

Everyman Minis Malborgoroth



Everyman Minis

Malborgoroth

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

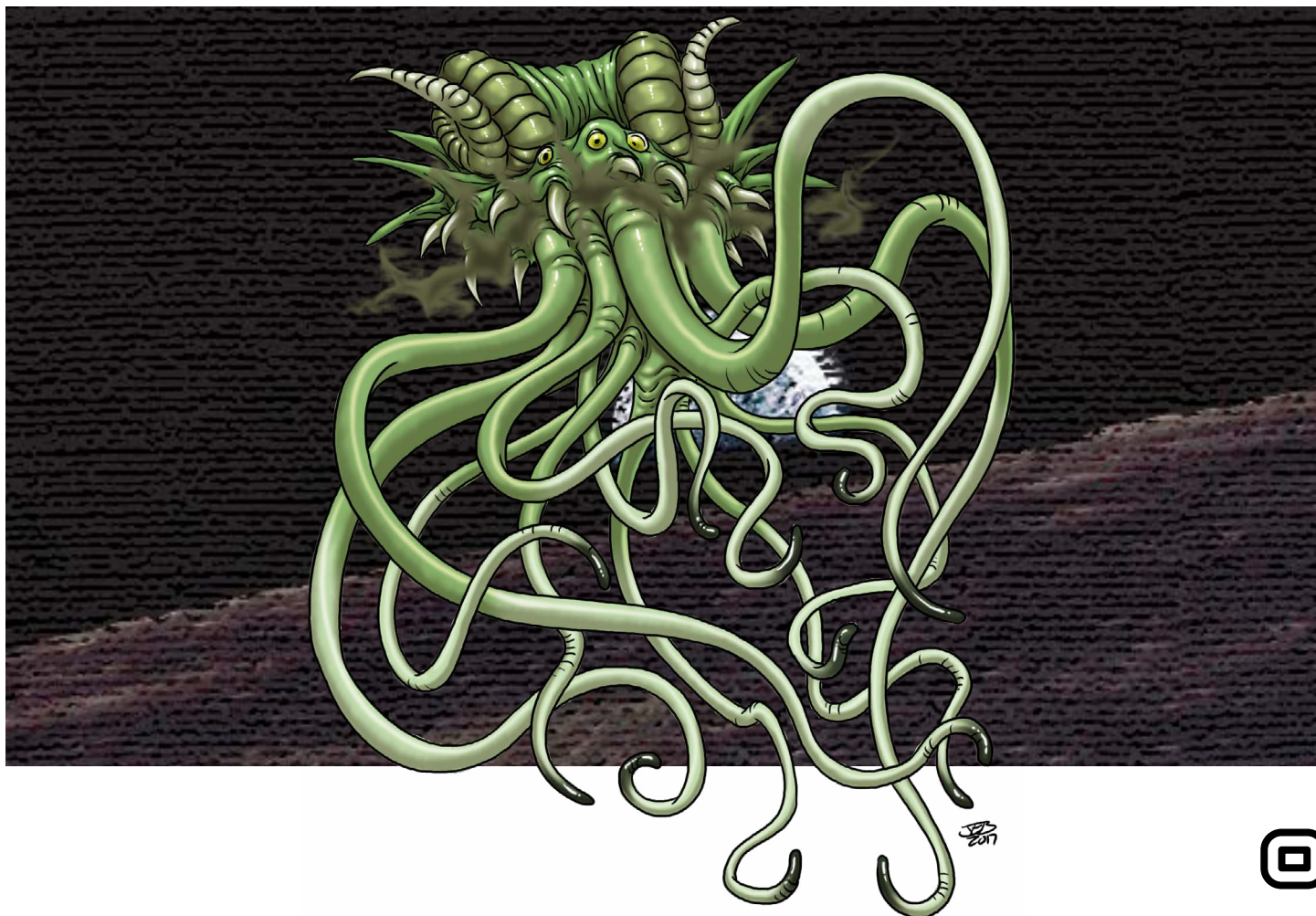
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~ Alexander Augunas

What is a Malborgoroth?

