather than its item level. As a full action, you can affix an EF collar to (or remove one from) an adjacent creature companion, either yours or a willing or unconscious ally's. While worn, the bulk of the collar does not count as bulk carried.

CREATURE SIZE	PRICE	BULK
Small or smaller	10	—
Medium	25	L
Large	75	1
Huge or larger	300	3

PET CARRIER

ARMOR UPGRADE

PRICE 100 LEVEL 1

ARMOR SLOTS 1 ARMOR TYPE ANY BULK L*

* The bulk of the pet carrier is 1 when occupied.

The pet carrier armor upgrade takes one upgrade slot and provides space for one Tiny, two Diminutive, or four Fine creatures to take refuge in your armor. You can open or close a pet carrier as a move action. A creature of appropriate size can enter or exit a pet carrier by using 5 feet of movement to do so. While inside the pet carrier, a creature benefits from total cover and your armor's environmental protections, but it can't take any physical actions other than to leave an open carrier.

RIDING SADDLE

LEVEL 1

PERSONAL ITEM PRICE VARIES BULK VARIES

Riding saddles come in a wide range of styles and configurations, but all are meant to allow a rider to work in concert with a mount. With 1 minute of work, you can saddle or unsaddle your creature companion. The GM might rule that unusual mounts take longer to saddle, though this does not usually increase the cost or bulk of the saddle. While riding a saddled creature companion, you don't take the -5 penalty to Survival checks to ride an unsaddled creature. The GM might allow you to attempt a Survival check in order to saddle a friendly creature that is not your companion; the DC of this check is usually 15 + 1-1/2 × the creature's level or CR. While worn, the bulk of the saddle does not count as bulk carried by the creature.

CREATURE SIZE	PRICE	BULK
Small or smaller	10	L
Medium	25	1
Large	75	2
Huge or larger	300	5

APPENDIXES



Grafts are a set of adjustments applied to a monster or an NPC, allowing a GM to quickly and easily modify a creature's stat block to better represent what sort of creature it is or give it new abilities. Appendixes 1 and 2 on the following pages present creature subtype grafts and template grafts, respectively. See *Starfinder Alien Archive* for how to apply these and other grafts when creating creatures.

APPENDIX 1: CREATURE SUBTYPE GRAFTS

Many creatures have subtypes that distinguish them from other races within the same broad creature type. Generally, a subtype graft grants a few traits to a creature. Other subtypes don't grant additional abilities but are important for interactions with other rules. For more information on using subtype grafts, see page 133 of *Alien Archive*.

Aquatic

These creatures are often native to environments that are mostly or entirely underwater.

Traits: Swim speed, water breathing, Athletics as a master or good skill; if it can breathe air, it also gains the amphibious universal creature rule.

Brenneri

This subtype is applied to brenneris and creatures related to brenneris.

Traits: Darkvision 60 ft., swim speed; if the NPC is of the brenneri race (see page 8), it also gains the favored object and hold breath racial traits and Diplomacy and Sense Motive as master skills.

Cold

Creatures with this subtype are usually native to frigid environments.

Traits: Immunity to cold; vulnerable to fire.

Dessamar

This subtype is applied to dessamars and creatures related to dessamars.

Traits: Blindsight (scent) 30 ft., low-light vision. If the NPC is of the dessamar race (see page 14), it can use the following spells as spell-like abilities: 1/day—*charm person*; at will—*detect magic* and *telepathic message*. A dessamar imago has a land speed of 20 feet and an extraordinary fly speed of 20 feet with average maneuverability, as well as the fragile limbs and twinkle racial traits (see pages 14 and 15). A dessamar instar has a land speed of 30 feet and a climb speed of 30 feet, and a +2 racial bonus to KAC and saving throws against any effect that forces them to move or knocks them prone. An instar also has the dream dust and poor vision racial traits (see page 15).

Dirindi

This subtype is applied to dirindis and creatures related to dirindis.

Traits: Blindsight (electricity) 60 ft., low-light vision; if the NPC is of the dirindi race (see page 20), it also gains the electrical affinity racial trait and Diplomacy and Perception as master skills.

Earth

This subtype is usually applied to outsiders with a connection to the Plane of Earth.

Traits: Burrow speed; blindsense or blindsight (vibration) with a varied range.

Espraksa

This subtype is applied to espraksas and creatures related to espraksas.

Traits: If the NPC is of the espraksa race (see page 32), it takes a -2 penalty to saving throws against mind-affecting effects, has a land speed of 30 feet and an extraordinary fly speed of 30 feet with average maneuverability, and gains the cold inured and snatch racial traits and the natural weapons (P) universal creature rule (see page 152). An espraksa also gains Diplomacy and Sense Motive as good skills (although many espraksas have Sense Motive as a master skill).

Extraplanar

This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Creature entries assume that encounters with those creatures take place on the Material Plane.

Fire

This subtype is usually applied to outsiders with a connection to the Plane of Fire and creatures with a strong affinity to fire.

Traits: Immunity to fire; vulnerable to cold.

Giant

This subtype is applied to giants and creatures related to giants.

Traits: Low-light vision; many NPCs with this subtype gain Intimidate and Perception as master skills.

Incorporeal

Creatures with this subtype have no physical bodies.

Traits: Incorporeal.

Kami

Kami are native outsiders that protect animals, plants, objects, and locations, which the kami call their "wards." Kami have no need to drink, eat, or sleep.



Graft: A tsukumogami is a kami that permanently merges with a small object; these kami gain the tsukumogami template graft (see page 63).

Traits: Darkvision 60 ft., low-light vision; fast healing (see below); immunity to bleed, mind-affecting effects, petrification, and polymorph; resistance 10 to acid, electricity, and fire; telepathy 100 ft.; no breath; merge with ward (see below); some kami gain other abilities from having specific wards.

Fast Healing (Ex): A kami within 120 feet of or merged with its ward has fast healing. A kami of CR 10 or lower has fast healing 5, while one of CR 11 or higher has fast healing 10.

Merge with Ward (Su): A kami has a specific ward—a creature with an Intelligence of –4 or lower, an object, or a location—listed in parentheses in the kami's stat block. As a full action, a kami adjacent to its ward can merge body and mind with that ward. While merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. Typically, this trait allows a kami no control over its ward, although some kami (such as the tsukumogami) are exceptions. If the kami has no control over its ward, it can take no actions while merged other than to emerge from its ward as an action. The kami can emerge adjacent to the ward, provided the kami's body is at least one size smaller than the ward. If the ward is a location, the kami can emerge at any point within that location. If the ward is destroyed while a kami is merged with it, the kami dies. If the ward is destroyed while the kami is not merged with it, the kami loses its merge with ward and fast healing traits, and the kami becomes sickened. It can take on a new ward by spending 7 days doing so, and it regains its traits and loses the sickened condition once it does.

