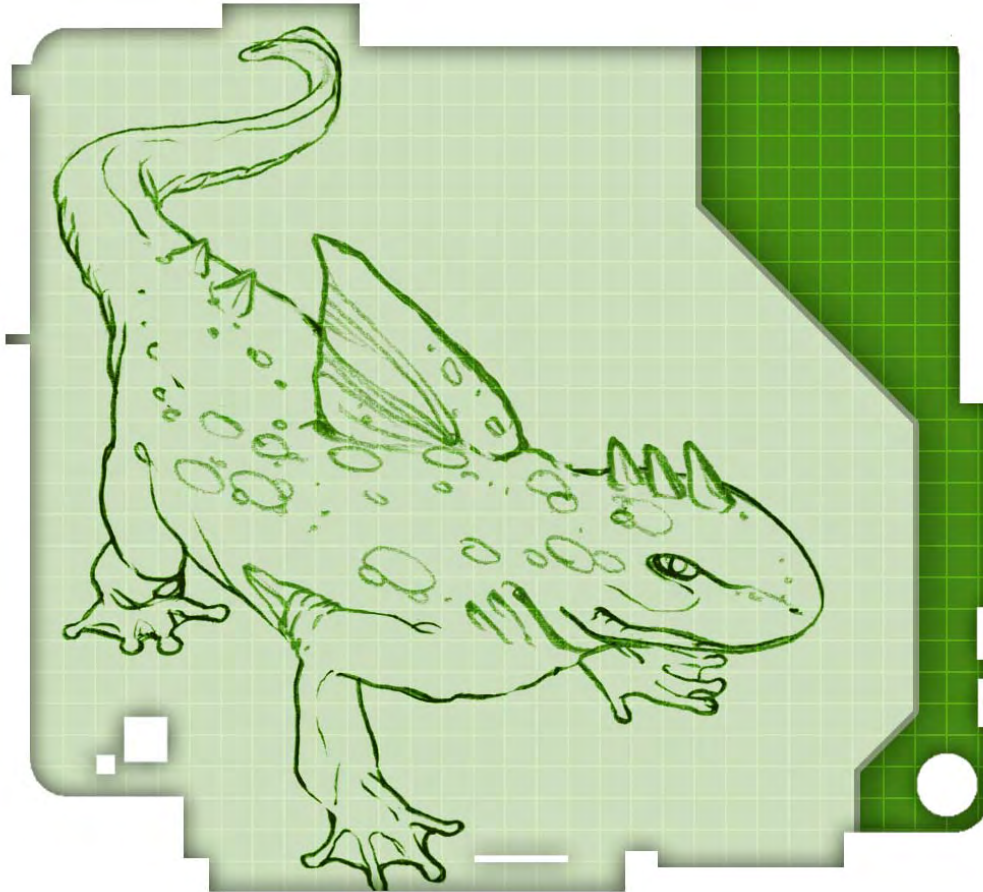


TERRAFORMER

SHAPE YOUR WORLD



AQUATIC XENOMORPHS

BY CHAD BARR



Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

AQUATIC XENOMORPHS

To: director@dsrs

From: ab@dsrs

Subject: Decipher pre-publication report

Authenticity Code



CRC Sum 010111100011

Director, attached is the decrypted report, to date, of the xenomorphs provided by Tentaari Ambassador “Benjamin” on his last visit 10 months ago. Their reluctance to provide some of their knowledge about the lifeforms of Eos seems to have been worth the wait.

Their claims of needing to provide the information in a ‘compatible’ format may or may not have masked their typical spoon-feeding of information. The information was provided in Unispeak, which we translated by borrowing some cycles on Sadler’s mainframe.

Our initial scan of the xenomorphs was routine until an agent noted a hiccup between 2 entries. We assumed it was a computer problem but after troubleshooting we realized a significant difference between density of information and file size.

