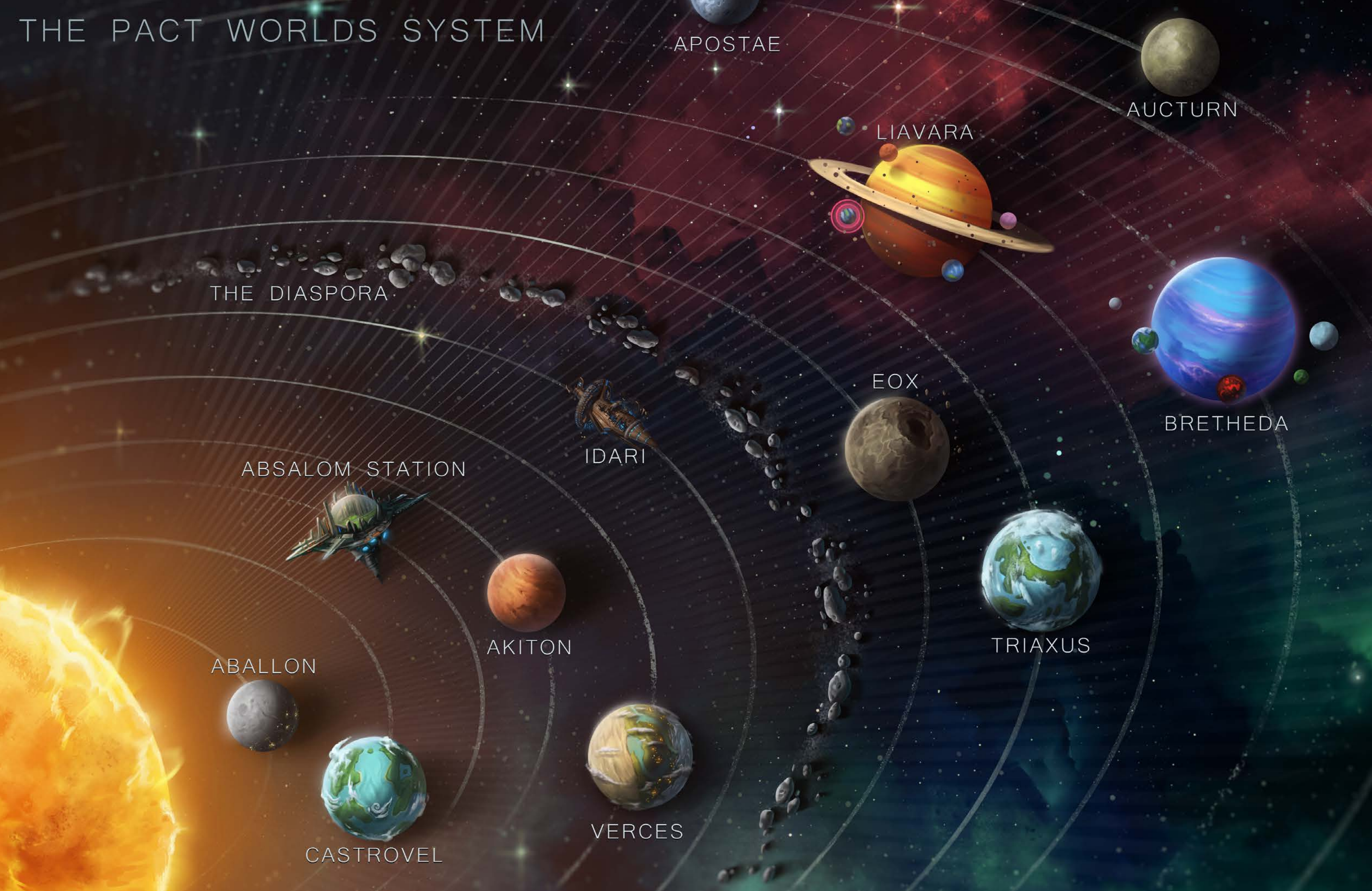


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The cover art features three distinct alien characters in a vibrant, futuristic environment. At the top, a golden, heavily armored robot with a complex, mechanical head and clawed hands stands prominently. Below it, a large, green, frog-like alien with large, expressive eyes and a textured, bumpy skin is shown in a dynamic, forward-leaning pose. To the right, a blue and purple alien with a more organic, almost crystalline or coral-like appearance is depicted in a similar dynamic pose. The background is a mix of soft, glowing colors like purple and pink, with some darker, shadowed areas, suggesting an underwater or alien planet setting. The overall style is highly detailed and colorful.

ALIEN ARCHIVE 4

THE PACT WORLDS SYSTEM



APOSTAE

AUCTURN

LIAVARA

THE DIASPORA

BRETHEDA

Eox

IDARI

ABSALOM STATION

TRIAxUS

AKITON

ABALLON

VERCES

CASTROVEL

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ALIEN ARCHIVE 4



DEVELOPMENT LEAD

Joe Pasini

AUTHORS

Kate Baker, Tineke Bolleman, James Case, Jessica Catalan, JN Childs, Ed Chuck, John Compton, John Curtin, Adam Daigle, Katina Davis, Crystal Frasier, Leo Glass, Basheer Ghouse, Amanda Hamon, Sasha Laranoa Harving, Thurston Hillman, Joan Hong, Jenny Jarzabski, Jason Keeley, Mike Kimmel, Avi Kool, Chris Lambertz, Luis Loza, Ron Lundeen, Carmen Marin, Hilary Moon Murphy, Adrian Ng, Emily Parks, Joe Pasini, Lu Pellazar, Samantha Phelan, Jessica Redekop, James Rodehaver, Simone D. Sallé, Chris S. Sims, Kendra Leigh Speedling, Owen K.C. Stephens, and Viditya Voleti

DEVELOPMENT

John Compton

ADDITIONAL DEVELOPMENT

Thurston Hillman, Jason Keeley, and Jason Tondro

EDITING LEAD

Avi Kool

EDITORS

Judy Bauer, Gideon F., Leo Glass, Patrick Hurley, Avi Kool, Ianara Natividad, Kieran Newton, and Lu Pellazar

COVER ARTIST

Remko Troost

INTERIOR ARTISTS

Trevor Brown, Dominik Derow, Tuan Duong Chu, Nicolas Espinoza, Michele Giorgi, Alexandre Honore, Geun Cheol Jang, Victor Manuel Leza Moreno, Artur Nakhodkin, Vladislav Orłowski, Mirco Paganessi, Rashad Pozdnyakov, Henrik Rosenborg, Victor Rossi, Gin Sakalauskas, Ruslan Skifonich, Olli Slyusareva, Luca Sotgiu, Matias Tapia, and Remko Troost

ART DIRECTION

Kent Hamilton and Adam Vick

GRAPHIC DESIGN

Tony Barnett

CREATIVE DIRECTOR

Robert G. McCreary

MANAGING DEVELOPER

Adam Daigle

STARFINDER LEAD DESIGNER

Joe Pasini

PUBLISHER

Erik Mona

TABLE OF CONTENTS

OVERVIEW	4
Agathion	6
Animated Quartz Swarm	8
Arabuk	10
Astriapi	12
Atlapak	14
Brain Collector	16
Carrion Wheel	18
Cloud Ray	20
Copaxi	22
Daemon	24
Dawn Beetle	26
Deadfall Stalker	28
Elemental	30
Endling	32
Entu Colony	34
Epokasite	36
Gray Goo	38
Grioth	40
Hadrogaan	42
Harpy Jasmine	44
Huitz'plina	46
Hulsa	48
Ignurso	50
Itmi Vruh	52
Ixtangi	54
Jububnan	56
Kaion	58
Khulan	60
Kiirinta	62
Klikharp	64
Lacunal Collector	66
Lumocantha	68
Many-Miened One	70
Mordagast	72
Mummy, Silicon	74
Murzzilat	76
Osifern	78



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Redmond, WA 98052-0577

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Planashar	80	Worlanisi	138
Plasmalisk	82	SPECIES GRAFTS	140
Polyphonic Gel	84	APPENDIXES	148
Protean	86	Appendix 1: Creature Subtype Grafts	148
Psacynoid	88	Appendix 2: Class Grafts	149
Psychopomp	90	Appendix 3: Template Grafts	151
Quyu	92	Appendix 4: Universal Creature Rules	152
Radiation Drake	94	Appendix 5: Creatures by CR	157
Rageshkor	96	Appendix 6: Creatures by Type	157
Ravenous Drake	98	Appendix 7: Rules Options	158
Robot Dragon	100	Appendix 8: Playable Races	158
Robot, Infiltration	102		
Sapient Purple Orb	104		
The Seen	106		
Shipkiller Bulb	108		
Skarak	110		
Sombrian	112		
Spectra	114		
Starmetal Eater	116		
Stormghost	118		
Supenga	120		
Swamp Strider	122		
Thermatrod	124		
Tryziarka	126		
Ursikka	128		
Utesra	130		
Vasporan	132		
Voraija	134		
Warpstitcher	136		

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 for free at sfrd.info.

AA	<i>Alien Archive</i>
AA2	<i>Alien Archive 2</i>
AA3	<i>Alien Archive 3</i>
AR	<i>Armory</i>
COM	<i>Character Operations Manual</i>
PW	<i>Pact Worlds</i>
SOM	<i>Starship Operations Manual</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 in the mysterious reaches of the Vast, Starfinder is a game about aliens—playing them, fighting them, and everything in between.

Starfinder Alien Archive 4 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 their characters. It's also a font of setting information and cultural details on the melting pot of different worlds that comprise Starfinder's home galaxy. To fully use the creatures in this codex, you'll need a copy of the *Starfinder Core Rulebook*, and the *Starfinder Alien Archive* contains the details for how to create your own alien foes and other NPCs. In this book, Appendix 1: Creature Subtype Grafts, Appendix 2: Class Grafts, and Appendix 3: 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 paizo.com/sfrd.

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 Alien Archive volumes.

Alien Archive 4 also includes species grafts: a new type of augmentation that lets members of any species diversify their forms as they wish, gaining new abilities as they do!

But *Alien Archive 4* 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 be able to hold and wield two hands' worth of weapons and other equipment (unless otherwise noted). Similarly, any playable alien can purchase and use the equipment presented in the various Starfinder books regardless of their specific physiology. A character might have to adjust armor originally created for a different

species before they 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 4: Universal Creature Rules (page 154), 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 information 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. CR 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 are 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 from this alignment as needed for 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 (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 saving throw DC to resist the aura's effects, where applicable. Some universal creature rules, such as frightful presence, are listed in this entry.



OVERVIEW

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDICES

HP and RP: These entries list the creature's Hit Points and (if it uses them) 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 (page 154).

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 spellcaster 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.

AGATHION



VICUNAL
CR 1
XP 400

VICUNAL**CR 1****XP 400**

NG Medium outsider (agathion, extraplanar, good)

Init +1; **Senses** low-light vision; Perception +10**DEFENSE****HP 17 RP 3****EAC** 11; **KAC** 12**Fort** +3; **Ref** +1; **Will** +4; +4 vs poison**Defensive Abilities** fast healing 2; **Immunities** electricity, petrification; **Resistances** cold 5, sonic 5**OFFENSE****Speed** 40 ft.**Melee** hoof +5 (1d4+3 B); critical knockdown**Ranged** trailblazer subzero hail pistol +7 (1d4+1 C&P; critical bleed 1d4)

CLAUSTRAL
CR 6
XP 2,400

**STATISTICS****Str** +2; **Dex** +1; **Con** +1; **Int** +0; **Wis** +3; **Cha** +3**Skills** Diplomacy +5, Life Science +5, Medicine +10, Stealth +5, Survival +10**Languages** Celestial, Common; speak with animals, truespeech**Other Abilities** healing channel (2d8), multiarmed (4), nurture**Gear** trailblazer subzero hail pistol^{AR} with 2 batteries (20 charges each), *mk 1 serum of healing***ECOLOGY****Environment** any forests or hills (Nirvana)**Organization** solitary, pair, or herd (3-12)**SPECIAL ABILITIES****Nurture (Su)** When a vicunal uses its healing channel

ability, it can choose to nurture one of the creatures it healed. If it does so, the vicunal loses its fast healing and grants that fast healing to the nurtured creature. This effect lasts for a number of rounds equal to the vicunal's Charisma modifier (3 rounds for a typical vicunal).