Some kami have additional abilities and limitations relative to their wards.

Native

Creatures that have this subtype are outsiders native to the Material Plane. They can be returned to life (such as with the *raise dead* or *mystic cure* spells), just as other living creatures can be.

Plantlike

Plantlike creatures have many of the characteristics of plants.

Traits: Most plantlike creatures have the plantlike universal creature rule (see page 153).

Shakalta

This subtype is applied to shakaltas and creatures related to shakaltas.

Traits: If the NPC is of the shakalta race (see page 92), it has immunity to disease and poison, as well as void adaptation. It also has the aura of light, bonded souls,

CREATING MONSTERS AND OTHER NPCs

Starfinder Alien Archive 3 provides all the information you need to use and quickly modify the creatures presented in this book. For information on creating new monsters and other NPCs, see pages 126–143 of the *Starfinder Alien Archive*.

psychic shunt, shakalta telepathy, and starlight sustenance racial traits. A shakalta can use the following spells as spell-like abilities: at will—*dancing lights* and *energy ray* (electricity or fire only).

Shatori

This subtype is applied to shatoris and creatures related to shatoris.

Traits: If the NPC is of the shatori race (see page 94), it has the Boneyard conditioning, psychometry, and shared stillness racial traits. A shatori can use the following spells as spell-like abilities: at will—*detect magic*, *grave words*, and *stabilize*.

Shimreen

This subtype is applied to shimreens and creatures related to shimreens.

Traits: If the NPC is of the shimreen race (see page 96), it gains resistance 5 to electricity and the amplify, radiant, and shift limb racial traits.

Skittermander

This subtype is applied to skittermanders and creatures related to skittermanders.

Traits: Low-light vision; if the NPC is of the stridermander race (see page 104), it also gains the camouflage, feeding tendrils, and gorge racial traits.

Spectra

Spectra are neutral outsiders native to the Drift.

Traits: void adaptation; DR 5/chaotic, evil, good, or law (CR 8; increases to DR/10 at CR 13, increases to DR/15 at CR 18); immunity to electricity; resistance 5 to cold and sonic; spell resistance equal to 10 + CR; Computers, Engineering, and Mysticism as master skills; machine telepathy (see below); truespeech; slip drive (see page 150); spaceflight (Mysticism).

Machine Telepathy (Ex): A spectra can communicate with and through technological devices within a certain range (usually 100 feet), as well as with other creatures that have machine telepathy. A spectra can also attempt Computers and Engineering checks at this range.

Slip Drive (Ex): A spectra has an internal biomechanical Drift engine that allows it to travel freely between the Drift



and other planes, as well as between two non-Drift planes, using the normal rules for Drift navigation. A slip drive has an effective Drift engine rating equal to the half the spectra's CR, and a spectra need remain stationary for only 1 round (6 seconds) before engaging its slip drive.

APPENDIX 2: TEMPLATE GRAFTS

The following section lists the creatures in this book that include template grafts, which can be easily added to existing stat blocks to create new creatures or variants of existing creatures. For more information on using template grafts, see page 141 of the *Starfinder Alien Archive*.

Template Graft	Page
Abysium Dragon (CR 3+)	23
Adamantine Dragon (CR 3+)	23
Animated Armor	7
Driftdead (CR 1+)	27
Driftdead Amalgam (CR 7+)	27
Flayer Leech Effigy (CR 5+)	37
Horacalcum Dragon (CR 3+)	23
Mind-Swapped	137
Noqual Dragon (CR 3+)	23
Siccatite Dragon (CR 3+)	23
Tsukumogami	63
Vorthuul (CR 6+)	129

APPENDIX 3: UNIVERSAL CREATURE RULES

The following are special abilities you can select when creating a creature, many of which appear in the various aliens of this book. Most rules have a format entry that gives an example of how the rule appears in a stat block. Many also have a guidelines entry to help GMs who are adding the ability to new creatures determine its damage or other values. If an ability allows a saving throw, the save DC is determined by the CR of the creature using it (see the arrays starting on page 129 of the *Starfinder Alien Archive*).

Amphibious (Ex)

The creature has the aquatic subtype or water breathing (see page 155), but it can breathe air and survive on land.

Format: **Other Abilities** amphibious.

Attach (Ex)

The creature can attempt a special attack against KAC as a standard action. If it succeeds, it deals no damage, but the creature adheres to its target. Once attached, the creature gains a +4 bonus to its AC (from cover) and a +2 circumstance bonus to melee attacks, but it can attack only the creature to which it is attached. An attached creature can't move on its own (though it moves with its target), take actions that require two hands, or make attacks of opportunity. An attached creature can be removed with a successful Strength check (DC = 10 + 1-1/2 × the creature's CR) made

as a move action, or it can remove itself from its target as a move action.

Format: **Melee** attach +6.

Aura (Ex, Sp, or Su)

Unless an aura says otherwise, a target is affected by an aura automatically, with no action required on the creature's part, whenever the target is within the aura's listed range (either when the target enters the aura on its turn or when it begins its turn in the aura, whichever comes first). If the aura deals damage, it damages a target only the first time the target is in the aura each round, regardless of how many times within the round the target enters and leaves the aura. A creature can suppress its aura for 1 round as a move action unless noted otherwise.

Format: **Aura** radiation (30 ft., Fortitude DC 17); if additional information is needed, the aura also has an entry in Special Abilities.

Breath Weapon (Su)

As a standard action, the creature can exhale a cone or line of energy or another magical effect. A breath weapon attack usually deals damage, and it is often energy-based. A breath weapon usually allows a target to attempt a Reflex saving throw for half damage, though some breath weapons require a successful Fortitude or Will save instead. A creature is immune to its own breath weapon and the breath weapons of others of its kind unless otherwise noted. Each breath weapon also indicates how often it can be used.

Format: **Offensive Abilities** breath weapon (60-ft. cone, 8d6 F, Reflex DC 18 half, usable every 1d4 rounds); if the breath weapon has more complicated effects, it also has an entry in Special Abilities.