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Dawning Star was the first full-scale science fiction campaign setting built on d20 Modern and powered by the Future ruleset from Wizards of the Coast. The critically-acclaimed setting was nominated for an ENnie for Best d20 Game. You can learn more and download free material by visiting www.dawningstar.com.

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The Terraformer line of products from Blue Devil Games presents new material designed for Dawning Star but usable in most science-fiction campaigns. Each entry will offer a new prestige class, xenomorph, talent tree, feat, weapon, etc. and advice on using it into your campaign and using it to “shape your world.”

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⌘ ABOUT CHAD BARR

Born and raised in California and currently living in the island community of Alameda, in the San Francisco Bay, Chad was “discovered” in the initial Dawning Star xenomorph design contest and has been pitching in on Dawning Star products ever since.

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Did they intend to hide the data and simply underestimate our technical ability or is the data irrelevant? Only the entries that list planets other than Eos were found in the scrambled data.

In any event, we've followed typical format and in the cases where a translation into English wasn't 100%, we've listed the closest translation as possible and noted same by use of brackets. Xenomorph is used to indicate possible sentient lifeforms, while xenomorph describes lower-order lifeforms. Some of the creature names appear to be almost farcical, but we believe this is a connotation derived from the difficulty in translation of proper nouns from Unispeak into English. Only amphibious and aquatic creatures are included in this report.

Datafile B-3

ALBINO HELLBENDER

One of the native species planetologists know we have impacted is the albino hellbender. This amphibian was found in the caverns that form a natural cistern under Dawning Star City. A diving team used robots to discover the underwater system that leads from the aquifers to the Jonas River. These caverns are one reason the city was built where it is today, as it had a natural reservoir.

The hellbenders were captured and many still reside as specimens in Dawning Star University's biology department. A smaller cavern was located upstream and a transplant project was enacted.

Large by earth standards the albino hellbender is a salamander, averaging 2 feet long weighing an average of 12 pounds. They have long catfish like whiskers from their lips, which help the blind hellbender sense their terrain and help them hunt. When food is located their round sucker like mouth attaches to their prey. In a gory maneuver they roll over shredding off bits of their prey for consumption. Terran crocodiles and deep-sea scavengers feed in a similar manner.

Millions of tiny electroplates lining the dorsal and ventral skin flaps along their body are their secret weapon, stunning or even killing their prey or predators. The hellbender may resemble a salamander, but their organs diverge from the norm, as they have both gills and a pair of lungs, allowing them true amphibious capability.

The transplant hasn't been entirely successful. They have been meeting other local fauna, such as the Frilled Xaka, moving from the underground cavern and either eating the smaller creatures or being killed by more resilient prey, possibly even humans worried about the hellbender's reputation.

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Species Traits

Amphibious (Ex): Although striped anurans are aquatic, they can survive indefinitely on land.

Aquatic: Albino hellbenders can move in water without making Swim checks and cannot drown in water.

Blindsight (Ex): With their whiskers and innate electrosense ability, the hellbender can target creatures just as any other being, despite lacking normal or low-light vision. Range is 30 ft.

Electroplate Field (Ex): The hellbender can generate an electric field capable of killing small creatures and even children or frail humans. Any creature touching a hellbender is automatically exposed to the field. The hellbender can subject a foe to the field with a successful touch attack. When at least half the hellbender's body is submerged in water, the hellbender can discharge the field as a standard action which does not provoke an attack of opportunity, exposing any creature within 15 feet to the field. The field deals 1d4 points of electric damage. A successful save reduces the damage by half. The hellbender's bite does not expose the victim to the field.

Bonus Feat: Albino Hellbenders gain the bonus feat Weapon Finesse (Bite).

Albino Hellbender CR 1; Small animal; HD 2d8+2; hp 11; MAS 12; Init +3; Spd 10 ft., swim 20 ft.; Defense 15, touch 14, flat-footed 14 (+1 size, +3, Dex, +1 natural); BAB +1; Grap -5; Atk +4 melee (1d4-2, bite); Full Atk +4 melee (1d4-2, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ amphibious, aquatic, blindsight, electroplate field; AL none; SV Fort +4, Ref +6, Will +0; AP 0; Rep +0; Str 6, Dex 17, Con 12, Int 1, Wis 10, Cha 4.