Speak with Animals (Su) A vicunal can communicate with animals and use language-dependent effects on them.**CLAUSTRAL****CR 6****XP 2,400**

NG Medium outsider (agathion, extraplanar, good)

Init +3; **Senses** low-light vision; Perception +13**Aura** conservation aura (20 ft.)**DEFENSE****HP 90 RP 4****EAC** 18; **KAC** 20**Fort** +8; **Ref** +8; **Will** +5; +4 vs poison**Immunities** electricity, petrification; **Resistances** cold 10, sonic 10**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** holy enforcement-class capture pole +17 (1d8+10 P; critical injection DC +2) or bite +17 (1d8+10 P)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with capture pole)**Offensive Abilities** preserver's patience**STATISTICS****Str** +4; **Dex** +3; **Con** +3; **Int** +0; **Wis** +2; **Cha** +1**Skills** Athletics +18, Culture +13, Survival +18**Languages** Celestial, Common; speak with animals, truespeech**Other Abilities** healing channel (6d8)**Gear** holy enforcement-class capture pole^{COM}, *mk 2 serum of healing***ECOLOGY****Environment** any urban (Nirvana)**Organization** solitary or patrol (2-5)**SPECIAL ABILITIES****Conservation Aura (Su)** A claustral's aura preserves



AGATHION

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

imperiled natural creatures. Creatures with the animal or plant type within this aura gain fast healing 2. This fast healing doubles for affected creatures that are below half their maximum Hit Points or that are in an urban environment. If an affected creature would be reduced to 0 Hit Points by an effect the claustral can see, the claustral can spend 1 Resolve Point as a reaction to reduce the damage dealt to that creature by the effect by 6d6. A claustral can suppress the aura's effects for any number of those animals and plants as a free action.

Preserver's Patience (Ex) A claustral can choose to deal nonlethal damage with any of its attacks against animals and plants without taking a penalty. A claustral gains a +2 bonus to attack rolls to resolve grapple and trip combat maneuvers, and this bonus doubles against animals and plants.

Speak with Animals (Su) See page 6.

Agathions, who have humanoid forms with animal aspects, form from the souls of mortals who reached an enlightened state and became infused with holy power. Most remain content to meditate and explore their home plane of Nirvana, but many others visit the Material Plane to combat evil, especially evil that threatens the natural world.

Four-armed and four-eyed vicunals resemble ruthigs (*Alien Archive 2* 75) and share ruthigs' preference for traveling in groups. This variation of herd mentality makes vicunals intuitive therapists who tirelessly attend to their companions' physical and emotional injuries. Despite their tenacity and indefatigable skirmishing tactics, these agathions struggle to overcome powerful foes. In these cases, vicunals typically recruit mortal agents willing to and capable of neutralizing the evil.

Maned claustrals resemble the predatory eohis (*Starfinder Adventure Path #4: The Ruined Clouds* 57) of the Nejeor system, expressing much of eohis' love of pursuing and hounding their targets. However, claustrals almost never hunt to kill, instead patrolling cityscapes to protect their adopted fauna or neutralize deadly beasts. Although they take pains to warn negligent urbanites who inadvertently harm animals, claustrals often respond with violence to subdue or even kill serial abusers, such as those who run beast-fighting circuits. To claustrals' chagrin, these brief rampages can spur rumors of an escaped beast, attracting bounty hunters who hope to slay the mysterious creature.

ENLIGHTENED MEDICINALS

As an extension of their supernatural healing abilities, agathions have developed specialized medicines infused with the holy properties of Nirvana. These enlightened medicinals follow the rules for medicinals on pages 231-232 of the *Starfinder Core Rulebook*, though they're hybrid items that use Life Science or Mysticism as the associated skills for crafting.

Insulivate

An insulivate moderates electrical impulses, channeling excess energy safely out of the body. When you take or are injected with an insulivate, you gain a bonus to saving throws against effects with the electricity descriptor as well as effects that deal electricity damage. In addition, you gain a bonus to your EAC against attacks that deal electricity damage. Both bonuses are equal to the medicinal's tier, and the medicinal's effects last for a number of minutes equal to 10 times the medicinal's tier.

Revitalize

A revitalize contains a spark of Nirvana's vitality that activates when it senses death is near. A revitalize you take or are injected with provides no immediate benefit but remains in your system for a number of hours equal to the medicinal's tier. The first time you would spend Resolve Points to stabilize, you can subtract the medicinal's tier from your maximum RP total when determining how many RP you must spend. The first time you spend 1 RP to stay in the fight after using the medicinal, you regain a number of Hit Points equal to 1d8 times the medicinal's tier. Once the medicinal provides both benefits, its effects end.



ANIMATED QUARTZ SWARM



ANIMATED QUARTZ SWARM
CR 11
XP 12,800

ANIMATED QUARTZ SWARM

CR 11

XP 12,800

N Fine construct (magical, swarm, technological)

Init +8; Senses blindsight (vibration) 60 ft.;

Perception +20

DEFENSE

EAC 23; KAC 25

Fort +11; Ref +11; Will +8

Defensive Abilities birefringence, deactivation, swarm defenses; **Immunities** construct immunities, swarm immunities

Weaknesses vulnerable to acid

OFFENSE

Speed fly 40 ft. (Su, perfect)

Melee swarm attack (2d6+16 B & E)

Space 10 ft.; **Reach** 0 ft.

STATISTICS

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

Skills Acrobatics +25 (+33 to fly), Athletics +20

Other Abilities mindless, piezoelectric, unliving

HP 180

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Birefringence (Ex) An animated quartz swarm bends light in nonintuitive directions, making it hard to target.

The animated quartz swarm has concealment against all attacks that use visual targeting, and its space also provides concealment.

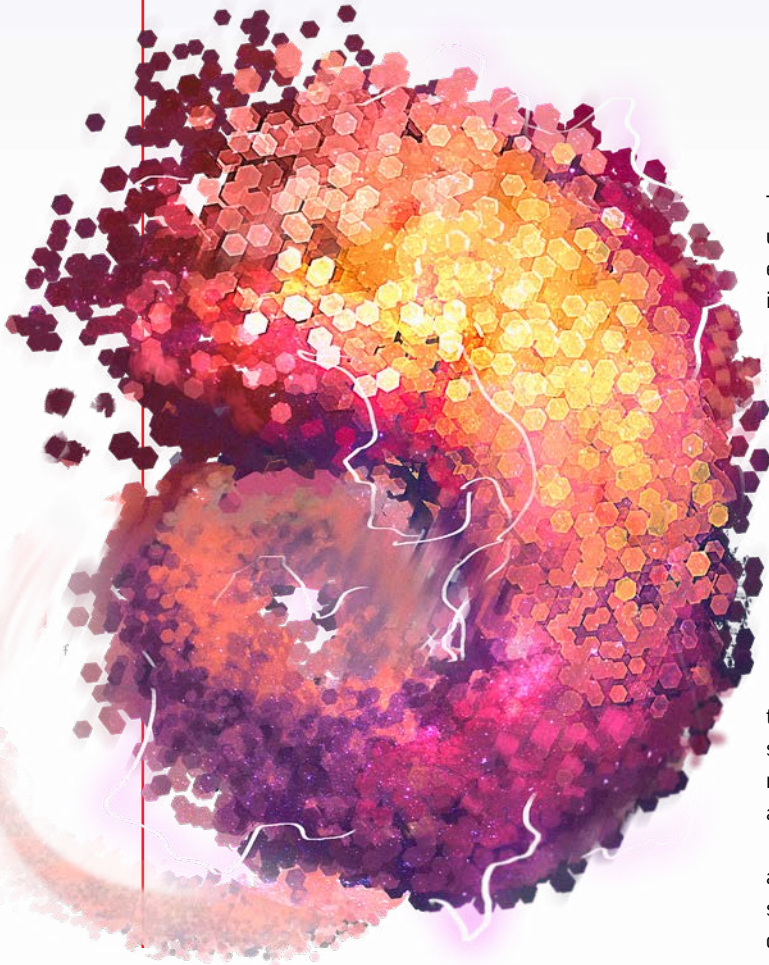
Deactivation (Su) An animated quartz swarm that's reduced to 0 Hit Points isn't destroyed; instead, the gems' runes are rendered inactive for 1d4 hours. It reactivates with full Hit Points. The only way to permanently destroy an animated quartz swarm is to smash each gem or deface each rune, a process that takes about an hour of work.

Piezoelectric (Ex) An animated quartz swarm converts mechanical pressure into electric potential and vice versa. When the animated quartz swarm takes bludgeoning, piercing, or slashing damage, it deals 2d6 electricity damage to each creature in or adjacent to its space. When the animated quartz swarm takes electricity damage, it deals 2d6 bludgeoning damage to each creature in or adjacent to its space. In either case, each affected creature can attempt a DC 18 Reflex save to take half damage.

Though commonly found on many planets, quartz has unusual physical properties, making it a prime target for experimentation by scientists and technomancers. Powerful individuals with advanced training in both magic and science have unlocked the secrets of creating animated quartz swarms, often to serve as sentries that can perform their duties without the need for rest. Often integrated into traps, animated quartz swarms can suddenly turn beautifully decorated chandeliers, fountains, and other seemingly benign installations into deadly defenses when the swarms incorporated into these objects fly into action.

Each crystal of an animated quartz swarm is a hexagonally cut gem 2 to 3 inches wide, sometimes with a tint of color. Each crystal must have runes painstakingly inscribed on its surface. A single crystal presents no threat at all, but a swarm of them can obliterate many would-be trespassers. Creatures that get stuck in the swarm's space soon learn that the piezoelectric properties of the quartz make it a dangerous place to be—as the whirling crystals alternately bludgeon and electrocute them.

Animated quartz swarms don't occur naturally; they're always intentionally created. The runes on the crystals' surfaces contain simple programs with instructions for the quartz swarms, typically defining a specific area to defend





ANIMATED
QUARTZ
SWARM

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

or a password or visual sign by which they can identify authorized individuals.

Shimreens (*Alien Archive 3 96*), crystalline humanoids from the planet Shimrinsara, are the first documented creators of animated quartz swarms. So advanced were these early swarms that the individual quartz crystals didn't require inscribed runes; shimreens could simply issue commands to the quartz. Legend has it that the very first, albeit tiny, animated quartz swarm utilized pieces derived from the inventor's crystalline crown, left over from when she changed her appearance. Many expensive homes and corporate buildings in Shimrinsara's domed cities have an animated quartz swarm somewhere on the premises, ready to defend the property. Visitors to Shimrinsara observed the ever-vigilant sentries and word quickly spread about the swarms, leading to researchers throughout the galaxy developing similar techniques for animating quartz. However, these secondhand methods require the time-consuming step of inscribing runes on hundreds or even thousands of crystals to program the swarm, though magic can speed up the process. Shimreens initially objected to their technology being replicated by outsiders, but the swarms have proven so useful that their manufacture still spread rapidly; shimreens have since largely grown resigned to the appropriation and object only to having outside societies' swarms brought onto Shimrinsara. Other societies believe that shimreens' animated quartz swarms are more powerful than those developed by anyone else, but shimreens don't sell their technology to outsiders and instead pursue anyone who attempts to steal one of their swarms.

Vesk technomancers took to animated quartz swarms quickly, as the reptilian warriors can always use sentries that don't need food, water, or rest. They often add additional runes that prevent permanent deactivation by causing tampered-with crystals to explode, which sends shards of crystalline shrapnel to pelt whoever would dare destroy a vesk's animated quartz swarm. This explosive and potentially deadly modification is often looked down on as an excessive response, but their use isn't officially banned yet. AbadarCorp has several quartz swarm animators on its payroll, and rumor has it that each creator knows only a portion of the instructions to be inscribed for maximum possible security. Each creator fills in their section and then passes on the crystal to the next stage, which prevents anyone from knowing how to bypass—or recreate—the whole system.

Animated quartz swarms aren't always programmed as guards, though that's certainly the most popular application. Other swarms help perform search-and-rescue missions in dangerous areas, vibrating rapidly to send a radio signal to their programmers when they find their objectives. The swarms are even sometimes used for aesthetics, such as being programmed to fly into complex patterns to accompany high-production

concerts by musicians. This use does require a significant financial investment for the special effects, as only extremely talented creators can fabricate animated quartz swarms. The dangerous effects of an animated quartz swarm are typically engineered out for these alternate uses by using crystals with slightly different molecular structures that produce unique effects.

Individual swarm creators tend to rely on particular sources for the quartz crystals used to construct their swarms, with varying hues and cuts for the gems. This practice tends to give swarms distinctive appearances that a clever detective can use to identify the creator. The manufacturers for the cut crystals typically agree not to sell the exact same design to anyone else.

Some solarians have experimented with using inscribed crystals as weapon crystals, though to inconsistent results. While some have found benefits, such as occasional concealment or additional electricity damage, others find themselves continually being electrocuted by their own weapons. As such, these crystals haven't found widespread use among solarians. Others have integrated the crystals into different technologies, such as on vehicles to prevent hit and runs.

QUARTZ REFRACTOR ARMOR UPGRADES

Adding a small number of animated quartz crystals to armor for their birefringent effect has become a relatively popular use of the rune-inscribed crystals.