The concept of a malborgoroth comes from several different sources, the most noticeable of them being the jellyfish-like creatures called flumphs. This classic, albeit somewhat silly, monster has its roots in some of the world’s greatest roleplaying games. Known for its Lovecraftian influences, the *PATHFINDER ROLEPLAYING GAME* commonly casts the gentle flumphs as defenders of unprepared worlds against cosmic horrors, but as any good Lovecraftian aficionado knows, those who stand against the horrors that lurk between the stars often find themselves scarred by the experience, and the lovable flumphs are no exception.

But what, pray tell, happens to these flumphs? Well, when started designing the malborgoroth, that was precisely the question we wanted to answer. So first we took a look at the anatomy of a flumph—they look like jellyfish, have tentacles, and float around. Oh, and they spray foul-smelling liquid as a defense mechanism. The body shape and foul-smelling aspects of the flumph reminded us almost immediately of a very popular fantasy monster, you might say an ultimate fantasy monster who is well-known for having a particularly bad-smelling breath. And now the malborgoroth, a union of classic fantasy and modern tabletop roleplaying with a sprinkle of Lovecraft, is ready to desecrate your players both in body and mind with its wretched presence. GMs, enjoy! Players, mourn!



Malborgoroth

Dozens of tentacles writhe under the spiked body of this horrific aberration, a palpable stench wafting from its horrific form.

MALBORGOROTH

CR 13

XP 25,600

CE Huge aberration

Init +2; **Senses** darkvision 60 ft., see in darkness, scent; Perception +20

Aura stench (30 ft., DC 24, 10 rounds)

DEFENSE

AC 24, touch 6, flat-footed 24 (Dex -2, natural armor +18, size -2)

hp 180 (19d8+95); regeneration 20 (good spells and good weapons)

Fort +11, **Ref** +4, **Will** +8

Defensive Abilities all-around vision; **Immune** acid, blinded, confusion, deafened, death effects, disease, mind-affecting, petrification, poison, sleep

OFFENSE

Speed 5 ft., fly 20 ft. (perfect)

Melee bite +22 (2d6+13 plus grab and poison), 2 stings +22 (1d8+13 plus acid injection)

Ranged gastric belch +7 (5d6 acid)

Space 15 ft.; **Reach** 15 feet

Special Attacks constrict (2d6+13), ingrained stance, swallow whole (5d6 acid damage plus acid injection, AC 19, 18 hp)

STATISTICS

Str 36, **Dex** 6, **Con** 20, **Int** 10, **Wis** 6, **Cha** 10

Base Atk +9; **CMB** +22; **CMD** 32 (can't be tripped)

Feats Final Embrace^{UC}, Final Embrace Horror^{UC}, Final Embrace Master^{UC}, Improved Initiative, Great Fortitude, Horrific Gorging^{HA}, Hover, Lunge, Power Attack

Skills Fly +11, Intimidate +22, Perception +20, Knowledge (planes) +10 Sense Motive +4

Languages Aklo, Common (can't speak)

SQ no breath, starflight

SPECIAL ABILITIES

Acid Injection (Ex) When a malborgoroth strikes an opponent with its stingers, it injects a burning, irritating acid that deals 2d4 points of acid damage immediately and 1d4 acid damage for 8 additional rounds after the attack. The target can end the acid's effects but submerging the wound in water for a round or by being treated with a DC 25 Heal check. Multiple instances of this acid from a single malborgoroth do not stack—instead they increase the duration by 1 round per instance. A creature that grapples or swallows the malborgoroth takes this acid damage automatically every round it maintains this contact with a living malborgoroth.