Skills: Listen +5, Swim +12

Feats: Weapon Finesse (Bite)

Advancement: 3 HD (Small), 4-6 HD (Medium)

CARVER LEECH

Native to [3rd planetary body]. Parasites with square bodies and an enlarged ovoid shaped head with 3 mouths, they lurk in bogs and other warm murky places waiting for a meal to pass by. Grey in color, their tint changes to a dark red as they consume more flesh and blood. Being 1 foot long and an arm's length around, they make a strange site when squirming through the mud.

If they can, they try to drop on hosts from trees, but their cilia make them clumsy climbers and often have to wait in murky puddles for creatures to rest or come to drink. Once the primary mouth latches on it burrows far enough into the victim's flesh so the other sucker-like mouths can begin feeding.

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When not attached to a host, the carver leech tries to find one while avoiding predators such as the [xenomorph]. They avoid creatures of the same size or smaller unless they have gone without food for extended periods of time. Though they prefer a living host, they have also been found within the corpse of large animals, where they breed.

[Xenomorph] and [xenomorph] classify these creatures as monstrous vermin and kill them whenever they are encountered.

Species Traits

Blindsight (Ex): With their delicate, heat-sensitive cilia, carver leeches can sense the presence of all warm-blooded creatures within a 30 ft. radius.

Flesh Burrow (Ex): Once the carver leech has bitten a creature it latches on and continues feeding, inflicting 1 point of damage per round. A leech that has latched on can be removed with a Strength check (DC 10) or a Medicine check (DC 10). A leech that has inflicted 3 points of damage in this manner has burrowed too deeply to be removed in this manner. Removing a leech in that state requires a Medicine check (DC 20) or forcible removal with a blade, which inflicts 2d6 points of damage. After 10 rounds, if the victim is Large size or larger, the leech has burrowed its way to a place of hibernation within the tissue of its victim and will continue to live there, subsisting on its host. The victim suffers 1 point of Con damage and loses an additional 1 point of Con damage until the leech is removed or the host dies. After 10 rounds, the leech leaves victims of Medium size or smaller of its own accord.

Resistance to massive damage: Carver leeches gain a +5 species bonus on Fortitude saves to negate the effects of massive damage.

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

Immunities: Carver leeches are immune to mind-affecting effects.

Carver leech CR 2; Tiny vermin; HD 2d8+2; hp 11; MAS 12; Init +0; Spd 5 ft.; Defense 14, touch 12, flat-footed 14 (+2 size, +2 natural); BAB +1; Grap -7; Atk +3 melee (1d4, bite); Full Atk +3 melee (1d4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ blindsight, tremorsense, immune to mind-affecting attacks, resistance to massive damage, flesh burrow; AL none; SV Fort +4, Ref +0, Will +0; AP 0; Rep +0; Str 10, Dex 10, Con 12, Int -, Wis 10, Cha 2.

Skills: Climb +1, Hide +13

Feats: None

Advancement: 3-4 HD (Small), 5-6 HD (Medium)

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CENTURION TOAD

This xenomorph hibernates for most of its life, only becoming active for the short rainy season of [4th planetary body]. The rest of the time it remains torpid, relying on the leaf-litter to act as a blanket and resisting frost and heat with a sugar-based antifreeze in their blood to keep it alive. The bulbous creature has two front legs with spongy gripping digits, while the majority of their body mass is the central portion, 3 feet wide and weighing a deceptive 100 pounds. Principally brown, splotches of black dot their orbital cavities.

The centurion toad is only half of an equation however. It has a symbiotic relationship with a tuberous plant that grows only in certain ranges near volcanic vents and on the back of the toad. The foot-long blossoms are hollow, collecting rainwater. The base of the blossom contains a dart laced with a toxin that causes heat stroke-like symptoms in victims.