QUARTZ REFRACTOR (HYBRID) ARMOR UPGRADE

PRICE 7,100	LEVEL 7
ARMOR SLOTS 1	ARMOR TYPE ANY
	BULK L

Animated quartz swarm creators sometimes make this armor upgrade from leftover or defective quartz crystals. A series of hexagonal quartz crystals inscribed with runes are placed at regular intervals over the armor, catching light and making it refract at odd angles due to birefringence. A quartz refractor grants resistance 10 against damage dealt by laser weapons (this doesn't stack with any other resistance that would reduce similar damage, such as fire resistance).



ARABUK



ARABUK
CR 8
XP 4,800

ARABUK
YEARLING
CR 3
XP 800

ARABUK

CR 8

XP 4,800

N Large animal

Init +4; Senses darkvision 60 ft.; Perception +16

DEFENSE

HP 125

EAC 20; KAC 22; (+4 against combat maneuvers in home territory)

Fort +12; Ref +12; Will +7

Defensive Abilities territorial pride; Immunities cold;

Resistances sonic 10

OFFENSE

Speed 60 ft.

Melee bite +19 (3d4+14 P) or

antlers +19 (3d4+14 B plus 1d6 So)

Multiattack antlers +13 (1d6+14 P plus 1d6 So), bite +13 (1d6+14 P), 2 claws +13 (1d6+14)

Ranged antler reverberation +16 (2d8+8 So plus staggered [DC 16]; critical deafen [DC 16])

Offensive Abilities pounce

STATISTICS

Str +6; Dex +4; Con +2; Int -4; Wis +2; Cha +0

Skills Athletics +21, Stealth +16 (+8 in home territory), Survival +16

Other Abilities arctic guardian

ECOLOGY

Environment arctic (Akiton)

Organization solitary, mating pair, or glaring (1 plus 2-4 arabuk yearlings)

SPECIAL ABILITIES

Antler Reverberation (Ex) Using its antlers to amplify its chattering, an arabuk can make a ranged attack as a standard action against a single target. This attack has a range increment of 40 feet, targets EAC, and has the deafen critical hit effect. A creature hit by the attack must succeed at a DC 16 Fortitude save or become staggered for 1 round.

Arctic Guardian (Ex) An arabuk ignores difficult terrain and visibility penalties from snow and heavy snow.

Territorial Pride (Ex) An arabuk rarely masks its presence, taking a -8 penalty to Stealth while in its home territory. Instead, it becomes a pillar of obstinacy, gaining a +4 circumstance bonus to AC against combat maneuvers unless the attacker is two or more size categories larger than the arabuk.

ARABUK YEARLING

CR 3

XP 800

N Medium animal

Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

HP 40

EAC 14; KAC 16

Fort +7; Ref +7; Will +2

Resistances cold 10, sonic 5

OFFENSE

Speed 40 ft.

Melee bite +11 (1d6+7 P) or

antlers +11 (1d4+7 B plus 1d6 So)

Ranged antler reverberation +8 (1d4+3 So plus staggered [DC 12]; critical deafen [DC 12])

Offensive Abilities pounce

STATISTICS

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

Skills Athletics +13, Stealth +8, Survival +8

Other Abilities arctic guardian

ECOLOGY

Environment arctic (Akiton)





ARABUK

Organization solitary, pair, or glaring (2-4 plus 1 arabuk)

SPECIAL ABILITIES

Antler Reverberation (Ex) See page 10; the save DC is 12.

Arctic Guardian (Ex) See page 10.

In the snowy landscape of Akiton's Winterlands, the carnivorous, deerlike arabuks bellow and chatter as they stride across drifts of snow and ice. Once docile and regal guardians of Akiton's prehistoric wilds, arabuks have evolved into stalking predators that feast upon the planet's remaining fauna. Their mouths brim with sharp, flesh-cutting teeth, pointed like dozens of long needles. Their four eyes are forward set with two on each side and slit pupils for exceptional night vision. All arabuks have a set of large antlers, curved symmetrically in a crown above their heads. Their patterned, leopard-like bodies assist them in blending in with the rugged tundra. When hunting, the creatures' padded and clawed front feet allow them to evenly spread their weight as they traverse precarious snowbanks. Arabuks can also leap great distances and balance on the jagged edges of mountains with their sturdy and powerful hooved back legs.

Most arabuks live in solitude except to mate, due to their tendency to obsessively guard their territory. The ancient Ice Clans of Akiton took advantage of this trait by using the beasts to protect their vulnerable settlements. Few Ice Clans have held onto their arabuk herds, and those that have must exercise great caution in managing the temperamental yearlings to harvest the antlers they shed each year.

Thanks to the unique composition of arabuks' antlers, they vibrate with high intensity in the presence of sound waves. This effect enables arabuks to amplify their vocalizations into deafening attacks. When hunting, they chatter and click their jaws while eyeing their prey intensely, producing a swelling sound from their antlers that they unleash in a concentrated assault. Their amplified yowls can have enough power to shake entire mountains and cause avalanches, but producing such intense vocalizations is painful for arabuks. Consequently, they exercise careful control over their sonic attacks.

Arabuks occasionally form groups called glarings, usually composed of several similarly aged arabuk yearlings following the guidance of a more established elder arabuk. Due to the harsh nature of their arctic environs, few arabuks survive for more than 5 years, but a fierce and lucky few live up to 25 years. Mature arabuks are a regal sight to behold, as they appear much larger than their younger counterparts and stride with confidence through their territories. The plush manes of white fur surrounding their necks make them easily identifiable. While younger arabuks keep their heads low as they stalk the snow drifts, mature arabuks keep their heads upright, and the wind through their antlers produces a haunting song that echoes across the snow-muted landscape. When lost in a blizzard, travelers can rely

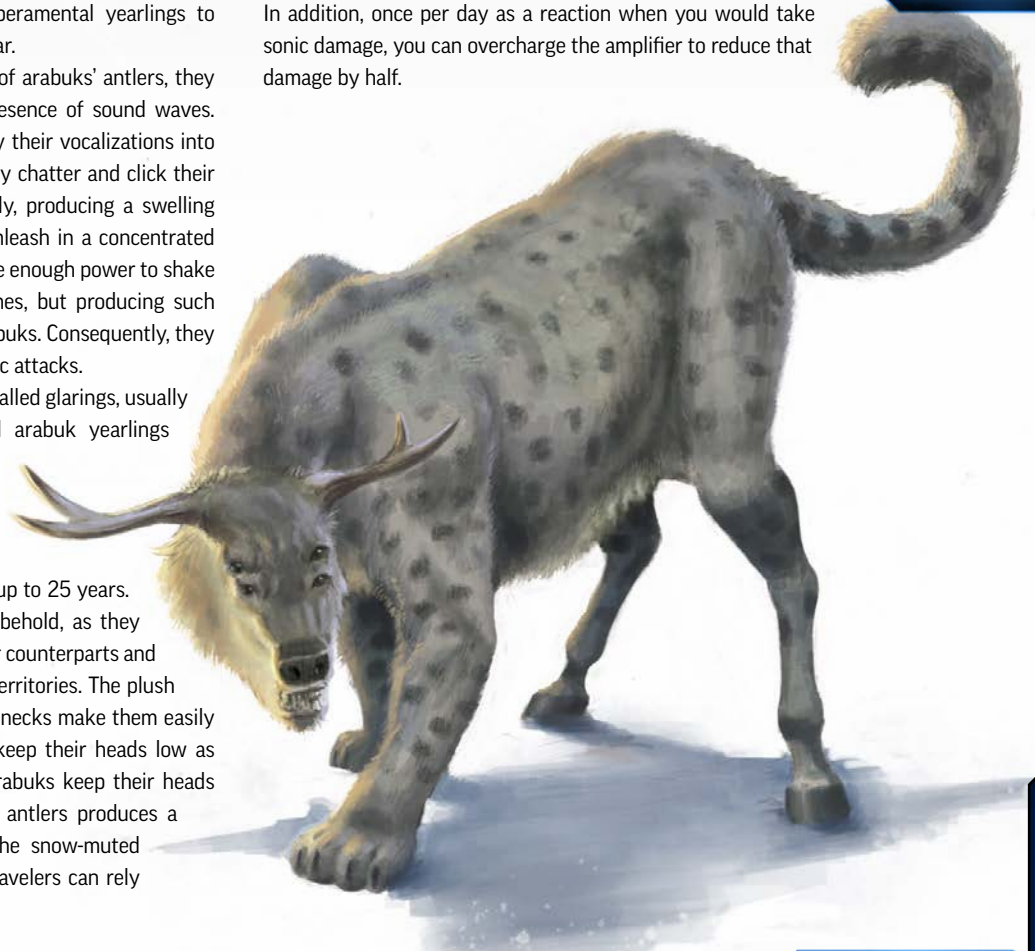
on this song to follow the arabuk, who's undoubtedly traveling to fairer weather.

The Ice Clans and other conservation groups often stay on the lookout for hardy freelancers to capture potential mating pairs of arabuks. The frigid weather, competition against poachers, and the arabuks themselves make this lucrative opportunity dangerous, however. Arabuks' sonic attacks rarely affect the environment when they hunt, but when acting in defense, they unleash desperate bursts that gradually weaken the surrounding terrain's integrity and cause ever more frequent and dangerous avalanches. Xenowardens and other protectors of nature insist that with protection and a careful breeding program, these majestic creatures might one day return to their role as the respected and regal guardians of Akiton's poles.

REVERBERATION AMPLIFIER

PRICE 3,300	LEVEL 5
ARMOR SLOTS 1	ARMOR TYPE ANY
	BULK 2

Adding specially modified arabuk antlers to your armor allows you to harness their amplifying properties for your own sonic attacks. The armor upgrade makes a soft clicking sound reminiscent of an arabuk's hunting clicks. This sound and the antler's amplifying properties impose a -8 penalty on your Stealth checks while wearing this armor. When you use a weapon to deal sonic damage to a single target, you deal additional damage equal to half the weapon's item level. In addition, once per day as a reaction when you would take sonic damage, you can overcharge the amplifier to reduce that damage by half.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

ASTRIAPI



**ASTRIAPI
DEFENDER**
CR 1
XP 400

ASTRIAPI DEFENDER**CR 1****XP 400**

Astriapi soldier

LN Medium monstrous humanoid

Init +8; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.;
Perception +5**DEFENSE****EAC** 11; **KAC** 13**Fort** +3; **Ref** +1; **Will** +3**OFFENSE****Speed** 30 ft., fly 30 ft. (Ex, average) (20 ft., fly 20 ft.
[average] in armor)**Melee** standard taclash +5 (1d4+3 S nonlethal) or
bite +5 (1d6+3 P)**Ranged** static arc caster +8 (1d8+1 E plus first arc^{AR} 1d6;
critical second arc^{AR} 1d6) or
stickybomb grenade I +8 (explode [10 ft.,
entangled 2d4 rounds, DC 10])**Space** 5 ft.; **Reach** 5 ft. (10 ft. with
standard taclash)**Offensive Abilities** fighting styles (guard)**HP 20**

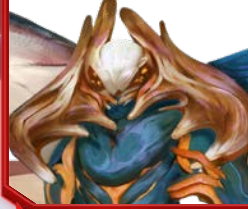
**ASTRIAPI
WARDEN**
CR 6
XP 2,400

STATISTICS**Str** +2; **Dex** +4; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0**Skills** Acrobatics +5, Engineering +10, Mysticism +5**Languages** Astriapi, Common**Gear** troop ceremonial plate, standard taclash, static arc
caster^{AR} with 2 batteries (20 charges each), stickybomb
grenades I (2), *astriapi honey* (functions as *mk 1 serum
of healing*)**Other Abilities** honey production**ECOLOGY****Environment** any urban (Colveare)**Organization** solitary, pair, or patrol (3–8)**SPECIAL ABILITIES****Honey Production (Ex)** Once per day, an astriapi can spend
10 minutes to produce a vial of magical honey. This
honey functions as a *mk 1 serum of healing*. At
5th level (or CR 5), the honey functions as a
mk 2 serum of healing, and at 9th level (or
CR 9), it functions as a *mk 3 serum of healing*.
Regardless of its level, the honey can't be sold,
and its magical properties expire after 24 hours,
when it turns into mundane foodstuff.**ASTRIAPI WARDEN****CR 6****XP 2,400**

Astriapi mystic

LG Medium monstrous humanoid

Init +2; **Senses** blindsense (scent) 30 ft., darkvision 60 ft.;
Perception +13**DEFENSE****EAC** 17; **KAC** 18**Fort** +5; **Ref** +5; **Will** +9**HP 75 RP 4****OFFENSE****Speed** 30 ft., fly 30 ft. (Ex, average)**Melee** basic spined blade +10 (1d6+6 P; critical
injection DC +2) or
bite +10 (1d6+6 P)**Ranged** corona laser pistol +12 (2d4+6 F;
critical burn 1d4)**Offensive Abilities** grasping vines
(DC 16)**Mystic Spell-Like Abilities** (CL 6th)At will—*mindlink***Mystic Spells Known** (CL 6th)2nd (3/day)—*daze monster* (DC 18),
*fog cloud*1st (6/day)—*fear* (DC 17), *life bubble*, *wisp ally*0 (at will)—*stabilize*, *telepathic message***Connection** xenodruid**STATISTICS****Str** +0; **Dex** +2; **Con** +3; **Int** +0; **Wis** +5; **Cha** +2



ASTRIAPI

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Skills Acrobatics +13, Diplomacy +18, Life Science +13, Mysticism +18, Survival +13

Languages Astriapi. Common; speak with animals

Other Abilities animal adaptation (6 minutes), honey production

Gear elite stationwear, basic spined blade^{AR}, corona laser pistol with 1 battery (20 charges), *astriapi honey* (functions as *mk 2 serum of healing*)

ECOLOGY

Environment any urban (Colveare)

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

SPECIAL ABILITIES

Honey Production (Ex) See page 12.

