



Doppelganger

Medium sized Shapechanger

HP:



Hit Dice: 4d8+4 (22hp)

Initiative: +1 (Dex)

Speed: 30 ft;

AC: 15; (+0 size, +1 Dex, +4 Natural)

Attacks: 2 Slams +4 **melee**, or +4 **ranged**;

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Detect Thoughts

Special Qualities: Alter Self, Immunities

Saves: Fort +5, Ref +5, Will +6;

Abilities: Str 12 (+1), Dex 13 (+1), Con 12 (+1), Int 13 (+1),

Wis 14 (+2), Cha 13 (+1);

Skills: Bluff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8;

Feats: Alertness, Dodge;

Climate/Terrain: Any land and underground

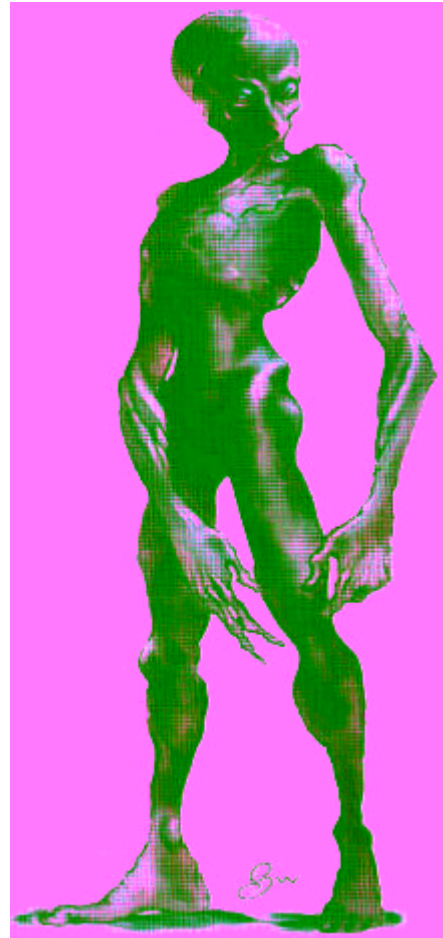
Organization: Solitary, pair, or gang (3-6)

Challenge Rating: 3

Treasure: Double Standard

Alignment: Always Neutral

Advancement: By character class



Doppelgangers are strange beings that are able to take on the shapes of those they encounter.

Doppelgangers make excellent use of this natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not strictly evil, they are interested only in themselves and regard others as playthings to be manipulated and deceived.

In its true form a doppelganger has a more or less humanoid appearance. The flesh is pale and hairless, feeling like oily buckskin. The large, bulging eyes are white and lack a visible pupil. They are slender and frail looking, but doppelgangers are hardy things with a natural agility not apparent from their gangly limbs.

Because they can take the shape of any humanoid being between 4 and 8 feet tall, doppelgangers are natural spies and assassins. They can sneak past sentries slip into secured places, and fool even lovers or close friends. They are cunning and patient, willing to wait until an opportunity presents itself instead of attacking rashly.

Combat:

When in its natural form or in the guise of someone unarmed, a doppelganger strikes with its powerful fists. In the shape of a warrior or other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses detect thoughts to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

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Alter Self (Su): A doppelganger can assume the shape of any small or medium-sized humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. *When using *alter self* a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponents mind, it gets a further +4 circumstance bonus to Bluff and Disguise checks.

Doppelganger Society:

There have been similar stories throughout space for eons, the same on every planet, strange hairless beings with elongated limbs and large bulbous eyes in large saucer like vessels, they abduct people, returning them later on with no memory of where they have been.... Of course this is exactly what the Doppelgangers want people to think.

For eons they have been spreading amongst the worlds of known space, removing people in useful positions and replacing them with a doppelganger, and then with people in the places of power they use their influence and resources to help ingratiate other doppelgangers elsewhere, and in this way doppelgangers take over worlds and civilisations, moving from one world to the next taking over, stealing their knowledge and eventually their lives.

If many people realised how many and how far the doppelgangers are and have spread they would be very fearful they are everywhere, they could be your friend, your co worker, even your spouse or sibling.

Doppelgangers have no area of space they openly claim their own, but truth is they own dozens of worlds, but do not exists solely on any one world, people do not know where they evolved, or even if they have a homeworld, as opposed to say evolving as a spacefaring race.

The Doppelgangers all work as a group all working to further the aims of the rest of their species, as such the ways they work is similar to a virus, taking over individual cells and replicating until finally the whole organism is overridden.