Centurion toads wake from hibernation just as the initial rush of rainfall occurs. During this time they gorge on as much food (principally insects and small rodents) as possible. They rely on the flashfloods to draw them together with other members of their species to mate. The centurion toad has very small rear appendages, which they use primarily to steer through the water as they float along with the deluge. Without water to provide a transport medium they have to rely on slowly crawling along the ground.

The toads are able to stimulate the blossoms growing from their hides, launching a fusillade of darts at their prey. They give a vocal warning to any creature larger than them, which sounds like the standard call of the [xenomorph]. This noise is intensified during mating when any number of centurion toads can find themselves within the same area.

Adolescent centurion toads resemble lizards and are more active before metamorphosis as they hunt for the necessary mass to grow into adult form. They dig a shallow burrow where they will remain virtually frozen for a year before emerging during the next rainstorm.

Species Traits

Amphibious (Ex): Although centurion toads are aquatic, they can survive indefinitely on land.

Fire Darts (Ex): The blossoms contain toxic darts that the toad can release as a standard action which does not provoke an attack of opportunity. The darts release in all directions. The toad cannot target a specific creature and cannot release less than all of its darts. Any creature within 20 feet of the centurion toad when it releases its darts must make a Reflex saving throw (DC 12) or be struck by 1d3 of the darts. Each dart inflicts 1d2 points of piercing damage and requires a separate saving throw to avoid the effects

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of the toxin (Fort DC 12). A character failing the saving throw is *fatigued*. The toad can use this ability once per day.

Bonus Feat: Centurion Toads gain the bonus feat Toughness.

Centurion Toad: CR 2; Small animal, HD 2d8+2; hp 17; MAS 13; Init -3; Spd 5 ft., swim 15 ft.; Defense 11, touch 8, flat-footed 11 (+1 size, -3 Dex, +3 natural); BAB +1; Grap -3; Atk +2 melee (1d2, tongue); Full Atk +2 melee (1d2, tongue); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ amphibious, fire darts; AL none; SV Fort +1, Ref -1, Will +1; AP 0; Rep +0; Str 10, Dex 6, Con 13, Int -, Wis 10, Cha 5.

Skills: Move Silently +7, Spot +5, Swim +8

Feats: Toughness

Advancement: 3-6HD (Medium), 7 HD (Large)

CYCLOPOLITH

Arguably the largest living organism on the planet, this behemoth can still be found in the largest lakes of [3rd planetary body]. Four massive columnar legs, and a counter-balancing tail, support its huge body. A long neck and snout-shaped head rise from its outer armored shell. Its mouth employs a baleen mechanism, whereby it scoops up and siphons out large quantities of water, mud, and similar materials, retaining edible insects, plants, and other matter. Orange coloration on its back fades to yellow as it nears the underbelly, with crimson chevron-shaped markings lining the neck. The cyclopolith stands 120 feet tall from head to toe and 60 feet long, weighing approximately 12 tons. The creature helps to support its weight by remaining partially submerged in the bodies of water it names at its home. A single cavernous socket on the anterior of the head contains a nodule which emits sonar waves that the creature uses to sense its environment.

Full-grown cyclopoliths have no known natural predators. Scouts have reported sighting wild [xenomorph] attacking young cyclopoliths, but the outcome of these struggles is mixed. Female cyclopoliths lay a clutch of eggs, which are very carefully tended, lest they be crushed. These eggs are the size of large humanoids. Once hatched, the young immediately find their way to the water.

Species Traits

Hold Breath (Ex): A cyclopolith can remain submerged underwater for a number of hours equal to its Constitution score before needing to surface for air.

Scoop (Ex): The cyclopolith feeds by scooping large swaths of area into its mouth. It can scoop up a mass of material with a 10 ft. radius as a standard action. Anything within this area must succeed at a Reflex save (DC 41) or be scooped up into the creature's maw.