Astriapis are bipedal arthropods with chitinous exoskeletons, membranous insectile wings, and large powerful mandibles. Their pigmentation runs the gamut from dark blues through bold yellows, and some astriapis selectively carve their exoskeletons to create individualistic patterns. They can also naturally produce a restorative honey. On average, astriapis stand around 6 feet tall and weigh between 120 and 150 pounds.

When astriapis awoke from the Gap, they found themselves as the sole sapient inhabitants of an immense megalopolis that covered the entire landmass of the Near Space planet Colveare. Through impressive feats of magical and engineering prowess, the planet's natural resources and native species had been preserved, with every part of the planet's ecosystem carefully integrated into the urban sprawl. Astriapi society as a whole immediately dedicated itself to studying the city-planet's workings to maintain the integrity of the system they found themselves a part of, surviving the struggles of post-Gap adjustments through a natural inclination to regimentation and cooperative obedience.

According to pre-Gap records, the city-planet of Colveare formed when a caste of astriapian warrior-priests produced and consumed honey made from the pollen of the zhufera flower (an aquatic plant native to the planet), which granted them prophetic dreams. Claiming these dreams foretold coming ecological and societal disaster, the priests led a violent planet-wide revolution, eventually creating a unified theocracy dedicated to the preservation of the planet through learning and faith. Today, those who claim descentance from these original revolutionaries refer to themselves as the Hierarchs, and they cultivate the only remaining crop of zhufera flowers from which they derive their closely guarded stores of the prophecy-producing honey. The Hierarchs pass accounts of their dreams down through a complex bureaucracy of executives, scientists,

RACIAL TRAITS

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

Hit Points: 4

Size and Type: Astriapis are Medium monstrous humanoids.

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

Astriapi Senses: Astriapis have blindsense (scent) with a range of 30 feet and darkvision with a range of 60 feet.

Honey Production: See page 12.

Natural Weapons (P): See page 154.

Scholars of Colveare: Astriapis gain a +2 racial bonus to Engineering and Mysticism checks.

scholars, and engineers, who in turn interpret the dreams and assign tasks to other astriapis in a complicated, self-sustaining web of goals and assignments—all in the service of maintaining the city's complex infrastructure.

Some posit that Yaraesa granted visions through these dreams, while others see evidence of Oras' evolutionary influence. Many astriapis, however, believe that the visions granted by the zhufera honey came from several gods.



ATLAPAK



ATLAPAK
CR 9
XP 6,400

ATLAPAK
JUVENILE
CR 3
XP 800

ATLAPAK

CR 9

XP 6,400

N Large vermin (aquatic)

Init +4; **Senses** darkvision 180 ft., sense through (vision [fog only]) 90 ft.; **Perception** +17

DEFENSE

HP 145

EAC 22; KAC 24

Fort +13; **Ref** +11; **Will** +8

Defensive Abilities amphibious; **Immunities** deafened;
Resistances sonic 10

OFFENSE

Speed 20 ft., fly 30 ft. (Ex, clumsy or average), swim 30 ft.**Melee** claw +18 (2d10+12 B)**Ranged** sonic snap +21 (3d6+9 So; critical stunned [DC 16])**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** atmospheric enhancement, sonic snap

STATISTICS

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

Skills Acrobatics +22 (+14 to fly in normal atmosphere),
Athletics +17 (+25 to swim)

Other Abilities aerial buoyancy, amphibious, mindless,
water breathing

ECOLOGY

Environment warm or temperate hills or water**Organization** solitary, pair, or cacophony (3–7)

SPECIAL ABILITIES

Aerial Buoyancy (Ex) An atlapak can inflate its lightweight body and flap its gills to swim through the air. In normal atmosphere, the atlapak moves at half speed with clumsy maneuverability. In thick atmosphere, the atlapak flies at full speed with average maneuverability. It's unable to fly in environments with thin atmosphere or no atmosphere.

Atmospheric Enhancement (Ex) An atlapak's sonic snap ability becomes increasingly effective the denser its surroundings. In normal and thicker atmospheric conditions, the range increment increases to 100 feet, and the DC to resist the atlapak's critical hit effect increases by 2. In thick atmosphere or underwater, the sonic snap gains the sniper (250 ft.) weapon property.

Sonic Snap (Ex) By cocking and then snapping shut its specialized claw as a standard action, an atlapak can create a sonic burst as a ranged attack. This attack has a range increment of 80 feet, targets EAC, and has the penetrating special property, ignoring 9 points of its target's hardness. This ability doesn't function in environments with no atmosphere.

ATLAPAK JUVENILE

CR 3

XP 800

N Medium vermin (aquatic)

Init +4; **Senses** darkvision 120 ft., sense through (vision [fog only]) 60 ft.; **Perception** +8

DEFENSE

HP 40

EAC 14; KAC 16

Fort +7; **Ref** +5; **Will** +2**Immunities** deafened; **Resistances** sonic 5

OFFENSE

Speed 20 ft., swim 30 ft., fly 30 ft. (Ex, clumsy or average)**Melee** claw +8 (1d6+4 B)**Ranged** sonic snap +11 (1d4+3 So; critical staggered [DC 12])

Offensive Abilities atmospheric enhancement,
sonic snap

STATISTICS

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

Skills Acrobatics +13 (+5 to fly in normal atmosphere),
Athletics +8 (+16 to swim)

Other Abilities aerial buoyancy, amphibious, mindless,
water breathing

ECOLOGY

Environment warm or temperate hills or water**Organization** solitary, pair, or cacophony (3–7)

SPECIAL ABILITIES

Aerial Buoyancy (Ex) See above.**Atmospheric Enhancement (Ex)** See above.



ATLAPAK

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Sonic Snap (Ex) See page 14; this attack has a range increment of 50 feet, and its penetrating special property ignores 3 points of its target's hardness.

Often compared to evolutionarily unrelated mantis shrimp, atlapaks have banded shells that offer considerable mobility. Their eight pairs of legs have evolved for walking and swimming; to perceive their surroundings, they have inquisitive antennae and three compound eyes mounted on movable stalks. These large, amphibious arthropods are also famous for their explosively devastating claws—one pincer designed for grasping and tearing and another capable of opening and snapping shut with incredible speed to generate cavitating sonic blasts. Rather than creating a localized explosion, an atlapak can fan its abdominal plates to focus and direct the sonic energy into a distant burst that can stun or outright kill prey hundreds of feet away. The denser the medium—whether liquid or gas—the more effective the blast. Atlapaks can grow as much as 10 feet long, while juveniles are around 5 feet long.

Atlapaks prefer lurking in sheltered burrows that provide commanding views, such as coral reefs or low hills. From there, the creatures hunt by ambush, waiting for prey to approach within easy striking range before unleashing several sonic bursts and closing in for the kill. Underwater, atlapaks often cohabitate with colonial tube worms like the pileated tsorkos, which gradually accumulate sandy mounds and tunnels. The atlapaks help watch for danger and often leave food scraps, while the worms provide good hiding spots and vantage points.

Older atlapaks more often leave the water to seek terrestrial prey, using their natural buoyancy to hover several hundred feet above the surface while scouting for food. Drifting in this way also helps adults find mates, and although atlapaks most often reproduce in water, their eggs can survive in humid terrestrial environments. Some unlucky jungle explorers have fallen prey to the young arthropods when atlapak eggs adhered to the underside of tree branches hatch and drift into convoys.

Although unintelligent, atlapaks exhibit utterly uncanny ballistics mastery. Their antennae are extremely sensitive to humidity and currents, for which the arthropods adjust

their aim. Not only do their questing compound eyes provide exceptional depth perception, but their lenses also help them compensate for the refracting and obscuring qualities of water vapor and other gases, providing them with a clear view of their surroundings even in foggy conditions. Collectively, these features enable atlapaks to pinpoint and strike even fast-moving targets.

Fresh atlapak meat has a clean taste that appeals to many species, though it acquires a repugnant sliminess within hours of the creature's death. As a result, connoisseurs often commission live atlapak shipments to their restaurants, despite the danger the cargo presents for most starships. Kalos (*Alien Archive* 68) are especially partial to atlapak flesh, hunting the animals to near-extinction on their home world, Kalo-Mahoi.



SNAP WHIPS

Until recently, atlapaks' exceptional pincers resisted engineers' efforts to replicate the same mechanics in the form of a reliable weapon. In the past three decades, breakthroughs in materials science have enabled arms manufacturers to create handheld versions of an atlapak claw, which take the form of a semi-flexible, whip-like rod. An assemblage of reinforced metallic percussion plates and high-pressure levers near the rod's tip creates a focused shock of sonic energy when activated, shattering nearby materials. Artificial ligaments strung throughout the rod translate the kinetic energy of a user's backswing to rearm the device, priming it to release another sonic burst. Early prototypes of the snap whip directly incorporated atlapak components, though all but the most eccentric versions of such whips are now entirely synthetic and merely borrow the atlapak's uniquely evolved design.

The drow corporation Arabani Arms ultimately developed the breakthrough technology that created viable snap whips, and it continues to protect the design via patents and ongoing research despite the countless lethal imitations that have appeared on the market. The company's R&D department has yet to replicate atlapaks' particular ability to channel sound waves over long distances—a breakthrough that would allow Arabani Arms to create a devastating new sniper weapon—but it has come close on several occasions.

SNAP WHIPS (ONE-HANDED ADVANCED MELEE WEAPONS)

WEAPON MODEL	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Snap whip, thunderstrike	3	1,600	1d6 So	Staggered	1	Analog, penetrating, reach, sunder ^{AR}
Snap whip, LFD	8	10,100	2d6 So	Staggered	1	Analog, penetrating, reach, sunder ^{AR}
Snap whip, HFD	13	54,000	5d6 So	Stunned	1	Analog, penetrating, reach, sunder ^{AR}
Snap whip, banshee	18	445,000	10d6 So	Stunned	1	Analog, penetrating, reach, sunder ^{AR}

BRAIN COLLECTOR



BRAIN COLLECTOR
CR 8
XP 4,800

BRAIN COLLECTOR**CR 8****XP 4,800**

CE Large aberration

Init +2; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****EAC** 19; **KAC** 20**HP** 105**Fort** +7; **Ref** +7; **Will** +13**DR** 10/magic; **Immunities** confused condition; **SR** 19**Weaknesses** brain dependency**OFFENSE****Speed** 10 ft., fly 40 ft. (Su, perfect)**Melee** bite +15 (1d12+12 P plus brain collector venom) or claw +15 (1d8+12 S)**Multiattack** bite +9 (1d12+12 P plus brain collector venom), 2 claws +9 (1d8+12 S)**Space** 10 ft.; **Reach** 5 ft.**Offensive Abilities** brain collection**Spells Known** (CL 7th; ranged +13)3rd (3/day)—*arcing surge* (DC 20), *ray of exhaustion* (DC 20)2nd (6/day)—*caustic conversion*, *hold person* (DC 19), *invisibility*, *polymorph*^{AA2} (self only; four predetermined humanoid forms)1st (at will)—*magic missile*, *unseen servant***STATISTICS****Str** +4; **Dex** +2; **Con** +2; **Int** +6; **Wis** +2; **Cha** +2**Skills** Acrobatics +2 (+10 to fly), Life Science +21,

Mysticism +21, Physical Science +16; see Strange Knowledge

Languages Abyssal, Aklo, up to 7 other languages as determined by brain collection; telepathy 100 ft.**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES**

Brain Collection (Ex) A brain collector can store up to seven brains of Small or Medium creatures to enhance their knowledge and power, learning a single language known by the former owner of each stored brain. A brain collector can extract a brain from a helpless opponent with a coup de grace action that kills the opponent, or they can extract one as a standard action from a body that has been dead for no longer than 1 minute.

Brain Dependency (Ex) A brain collector that has fewer than seven collected brains gains 1 negative level for each missing brain, and a brain collector with no collected brains can't cast any of their spells. These negative levels never become permanent and can be removed only by adding brains to a brain collector's collection. The statistics presented here assume a brain collector with a full collection.