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Illithid (Mind Flayer)

Medium sized Aberration

HP:

Hit Dice: 8d8+8 (44hp)

Initiative: +6 (+2 Dex, +4 Imp. initiative)

Speed: 30 ft;

AC: 15; (+0 size, +2 Dex, +3 Natural)

Attacks: 4 Tentacles +8 **melee**, or +8/+3 **ranged**;

Damage: Tentacle 1d4+1 or by weapon

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Mind Blast, Psionics, Improved Grab, extract

Special Qualities: PR 25 (or SR), Telepathy

Saves: Fort +3, Ref +4, Will +9;

Abilities: Str 12 (+1), Dex 14 (+2), Con 12 (+1), Int 19 (+4), Wis 17 (+3), Cha 17 (+3);

Skills: Bluff +8, Concentration +12, Hide +8, Intimidate +10, Knowledge (any two) +9, Listen +10, Move Silently +7, spot +10

Feats: Alertness, Combat Casting, Dodge, Improved Initiative, Weapon Finesse (tentacle);



Climate/Terrain: Any (Prefer Underground)

Organization: Solitary, pair, inquisition (3-5), or cult (3-5 plus 6-10 grimlocks)

Challenge Rating: 8

Treasure: Double Standard

Alignment: Usually lawful evil

Advancement: By character class

Illithids (also called Mind Flayers) are so insidious, diabolical, and powerful that all denizens of space fear them. They bend others to their will and shatter enemy's minds.

An illithid is a strange creature, standing some 6 feet tall, that is humanoid only in the most general terms. Its flesh is rubbery and mauve, glistening with chill slime. The creature's head looks rather like a four tentacled octopus, made all the more horrible by a pair of bloated, white eyes. Its mouth, a revolting thing like a lampreys maw, constantly drips an oily slime when it is not siphoning out the brains of living prey.

In addition to being highly intelligent, wholly evil, and terribly sadistic, mind flayers are utterly self-serving. If an encounter turns against the creature, it flees at once, caring nothing for the fate of its companions and servitors. Illithid speak Undercommon, but prefer to communicate telepathically.

Combat:

Illithid like to fight from a distance, using their psionic abilities, particularly their *mind blast*. If pressed into melee combat, an Illithid lashes its enemies with the tentacles ringing its mouth.

Mind Blast (Sp): This attack is a cone 60 feet long. Anyone caught in this cone must succeed at a Will save (DC 17) or be stunned for 3d4 rounds. Illithids often hunt using this power and then drag off one or two of their stunned victims to feed upon.

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Psionics (Sp): At will – *astral projection, charm monster, detect thoughts, levitate, plane shift, and suggestion*. These abilities are as the psionics (pr spells) cast by an 8th-level Psion (or sorcerer), save DC 13 + power level (or spell level).

Psionic Attack/Defence Modes (Sp): At Will – *Mind Thrust, Psychic Crush, Mind Blast/ Empty Mind, Mental Barrier, Tower of Iron Will*.

Improved Grab (Ex): To use this ability, the Illithid must hit a Small to Large creature with its tentacle attack. If it gets a hold, it attaches the tentacle to the opponent's head. An Illithid can grab Huge or larger creature, but only if it can somehow reach the foe's head. After a successful grab, the Illithid can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the Illithid gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponents turn.

Extract (Ex): An Illithid that begins its turn with all four tentacles attached and successfully maintains its hold automatically extracts the opponent's brain, instantly killing that creature.

Telepathy (Su): Illithid can communicate telepathically with any creature within 100 feet that has a language.

Illithid Society:

Illithid congregate in domed cities, shielded from the sun of their home system. The centre of each community is its Elder-brain, a pool of briny fluid that contains the brains of the cities dead Illithid.

Although they constantly vie for power, Illithids are quite willing to work together. A small group of these creatures known as an inquisition, often forms to root out some dark and terrible secret. In many ways, an Illithid inquisition is not unlike a party of adventurers, with each member contributing its own skills and knowledge to the group. When a task is too great for an inquisition to handle, Illithids generally form a cult. A pair of Illithids commands the group, each struggling for supremacy. Exactly why no individual assumes leadership of a cult is unknown.

The Heart of Illithid space is their home system Stygia a system with seven planets, most barren and barely able to sustain life. All the systems planets revolving around a dying sun, which provides little light to the outlying planets now. The whole of the Illithid civilisation is known as the Illithid Unity, a collective society with each Elder Brain that communicate with each other acting as a larger racial consciousness.

The Illithid have conquered many worlds, enslaving them to their purpose, serving as a labour force but more often as a food source, the Illithid also prey on many species using them for slaves. They are very cunning about this though, and do not hit any target for slaving purposes they cannot handle, and are careful to leave no trace or witnesses to their activities, of course it is well known in shadowy circles that slaves can be bought from the Illithid, but proving it is another matter entirely, and none dare cross the Illithid as those that do often end up their next meal.

The Illithid build hidden installations where they re-supply and store slaves for transportation in Astralspace, and their vessels are capable of moving into Astral space.

The Illithid Navy consists of three major vessel types The awesome Dreadnought, the powerful Nautiloid and the sleek fast striking Boreworm. All are grown vessels and move under an unknown means of propulsion.