Guidelines: 1d6 damage + 1d6 per CR, usable once every 1d4 rounds. A cone is usually 30 feet long, increasing by 10 feet for every size category above Medium or decreasing by 5 feet for every size category below Medium. A line is twice as long as a cone would be.

Compression (Ex)

The creature can move through an area as small as one-quarter of its space without squeezing or one-eighth its space when squeezing.

Format: **Other Abilities** compression.

Construct Immunities (Ex)

Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

- Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.



- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Format: **Immunities** construct immunities.

Crush (Ex)

When ending a flying or jumping movement, the creature can land on targets that are at least three size categories smaller than itself. Targets are automatically knocked prone, take the listed damage, and are pinned. Each crushed target can attempt to escape the pin normally on its turn, and the pin ends automatically if the crushing creature moves out of the target's square. A crushed target does not take damage from the crush more than once, unless the crushing creature moves fully off that creature and then back onto it.

Format: **Offensive Abilities** crush (4d6+8 B).

Guidelines: Use the same damage amount as for the creature's standard melee attack.

Detect Alignment (Sp or Su)

The creature can detect the alignment of another creature. This functions as *detect magic*, but rather than determining which creatures and objects in the area are magical, the creature can determine one other creature's alignment.

Format: **Senses** detect alignment.

Engulf (Ex)

As a standard action, the creature can move up to its speed, moving into or through the space of any creatures that are at least one size smaller than itself without penalty. Every creature in the engulfing creature's path is automatically engulfed, with no attack roll needed. A targeted creature can attempt a Reflex saving throw to avoid being engulfed; if it attempts this save, it can't make an attack of opportunity against the engulfing creature due to that creature's movement. On a successful save, the target is pushed back or aside (target's choice) as the engulfing creature continues to move. An engulfed creature gains the pinned condition, takes the listed damage at the beginning of each turn it is engulfed, is in danger of suffocating if it doesn't have environmental protections, and is trapped within the engulfing creature's body until it is no longer pinned. An engulfed creature moves with the engulfing creature; this movement does not provoke attacks of opportunity against the engulfed creature. A creature can engulf one creature that is one size smaller than itself, up to two creatures that are two sizes smaller, or up to four creatures that are three sizes smaller.

Format: **Offensive Abilities** engulf (1d6+8 F, DC 13).

Guidelines: Use the same damage amount as for the creature's standard melee attack.

Fast Healing (Ex)

The creature regains the listed number of Hit Points at the start of its turn. Unless otherwise noted, the creature can never exceed its maximum Hit Points.

Fast healing does not restore Hit Points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or reattach lost body parts, unless otherwise stated. Fast healing continues to function until a creature dies, at which point the effects of fast healing end immediately.

Format: **Defensive Abilities** fast healing 5.

Ferocity (Ex)

When the creature is brought to 0 Hit Points, it can fight on for 1 more round. It can act normally until the end of its next turn; if it has 0 Hit Points at that point, it dies. If it would lose further Hit Points before this, it ceases to be able to act and dies.

Format: **Defensive Abilities** ferocity.

Fly (Ex or Su)

The source of the creature's fly speed (whether extraordinary, supernatural, or from another source such as an item) is noted before its maneuverability. Unless otherwise noted, a creature whose ability to fly is extraordinary can't fly in a vacuum.

Format: **Speed** fly 60 ft. (Ex, perfect).

Frightful Presence (Ex or Su)

The creature's presence unsettles its foes. It can activate this ability as part of the action of making an attack or as a move action, but it can activate it only once per round. It usually has a range of 30 feet. Opponents within the range must succeed at a Will save or become shaken. The duration is 5d6 rounds unless the ability says otherwise. Once an opponent has been exposed to a creature's frightful presence (whether or not the opponent succeeds at its saving throw), it cannot be affected by the same creature's frightful presence for 24 hours. This is an emotion, fear, mind-affecting, and sense-dependent effect.

Format: **Aura** frightful presence (30 ft., Will DC 22).

Gaze (Su)

Opponents that look at a creature with a gaze ability are in danger of being charmed, paralyzed, turned to stone, or subjected to another negative effect. Each opponent within the gaze's listed range must attempt a saving throw (usually Fortitude or Will) at the beginning of its turn. On a successful save, the effect is negated. An opponent can give itself an advantage against this ability in one of two ways.

Looking Obliquely: An opponent that avoids looking directly at the creature's gaze (either by following the creature's shadow or by tracking it in a reflective surface) or that looks at the creature through a camera or heads-up display gains a +4 circumstance bonus to the saving throw. However, the creature with the gaze ability gains concealment against that opponent.

Blocking Its Vision: By completely blocking or covering its own visual sensors, an opponent doesn't need to attempt a save against the gaze. However, the creature with the gaze ability gains total concealment against that opponent.



Gaze abilities can affect ethereal opponents but not opponents without visual sensors. A creature is immune to the gaze abilities of others of its kind unless otherwise noted. Allies of a creature with a gaze ability can still be affected, but they are always considered to be looking obliquely at the creature. The creature can also veil its eyes, thus negating its gaze ability.

Format: **Offensive Abilities** paralyzing gaze (60 ft., Will DC 14).

Grab (Ex)

If the creature hits with the indicated attack (usually a claw or bite attack), it deals the normal damage. If the attack roll result equals or exceeds the target's KAC + 4, the creature also automatically grapples the foe. (If it equals or exceeds the target's KAC + 13, the creature instead pins the target.) The creature does not need to have a spare limb free to perform this grapple as long as it can make the listed attack, and it can potentially grapple more than one target if it has more than one attack with the grab ability. The creature can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Format: **Melee** claw +8 (1d6+4 plus grab).

Immunity (Ex or Su)

The creature takes no damage from the listed source. Creatures can be immune to certain types of damage, types of afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune to critical hits doesn't take double damage or suffer critical hit effects. A creature that is immune to a listed source doesn't suffer from its effects or from any secondary effects that it would trigger.

Format: **Immunities** acid, paralysis.

Guidelines: A creature usually has one immunity, plus one for every 5 CR. Broad immunities such as immunity to mind-affecting effects or all magic should be chosen with caution and might count as multiple abilities.

Integrated Weapons (Ex)

The creature's weapons are manufactured weapons, not natural weapons, and they are integrated into its frame. A creature can't be disarmed of these weapons, though they can be removed and used if the creature is dead.

Format: **Defensive Abilities** integrated weapons.