Strange Knowledge (Ex) A brain collector can access the collective knowledge of their stored brains. If they have at least one brain in their collection, they gain one of the following skills (with 8 ranks) in which the former owner was trained: Bluff +16, Computers +16, Culture +16, Engineering +16, Medicine +16, Piloting +16, Profession +16, or Sense Motive +16. For every three additional brains in their collection, the brain collector gains one additional skill from the list among the skills in which the former owners were trained.

BRAIN COLLECTOR VENOM**Type** poison (injury); **Save** Fortitude DC 18**Track** Strength (special); **Frequency** 1/round for 6 rounds**Effect** progression track is Healthy—Weakened—Staggered—Immobile**Cure** 2 consecutive saves

The hideous brain collectors, also known as neh-thalggus, originate from worlds beyond the known galaxy, and they belong to the hostile coalition called the Dominion of the Black. These creatures' common name stems from their obsession with absorbing the brains of any being they deem inferior—in effect, virtually every other being—not to gain sustenance, but to increase their intellect and power their spells.


**BRAIN
COLLECTOR**
OVERVIEW
A-D
E-H
I-L
M-P
Q-R
S
T-W
**SPECIES
GRAFTS**
APPENDIXES

Brain collectors resemble vaguely scorpion-like creatures with lamprey mouths, jagged pincers, and clattering legs studded with twitching eyes. Pulsating, brain-filled blisters line their backs, making these monstrous creatures easily distinguishable from other predators in the Vast. Those who survive encounters with brain collectors describe eerie, whispering thoughts intruding into their minds. These thoughts seem to simultaneously offer salvation and destruction, and some victims report that they couldn't determine whether the thoughts belonged to the brain collector, the pulsating brain sacs, or their own traumatized imaginations.

Even after millennia of exposure to Pact Worlds species, brain collectors' motivations remain murky; it remains unclear whether they act to fulfill the schemes of sinister overlords among the Dominion of the Black or if their hostility stems from an utterly incomprehensible morality, if not outright cruelty. Whatever the case, brain collectors are relentless. Upon landing on a planet in living drop-ships, their vessels rot into useless biological matter as well as metal components the brain collectors use to convert caves and abandoned buildings into unsettling, flesh-walled compounds. From these bases, the brain collectors systematically hunt, kill, and claim the brains of intelligent beings. Once satiated—which can take anywhere from a few days to many years, depending on their needs—the brain collectors rapidly disassemble their fleshy homes, reconstruct their shuttles, and return to their orbiting starships. They then set off for another distant world to repeat the process—or return their cerebral payload to their unknown home worlds.

Largely solitary, brain collectors hunt alone even when sharing starships and lairs. The greatest emotional bond they form comes through brain-swapping, a grotesque process that allows them to share their victims' memories. To a brain collector, other creatures simply serve as resources, with no more rights or dignity than their ships' fuel. Even so, they regularly attract cults dedicated to the Dominion whose members harbor misguided hopes that obeisance might save the cultists' lives. For the most part, neh-thalggus don't care for these cults, and the members have no guarantees of safety.

Yet some brain collectors appear to take pleasure in being worshipped, even if it mostly just makes their jobs easier. A few unsubstantiated reports claim that neh-thalggus who consume the brains of zealous individuals can inadvertently absorb humanoid notions of faith, in turn developing uncharacteristic habits of grandiosity, generosity, or protectiveness. If these anomalies exist, it seems other brain collectors quickly eradicate the heretics.



Xenoanthropologists' research suggests that brain collectors' religion venerates the primordial forces of space and time, potentially serving as the belief that unifies the species and drives their behavior. Others, however, believe that brain collectors simply "practice" religion out of boredom during their long journeys among the stars, and that they take it no more or less seriously than rote mathematics. However, an emerging theory proves among the most concerning: that over the eons they spent accumulating knowledge, brain collectors have discovered some fearful, fundamental truths of the universe—and only faith preserves them from abject terror.

Brain collectors are among the most commonly encountered members of the Dominion of the Black, though they rarely interact or cooperate with others from that enigmatic group. However, they practically never enter into direct competition with one another. A common punishment for a scheming or inefficient brain collector involves violently tearing out their brain collection, then abandoning them on a lifeless moon to suffer centuries of stupefaction and powerlessness. According to unconfirmed rumors, brain collectors that excel at their duties undergo transformations to become far more powerful and horrific creatures.

The average brain collector has a stature about 6 feet tall and 9 feet across; they can weigh over 3,500 pounds.

BRAIN COLLECTOR AUGMENTATIONS

On occasion, brain collectors that have an overabundance of brains conduct sadistic research on other creatures rather than consuming them. A few of these augmented victims survived and escaped from their captors, and biotech laboratories have deduced far more humane ways to replicate the brain collectors' augmentations.

EMOTION ENHANCEMENT

**SYSTEM
BRAIN**
AUGMENTATION BIOTECH LEVEL 4 PRICE 2,100

You've had pieces of your brain replaced to inhibit some of your emotions. You can't gain morale bonuses, but you gain a +4 enhancement bonus to saving throws against fear effects and emotion effects.

NEURO-SENSORY SAC

**SYSTEM
BRAIN**
AUGMENTATION BIOTECH LEVEL 10 PRICE 18,000

You've had a small, gelatinous organ full of telepathic neurons grafted to the back of your skull or neck. You gain limited telepathy and blindsense (thought), each with a range of 30 feet.

CARRION WHEEL



CARRION WHEEL
CR 6
XP 2,400

ICHOR WHEEL
CR 14
XP 38,400

CARRION WHEEL**CR 6****XP 2,400**

NE Medium aberration

Init +5; **Senses** darkvision (60 ft.); **Perception** +18**DEFENSE****EAC** 18; **KAC** 20**Fort** +8; **Ref** +10; **Will** +6**Defensive Abilities** reflexive rash, unflankable; **Resistances** acid 10**OFFENSE****Speed** 40 ft., burrow 10 ft.**Melee** tentacles +16 (1d8+8 B plus inflame)**Offensive Abilities** ambush, inflame**STATISTICS****Str** +2; **Dex** +5; **Con** +3; **Int** -4; **Wis** +0; **Cha** -1**Skills** Acrobatics +13, Stealth +18, Survival +13**Languages** Aklo (can't speak)**ECOLOGY****Environment** any land**Organization** solitary, pair, or plague (3-15)**HP 90****SPECIAL ABILITIES**

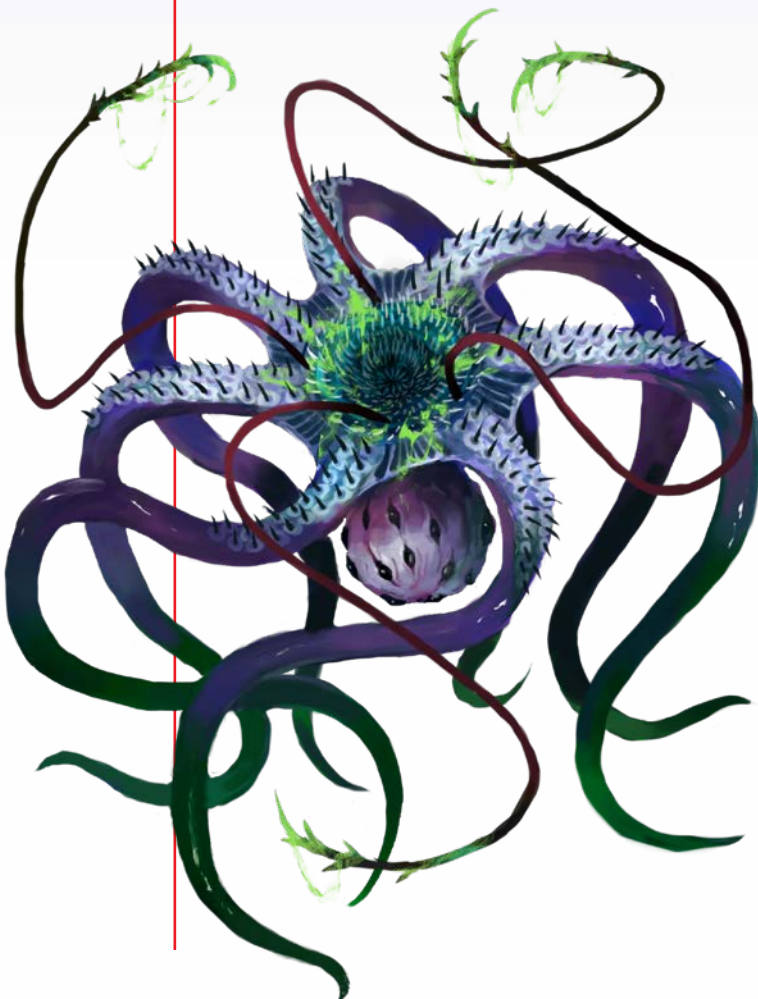
Ambush (Ex) A carrion wheel can adeptly ambush its prey while concealed. A carrion wheel that can act during a surprise round can take its full round of actions. It gains a +2 bonus to any attacks it makes during a surprise round.

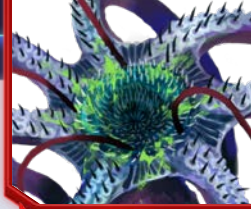
Inflame (Su) Toxic enzymes on the carrion wheel's tentacles cause targets' skin to erupt in painful rashes and excruciating, acid-filled boils. A creature hit by a carrion wheel's tentacle attack is sickened for 1 round and develops boils (Fortitude DC 14 negates both effects). The next time the creature takes bludgeoning, piercing, or slashing damage, the boils explode violently, dealing 2d8 acid damage to the target (no save) and 2d8 acid damage to each creature within 5 feet of the target (Reflex DC 14 for half). If not ruptured, the boils fade naturally after 10 minutes, and they can be removed magically with *lesser remove condition*. This ability is a disease effect.

Reflexive Rash (Su) A creature that briefly touches a carrion wheel (such as with an unarmed attack or most combat maneuvers) is exposed to the carrion wheel's inflame ability (Reflex DC 14 negates). Actions that involve longer contact, such as grapple combat maneuvers, automatically expose the creature to the inflame ability with no Reflex save.

ICHOR WHEEL**CR 14****XP 38,400**

N Medium aberration

Init +8; **Senses** darkvision (60 ft.); **Perception** +28**DEFENSE****EAC** 28; **KAC** 30**Fort** +16; **Ref** +16; **Will** +14**Defensive Abilities** reflexive rash, unflankable; **Resistances** acid 15**OFFENSE****Speed** 50 ft.**Melee** tentacles +27 (4d6+20 B plus inflame)**Multiattack** 4 tentacles +21 (4d6+20 B plus inflame)**Offensive Abilities** ambush, inflame, nauseating display**Space** 5 ft.; **Reach** 10 ft.**STATISTICS****Str** +6; **Dex** +8; **Con** +4; **Int** -3; **Wis** +0; **Cha** -3**Skills** Acrobatics +23, Stealth +23, Survival +15**Languages** Aklo (can't speak); limited telepathy**ECOLOGY****Environment** any land**Organization** solitary, pair, or plague (3-15)**SPECIAL ABILITIES****Ambush (Ex)** See above.**Inflame (Su)** See above; the saving throw DCs are 20, and the acid damage is 8d6.



CARRION WHEEL

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Nauseating Display (Ex) As a swift action, the ichor wheel quickly expels and reabsorbs parts of its internal organs in an attempt to disgust observers. Creatures within 30 feet become sickened for 2d6 rounds (Will DC 20 negates). Once a creature has been exposed to an ichor wheel's display, it can't be affected by the same ichor wheel's display for 24 hours. This is a sense-dependent effect.

Reflexive Rash (Su) See page 18; The Reflex save DC is 20.

Carrion wheels are furiously writhing masses of tentacles, most often seen rolling in ravenous packs across Aucturn's deserts. These bizarre creatures resemble tumbleweeds at a distance, but their fleshy, pulsating bodies covered in beady black eyes become more apparent up close. They move across land on tentacles that they also use to capture prey—even the slightest touch inflicts a supernatural swelling as carrion wheels can begin digesting their victims even before transferring the flesh into their toothy maws.

Carrion wheels earn their names for their unusual locomotion: rather than walking on their tentacles, which leaves them vulnerable to faster predators, they wind their tentacles into a wheel shape and roll across the terrain. Their meandering paths leave angry sores on Aucturn's landscape, but traveling over rough terrain often tears them up, covering carrion wheels in blood and scars that hardly seem to bother the creatures. During Aucturn's storms, carrion wheels roll with the winds, often gathering into groups of a hundred or more that barrel across the land. Where they find prey, they unravel and feast before embarking once more. For this reason, smaller settlements on Aucturn often include angled berms or concave walls that deflect incoming carrion wheels.

When not on the move, carrion wheels bury themselves so that only their tentacles remain aboveground, resembling desert brush. Unless starving (or if the winds blow just right), the creatures survive as ambush predators, snatching any suitable meals that approach within striking range of their hiding spots. Although fairly unintelligent, carrion wheels can capably mimic a variety of flora by posing, flattening, and wafting their tentacles.