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Mollock (Pronounced *Moe-lock*)

Large sized Outsider

HP:

Hit Dice: 4d8+16 (34hp)

Initiative: +1 (Dex)

Speed: 30 ft;

AC: 17; (-1 size, +1 Dex, +7 Natural)

Attacks: Slam +9 **melee**, or +4 **ranged**;

Damage: Slam 1d8+6 or by weapon

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: None

Special Qualities: SR: 14, Resistances, immunities

Saves: Fort +8, Ref +5, Will +3;

Abilities: Str 22 (+6), Dex 12 (+1), Con 19 (+4),

Int 13 (+1), Wis 9 (-1), Cha 6 (-2);

Skills: Demolitions +2, Disable Device +3, Freefall +2, Hide +4, Intimidate +5*, Listen +2, Move Silently +4, Spot +2, Use Device +3;

Feats: Power Attack, Point Blank Shot, Technical Proficiency;



Climate/Terrain: Any land

Organization: Solitary or Cadre (5-20), Legion (40-100)

Challenge Rating: 3

Treasure: Standard

Alignment: Always Lawful Evil

Advancement: By Character Class

Mollock (Pronounced *Moe-lock*) are a race of very tough resistant beings from another Dimension, one in which they have conquered almost every other race they have encountered. As a species they live to fight and conquer, they believe they are racially and genetically superior to all other species, and in truth they are hardier, more determined and stronger than most, which only serves to enforce their beliefs. Their homeworld is called "Kopak", and is a marshy world or harsh climates and weather conditions, filled with many natural predators, as such the Mollock have learned the hard way that every day is a struggle to survive, and in survival they excel, they are hardy, relentless, and ruthless.

The mollock can speak their own language, which is a series of bass growling sounds and whines, they can also speak common and infernal. All Mollock have Darkvision 60 feet.

Mollock are hugely muscular humanoid beings around 9 feet tall, with tough muscle corded bodies and powerful limbs. Their skin tone is primarily one which goes from Red through purple to blue, and often the extremities of a Mollock will be one extreme or the other. They have powerful legs that end in three clawed feet. The Mollock have smallish heads with strong bony ridges under the skin, their eyes are small and golden and quite close together, they have no apparent mouths just a series of filter like membranes. The Mollock eat through a small hidden mouth amongst the membranes on their face, this small sharp toothed mouth is vertical and is designed to rip food.

The Mollock lead a life of strict rules, and a Racial Code, which is known as *Zebress* (which means the "defining" in their language), this code dictates how a Mollock should behave in almost every facet of their life, and any Mollock who breaks the word of the *Zebress* if discovered is almost certainly killed by his fellow Mollock. The Mollock are split into warrior clans all of a specific bloodline, these clans



each hold certain territories based on their size and influence. They are always looking for more land and vying for greater position, thus they are ever at war with any they meet, uninterested in peace with these insignificant lesser species, seeing them merely as an obstacle to be overcome so they may increase their position in Mollock society. The Mollock being from another dimension has been somewhat of a saving grace so far, as to date they have made only one attempt to invade into our reality to date, and this was foiled eons ago by a race of long since vanished Ancients, who were almost entirely destroyed by the Mollock invading, finally the aliens managed to develop a Bioseed implant, which turned their warriors into almost an equal physical match for the Mollock, and were finally able to turn them back, forcing them back into their own dimension once more. The identity and whereabouts of these Ancients remains unknown, but the Mollock have not returned since, beyond the odd raiding party. It is rumoured that the Mollock have already begun massing once more for another invasion into our Dimension.

Combat:

The Mollock are merciless in combat, able to shrug off Damage, which would kill lesser species outright. They are brutal, strong, determined and totally Alien.

Spell Resistance (Ex): The Mollock are naturally resistant to Magic of all kinds, to such an extent that they gain Spell Resistance 10+ HD (or Class level as appropriate).

Immunities (Ex): The Mollock are immune to all Gases because of their Physiology, and Mind influencing spells and effects, because of their intensely alien mindsets.

Resistances (Ex): The Mollock have a natural resistance to Fire, Cold and Acid 5, from their toughened flesh and naturally impervious natures.

Skills: It receives a +4 racial bonus to Intimidate checks, due to their size, presence, reputation and general ability to terrify their opponents.

Mollock Characters:

The Mollock may be played as player characters.

Mollock Racial Traits:

+6 STR, +2 CON, -4 CHA, -2 WIS As all Mollock are Physically powerful, but very alien and driven by their beliefs.

Large size: As large sized creatures the Mollock receive a -1 penalty to AC/Attacks and a -4 penalty to Move silently and Hide due to their size..

Mollock base speed is: 30 feet

+4 Racial bonus to: Intimidate

Darkvision: Mollock can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Mollock can function just fine with no light at all.

Bonus FEAT: Power Attack, all Mollock are capable of immense physical blows, attacking with great power.

Spell Resistance(Ex): All Mollock have a natural resistance to all magical effects as such they have an innate spell Resistance of 10 + Class level.

Resistances (Ex): All Mollock are extremely resistant to Fire, Cold and Acid having Resistance 5 against them.

Immunity (Ex): All Mollock are immune to gases, as they are filtered naturally by the Mollocks facial membranes.

Natural Armor (Ex): Mollock have extremely tough and resilient hides, providing them a +7 natural armor class bonus.