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Victims are not swallowed whole. They remain in the creature's mouth for 1d3 rounds, suffering 4d6 points of bludgeoning damage per round until freed.

Carapace (Ex): The massive plates covering the cyclopolith provide damage reduction 10/-.

Cyclopolith CR 16; Colossal animal; HD 40d8+400; hp 580; MAS 30; Init +0; Spd 40 ft., swim 30 ft.; Defense 30, touch 2, flat-footed 30 (-8 size, +28 natural); BAB +30; Grap +62; Atk +46 melee (2d6+16, stomp); Full Atk +46 melee (2d6 +8, stomp); FS 30 ft. by 30 ft.; Reach 15 ft. (20 ft. with bite); SQ hold breath, low-light vision, scoop, carapace; AL none; SV Fort +32, Ref +22, Will +12; AP 0; Str 43, Dex 10, Con 30, Int 1, Wis 8, Cha 5.

Skills: Hide -16, Spot+4, Survival +5

Feats: None

Advancement: 41-42 HD (Colossal)

GIANT GOBLIN SHRIMP

Found in the larger lakes of [3rd planetary body] these crustaceans feed off smaller aquatic life. Their segmented transparent shell reveals their membranes and internal organs, being pink or white. They grow to about 8 feet long and 6 feet tall when presenting (to attract a mate or fend off rivals). In combat, they use 2 pincers, and their mouth hides a tube-like tongue that injects a slow-acting poison into its prey. Mismatched claws, barnacle-encrusted legs, insectoid eyes, and transparent shell give the creature a grotesque appearance responsible for the name.

They leave the water only to cross a beach or sandbar to reach another body of water. These migrations help keep food stocks from depleting as well as being necessary for finding mates. Mating causes foam to form on the outside of the male's shell. This foam is actually comprised of the young larvae surrounded by a protective gel, which provides nourishment until they have developed into self-sustainable infants.

Their flesh quickly spoils and becomes inedible when killed, though [xenomorph] will eat them without hesitation.

Species Traits

Aquatic: These creatures can move in water without making Swim checks and cannot drown in water.

Blindsight (Ex): Giant goblins shrimp have the ability to sense the presence of other creatures underwater within a 60 ft. radius.

Improved Grab (Ex): If a creature is grabbed with both pincers, the shrimp can make a free attack to inject poison.

Anesthetizing Poison (Ex): The bite of the creature injects a slow-



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acting poison that eventually paralyzes its prey. A victim bitten by a shrimp is exposed to the poison. A Fortitude save (DC 19) negates the effects of the poison. The poison deals 1d6 points of Dex damage as its primary and secondary damage.

Resistance to massive damage: The shrimp gains a +5 species bonus on Fortitude saves to negate the effects of massive damage.

Sea Legs: Giant goblin shrimp are more comfortable in the water and suffer a -1 circumstance penalty to all attack rolls, saves and checks while on land.

Immunities: Giant goblin shrimp are immune to mind-affecting effects.

Giant goblin shrimp CR 7; Large vermin; HD 10d8+40; hp 85; MAS 18; Init +1; Spd 20 ft.; Defense 21, touch 11, flat-footed 20 (+1 Dex, +10 natural); BAB +7; Grap +14; Atk +9 melee (1d6+3 plus poison, bite) or +9 melee (1d4+2, 2 pincers); Full Atk +9 melee (1d6+3 plus poison, bite) and +4 melee (1d4+1, 2 pincers); FS 10 ft. by 10 ft.; Reach 10; SQ aquatic, blindsight, immune to mind-affecting attacks, poison, resistance to massive damage; AL none; SV Fort +11, Ref +4, Will +3; AP 0; Rep +0; Str 16, Dex 13, Con 18, Int -, Wis 10; Cha 5.