Guidelines: A manufactured weapon is a weapon with an item level that can be purchased by characters, such as those found on the tables beginning on page 171 of the *Starfinder Core Rulebook*.

Light Blindness (Ex)

The creature is blinded for 1 round when first exposed to bright light, such as sunlight, and it is dazzled for as long as it remains in an area of bright light.

Format: **Weaknesses** light blindness.

Limited Plant Benefits (Ex)

Despite being a plant creature, the creature doesn't gain the standard immunities associated with creatures of the plant type. Instead, a creature with this ability gains a +2 racial bonus on saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it is effective against plants.

Format: **Defensive Abilities** limited plant benefits.

Mindless (Ex)

The creature has no Intelligence score or modifier and is immune to mind-affecting effects. Any DCs or other statistics that rely on an Intelligence score treat the creature as having a score of 10 (+0).

Format: **Other Abilities** mindless.

Guidelines: Mindless creatures usually have fewer good skills and no master skills. Their skills should be based on inborn abilities, since they're incapable of training.

Multiarmed (Ex)

The creature has the number of arms listed. This allows it to wield and hold up to that many hands' worth of weapons and equipment. While this increases the number of items it can have at the ready, it doesn't increase the number of attacks it can make during combat.

Format: **Other Abilities** multiarmed (4).

Multiattack (Ex)

In addition to its standard melee or ranged attack, the creature has a multiattack entry. When making a full attack, the creature can make all the attacks listed in the multiattack entry at the attack bonuses listed, rather than make two attacks. It can make the attacks in any order.

Format: **Multiattack** bite +10 (1d4+11), 2 claws +10 (1d4+11).

Guidelines: Use the appropriate damage column for the creature's array for all attacks in the multiattack, and impose a -6 penalty on these attacks (rather than the usual -4 penalty for a full attack).

Natural Weapons (Ex)

Natural weapons (and natural attacks), such as acid spit, bite, claw, or slam, don't require ammunition and can't be disarmed or sundered.

In addition, a player character with this ability as a racial trait is always considered armed. They can deal 1d3 lethal damage (of the listed type, or bludgeoning if no type is specified) with unarmed strikes, and the attack doesn't have the archaic special property. They also gain a unique Weapon Specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 × their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).



No Breath (Ex)

The creature doesn't breathe, and it is immune to effects that require breathing (such as inhaled poison). This does not give it immunity to cloud or gas attacks that don't require breathing.

Format: **Other Abilities** no breath.

Ooze Immunities (Ex)

Oozes are immune to the following effects, unless the effect specifies that it works against oozes.

- Critical hits, paralysis, poison, polymorph, sleep, and stunning.
- Gaze abilities, illusions, visual effects, and other attacks that rely on sight.
- Flanking—oozes are unflankable.

Format: **Immunities** ooze immunities.

Plant Immunities (Ex)

Plants are immune to the following effects, unless the effect specifies it works against plants.

- Mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.

Format: **Immunities** plant immunities.

Plantlike (Ex)

For effects targeting creatures by type, plantlike creatures count as both their type and plants (whichever type allows an ability to affect them for abilities that affect only one type, and whichever is worse for abilities that affect both types). They also receive a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning, unless the effect specifies that it works against plants.

Format: **Other Abilities** plantlike.

Radioactive (Ex, Su)

The creature emanates radiation (*Starfinder Core Rulebook* 403) at the listed radiation level to the listed radius. If the radiation level is medium or stronger, the effect suffuses a larger area at a lower level as normal.

Format: **Aura** radioactive (medium, 20 ft., DC 17).

Regeneration (Ex)

The creature regains Hit Points at the start of its turn, as with fast healing (see page 151), but it can't die as long as its regeneration is still functioning (although creatures with regeneration still fall unconscious when their Hit Points reach 0). Certain attacks, typically those that deal acid or fire damage, cause a creature's regeneration to stop functioning for 1 round. During this round, the creature doesn't regain Hit Points and can die normally. The creature's stat block describes the types of damage that suppress the regeneration.

Regeneration doesn't restore Hit Points lost from starvation, thirst, or suffocation. Creatures with regeneration

can regrow lost portions of their bodies and can reattach severed body parts if they are recovered within 1 hour of severing. Severed parts that aren't reattached wither and decompose normally.

A creature usually must have a Constitution score or modifier to have this ability.

Format: **Defensive Abilities** regeneration 5 (acid).

Resistance (Ex)

The creature ignores some damage of a certain type (acid, cold, electricity, fire, or sonic) per attack, but it does not have total immunity. See page 264 of the *Core Rulebook* for more details.

Format: **Resistances** acid 10.

Sightless (Ex)

The creature does not use any visual senses and is thus never subject to any effect that requires the creature to see a target or effect. Sightless creatures normally have some form of blindsight to compensate for their sightlessness, but if not, they are assumed to be able to operate as well as a creature with normal vision unless the creature's description says otherwise.

Format: **Senses** sightless.

Spaceflight (Su)

The creature can fly through space at standard navigation and astrogation speeds (*Core Rulebook* 290) using Piloting to navigate. If it uses a skill other than Piloting for skill checks to astrogate, that skill is listed in parentheses.

Format: **Other Abilities** spaceflight (Mysticism).

Guidelines: Most creatures with spaceflight also have void adaptation (see page 155).

Spider Climb (Ex)

The creature can climb as though affected by the spell *spider climb*.

Format: **Speed** spider climb.

Stellar Alignment (Su)

The creature is aligned to the cycles of solar systems. Creatures with stellar alignment usually have stellar revelations and zenith revelations, either ones from the solarian class or ones unique to the creature. When using stellar revelations, the creature is always considered attuned. However, it's not always considered fully attuned, so it normally can't always use zenith powers. When you roll initiative for the creature, roll 1d3. Once that many rounds have elapsed, the creature is considered fully attuned and gains access to its zenith powers. After it uses a zenith power, it's no longer fully attuned, and you roll 1d3 again to see how many rounds it will take to recharge.

If a creature has stellar alignment (graviton) or stellar alignment (photon), it's considered to be attuned only in the



indicated mode and can become fully attuned only in the indicated mode, as described above.

Format: **Other Abilities** stellar alignment (graviton).