Automatic languages: Mollock, Infernal and Common

Favoured Class: Fighter

Effective Character level: +3

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Mollock	50 years	+1d20	125 years	233 years	350 years	+1d% years



Shou'kkar (Pronounced *Sh-oww-car*)

Medium sized Aberration

HP:

Hit Dice: 4d8+8 (27hp)

Initiative: +6 (Dex, Imp Init)

Speed: 30 ft (20ft due to armor);

AC: 26; (+0 size, +2 Dex, +4 Natural, +10 shock Armor)

Attacks: 2 Slams +7, Bite +5 **melee**, or +5 **ranged**;

Damage: Slam 1d3+4, Bite 2d4+2 or by weapon

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Mind Blast, Cranial Bite

Special Qualities: Psionics, Power Resistance

Saves: Fort +3, Ref +3, Will +5;

Abilities: Str 18 (+4), Dex 14 (+2), Con 15 (+2),

Int 16 (+3), Wis 12 (+1), Cha 12 (+1);

Skills: Disable Device +6, Freefall +6, Hide +7, Intimidate +6, Listen +7, Move Silently +7, Pilot +6, Spot +7; (includes Alertness bonuses)

Feats: Power Attack, Point, Improved Initiative, Alertness, Multi-attack, Technical Proficiency;



Climate/Terrain: Any land, prefer underground

Organization: Solitary, Pair, Inquisition (3-5), Cult (10-20)

Challenge Rating: 4

Treasure: Double standard

Alignment: Usually Lawful Evil

Advancement: By Character Class

Shou'kkar (Pronounced *Sh-oww-car*) are a something of an enigma, having appeared only recently on the scene, they are sadistic, brutal killers who appear to relish causing pain and anguish. They have powerful mental abilities that make them even more formidable. What is not known about the Shou'kkar is that they are in fact Illithids, or more accurately were. In recent years the Illithids have recently begun genetically re-sequencing their own young, creating themselves a warrior class effectively whose physical powers can supplement their mental powers, which as a result have become some what reduced, the creation of the Shou'kkar by the Illithid and their connection to them remains a secret so far, with the whole Dragon Empire believing them to be a new and dangerous predatory race. The Shou'kkar kill for purpose or pleasure, it is all the same to them by their very design, even their eating method has changed they no longer need to feed on brains for sustenance, any protein matter will do, but the Shou'kkar like to kill their prey by biting into their heads and eating their brains while the victim is still alive.

The Shou'kkar can speak common, which they do in a weezy and hissy fashion, having lost the ability to use Telepathy. All Shou'kkar have Darkvision 60 feet.

Shou'kkar are evil looking muscular humanoids around 7 feet tall, and weighing about 225lb, they have lanky sinewy limbs with blue white skin, their veins and muscles are well defined beneath this seemingly thin skin, their skin is however very tough and resilient. The Shou'kkar's genetic manipulation has left them looking very dissimilar to unaltered Illithids, they have the same basic



shape, but no longer have facial tentacles, other than two atrophied ones which are not really usable anymore, in their place the Shou'kkar have a mouth full of long razor sharp teeth.

The Shou'kkar in combat, enjoy the hunt, stalking their prey relentlessly even prolonging the actual killing all in an effort to increase their foes fear, which in turn excites them further. Where the option presents itself a Shou'kkar warrior will kill his victims slowly enjoying their pain and anguish, but they can be just as equally fast and deadly as needs be.

Combat:

The Shou'kkar are brutal and sadistic creatures, who delight in pain and suffering..

Power Resistance (Ex): The Shou'kkar have power resistance at a level of 10+1 per character level.

Psionics (Sp): At Will – *Detect Thoughts, Detect Psionics, Combat Prescience* and *Dimension Slide* as an 8th level Psion.

Attack/Defense Modes (Sp): At Will – *Mind Thrust, Psychic Crush/Empty Mind, Mental Barrier.*

Mind Blast (Sp): The Shou'kkar can emit a 30 feet long cone, anyone caught in this cone, must succeed at a Will save (DC15) or be Stunned for 2d3 rounds.

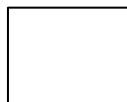
Cranial Bite (Ex): Shou'kkar can if they first successfully grapple and pin an opponent bite for double damage, biting deeply into the targets cranium, this also does 1d2 temporary intelligence damage, if they reduce the targets intelligence to zero they are dead, having eaten their brains.