Skills: Hide +2, Move Silent +6, Spot +5, Swim +11

Feats: None

Advancement: 11-13 HD (Large)

POISONMAIDEN NUDIBRANCH

This creature was first discovered washed up on one of the beaches of Sun City after a heavy storm. Though dead it nearly killed the two men who tried moving the carcass.

These large slug-like creatures have 2 ocular tendrils, a simple mouth, an air bladder, and 2 tendrils tipped with tiny poison injecting barbules. Poisonmaidens grow large enough to envelop a human sized being and have bright orange flesh with white circles dotting their spongy bodies.

Nudibranches are bottom-feeding scavengers, crawling along the floor of the ocean in search of meals, which can be sedentary sea life or anything that may have sunk to the bottom after succumbing to the poisonmaiden's touch. When not crawling along the floor they float through the water with help of their air bladder allowing ocean currents to take them where they may. Poisonmaidens eat poison glands and barbules from other creatures, which they absorb into their own physiology. Even the touch of their soft spongy bodies can numb unprotected limbs.

Poisonmaidens are usually encountered after a storm has washed them on shore or into shallow water or when they get

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tangled in fishing nets. Underwater explorers report sightings on rare occasions. Most are found in the warm waters and reefs around Sun City. Smaller, purple nudibranches have also been spotted, but they have not been captured for study to determine if they are related to the poisonmaidens or a different species altogether.

Species Traits

Aquatic: Poisonmaidens can move in water without making Swim checks and cannot drown in water.

Poison Immunity (Ex): Poisonmaidens are immune to all poison including their own.

Poison Barbules (Ex): Their two tendrils can be used to strike enemies injecting poison. A successful melee touch attack subjects the victim to the poison. A Fortitude save (DC 16) negates the effect. The poisonmaiden's venom deals 1d6 points of Strength damage as its primary and secondary damage.

Dermal Poison (Ex): The skin of the poisonmaiden exudes a milder form of toxin, which is still dangerous to anyone touching their flesh or being touched by the creature. A successful Fortitude save (DC 16) negates the effect. The poisonmaiden's dermal toxin deals 1d4 points of Strength damage as its primary and secondary poison.

Bonus Feat: Poisonmaiden nudibranches gain the bonus feat Stealthy.

Poisonmaiden Nudibranch: CR 4; Large aberration; HD 5d8+20; hp 46; MAS 18; Init +1; Spd 10 ft., swim 20 ft.; Defense 13, touch 10, flat-footed 12 (-1 size, +1 Dex, +3 natural); BAB +3; Grap +9; Atk +4 melee touch (0 plus poison, barbules); Full Atk +4 melee touch (0 plus poison, barbules); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ aquatic, poison immunity, poison barbules, dermal poison, darkvision 60 ft.; AL none; SV Fort +5, Ref +2, Will +6; AP 0; Rep +0; Str 14, Dex 12, Con 18, Int 1, Wis 12, Cha 5.

Skills: Spot +5, Hide +2, Move Silently +7, Swim +10

Feats: Stealthy

Advancement: 6-9 HD (Large), 10 HD (Huge)

SCARLET UMBRELLA

These creatures usually swim in the deep sea of Eos, but rarely a cold undercurrent will cause a few to float to the upper layers of the ocean. These invertebrates are most noted for their remarkable coloration: bio-luminous red flesh makes them invisible at greater depths, but striking when viewed in sunlight.

Glowing red with blue and white pulses, this 10-foot round jelly-fish creature takes the form of a large bowl, with a tail trailing from the bottom, containing a stinger. When threatened by something that

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doesn't succumb to the stinger's poison, they fold up and jet through the water away from the danger.

Velin fishermen tell stories of undersea lightshows hosted by dozens of scarlet umbrellas and claim they can bring mortals to tears or inner peace. Roger's Point has at least one entrepreneur who's offering trips specifically to view these creatures, though how they are predicting locations is still guesswork.

Species Traits

Aquatic: Scarlet umbrellas can move in water without making Swim checks and cannot drown in water.