Breath Weapon (Su) A malborgoroth can use its breath weapon once every 1d4+1 rounds to create a 30-foot cone of noxious, magical toxins that warp the physical bodies of its victims with the corruptive madness that lurks between the stars. Those caught within the area of the gas must attempt

six DC 24 Fortitude saves, one against each of the following effects in order: poisoned by malborgoroth poison (see below); blinded and deafened; dazed for 1 round; confused; transformed into a Small or smaller animal of no more than 1 HD (as *baleful polymorph*, functioning as though the target failed both its Fortitude and Will saves against the spell); and petrified (as *flesh to stone*). The blinded, confused, deafened, and petrification conditions created by this attack are temporary, as is the polymorph effect. Each round, a creature affected by one or more of these conditions or effects can attempt a new DC 24 Fortitude save to recover from 1d4 of these effects, chosen at random. If a character affected by one of more of these conditions is exposed to a malborgoroth's breath a second time while already suffering one or more of these conditions (blinded, confused, deafened, petrified, or polymorphed), that creature becomes permanently affected by those conditions, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

Gastric Belch (Ex) A malborgoroth can retch up a globe of corrosive, sticky acid from its bowels as a ranged touch attack against an opponent within 50 feet. Creatures hit by this attack take 5d6 points of acid damage and must succeed on a Reflex save or become entangled until the acid can be scrapped off (a full-round action). Furthermore, all equipment that the character is wearing and wielding also takes this damage unless the target succeeds on a DC 24 Reflex save. A malborgoroth's gastric belch ignores 15 points of hardness when dealing damage to creatures and objects. The save DC is Constitution-based.

Ingrained Stance (Ex) As a move action, a malborgoroth can burrow its tendrils deep into the earth to strike and impair faraway foes. While using this ability, the malborgoroth creates a 20-foot emanation effect centered on its space that functions as *black tentacles*, using its Hit Dice as the spell's caster level and its Constitution as its primary spellcasting ability score modifier. While ingrained in the earth, a malborgoroth cannot willingly move from its current position through any means (including normal movement, riding a mount, teleportation, or willingly allowing allies to carry it) and it can't attack with its stingers. A malborgoroth cannot ingrain itself upon a moving vehicle unless it does not control the vehicle and the surface it is burrowing in is likewise moving. If the malborgoroth moves under its own power for any reason, this ability ends.

Poison (Ex) Bite—contact, injury, or inhaled; save Fort DC 26; frequency 1/round for 6 rounds; effect 1d4 Dex, 1d4 Con, and staggered; cure 2 saves. The save DC is Constitution-based and includes a +2 racial bonus.

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

knows the way to its destination. Malborigoroths speak in a rumbling voice that sounds like churning ocean waves that has been muffled by dense foliage. They are intelligent creatures and cannot be trained as mounts—a would-be malborigoroth rider must use diplomacy or magic to secure a malborigoroth's cooperation as a mount, and even then, malborigoroth have a tendency to simply devour their would-be riders the moment they start to hunger.

Proof that none are save from the corruptive influences that lurk in the dark places between the stars, malborigoroths were once flumphs who gazed upon this darkness and emerged twisted and scarred. Only fleetingly resembling the benevolent guardians they once were, malborigoroths lead an existence of nihilistic gluttony. Convinced of the inevitability of the Material Plane's eventual destruction and consumption at the hands of the Great Old Ones and their outer gods, malborigoroths roam haunts that have been touched by such twisting influences.