The Neogi

Small sized Aberration

HP:



Hit Dice: 5d8+0 (22hp)

Initiative: +2 (Dex)

Speed: 20 ft, Climb 20 ft;

AC: 16; (+1 size, +2 Dex, +3 Natural)

Attacks: Bite +6, 2 Claws +4 **melee**, or +6 **ranged**;

Damage: Bite 1d6+1 and poison, Claws 1d2+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poisonous Bite

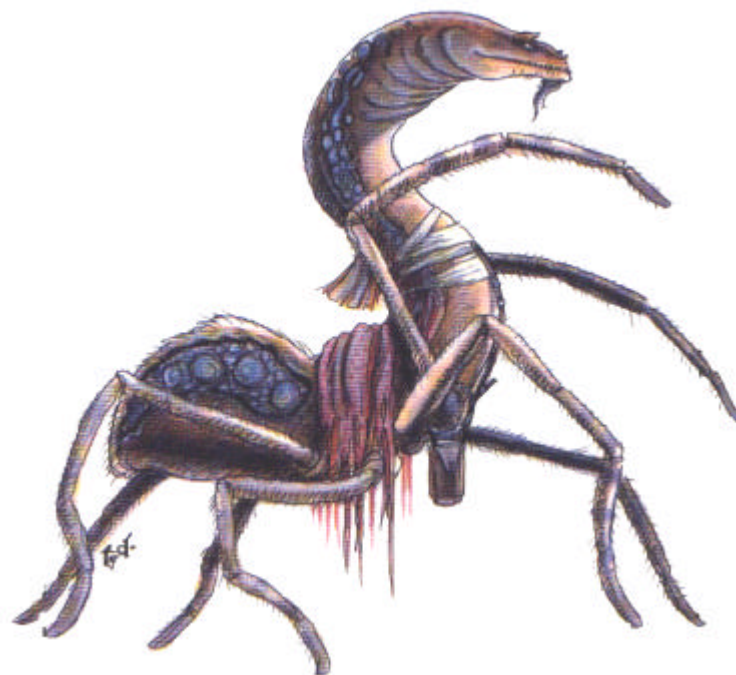
Special Qualities: Darkvision 60 feet

Saves: **Fort** +1, **Ref** +3, **Will** +6;

Abilities: **Str** 12 (+1), **Dex** 15 (+2), **Con** 10 (+0), **Int** 14 (+2), **Wis** 14 (+2), **Cha** 14 (+2);

Skills: Appraise +4, Bluff +6*, Climb +7*, Gather Information +6, Hide +8, Intimidate +6, Move Silently +8, Search +4, Spot +4, Urban Lore +6;

Feats: Multiattack, Weapon finesse (bite, claw);



Climate/Terrain: Any land

Organization: Solitary, Brood (2-5 plus 1 umber hulk per Neogi), Swarm (6-12, 1 of whom will be a 4th level Sorcerer plus 1 umber hulk per Neogi), or Nest (20-40 1 in every 10 of which will be a 4th level sorcerer, one 8th level Neogi sorcerer, plus 1 umber hulk per neogi)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually Lawful Evil

Advancement: By Character Class

The Neogi appear as a cross between a wolf spider and a moray eel. A lithe, bare, fleshy neck with a serpentine head, its mouth filled with needle-sharp teeth, tops the short, furry, eight-limbed body. The ends of its limbs are tipped with small claws. The fur of the Neogi is a light tan, but dyed a variety of colours to signify power, rank, accomplishments, and warnings to other Neogi. The older a Neogi grows, the more colourful its hide becomes.

The Neogi are ruthless slayers and plunderers, and think nothing of eating their enemies, servants, or fallen comrades. They are a hateful, xenophobic race.

Neogi can speak their own language Neogi and Common, plus any other languages their Intelligence may provide. All Neogi also have Darkvision to a range of 60 feet.

Combat:

A Neogi will attack when threatened primarily with its bite, in an attempt to disable the enemy with their poison first. If that fails they will attempt to pierce a foe with their two front legs.

Poisonous Bite (Ex): Any creature bitten by a Neogi, must succeed at a Fortitude save (DC12); initial damage 1d8 temporary Strength, secondary damage 1d8 temporary Strength.

Command UMBER HULK (Su): Any Neogi may attempt to command any "Captive" UMBER HULK, which is within 100 feet. This affect works on the target, as if the *Charm Monster* has affected them. This effect lasts as long as the UMBER hulk is within range. The reason for this is because "captive" UMBER Hulks are trained from birth to follow their "small lords", caring for there every need.

Skills: Neogi receive a +4 racial bonus to Bluff and Climb checks.

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Habitat:

Neogi Space lies beyond the periphery of the Dragon Empire; as such no viable colonies of them exist within the Borders of the Empire on any planet. Although they do maintain bases and asteroid installation hidden here and there the Neogi spend most of their lives aboard their spacecraft.

The Neogi are a slaving race with an inborn sense of property: everything is either owned or owner, slave or Neogi. Even Neogi's are slave to other Neogi's, but this slave-neogi's may have their own slaves and eventually establish themselves as full masters in their own right.

The Neogi tattoo their slaves with symbols of ownership, usually on the left shoulder in the front and back. These tattoos identify the individual as property, and should a slave survive to have more than one master, an additional tattoo will be placed below the first. Any tattooed creature is considered property of the Neogi. If found wandering alone it will be claimed, and its immediate return to the owner demanded.

The most important slaves (from the aspect of the Neogi) are the Umber Hulks. These creatures are trained from birth to follow their "small lords" caring for there every need. They provide the strength, the combat ability, and even the raw muscle power and dexterity that the neogi lack. Each neogi has at least one umber hulk lord servant, though any neogi can command another's umber hulks.