Swallow Whole (Ex)

If the creature hits with the indicated attack (usually a bite attack), it deals the normal damage. If the creature's attack roll hits the target's KAC + 4, the creature also automatically grapples the foe as part of the attack action. (If it hits the target's KAC + 13, it instead pins the target). The creature doesn't need to have a free limb to perform this grapple. Unless otherwise specified, a creature can swallow whole only targets that are at least one size category smaller than itself, and it has room for a single target of that size in its stomach (doubling the maximum number of creatures it can have swallowed for each additional size category by which these creatures are smaller).

On the creature's next turn after grappling or pinning the target, if the target has not escaped the grapple or pin, the target automatically takes the attack's damage at the beginning of the creature's turn. The creature can then make a new attack roll with the same attack. If the roll equals or exceeds the target's KAC, the grapple or pin is maintained. If the roll equals or exceeds the target's KAC + 4, the target is swallowed whole (no damage is dealt).

Once swallowed, the target takes the listed swallow whole damage automatically at the beginning of its turn every round. The target is considered grappled as long as it is swallowed. The target can attempt to cut its way out (the interior of a creature with swallow whole has the same EAC as its exterior and a KAC equal to that of its exterior - 4) by dealing an amount of damage equal to one-quarter the swallowing creature's total Hit Points, though any attack that does not deal slashing damage deals only half its normal damage. If a target cuts its way out of the creature, the creature cannot use swallow whole again until that damage is healed.

Alternatively, a target swallowed whole can attempt to climb out. The swallowed creature must succeed at both a grapple check against the creature's internal KAC + 8 and an Athletics check to climb (DC = 10 + 1-1/2 × the creature's CR). Each of these actions takes a full round. If both checks are successful, the target climbs back up to the creature's mouth and can escape, ending up in an open square adjacent to the creature.

Format: **Melee** bite +19 (5d4+16 P plus swallow whole); **Offensive Abilities** swallow whole (5d4+16 A, EAC 30, KAC 27, 71 HP).

Guidelines: Use the same damage amount as for the creature's standard melee attack.

Swarm Mind (Ex)

Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible

movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures with 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures). In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect.

Format: **Defensive Abilities** Swarm mind.

Tracking (Ex)

The creature can use the Perception skill to perform the follow tracks task of the Survival skill with the listed sense. The sense is usually related to a type of signature that most creatures leave behind, such as a scent or heat trail. The creature might gain a bonus or penalty to its Perception check to follow tracks depending on the strength of the quarry's signature, at the GM's discretion. It is possible for stronger signatures to completely mask other signatures, making following tracks with a weaker signature very difficult.

Format: **Other Abilities** tracking (scent).

Trample (Ex)

As a full action, the creature can move up to its speed and through the space of any creatures that are at least one size smaller than itself. The creature does not need to make an attack roll; each creature whose space it moves through takes damage. A target of a trample can attempt a Reflex save with the listed DC to take half damage; if it attempts the save, it can't make an attack of opportunity against the trampling creature due to the creature's movement. A creature can deal trample damage to a given target only once per round.

Format: **Offensive Abilities** trample (3d4+14 B, DC 16).

Guidelines: The amount of damage the trample deals should be the same as the creature's standard melee damage.

Truespeech (Su)

The creature can speak with any other creature that has a language. This ability is always active.

Format: **Languages** truespeech.

Undead Immunities (Ex)

Undead are immune to the following effects, unless the effect specifies it works against undead creatures.

- Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Format: **Immunities** undead immunities.



Unflankable (Ex)

Flanking the creature does not grant any bonuses, and abilities that function only against a creature that is flanked do not function against it.

Format: **Defensive Abilities** unflankable.

Unliving (Ex)

The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't heal damage naturally, but a construct can be repaired with the right tools. Spells such as make whole can heal constructs, and magic effects can heal undead. An unliving creature with fast healing (see page 151) still benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected, except through the use of miracle, wish, or a similar effect that specifically works on unliving creatures.

Format: **Other Abilities** unliving.

Void Adaptation (Ex or Su)

Numerous creatures are inured to the void of outer space. A creature with void adaptation has the following abilities.

- ☉ Immunity to cosmic rays.
- ☉ Immunity to the environmental effects of vacuum.
- ☉ No breath (see page 153).

Format: **Defensive Abilities** void adaptation.

Vulnerability (Ex or Su)

The creature takes half again as much damage (+50%) when it takes damage of a specific type. Creatures with a vulnerability to an effect that doesn't deal damage instead take a -4 penalty to saves against spells and effects that cause or use the listed vulnerability (such as enchantments). Some creatures might suffer additional effects, as noted in their stat blocks.

Format: **Weaknesses** vulnerable to fire.

Water Breathing (Ex)

The creature can breathe water. It can't breathe air unless it has the amphibious special ability (see page 150).

Format: **Other Abilities** water breathing.

APPENDIX 4: CREATURES BY CR

The following section lists creatures in this book by CR and alphabetically. In the case of templates, only the creature presented with a full stat block is included. A list of starship stat blocks (and their respective tiers) is provided at the end.

- 1/2:** diatha, dromada, espraksa, hobkins gremlin, ijtikri, raxilite researcher
- 1:** dessamar imago, hanakan attendant, jinsul warrior, shimreen worker, spathinae guard

- 2:** cephalume, driftdead, ferrofluid ooze, hortus, telia, time eater (Drift native), varculak marauder
- 3:** albedo lucandrian, brenneri sage, morlamaw, skreeling (skreesire), stridermander, weaponized devil-in-a-box (weaponized toy), wolliped
- 4:** dirindi monster hunter, espraksa performer, flayer leech, hobkins gremlin malefactor, ijtikri commando, izalguun hunter, raxilite bioengineer, shatori analyst, tsukumogami (kami), vracinea
- 5:** animated lictor Hellknight plate (animated armor), diatha elder, dromada vigilant, guardian robot, irokiroi, jinsul base commander, lurker in light, sazaron scholar, shimreen warrior, troll
- 6:** brenneri ambassador, dessamar theurgist, neutronium golem, paraforan fragment, rogue hover drone, weaponized gamedroid (weaponized toy)
- 7:** defrex juvenile, hound of Tindalos, philosopher worm, shakalta star-guardian, skreesire, telia raconteur
- 8:** diaspora wyrm, iridia (spectra), izalguun healer, living hologram, soulstone hunter (hanakan), thorgothrel
- 9:** alural war wolliped, equinoxian periastra, morlamaw mayor, perigean lucandrian, yithian
- 10:** Drift architect (Drift native), kothama, shatori theorist, stridermander tyrant, vorthuul
- 11:** defrex, hortinarch (hortus), spathinae explorer, Swarm dissolver
- 12:** ferrofluid magneto-cluster (ferrofluid ooze), oshirokiroi (irokiroi), paraforan, sazaron sage, valkyrie, varculak noble
- 13:** dirindi fabulist, driftdead amalgam, oracle of Oras, tripod, yithian elder
- 14:** kothama ascendant, lightweaver (lurker in light), rogue combat drone, time dimensional, void troll
- 15:** equinoxian apastra, flayer leech effigy, mature adult horacalcum dragon, quantum slime
- 16:** animated lashunta mind mail III (animated armor), chinjugami (kami), philosopher worm teleologarch, Swarm xersk
- 17:** diaspora wyrm sage, formian queen, tekenki, thing from beyond time (hound of Tindalos)
- 18:** aspecna (spectra), keeper robot
- 19:** tzitzimitl
- 25:** rendalairn
- Starships:** *Tier 2:* swarming telelith; *Tier 4:* giant space tardigrade; *Tier 10:* blinking telelith; *Tier 15:* gwahled