Thanks to the creatures' hostility (and Aucturn's inhospitable conditions), studying carrion wheels poses a challenge. The greatest mystery pertains to their reproduction, as they've never been observed mating. In a few confirmed cases, injured carrion wheels have split apart and survived as separate organisms, yet on Aucturn this method seems an anomaly rather than the norm. Instead, the creatures somehow seed the landscape to trigger mass birthing events on Aucturn in which hundreds of fluid-filled pustules appear on the landscape overnight. Over the course of three days, these blisters balloon from apple-sized welts to throbbing, cow-sized cysts. On the fourth day, they burst in foul geysers, and each release an adolescent carrion wheel that swiftly



whirls away in search of prey. In addition to releasing young aberrations, these ruptured boils leave behind strange tunnel networks, suggesting the carrion wheels might even originate belowground and only emerge above at a later life stage. However, the few attempts to explore these fetid tunnels have ended in tragedy. Instead, most explorers are content to listen at the tunnel entrances, from which messages in Aklo and unidentifiable languages periodically waft.

These bizarre phenomena don't hold for carrion wheels on other planets, where the creatures seem to reproduce only by fission.

Carrion wheels prove most dangerous after they travel through the black, psychotropic ichor that runs through Aucturn's throbbing veins. Rarely, one of the creatures develops a taste for the substance, after feeding on the ichor directly from the planet or feeding on an orocoran (*Alien Archive* 90) fat on the fluid. The ichor makes carrion wheels especially powerful, cunning, and aggressive. These so-called "ichor wheels" forgo burrowing for a more mobile lifestyle. As they feast, ichor wheels seem to enjoy collecting souvenirs (sometimes valuable treasures, but more often leftover bones and viscera) that they adhere to their bodies in a macabre expression of individuality. What they can't carry, they arrange into artfully gruesome monuments.

Carrion wheels are native to Aucturn, but are occasionally found on other worlds. Rare specimens crop up on a variety of planets, thriving in colder, drier environments. It remains unclear how the creatures spread, though the leading theory proposes that biological matter from Aucturn can spontaneously develop into carrion wheels if visiting starships fail to properly sterilize. Any number of factors could contribute to their spread, which drives researchers to subdue and collect rogue carrion wheels across the galaxy in search of answers.

INFLAME

Whether using toxic nanites or reality-altering spells, magic can replicate the painful effects of a carrion wheel's venom.

INFLAME  

School evocation (acid)

Casting Time 1 standard action

Range touch

Duration 1 minute/level (see text)

Saving Throw Fortitude negates; **Spell Resistance** yes

You make a melee attack against a single target's EAC. If you hit, the target must succeed at a Fortitude save or it is sickened and develops painful blisters and boils that last for the spell's duration. If the target takes bludgeoning, piercing, or slashing damage while inflamed, the boils burst, dealing 4d6 acid damage to the target and all adjacent creatures; adjacent creatures can halve this damage with a successful Reflex save. Once the boils burst, the spell ends and the sickened effect continues until the end of the target's next turn.

CLOUD RAY



CLOUD SKATE
CR 6
XP 2,400

CLOUD RAY
CR 13
XP 25,600

CLOUD SKATE**CR 6****XP 2,400**

N Large animal

Init +5; **Senses** low-light vision; **Perception** +13**DEFENSE****HP 90****EAC** 18; **KAC** 20**Fort** +10; **Ref** +10; **Will** +5**Defensive Abilities** explosive death (5d8 F, 20 ft., Reflex DC 14); **Resistances** electricity 5**Weaknesses** vulnerable to fire**OFFENSE****Speed** 5 ft., fly 80 ft. (Ex, perfect)**Melee** tail lash +16 (1d8+9 S)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** natural thruster**STATISTICS****Str** +3; **Dex** +5; **Con** +1; **Int** -5; **Wis** +2; **Cha** -1**Skills** Acrobatics +13 (+21 to fly), Athletics +18, Stealth +13**ECOLOGY****Environment** any sky (Bretheda, Liavara)**Organization** solitary, pair, or school (3-24)**SPECIAL ABILITIES****Explosive Death (Ex)** If a cloud skate is reduced to 0

Hit Points by fire or electricity damage, its internal reservoirs of explosive gases and combustible fluids detonate, dealing the listed fire damage to all targets in a 20-foot burst centered on itself (Reflex DC 14 half).

Natural Thruster (Ex)

Three times per day as a swift action, a cloud

skate can gain a burst of speed until the beginning of its next turn. During this time, it doubles its fly speed, gains Spring Attack as a bonus feat, and deals an additional 1d8 damage with its tail lash attack.

CLOUD RAY**CR 13****XP 25,600**

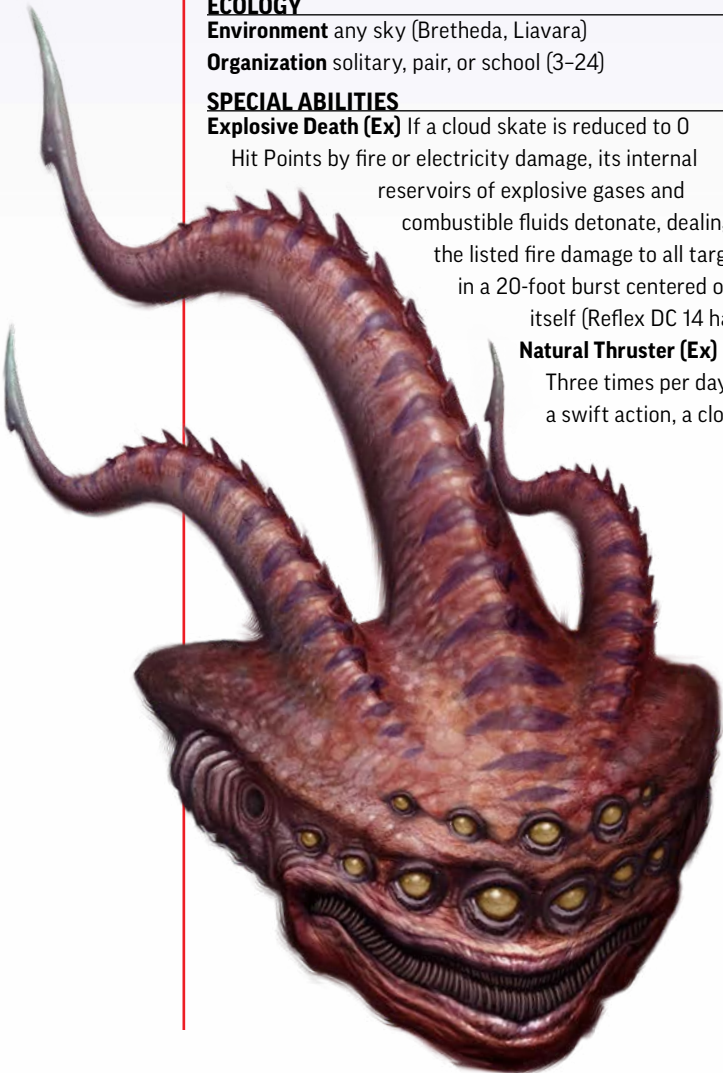
N Gargantuan animal

Init +6; **Senses** low-light vision; **Perception** +23**DEFENSE****HP 225****EAC** 27; **KAC** 29**Fort** +17; **Ref** +17; **Will** +12**Defensive Abilities** explosive death (9d8 F, 30 ft., Reflex DC 19); **Resistances** electricity 15**Weaknesses** vulnerable to fire**OFFENSE****Speed** 5 ft., fly 70 ft. (Ex, perfect)**Melee** tail lash +26 (2d12+15 S plus 2d6 E; critical stunned)**Multiattack** 3 tail lashes +21 (2d12+15 E plus 2d6 E; critical stunned)**Space** 20 ft.; **Reach** 25 ft.**Offensive Abilities** natural thruster**STATISTICS****Str** +8; **Dex** +6; **Con** +3; **Int** -5; **Wis** +4; **Cha** -1**Skills** Acrobatics +23 (+31 to fly), Athletics +28, Stealth +23**ECOLOGY****Environment** any sky (Bretheda, Liavara)**Organization** solitary, pair or eclipse (3-12)**SPECIAL ABILITIES****Explosive Death (Ex)** See above.**Natural Thruster (Ex)** See above, but the cloud-ray's

natural thruster increases its tail attack damage by 1d12.

Gliding dreamily through the cloudy ecosystems of Bretheda, Liavara, and other gas giants, cloud rays move with fluid grace and terrifying speed. Their wide bodies consist of a single broad wing and three trailing tails, with two rows of yellow-green eyes and a wide maw set forward, roughly denoting a "head." Mottled patterns of orange, red, and purple line their backs; their coloration grows brighter and more distinct as they age. Schools of these majestic predators periodically flock in the dozens, grazing on clouds of drift algae in the upper atmosphere for months before descending into the thick, lower atmosphere to actively hunt larger prey. Because of this cyclical behavior, many assume cloud rays are gentle giants emblematic of the Pact Worlds' unspoiled wilds before getting caught by surprise and attacked during the rays' aggressive cycle.

Like many Brethedan creatures, a cloud ray almost constantly filter feeds. It ingests organic compounds from the gas giant's atmosphere before breaking them down for energy and storing the lighter-than-air byproduct gases in float





CLOUD RAY

bladders to maintain its buoyancy at rest. When in distress or in pursuit, a cloud ray ejects a portion of this gas into its blast siphons, specialized organs located on either side of its body. A cloud ray's body has evolved to withstand these blasts and high-G maneuvers—with its flexible cartilaginous skeleton, cushioned nervous system, and sharp tails that gain lethal momentum from the burst—yet the ray isn't equipped to withstand explosive forces outside the blast siphon. Deadly heat can accidentally trigger the volatile gases, causing a cloud ray to detonate in a dangerous fireball.

Smaller and more social cousins to cloud rays, cloud skates remain together in small hunting packs when they enter their aggression cycle. Cloud skates tend to act more skittish, however, and keep their distance from settlements.

Though cloud rays travel in small groups during their passive cycles and when breeding, they hunt alone once they enter their aggression cycle. Mature males typically maintain their active cycles for longer periods, lurking in the soupy lower atmosphere, and they periodically jostle each other in fin-slapping dominance displays that echo hauntingly for miles. Like most Brethedan creatures, cloud rays can easily shift their sex to adapt to their social surroundings, but once an adult shifts to male, it generally remains too aggressive and isolated to shift to another sex. After rising to the upper atmosphere to mate, a female deposits her eggs in delicate wisps kept aloft by the wind. These eggs hatch several weeks later, and the tiny rays shelter within drifting plant habitats for a few months before growing large enough to set off in search of richer nutrition. Reaching adulthood takes roughly 15 years for a cloud ray or 9 years for a cloud skate, after which either species can live as long as a century—if not killed for food before then.

Despite their fish-like appearance, the predominantly warm-blooded cloud rays supplement their warmth by basking in sunlight and adjusting their coloration to absorb or reflect more solar energy. Their movements generate electrical charges that they store in an organic capacitor at the base of their tails and can discharge into prey. However, the smaller cloud skates possess only a rudimentary version of this organ that merely absorbs minor charges and gradually releases them as an underdeveloped form of electroreception.

CLOUD RAY COMPANIONS

Cloud rays can be tamed with patience and food, making them favorite mounts for gas prospectors and naturalists on gas giants. Raised to smaller sizes than their wild counterparts, they serve as ideal companions for groups or industrial use in aerial environments. Their ability to survive by grazing on floating algae and lichen makes them more reliable than many vehicles in isolated frontiers. Careful control over what and how much the beast eats helps keep them in their docile grazing cycle and suppresses their combustible death throes as well. Most cloud rays bond to a single master, becoming notoriously difficult with new riders.

Cloud rays can flourish on almost any gas giant, and domesticated rays can even survive in the skies above terrestrial worlds with proper supplements.

CLOUD RAY

LEVELS
6-20

Huge animal

Senses low-light vision

Good Save Ref; **Poor Saves** Fort, Will

Resistances electricity 10

Weakness vulnerable to fire

Speed 5 ft.; fly 70 ft. (Ex, perfect)

Melee Attack tail lash (S)

Space 15 ft. **Reach** 15 ft.

Ability Modifiers Str, Dex

SPECIAL ABILITIES

Natural Thruster (Ex) Three times per day as a swift action, a cloud ray companion can gain a burst of speed until the beginning of its next turn. During this time, it doubles its fly speed, gains Spring Attack as a bonus feat, and deals additional damage with its tail lash equal to half its level.