Malborigoroths have lost much in the transformation that resulted in their creation. Although they understand language, their vocal chords have been twisted beyond recognition, making them unable to speak. Their bodies swollen to monstrous size as a side effect of their constant gorging, malborigoroths weigh thousands of pounds compared to the mere 15 pounds of a typical flumph, and hunger constantly, even when physically incapable of ingesting more, often swallowing prey whole purely out of inability to control such urges. In response to these tendencies, a malborigoroth's body constantly produces powerful acids capable of dissolving nearly any substance if given enough time, including rare metals found floating in the void between worlds, even adamantite. Perhaps worse of all, however, are the strange powers and abilities that malborigoroths have gained as a result of their corruption at the hands of the Great Old Ones, whose influence has twisted their minds and suffused their bodies with horrific power. Although their ability to ingrain their tentacles to attack nearby foes is well-known, the most famous of these mutations is colloquially referred to as 'wretched breath' by flumphs. For when a malborigoroth unleashes its wretched breath upon its victims, it poisons their very existence with the madness of the Great Old Ones themselves, wrecking their bodies with horrific poisons and ailments while twisting their minds with the knowledge of the futility of their lives, ultimately morphing their bodies into a form that their minds understand as being powerless and meek.

Thankfully, malborigoroths are rarely found on planets, and more often encountered drifting aimlessly throughout the vastness of outer space. In the rare instances that they happen upon an inhabited planet, a malborigoroth lands promptly, intoxicated by the mere aroma of fresh life to consume. Once they land, malborigoroths are a blight upon the natural landscape—reproducing via sporification, malborigoroths consume all living, animate creatures while coating nearby plant life with their spore pods, whose corruptive taint quickly twists and consumes their host plants into young malborigoroths born with insatiable hunger and a quenchless desire to sow the madness of the Great

Old Ones. Few creatures can survive a malborigoroth's assaults, and those that can have learned to fear these horrific creatures because of the potency of their poisons and the raw damage they can inflict with their wretched breath attacks.

Malborigoroths have lost all sense of society and civility, structures they once praised and craved as flumphs. They are beings of uttermost chaos and carnage first and foremost, and care little for hustle and buzz of civilization, to the extreme that many put off assaulting such locations until they are so wrought with hunger that their urge to feed overtakes their disdain for urbanized areas. Although they understand language and can communicate nonverbally, malborigoroths do not care for socialization in any capacity, seeing things like friendship, romance, and purpose as fleeting comforts before the coming apocalypse of the Great Old Ones. As such, they prefer to feed and revel as much as they can before the end of days, and those who are particularly full sometimes capture and toy with living creatures for a time, exposing them to their breath over and over again just to see how long their captive can last before it succumbs to poison or permanent petrification. When a malborigoroth permanently petrifies a creature, it prefers to use that creature's petrified remains as decoration in its lair, especially if the creature's face conveys expressions of horror, fear, or confusion—all emotions that malborigoroths understand all too well and are delighted to inspire in others. Other than this morbid sense of interior decorating, malborigoroths practice no form of expressive art—they loathe creation in all its forms, and take exquisite care to destroy any form of art they happen across that isn't a statuesque depiction of a living creature.

Variant Malborigoroths

Just as no two Great Old Ones are alike, no two malborigoroths are alike, as each malborigoroth tends to gain abilities that reflect the nature of the Great Old One who corrupted it. The following variant malborigoroths are just a few of the horrors that adventures might encounter while fighting a malborigoroth.

Frigid Malborigoroth (CR +0): The malborigoroth has been corrupted by the frigid darkness between the stars, granting it the cold subtype instead of immunity to acid. This grants the malborigoroth immunity to cold and weakness to fire. In addition, the malborigoroth's acid injection, gastric belch, and swallow whole abilities deal cold damage instead of acid damage. Finally, creatures caught in the malborigoroth's breath attack take 13d6 cold damage instead of polymorphing the target (Reflex halves instead of Fortitude negates).

Plasmic Malborigoroth (CR +0): The malborigoroth has been corrupted by the fiery heart of the stars themselves, granting it the fire subtype instead of immunity to acid. This grants the malborigoroth immunity to fire and weakness to cold. In addition, the malborigoroth's acid injection, gastric belch, and swallow whole abilities deal electricity and fire damage instead of acid damage. Finally, creatures caught in the malborigoroth's breath attack take 13d6 fire and electricity damage instead of polymorphing the target (Reflex halves instead of Fortitude negates).

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