APPENDIX 5: CREATURES BY TYPE

Listed below are all the creatures in this book, organized alphabetically by type or subtype. Starship stat blocks are also listed here.

- Aberration:** cephalume, ijtikri, ijtikri commando, skreeling (skreesire), skreesire, yithian, yithian elder
- Animal:** alural war wolliped, defrex, defrex juvenile, irokiroi, oshirokiroi (irokiroi), wolliped



Construct (magical): rendalairn

Construct (magical, technological): animated lashunta mind mail III (animated armor), animated lictor Hellknight plate (animated armor), neutronium golem, tekenki, weaponized gamedroid (weaponized toy)

Construct (technological): guardian robot, keeper robot, living hologram, rogue combat drone, rogue hover drone, tripod, weaponized devil-in-a-box (weaponized toy)

Dragon: mature adult horacalcum dragon

Fey: albedo lucandrian, hobkins gremlin, hobkins gremlin malefactor, gwahled (starship), lightweaver (lurker in light), lurker in light, perigean lucandrian

Humanoid: brenneri ambassador, brenneri sage, dessamar imago, dessamar theurgist, dirindi fabulist, dirindi monster hunter, espraksa, espraksa performer, shakalta star-guardian, shatori analyst, shatori theorist, shimreen warrior, shimreen worker, troll, void troll

Incorporeal: living hologram

Magical Beast: blinking telith, diaspora wyrm, diaspora wyrm sage, dromada, dromada vigilante, giant space kothama, kothama ascendant, tardigrade, hanakan attendant, soulstone hunter (hanakan), swarming telith

Monstrous Humanoid: flayer leech effigy, formian queen, izalguun healer, izalguun hunter, jinsul base commander, jinsul warrior, morlamaw, morlamaw mayor, philosopher worm, philosopher worm teleologarch, sazon sage, sazon scholar, spathinae explorer, spathinae guard, stridermander, stridermander tyrant, Swarm dissolver, Swarm xersk, telia, telia raconteur

Ooze: ferrofluid magneto-cluster (ferrofluid ooze), ferrofluid ooze, quantum slime, thorgothrel

Outsider: aspecna (spectra), Drift architect (Drift native), equinoxian apastra, equinoxian periastra, iridia (spectra), paraforan, paraforan fragment, time dimensional, time eater (Drift native), valkyrie

Outsider (evil): hound of tindalos, thing from beyond time (hound of Tindalos)

Outsider (native): chinjugami (kami), tsukumogami (kami)

Plant: hortinarch (hortus), hortus, oracle of Oras, raxilite bioengineer, raxilite researcher, vracinea

Starship: blinking telith, giant space tardigrade, gwahled, swarming telith

Undead: driftdead, driftdead amalgam, tzitzimitl, varculak marauder, varculak noble, vorthuul

Verm: diatha, diatha elder, flayer leech

APPENDIX 6: CREATURES BY TERRAIN

The following list groups the creatures in this book into the environments or terrain type where they are most commonly encountered.

This list is a guide only, and a creature can appear outside the listed terrain in appropriate circumstances determined by the GM.

Any Terrain

animated lashunta mind mail III (animated armor), animated lictor Hellknight plate (animated armor), brenneri ambassador, brenneri sage, cephalume, chinjugami (kami), dessamar imago, dessamar theurgist, dirindi fabulist, dirindi monster hunter, driftdead, driftdead amalgam, dromada, dromada vigilant, equinoxian apastra, equinoxian periastra, espraksa, espraksa performer, ferrofluid ooze, guardian robot, hanakan attendant, hobkins gremlin, hobkins gremlin malefactor, hortinarch (hortus), hortus, hound of Tindalos, ijtikri, ijtikri commando, izalguun healer, izalguun hunter, jinsul base commander, jinsul warrior, kothama, kothama ascendant, living hologram, mature adult horacalcum dragon, neutronium golem, oracle of Oras, philosopher worm, philosopher worm teleologarch, quantum slime, raxilite bioengineer, raxilite researcher, rendalairn, rogue combat drone, rogue hover drone, sazon sage, sazon scholar, shakalta star-guardian, shatori analyst, shatori theorist, shimreen warrior, shimreen worker, soulstone hunter (hanakan), spathinae explorer, spathinae guard, stridermander, stridermander tyrant, Swarm dissolver, Swarm xersk, tekenki, telia, telia raconteur, thing from beyond time (hound of Tindalos), thorgothrel, time dimensional, tripod, troll, tsukumogami (kami), tzitzimitl, valkyrie, varculak marauder, varculak noble, void troll, weaponized devil-in-a-box (weaponized toy), weaponized gamedroid (weaponized toy), yithian, yithian elder

Any Land

diatha, diatha elder, flayer leech, flayer leech effigy, formian queen, keeper robot

The Drift

aspecna (spectra), blinking telith, Drift architect (Drift native), driftdead, driftdead amalgam, iridia (spectra), paraforan, paraforan fragment, swarming telith, time eater (Drift native)

Forests

defrex, defrex juvenile, vracinea

Hills and Mountains

alural war wolliped, defrex, defrex juvenile, wolliped

Lunar

albedo lucandrian, perigean lucandrian

Plains

alural war wolliped, wolliped

Sky

irokiroi, oshirokiroi (irokiroi)

Underground

formian queen



Urban

ferrofluid magneto cluster (ferrofluid ooze), lightweaver (lurker in light), lurker in light

Vacuum

blinking telelith, giant space tardigrade, gwahled, paraforan, paraforan fragment, swarming telelith, vorthuul

Water

diaspora wyrm, diaspora wyrm sage, morlamaw, morlamaw mayor

APPENDIX 7: CREATURES BY PACT WORLD

The following list groups creatures from *Alien Archive* volumes and *Starfinder Pact Worlds* by the worlds on or near which they're most commonly encountered. If a creature is associated with a world's moon, that is listed in parentheses.