Tail Taser (Ex) A cloud ray companion's tail lash attacks gain the stunned critical hit effect.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

COPAXI



COPAXI SOCIALITE
CR 1
XP 400

COPAXI SOCIALITE CR 1

XP 400

Copaxi envoy

NG Medium humanoid (copaxi)

Init +2; **Senses** blindsense (scent) 30 ft.; **Perception** +5

DEFENSE HP 17

EAC 11; **KAC** 12

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

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4 B)

Ranged static arc pistol +6 (1d6+1 E; critical arc 2)

STATISTICS

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

Skills Bluff +10, Computers +5, Culture +10, Diplomacy +10, Intimidate +10, Sense Motive +10, Stealth +5



COPAXI SPECIAL OPS
CR 4
XP 1,200



Languages Common, Copaxi, any 2 others

Other Abilities envoy improvisations (dispiriting taunt, universal expression), gravity adjustment

Gear second skin, static arc pistol with 2 batteries (20 charges each), tactical baton

ECOLOGY

Environment any (Tabrid Minor)

Organization solitary, pair, or coalition (3-10)

SPECIAL ABILITIES

Gravity Adjustment (Su) Retaining some of their ancient connection to the universe's gravitational forces, a copaxi can adjust their personal gravity as a standard action. They can treat high or low gravity as standard gravity or treat standard gravity as high or low gravity. These adjustments affect only the copaxi and anything they carry, but not thrown weapons. A copaxi can't adjust to or from extreme or zero gravity. This adjustment remains in effect until the copaxi spends another standard action to return to their environment's natural gravity. Entering an environment with a different gravity also cancels the copaxi's ongoing gravitational adjustment.

COPAXI SPECIAL OPS CR 4

XP 1,200

Copaxi solarian

LN Medium humanoid (copaxi)

Init +3; **Senses** blindsense (scent) 30 ft.; **Perception** +10

DEFENSE HP 50

EAC 16; **KAC** 18

Fort +6; **Ref** +6; **Will** +5

OFFENSE

Speed 30 ft.

Melee solar weapon +12 (1d6+9 plus 1d2 B)

Ranged thunderstrike sonic pistol +9 (1d8+4 So; critical deafen)

Offensive Abilities stellar revelations (black hole [20-foot radius, pull 10 ft., DC 13], gravity anchor, gravity boost [+], supernova [10-foot radius, 5d6 F; DC 13])

STATISTICS

Str +5; **Dex** +3; **Con** +1; **Int** +0; **Wis** +0; **Cha** +1

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

Languages Common, Copaxi, any 2 others

Other Abilities gravity adjustment, solar manifestation (solar weapon), stellar alignment

Gear graphite carbon skin, thunderstrike sonic pistol with 2 batteries (20 charges each), minor muon crystal^{AR}

ECOLOGY

Environment any (Tabrid Minor)

Organization solitary, pair, team (3-9) or squadron (10-20)

SPECIAL ABILITIES

Gravity Adjustment (Su) See above.



COPAXI

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

RACIAL TRAITS

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

Hit Points: 4

Size and Type: Copaxis are Medium humanoids with the copaxi subtype.

Blindsense: Copaxis have blindsense (scent) with a range of 30 feet.

Gravity Adjustment: See page 22.

Natural Communicator: A copaxi quickly adopts new forms of communication. Each time a copaxi gains a rank in Culture, they learn two languages rather than one language.

Regenerative Evolution: A copaxi gradually reshapes their body and neural networks to overcome new challenges. Each time a copaxi gains a level, they can retrain all the choices of one previous character level, as though they had used a mnemonic editor (*Core Rulebook* 226). They must have qualified for any new selections at the retrained level.

Copaxis evolved from copi, an unintelligent, coral-like organism that once covered their home world—the now heavily industrialized planet Tabrid Minor. Copi exhibit a supernatural attunement to the universe's gravitational forces, and for ages, copaxis harnessed this organism's power to create floating cities where they lived for centuries in a near-utopia.

The Signal changed copaxi society forever in 3 AG when copaxi inventors discovered how to refine copi into a semi-organic alloy suitable for constructing starships. Conflicting ideologies arose between traditionalists who clung to their people's ancient mysticism and technological innovators who wished to explore the stars. These differences led to violence and, eventually, all-out war. The ensuing struggles toppled the established order, nearly destroyed copaxi mystical traditions, and led copaxis to abandon their flying cities in pursuit of industrialization. The newly united copaxis decimated the planet's copi, simultaneously fueling a technological revolution while also severing their connection to the copi's supernatural power.

Thanks to their world-spanning government's fearful suppression of its past for decades, modern copaxis have only recently begun uncovering their planet's history. Most admit that Tabrid Minor has suffered as a result of rapid industrialization, but few know the extent of the damage or comprehend their ancestors' sacrificed connection to copi. Fewer still know the history of robotic life on the planet, for the government strictly monitors such technology and has instilled a superstitious fear of anything resembling a sentient machine in the populace. After Tabrid Minor began petitioning the Pact Worlds for protectorate status several years ago, the planet's government increased its crackdown on historical introspection, fearing the world's fraught past might undermine its chances of being accepted.

Copaxis have long enjoyed an affinity for solarian techniques, particularly minor feats of gravity control, though their current powers encompass only a shadow of what the species once accomplished with their full copi connection. Now that adventurers have begun rediscovering their people's ancient techniques locked away in the floating cities, sundry factions—from independent gyms to soldier-scholars trained by the military—have begun restoring and innovating the nearly forgotten arts of gravity manipulation and ecological mysticism.

A copaxi is a colony of individual, genetically identical polyps that have developed into an anthropomorphic form. Each polyp includes five feeding tentacles, about 2 inches long, that facilitate filter feeding. These polyps adapt and intertwine to form every part of a copaxi's body. Their segmented, calcium-rich exoskeletons sometimes develop elaborate horns and head crests that serve as unique identifiers for a copaxi.



DAEMON



ALUCIDAEMON
CR 4
XP 1,200

ALUCIDAEMON**CR 4****XP 1,200**

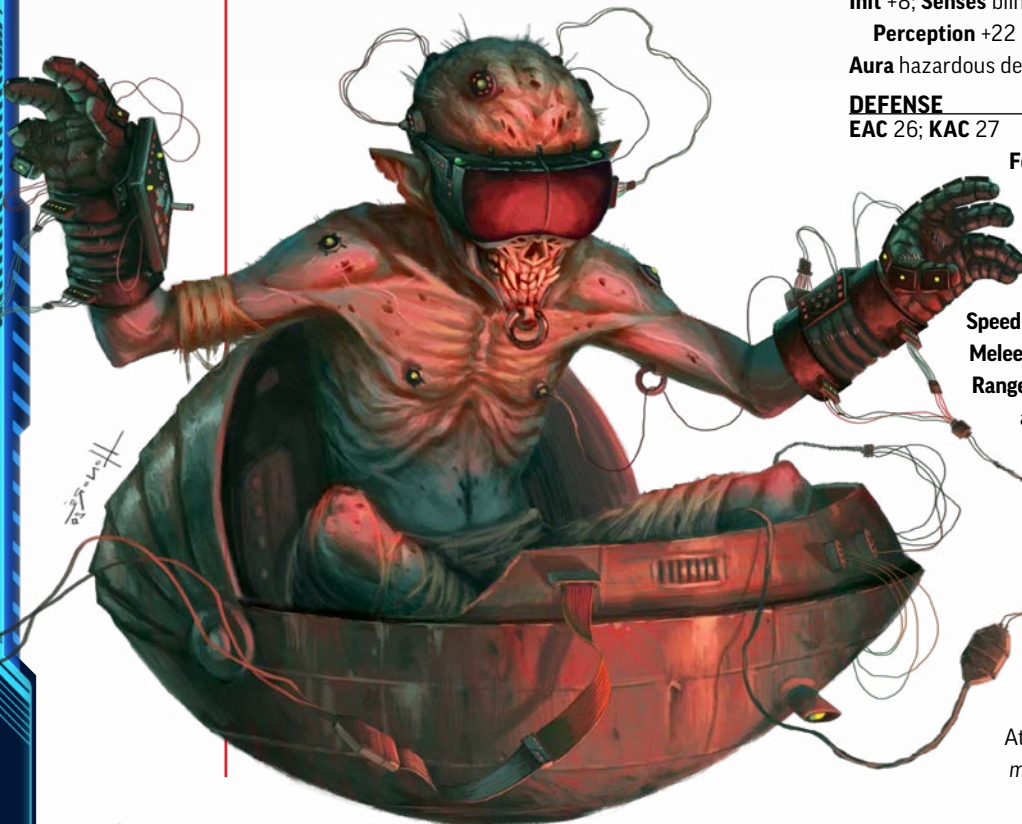
NE Small outsider (daemon, evil, extraplanar)

Init +5; **Senses** blindsense (life) 30 ft., darkvision 60 ft.;**Perception** +10**DEFENSE****HP 52****EAC** 16; **KAC** 17**Fort** +3; **Ref** +5; **Will** +7**Immunities** acid, death effects, disease, poison; **Resistances** cold 5, electricity 5, fire 5**OFFENSE****Speed** 10 ft., fly 50 ft. (Su, average)**Melee** slam +9 (1d4+6 B)**Ranged** electro discharge +11 (1d4+4 E; critical arc 1d4)**Offensive Abilities** virtual mortality**Spell-Like Abilities** (CL 4th)1/day—*holographic image* (2nd level, DC 15), *laser net*^{COM} (DC 15)1/day—*magic missile*, *overheat* (DC 14), *remote operation*^{COM} At will—*daze* (DC 13), *ghost sound* (DC 13)**STATISTICS****Str** +2; **Dex** +5; **Con** +0; **Int** +1; **Wis** +1; **Cha** +3**Skills** Bluff +15, Computers +15, Culture +15, Engineering +10, Piloting +10**Languages** Abyssal, Infernal; telepathy 100 ft.

ALORBIDAEMON
CR 12
XP 19,200

ECOLOGY**Environment** any (Abaddon)**Organization** solitary, pair, or local-area network party (3-16)**SPECIAL ABILITIES****Electro Discharge (Su)** An alucidaemon can produce an electric discharge from their gauntlets. This is a ranged attack against EAC that has a range increment of 20 feet.**Virtual Mortality (Su)** As a standard action, an alucidaemon can focus on a single living creature within 60 feet that has immediate access to a personal comm unit or datapad. Unless the target succeeds at a DC 15 Will save, the device immediately activates a vidgame that compels the target to play it. While the vidgame is active, the target takes a -2 penalty to AC and saving throws. The target can take a move action to play the vidgame, allowing it to attempt another DC 15 Will save to end the effect. At the end of each turn that the target doesn't take this move action, it begins to lose the vidgame and takes 2d6 damage from the vidgame as deadly feedback. Whether or not a creature succeeds at its saving throw against this ability, it's immune to further instances of this effect for 24 hours. This is a mind-affecting effect.**ALORBIDAEMON****CR 12****XP 19,200**

NE Large outsider (daemon, evil, extraplanar)

Init +8; **Senses** blindsense (life) 60 ft., darkvision 120 ft.;**Perception** +22**Aura** hazardous dedication (100 ft., DC 21)**DEFENSE****HP 200****EAC** 26; **KAC** 27**Fort** +11; **Ref** +13; **Will** +17**Immunities** acid, death effects, disease, poison; **Resistances** cold 10, electricity 10, fire 10**OFFENSE****Speed** 10 ft., fly 50 ft. (Su, average)**Melee** slam +22 (2d10+16 B)**Ranged** electro discharge +24 (2d8+12 E; critical arc 3d6)**Space** 10 ft.; **Reach** 5 ft.**Offensive Abilities** virtual mortality**Spell-Like Abilities** (CL 12th; melee +22, ranged +24)1/day—*holographic terrain* (DC 22), *overload systems* (DC 21)3/day—*arcing surge* (DC 20),*displacement*, *holographic image* (5th level, DC 22), *instant virus* (DC 20)At will—*holographic image* (3th level, DC 20), *magic missile*, *remote operation*^{COM}



DAEMON

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

STATISTICS**Str** +4; **Dex** +8; **Con** +2; **Int** +3; **Wis** +3; **Cha** +5**Skills** Bluff +27, Computers +27, Culture +27, Engineering +22, Piloting +22**Languages** Abyssal, Infernal; telepathy 100 ft.**ECOLOGY****Environment** any (Abaddon)**Organization** solitary**SPECIAL ABILITIES****Electro Discharge (Su)** See page 24.

Hazardous Reality (Su) An alorbidaemon can distort reality around themselves. Each creature within 100 feet of the alorbidaemon must succeed at a DC 21 Will save or take a -2 penalty to saving throws against illusions; this penalty persists while the creature remains in the aura and for 1 minute afterward. Any creature taking this penalty also takes 4d10 damage at the end of each turn that they're within an area of holographic terrain or within 30 feet of a holographic image (Will DC 21 negates), as the holographic threats attack them and inflict mental strain. A creature that succeeds at either Will save against hazardous reality is immune to that alorbidaemon's aura for 24 hours. This is a mind-affecting effect.

Virtual Mortality (Su) See page 24; the Will save DC is 21, and the damage dealt is 3d8.