A Neogi who loses his only umber hulk slave(s) is considered an outcast, and must regain such slaves or be in danger of losing all status and becoming a full slave himself. A captain or overmaster losing his personal slave can still call upon the slaves of his neogi followers, choosing a replacement from these numbers. For this reason, the neogi on a ship are inclined to see that the captain's umber hulk is kept in relatively safety, since its loss would likely lead to the loss of one of their own slaves.

All other slaves are just so much dross, fodder for battle, extra sets of muscles for heavy tasks and, ultimately food. Their lives are brutally short in the hands of the neogi, but as a result, the "small lords" are constantly seeking to replenish their stocks, raiding planets, colonies and vessels alike without quarter asked or given.

The Neogi view of "Own or be Owned" has resulted in a paranoid outlook that borders on xenophobia, and their attacks on people have not endeared them to many, fortunately they have the good sense to leave no witnesses or else the Dragon Empire would likely have taken some more proactive action against them before now. It is rumoured they have secret deals with Mezzenbone and the Illithid Unity alike.

Neogi are not very cooperative as a species even amongst themselves, circumstances being hindered by the fact that in any neogi gathering there can be only one Overmaster, to whom all others are slaves. Determining the overmaster for a limited objective can be done through negotiation, but is most often the result of a trial by combat held in vast Arenas on Neogus, or in the holds of a ship if in space. The contending Neogi, each with his personal umber hulk slave battle for domination. The losers are eaten. In similar fashion, if the overmaster of a colony, installation or vessel dies, those neogi interested will fight to determine who becomes the new overmaster.

The Neogi fleet consists primarily of two vessel types the hulking Deathspider Battleships and the most recent design the smaller Mindspider corvettes. The Mindspiders have only been in service for the last 50 or so years, but becoming ever more numerous in Neogi space.

Neogi Characters:

A Neogi character follow the following format;

Neogi Racial Traits:

+2 INT, -2 STR, As they are very cunning and clever, yet physically quite frail.

Small size: As small sized creatures, Neogi receive a +1 bonus to AC and Attacks, and a +4 bonus to Hide checks. And must use smaller sized weapons than humans use, and their lifting and carrying limits are three-quarters of those of medium sized creatures.

Neogi base speed is: 20 feet, climb 20 feet

+2 Racial bonus on: Saving Throws versus Poison, they are of course immune to their own poison.

Darkvision: Neogi can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Neogi can function just fine with no light at all.

+4 Racial bonus to: Bluff, and Climb checks.

Additional FEAT - Multiattack: The Neogi may choose to obtain the Multiattack feat as described in the MM at any point when they are normally entitle to choose a feat..

Poison Bite(Ex): All Neogi are capable of making a poisonous bite due to their saliva, any bitten must make a Fortitude save DC12+Cha modifier initial damage 1d8 temporary strength points, secondary: 1d8 temporary strength points.

Command Umber Hulk (Su): Any Neogi may attempt to command any "Captive" Umber Hulk, which is within 100 feet. This affect works on the target, as if the *Charm Monster* has affected them. This effect lasts as long as the Umber hulk is within range. The reason for this is because "captive" Umber Hulks are trained from birth to follow their "small lords", caring for there every need.

Automatic languages: Neogi and Common

Favoured Class: Rogue

Effective Character level: +2

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GREAT OLD MASTERS

The neogi live according to an ugly life cycle that is characteristic of their race. As a neogi grows older and his mind fades, his orders become confused and his slaves become disobedient. His fellow neogi may then choose for him to become a Great Old Master. The "small lords" then poison the older one at once. The different poison's moving through its body overload the old neogi's system, and begins its change into a Great Old Master.

The neogi making the transformation swells to a huge 20 feet in height and a similar girth. It's legs and arms become all but useless and the last of its intelligence fades: It lives now only to eat. During this time the other neogi begin to hunt exclusively for the new Great Old Master. Slaves, captives, anything that comes across their path and can be captured, is fed to the master. Live flesh is preferred, but dead will sustain it.

After 2 months of such activity, the skin of the Great Old Master bursts and a new crop of mature neogi spill forth. These are unmarked and barely sentient upon their birth, and for the next week the brood area resounds with combat as the young neogi kill each other for food. Of the 20-40 neogi that eat their way out of the master, only about 2-5 survive. These are considered slaves of all neogi in the area, to be killed or risked in combat, until such a time as they claim and command an umber hulk as their personal slave. At this point they are officially part of the Neogi community.

If a Great Old Master is attacked and its flesh pierced, it will release 2d4 neogi to defend itself. These are taken from the future brood, and if slain, will not be replaced. Blunt weapons do not pierce the flesh and therefore will not bring the young forth.

The surviving young consume the remains of the Great Old Master. Most neogi consider this fate to be the equivalent of a human dying of old age.

Reaver

These are rogue neogi that have rebelled and are seeking to escape the other neogi and their poisons that will transform them into Great Old Masters. These rogue neogi are little better than their fellows, and are if anything more desperate, due to being pursued by their former fellows, all eager to start the process of producing more neogi.