This list is a guide only; countless creatures can be found on these worlds, especially playable races, including those presented in the *Core Rulebook*. In addition, virtually all of these creatures can be found on worlds throughout the galaxy.

Aballon

Anacite	<i>Alien Archive</i> 10, <i>Alien Archive</i> 2 10
Sharpwing	<i>Alien Archive</i> 102
SRO	<i>Pact Worlds</i> 213
Tripod	page 118

Absalom Station

Nuar	<i>Alien Archive</i> 86
Space goblin	<i>Alien Archive</i> 54

Akiton

Contemplative	<i>Alien Archive</i> 28
Ikeshiti	<i>Alien Archive</i> 64
Khefak	<i>Alien Archive</i> 2 78
Shobhad	<i>Alien Archive</i> 104

Apostae

Drow	<i>Alien Archive</i> 42
Orc	<i>Alien Archive</i> 2 90
Void hag	<i>Alien Archive</i> 120

Aucturn

Bryrvath	<i>Alien Archive</i> 24
Orocoran	<i>Alien Archive</i> 90

Bretheda

Barathu	<i>Alien Archive</i> 20
Haan	<i>Alien Archive</i> 58
Kalo (Kalo-Mahoi)	<i>Alien Archive</i> 69
Maraquoi (Marata)	<i>Alien Archive</i> 74
Urog (Dykon)	<i>Alien Archive</i> 116
Vortex shark (Kalo-Mahoi)	<i>Alien Archive</i> 2 103

Castrovel

Formian	<i>Alien Archive</i> 50, <i>Alien Archive</i> 2 52, page 38
Khizar	<i>Pact Worlds</i> 212
Ksarik	<i>Alien Archive</i> 70
Mountain eel	<i>Alien Archive</i> 78
Nyssholora	<i>Alien Archive</i> 2 86
Ruthig	<i>Alien Archive</i> 2 75
Shotalashu	<i>Alien Archive</i> 2 114
Tashtari	<i>Alien Archive</i> 2 124
Vracinea	page 130

Diaspora

Diaspora wyrm	page 16
Sarcesian	<i>Alien Archive</i> 98
Surnoch	<i>Alien Archive</i> 108

Eox

Bone trooper	<i>Alien Archive</i> 2 22
Borai	<i>Pact Worlds</i> 211
Corpsefolk	<i>Alien Archive</i> 2 30
Ellicoth	<i>Alien Archive</i> 48
Ghoul	<i>Alien Archive</i> 2 60
Glass Serpent	<i>Alien Archive</i> 2 64
Necrovite	<i>Alien Archive</i> 80

Liavara

Bantrid (Hibb)	<i>Pact Worlds</i> 210
Dirindi (Arkanen, Osoro)	page 20
Dreamer	<i>Alien Archive</i> 2 44
Hallajin (Hallas)	<i>Alien Archive</i> 60
Irokroi (Osoro)	page 56
Philosopher worm (Nchak)	page 78
Sazaron (Arkanen)	page 90
Trox (Nchak)	<i>Alien Archive</i> 2 126

Triaxus

Dragonkin	<i>Alien Archive</i> 40
Ryphorian	<i>Alien Archive</i> 96
Wolliped	page 134

Verces

Bloodbrother	<i>Alien Archive</i> 23
Dust manta	<i>Alien Archive</i> 2 46
Strix	<i>Pact Worlds</i> 214
Verthani	<i>Alien Archive</i> 118

APPENDIX 8: RULES OPTIONS

The following list indexes all of the rules options found in this book, including creature companions, equipment, feats, and more.

Rules Option	Page
acceptance (drug)	47
angel frame (powered armor)	125
brenneri stone (magic item)	9



Combat-Trained Mount (feat)
 Creature Companion Adept (feat)
 Creature Companion Expert (feat)
 Creature Companion Master (feat)
 Creature Companion Virtuoso (feat)
darkwater grenade
 decoupler grenade
 defrex hide armor
diatha ammunition
dimensional anchor (spell)
 draserka (creature companion)
dromada clutch (hybrid item)
 echolocation detection unit (armor upgrade)
 EMP weapon fusion
 empathnid (creature companion)
 entanglement badges (technological item)
 environmental field collar (technological item)
 eshar (creature companion)
 ferrofluid suspension (armor upgrade)
flux fig (magic item)
 hardlight hand wrap (weapon)
lightveiled weapon fusion
 machine telepathy cluster (augmentation)
mind swap (spell)
moon crystal (magic item)
 Mounted Expert (feat)
 nanite patch (technological item)
neutronium shell (armor upgrade)
 pachycephalosaurid (creature companion)
 paraforan resonator (starship system)
 Periastra Training (feat)
 pet carrier (armor upgrade)

140 pheromone grenade 131
 140 proog (creature companion) 144
 140 *psychic inhibitor* (magic item) 39
 140 riding saddle (personal item) 147
 140 *seismic spine* (magitech augmentation) 85
 17 *shimmerstone staff* (weapon) 65
 119 shotalashu (creature companion) 145
 13 *sophic philter* (magic item) 79
 19 superposition belt (technological item) 81
 53 tashtari (creature companion) 145
 143 telelith gambit (starship pilot stunt) 111
 29 *telelith matrix* (starship expansion) 111
 57 *temporal crystal* (magic item) 117
 109 thakasa (creature companion) 146
 143 thorgothrel armature (cybernetic augmentation) 115
 81 *tzibeam* (starship weapon) 123
 147 vandal rocket launcher (starship weapon) 61
 144 *void hide* (armor) 121
 35 vorac (creature companion) 146
 75 water bear (vehicle) 41
 67 wolliped (creature companion) 146
 71 yasakaja (creature companion) 147

APPENDIX 9: PLAYABLE RACES

Listed below are the creatures in this book that include racial traits that PCs can use to build characters of these races. Also included are some basic ranges to help determine the height, weight, and age of a member of that species. While most characters fall somewhere in the middle of the range for their species, some exceptional individuals may be larger or smaller. For more information on vital statistics, see page 41 of the *Starfinder Core Rulebook*.