Sprint (Ex): When folded up a scarlet umbrella can spear through the water every other round as a double move, at a speed of 120 feet.

Photosense (Ex): Scarlet umbrellas sense light around them within a 180-foot radius.

Poison Sting (Ex): If the scarlet umbrella hits with its stinger, it injects a poison that numbs the target. Victims must succeed at a Fortitude save (DC 14) or suffer the poison's damage. The poison deals 1d6 points of Dexterity damage as its initial and secondary damage.

Immunities: Scarlet umbrellas are immune to mind-affecting effects.

Scarlet Umbrella: CR 3; Large vermin, HD 4d8+8; hp 26; MAS 14; Init -2; Spd swim 10 ft.; Defense 10, touch 7, flat-footed 10 (-1 size, -1 Dex, +3 natural); BAB +3; Grap +7; Atk +2 melee (1d4 plus poison, stinger); Full Atk +2 melee (1d4 plus poison, stinger); FS 10 ft. by 10 ft.; Reach 10 ft.; SQ aquatic, photosense, escape velocity, immune to mind-affecting attacks, resistance to massive damage, AL none; SV Fort +6, Ref -1, Will +1; AP 0; Rep +0; Str 10, Dex 7, Con 14, Int -, Wis 10, Cha 5.

Skills: Move Silently +7, Spot +5

Feats: None

Advancement: 5-7HD (Large), 8 HD (Huge)

STRIPED ANURAN

Native to [3rd planetary body], this enormous amphibian lives along patches of river with high grass where its tiger-like stripes give it an advantage ambushing prey. Similar to a toad, it has no tail, 2 strong jumping legs and four clawed arms sprouting from its forebody, with large eyes to collect light from the night sky. Sprouting from its nose is a 1-foot-long snorkel it uses to remain hidden underwater.

Weighing in at 600 pounds and 9 feet tall, the green and yellow amphibious creature is a common sight to [xeniform] outside the

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[cemetery?] and to traders using the rivers to move their goods via barge. The striped anuran generally avoids anything its size or larger, preferring to take on smaller more manageable prey.

Mating occurs all year and anurans give birth to a school of nymphs that swim through the water tagging along with their parent as possible, anxiously awaiting at the water's edge when the mother ventures onto dry land.

The creature lays in wait, submerged, breathing through its snorkel until the moment to attack arrives. It slashes its prey with its claws.

[Xeniform] control the anuran population with hunting parties, harvesting the carcasses for meat. Particularly attractive skins are dried and stretched across banners, or preserved for use in creating submersible bladders for underwater diving and similar activities.

Species Traits

Amphibious (Ex): Although striped anurans are aquatic, they can survive indefinitely on land.

Pounce (Ex): If the striped anuran leaps upon an enemy during the first round of combat, it can make a full attack even if it has already taken a move action.

Camouflage (Ex): When hiding among reeds and tall grass the striped anuran gains a +8 species bonus to hide checks.

Swimming (Ex): The striped anuran gets a +8 species bonus to Swim checks.

Striped Anuran CR 4; Large animal; HD 6d8+18; hp 45; MAS 16; Init +3; Spd 30 ft., swim 10 ft.; Defense 15, touch 12, flat-footed 12 (-1 size, +3 Dex, +3 natural); BAB +4; Grap +12; Atk +7 melee (1d6+4, claw); Full Atk +7 melee (1d6+4, 2 claws); FS 10 ft. by 10 ft.; Reach 10 ft; SQ amphibious, pounce, camouflage, low-light vision; AL none; SV Fort +8, Ref +8, Will +3; AP 0; Rep +0; Str 19, Dex 16, Con 16, Int 1, Wis 12, Cha 6.

Skills: Hide +4 (+12), Listen +2, Move Silent +4, Spot +2, Swim +14

Feats: None

Advancement: 8-9 HD (Large), 10-17 HD (Huge)

END REPORT

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