Great Old Master Template.

Hit Dice Number of hit Dice increases to 20d8+100 (190)

Size: Size increases to Huge

Speed: Reduces to 10ft, the Great Old Master can only move with great effort

AC: As base creature except size modifier is now -2 as opposed to +1.

Attacks: Can no longer make any attacks

Damage: Can no longer make attacks (see below)

Special Attacks: As base creature plus.

Swallow Whole (Ex): All Great old Masters can swallow whole any Medium sized or smaller creature that is fed to it. The victim is swallowed whole and takes 2d8+11 points of crushing damage and 1d8 points of Acid damage per round from the digestive fluids. A swallowed victim may endeavour to cut him or herself out using claws, or a small or tiny slashing weapon; they must inflict 25 point of Damage to the Gut AC2. Once the creature exits, the Old Masters muscular action closes the hole, and any other swallowed creature must again cut its own way out.

Spawn Neogi (Ex): If a Great Old Master is attacked and its flesh pierced, it will release 2d4 neogi to defend itself. These are taken from the future brood, and if slain, will not be replaced. Blunt weapons do not pierce the flesh and therefore will not bring the young forth.

Special Qualities: As base creature plus

Spell Resistance (Ex): The Great old Master gains some innate resistance to magic while in this transitive stage of it's life, as such they have SR 10.

Saves: As base creature

Abilities: As base creature, except Str +20, Dex -6, Con +10. Intelligence is reduced -8, Wis -4, Cha -4. it is no longer capable of much beyond the simply desire to feed.

Skills: As base creature.

Feats: As base creature.

Challenge Rating: As base creature +9

Alignment: As base creature

Advancement: Same as base creature

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DRAGONSTAR

Umber Hulk

Large sized Aberration

HP:

Hit Dice: 8d8+32 (68hp)

Initiative: +1 (Dex)

Speed: 20 ft, burrow 20 ft;

AC: 17; (-1 size, +1 Dex, +7 Natural)

Attacks: 2 claws +11, Bite +9 **melee**, or -
ranged;

Damage: Claw 2d4+6, Bite 2d8+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Confusing Gaze

Special Qualities: Tremorsense

Saves: **Fort** +6, **Ref** +3, **Will** +6;

Abilities: **Str** 23 (+6), **Dex** 13 (+1), **Con** 19
(+4), **Int** 9 (-1), **Wis** 11 (+0), **Cha** 13 (+1);

Skills: Climb +17, Jump +14, Listen +11;

Feats: Multiattack;



Climate/Terrain: Any (prefer underground)

Organization: Solitary or Cluster (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Always Chaotic Evil

Advancement: 9-12 HD (Large); 13-24 HD (Huge)

Umber Hulks are massive creatures that dwell deep beneath the earth. Ripping through rock as though it were light underbrush, they rampage continuously leaving a wake of destruction.

An Umber Hulk is powerfully built, looking something like a cross between a great ape and a beetle. The wedge-shaped creature stands roughly 8 feet tall and measures nearly 5 feet across, weighing about 800 pounds. Armour plates cover virtually all of its chitinous body, whose scattered feelers resemble sparse hair. A massive pair of mandibles and rows of triangular teeth dominates the low, rounded head. Umber hulks speak their own language.

Combat:

An umber hulk can deliver blows powerful enough to crush almost any enemy. In addition, its mandibles are strong enough to bite through armor or exoskeletons with ease.

Despite its great bulk, the umber hulk is intelligent. When brute force won't overcome an enemy, it is more than capable of outthinking those who assume it to be a stupid beast. Umber hulks often use their tunnelling ability to create deadfalls and pits for the unwary.

Confusing Gaze (Su): *Confusion* as cast by an 8th-level sorcerer, 30 feet, Will negates DC 15.

Tremorsense (Ex): Umber hulks can automatically sense the location of anything within 60 feet that is in contact with the ground.

Neogi Umber Hulks:

Umber hulks were one of the first races encountered by the Neogi long long ago, although intelligent they were no match for neogi technology and were conquered pretty quickly. The neogi then set about "Domesticating" the Umber hulks, the neogi took them from birth and raised them into service

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teaching them to obey their "small lords" every command and answer for their every whim. At first the umber hulks initially raised into service were defiant and had to be exterminated, but slowly the umber hulks raised succumbed to the neogi control, until finally like now they nothing else but how to serve the.

All UMBER hulk captives of this sort now react to Neogi commands is if they are under the effects of a *Charm Monster* spell

Neogi have also taken to implanting their servant UMBER hulks with Spellware to make them far more effective, common upgrades are as follows; *Boosted Reflexes, Dermal armour, elemental resistance, Enhanced ability, Fast healing, and spell resistance.*

It is also not unheard of for a Neogi to remove their confusing eyes, and replace them with implanted laser weapons.