VITAL STATISTICS BY RACE

RACE	PAGE	AVG. HEIGHT OR LENGTH	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Brenneri	8	4-1/2 to 5-1/2 ft.	100 to 200 lbs.	10 years	60+3d10 years
Cephalume	10	5-1/2 to 6-1/2 ft.	200 to 400 lbs.	12 years	70+2d10 years
Dessamar imago	14	4-1/2 to 5-1/2 ft.	45 to 80 lbs.	5 years	50+2d20 years
Dessamar instar	14	3 to 3-1/2 ft.	30 to 50 lbs.	5 years	50+2d20 years
Dirindi	20	4-1/2 to 5 ft.	100 to 180 lbs.	25 years	100+1d% years
Dromada	28	4-1/2 to 5-1/2 ft.	150 to 250 lbs.	3 years	30+2d20 years
Espraksa	32	7 to 8 ft.	125 to 200 lbs.	20 years	90+2d20 years
Hanakan	48	2 to 3 ft.	10 to 40 lbs.	5 years	30+1d20 years
Hortus	50	4 to 5 ft.	150 to 250 lbs.	10 years	40+1d20 years
Ijtikri	54	5 to 6 ft.	80 to 160 lbs.	2 years	40+2d20 years
Izalguun	58	6 to 8 ft.	800 to 1,000 lbs.	15 years	90+2d20 years
Morlamaw	72	10 to 12 ft.	1,800 to 3,000 lbs.	16 years	85+2d20 years
Raxilite	82	1 to 1-1/2 ft.	1 to 6 lbs.	1 year	70+3d10 years
Sazaron	90	12 to 18 ft.	700 to 1,100 lbs.	13 years	100+1d% years
Shakalta	92	5-1/2 to 7-1/2 ft.	75 to 125 lbs.	3 years	500+5d% years
Shatori	94	6 to 7 ft.	125 to 250 lbs.	—	—
Shimreen	96	6-1/2 to 7-1/2 ft.	550 to 800 lbs.	25 years	200+2d% years
Spathinae	100	5 to 6 ft.	50 to 80 lbs.	2 years	50+1d% years
Telia	112	4 to 5 ft.	100 to 300 lbs.	50 years	950+4d% years
Varculak	126	2-1/2 to 8 ft.	25 to 400 lbs.	0 years	350+3d% years

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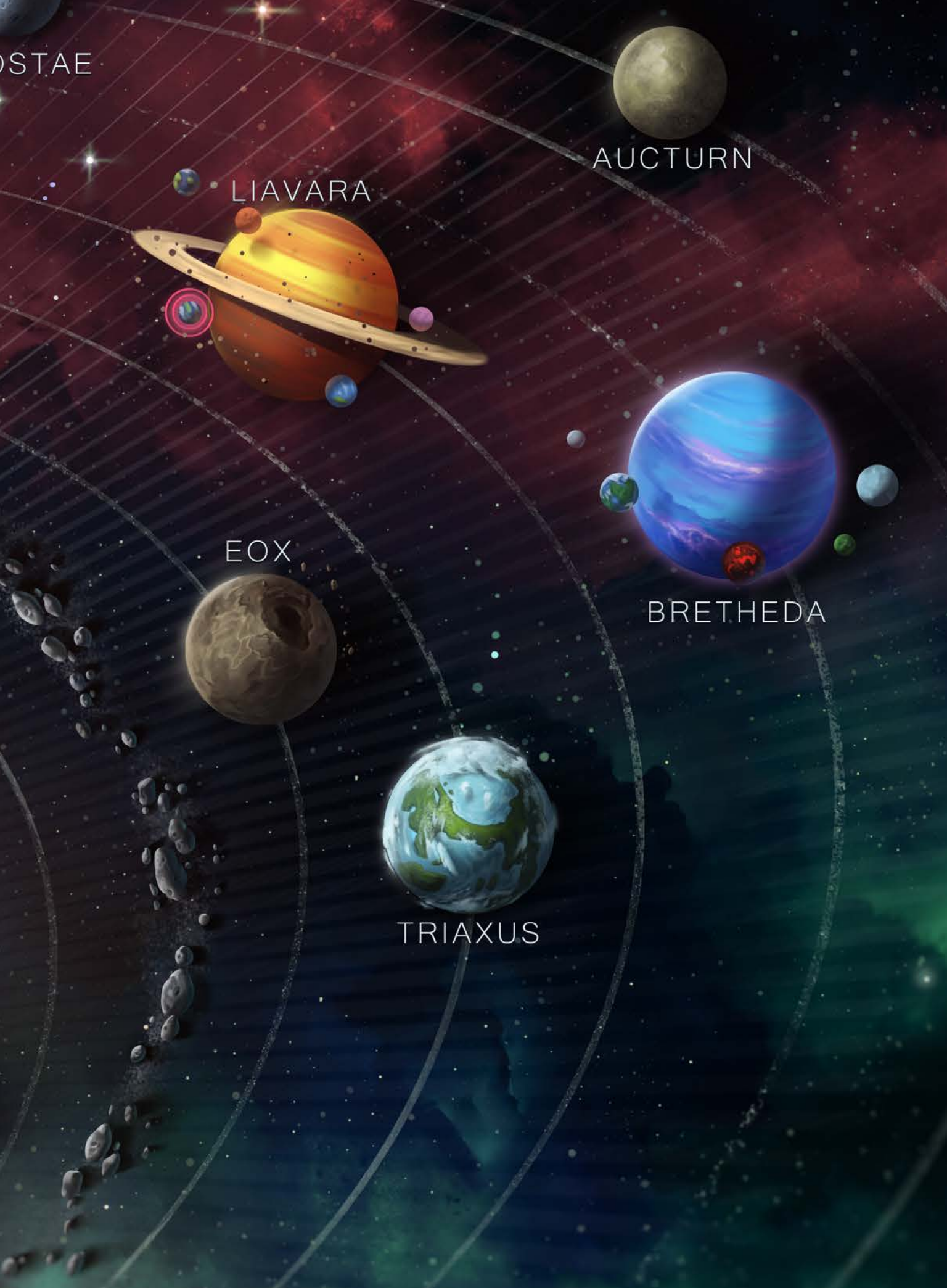
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