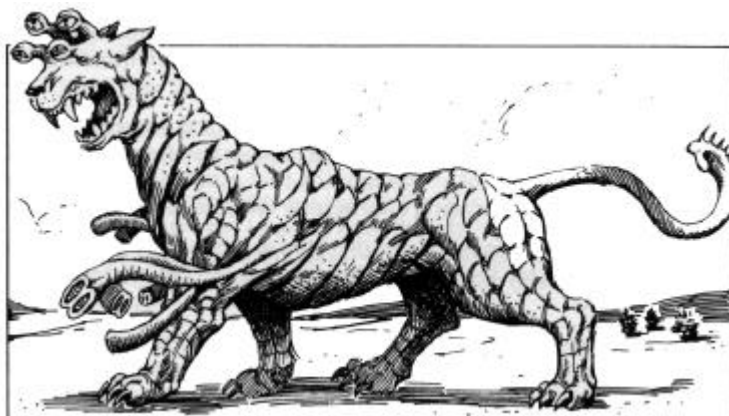
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Quickdeath

Large sized Beast

HP:



Hit Dice: 6d10+18 (51hp)

Initiative: +2 (Dex)

Speed: 40 ft, Climb 20ft;

AC: 18; (-1 size, +2 Dex, +7 Natural)

Attacks: Bite +9, 2 Claws +6, 3 Tentacles +6 **melee**, or +3 Tail Dart **ranged**;

Damage: Bite 1d8+5, Claws 1d6+2, Tentacles 1d4+2 or Tail Dart 1d4+2 and Poison;

Face/Reach: 5 ft. by 10 ft./5 ft (15ft with tentacles).

Special Attacks: Poison, Improved Grab

Special Qualities: Camouflage, Sprint, Fire Resistance 20, DR 5/Piercing.

Saves: Fort +8, Ref +7, Will +4;

Abilities: Str 20 (+5), Dex 14 (+2), Con 16 (+3), Int 4 (-3), Wis 14 (+2), Cha 10 (+0);

Skills: Climb +15, Hide +8*, Listen +6, Move Silently +8*, Spot +10*;

Feats: Alertness, Multiattack;

Climate/Terrain: Any land except Mountains

Organization: Solitary or Mated Pairs

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

Advancement: 7-9 HD (Large); 10-18 HD (Huge);

The Quickdeath is the ultimate land carnivore. This creature is capable of propelling itself at great speeds for short times with its great legs, which resemble those of a jaguar. Quickdeaths keep the claws on these legs razor sharp, using them to attack prey as well as for climbing. Three sets of smaller tentacle-like limbs ending in suction cups are attached to the quickdeath's sides. It uses these limbs to catch unwary prey and stuff the unfortunate creatures into its maw.

The Quickdeath has a long, flexible neck that ends in a snout and large mouth. Its four eyes are mounted on retractable stalks atop the head, while its brain is located at the base of its neck. (The quickdeath is nearly blind when it strikes its prey because it retracts these eyes). The creature has a long whip like tail that can fling a poisonous dart. The outer hide of the creature is covered by a moist, reflective armor, which provides good camouflage and makes it very resistant to fire and heat. Quickdeaths are constantly on the move, seeking to appease their hearty appetites. They are found in all areas except mountains and frequently travel in mated pairs.

The females lay hundreds of eggs each year, burying them in deep sand or soil. These caches sometimes contain as many as 50 eggs. The first of the young to hatch eats the remaining eggs for his or her first meal, and immediately begins its lifelong search for more food.

Quickdeaths were created by the Sathar who used an advanced form of DNA manipulation to create these hideous beasts from the common housecat found throughout the universe. On the "Day of Death", they released thousands of quickdeaths on the surface of dozens of worlds throughout the Empire to terrorize their inhabitants.

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Combat:

The Quickdeath is true to its name possessing many lethal attributes with which to bring its foe down quickly to allow for a speedy kill.

Improved Grab (Ex): It must strike with one of its tentacles first. It can then attempt a Bite attack.

Poison (Ex): The Poison darts a Quickdeath can fire from its tail contain a powerful paralytic poison any struck must make a Fortitude save (DC14) Initial damage 1d6 temporary Dexterity, Secondary damage 2d6 temporary Dexterity. It can generate enough poison to cause this effect once ever four hours.

Damage Resistance (Ex): A Quickdeaths hide is tough and hard to pierce and as such provides Damage Resistance 5/Piercing, even against projectile weapons.

Fire Resistance (Ex): The moist hide of a Quick death provides excellent protection against fire attacks providing them Fire Resistance 20.

Camouflage (Ex): Due to the slightly light reflecting qualities of the Quickdeaths hide, any attack made against them at further than 120 feet away act as if the beast had three-quarters concealment, meaning they all miss 30% of the time.

Sprint (Ex): Once per hour a Quickdeath can take a charge action to move ten times its normal speed (400 feet).

Blindness: A quickdeaths eyes retract when attacking meaning any creature that attacks after it in the round may strike at it as if it were flat footed.

Skills: It receives a +4 racial bonus to Spot and Search skills because of it's eye stalks which provide a greater area of vision, in addition they receive +4 racial bonus to Hide and Move Silently which raises to +8 if in heavy undergrowth.

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