Originating from the desolate plane of Abaddon, daemons strive to end all life in existence—even destroying themselves after snuffing out or consuming every other soul. A daemon's favorite method of killing often shapes their form and abilities. Traditional daemons might embrace more conventional means of inflicting death, though newer daemons have adapted to the galaxy's evolving technology. Both alucidaemons and alorbidaemons prey upon those who lose themselves in digital media. The former

drain the life from those who grow obsessed with vidgames. Especially dangerous, alorbidaemons arise from the souls of wicked sensates who perish while engrossed in virtual reality as their bodies withered from neglect.

Alucidaemons take the form of gaunt, child-like figures, their eyes covered by a visor feeding them various realities while they watch in slack-jawed awe. Nearly all of them move with the help of a floating pod that serves as an extension of their bodies; they control its movements with the mechanical gauntlets permanently locked onto their withered hands. Alorbidaemons appear as horrible amalgams of several alucidaemons, joined together in a connected set of pods to form a single body. A typical alucidaemon is 3 to 4 feet tall but weighs 200 pounds due to their mechanical components. A typical alorbidaemon is 4-5 feet tall but can weigh 1,000 pounds

VIDGAME FEAT

This feat represents the knowledge of those dedicated to playing vidgames.

Vidgame Aficionado

Through dedication, you've honed your skill at games and employed them in your daily life.

- **Prerequisites:** Profession (vidgamer) 7 ranks
- **Benefit:** Your dedication to vidgames of all types has provided you an eclectic array of trivia and skills. You can attempt any Intelligence- or Wisdom-based Profession skill check using your Profession (vidgamer) modifier with a -5 penalty, and you're treated as trained in those Profession skills. Once per day, you can attempt a Profession (vidgamer) check to identify a creature in place of using Engineering, Life Science, or Mysticism.



DAWN BEETLE



**DAWN
SUN-SCRAPPER**
CR 2
XP 600

**DAWN
CORE-DIVER**
CR 10
XP 9,600

DAWN SUN-SCRAPPER**CR 2****XP 600**

N Large vermin

Init +0; **Senses** darkvision 60 ft.; **Perception** +7**DEFENSE****EAC** 13; **KAC** 16**HP 23****Fort** +6; **Ref** +1; **Will** +4**Immunities** fire**OFFENSE****Speed** 20 ft., burrow 10 ft.**Melee** bite+8 (1d8+4 P) or
claw +10 (1d4+4 S)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** +2; **Dex** +0; **Con** +4; **Int** –; **Wis** +1; **Cha** +0**Skills** Athletics +7, Survival +12**Other Abilities** solar adaptation, solar slingshot, void
adaptation**ECOLOGY****Environment** any**Organization** solitary, pair, or crew (3–6)**SPECIAL ABILITIES****Scrap (Ex)** Known for its ability to tear apart virtually
anything to add to its junk hoard, a dawn sun-scrapper
gains a +4 racial bonus to sunder combat maneuvers.**Solar Slingshot (Ex)** A dawn sun-scrapper can fly through

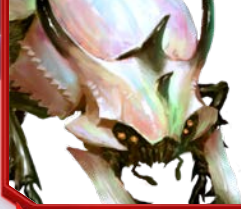
space at standard navigation and astrogation speeds (*Starfinder Core Rulebook* 290) using Survival instead of Piloting to navigate. The beetle can initiate this travel only while within 10 miles of an ongoing solar flare or similar stellar phenomenon. The beetle can't fly, but while traveling and curled up, it can reliably survive crash landings, taking only 3d6 falling damage no matter the height or speed.

DAWN CORE-DIVER**CR 10****XP 9,600**

N Large vermin

Init +2; **Senses** darkvision 60 ft.; **Perception** +19**DEFENSE****EAC** 23; **KAC** 27**HP 165****Fort** +14; **Ref** +9; **Will** +12**Immunities** fire**OFFENSE****Speed** 20 ft., burrow 10 ft.**Melee** bite +20 (2d10+15 P plus 1d10 F; critical burn 1d10) or
claw +22 (2d6+15 S plus 1d10 F)**Space** 10 ft.; **Reach** 5 ft.**Offensive Abilities** breath weapon (30-ft. cone, 11d6 F,
Reflex DC 17 half, usable every 1d6 rounds)**STATISTICS****Str** +5; **Dex** +2; **Con** +8; **Int** –; **Wis** +3; **Cha** +0**Skills** Athletics +19, Survival +19**Other Abilities** solar adaptation, solar slingshot, void
adaptation**ECOLOGY****Environment** any**Organization** solitary or crew (1–2 plus 3–8 sun-scrapper
beetles)**SPECIAL ABILITIES****Heated Carapace (Ex)** A dawn core-diver exudes intense
heat, dealing 1d10 fire damage to any creature that hits
it with a natural weapon or unarmed strike and to any
creature the core-diver hits with its attacks.**Scrap (Ex)** See above.**Solar Slingshot (Ex)** See above.

Dawn beetles incubate deep within stars before hatching, burrowing up to their star's middle layer, and seeking out debris to disassemble and recycle into brood chambers. The pressure deep within a star compresses and smooths the beetles' silicon-based bodies to an iridescent sheen as they slowly tunnel through the plasma, giving each a uniquely beautiful carapace. With scissor-like mandibles that can punch through steel and spiky claws able to tear through stone, dawn beetles are notorious



DAWN BEETLE

among mechanics, though Sarenrae's followers revere these beetles for their tenacity.

A dawn beetle's life cycle consists of two principal stages: sun-scrapper early on, then core-diver near the end of its life. True to their name, sun-scrappers industriously scabble about the middle layers of stars, chasing after any asteroids, derelict wrecks, and other debris that has survived the heat of entering the sun and dissecting and gathering the wreckage into large junk spheres. Sun-scrappers chew and mix the debris with special saliva that vastly raises the material's melting point, allowing these spheres to remain mostly solid despite the heat. Once a beetle's collection becomes too large to carry in its jaws, it instead pushes the mass backward with its hind legs as it searches for more material. These collectors periodically gather in crews for safety or, rarely, to push about a single massive scrap ball. When a sun-scrapper's sphere grows so enormous that it sinks toward the star's core, the beetle digs out a burrow in the sphere that repels heat so capably that terrestrial creatures and treasures can sometimes survive inside.

Of course, proper debris rarely lasts long after colliding with the sun. When stymied in their search, dawn beetles seek out sunspots, angle themselves toward distant stars, and wait for a solar flare. The eventual explosion hurls the beetles through space at tremendous speeds. Some crash into other stars, where they begin their hunt anew. Others reach far-flung planets, where the beetles quickly scavenge the most promising scrap around. Though these intrepid colonists mean living creatures no harm, the beetles not only devastate buildings and vehicles, but they also periodically misidentify and capture live prey who they stubbornly try to incorporate into their junk balls. Core-divers on tectonically active planets can even burrow into their new homes' molten cores and successfully hatch a new generation. Unfortunately, dawn beetles that miss their targets float haplessly and indefinitely, in rare cases colliding with unsuspecting starships and space stations that they adopt as their new homes.

Thanks to their plodding compliance, dawn beetles are rather easy to domesticate. With the proper saddle to dissipate the heat, a rider can direct their mount like a living tractor, pushing objects and demolishing structures. Unscrupulous space pirates even hide within their mounts' scrap spheres while sending out distress signals, waiting for unsuspecting starships to approach before emerging to have their beetles burrow into their prey. Other thrill seekers exploit the beetles' navigation abilities, using planetary gravity to slingshot them toward a distant destination, or ride the beetles bareback through space as part of rodeo competitions.

Some of Sarenrae's faithful consider dawn beetles a sacred animal. Acolytes take them as mounts and follow them through the galaxy, trusting in their patron's power to deliver them safely to other worlds to spread the Dawnflower's healing. They believe those

who can ride core-divers bareback without being burned are especially blessed. The Sarenites of the Burning Archipelago maintain small herds of the beetles on the surface, training them to recycle the settlement's waste. However, these beetles periodically become too greedy, and the Archipelago's security must fend off hundreds of the scavengers.

SUN-SCRAPPER BEETLE COMPANIONS

Dawn beetles make agreeable companions so long as their keepers periodically remind them not to disassemble nearby vehicles and architecture. A sun-scrapper becomes anxious unless regularly provided junk and a place to store it, but properly bribed, it remains content to live with others for years. Core-divers, on the other hand, rarely remain on the surface long enough to serve as long-term companions.

SUN-SCRAPPER BEETLE

LEVELS
2-16

Large vermin

Senses darkvision 60ft

Good Save Fort; **Poor Saves** Ref, Will

Speed 20 ft., burrow 10 ft.

Melee Attack bite (P)

Space 10 ft. **Reach** 5 ft.

Ability Modifiers Con, Str

Other Abilities solar adaptation, void adaptation

SPECIAL ABILITIES

Junk Fortress (Ex) A sun-scrapper beetle gains the Barricade feat. When you're mounted on your sun-scrapper beetle companion, you and your companion benefit equally from the cover granted by Barricade.

Scrap (Ex) A sun-scrapper beetle gains a +4 racial bonus to sunder combat maneuvers.

Solar Slingshot (Ex) See page 26.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

DEADFALL STALKER



DEADFALL
STALKER
CR 12
XP 19,200

DEADFALL STALKER

CR 12

XP 19,200

CN Large magical beast

Init +5; **Senses** blindsight (vibration) 60 ft., sense through (blindsight [vibration]) 60 ft., sightless; **Perception** +27

DEFENSE

EAC 26; KAC 28

Fort +16; **Ref** +16; **Will** +11**Defensive Abilities** regeneration 5 (electricity)

HP 185

OFFENSE

Speed 30 ft., burrow 15 ft., climb 30 ft.

Melee bite +22 (3d8+20 B plus swallow whole) or claw +26 (3d6+20 S plus grab)

Multiattack 3 claws +20 (3d6+20 S plus grab)

Offensive Abilities singular attraction, swallow whole (3d8+20 B, EAC 26, KAC 24, 46 HP)

Spell-Like Abilities (CL 12th)

1/day—*cosmic eddy* (DC 19), *greater invisibility* (self only), *passwall*

Space 10 ft.; **Reach** 5 ft. (10 ft. with claws)

STATISTICS

Str +8; **Dex** +5; **Con** +4; **Int** -3; **Wis** +1; **Cha** -2**Skills** Athletics +27, Stealth +22**Other Abilities** compression, feast, void adaptation

ECOLOGY

Environment any (Apostae)**Organization** solitary or tangle (2-8)

SPECIAL ABILITIES

Feast (Su) Whenever a creature the deadfall stalker has swallowed dies or loses or spends a Resolve Point while dying, the deadfall stalker's regeneration increases by 10 during the following round (maximum 25).

Singular Attraction (Ex) A deadfall stalker easily transfers grabbed prey into its maw. A deadfall stalker can use its swallow whole ability to swallow a creature even if that creature wasn't grappled or pinned by the deadfall stalker's bite attack.

Loosely resembling a spider, a deadfall stalker's body hosts a black hole singularity it uses to capture, crush, and digest prey. Each of these subterranean predators skitters ably on its host of legs—the number of appendages ranges from 12-31 but doesn't impact their creatures' mobility and is unrelated to their age. A stalker's strange, spherical body has phalanxes of hairy appendages. Rather than eyes, a deadfall stalker relies on its legs' thousands of bristles, using them to sense the faintest vibrations even through thin atmosphere or stone. Those who survive encounters with these beasts sometimes report the soft tapping of a nearby stalker as it hauntingly raps on nearby surfaces to listen for echoes and prey.

As ambush hunters, deadfall stalkers quietly patrol their territory on the lookout for prey to catch unawares. They're adept at creeping up on targets, yet their favored tactic involves using *passwall* to strike from a completely unexpected direction. Once in range, a deadfall stalker scabbles to pin down its prey with its legs before passing the immobilized meal into its jawless maw, which relies on suctioning force to crush and swallow food whole. The internal singularity and the organ that shelters it occupy roughly half the stalker's abdomen, and in addition to creating the gravity fields that circulate the creature's blood, the singularity acts as a powerful gizzard that pulverizes virtually anything the deadfall stalker swallows. The beast draws sustenance from the energy released by its prey's disintegrating atomic bonds and periodically excretes hyperdense waste pellets.

When a deadfall stalker accumulates too much matter, its singularity grows too powerful to remain housed safely in the creature's body. Within a few days, the stalker finds a safe place, hunkers down, and locks its limbs against one another in order to tear itself apart, undergoing binary fission. In addition to creating two healthy deadfall stalkers, each with





DEADFALL STALKER

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

half the number of legs as the original, this process snaps the singularity in half, releasing a powerful shock wave that registers on seismometers, breaks windows, and occasionally triggers cave-ins. The two halves barely acknowledge each other before skittering off to go their separate ways, gradually growing a full set of legs over the next several months.

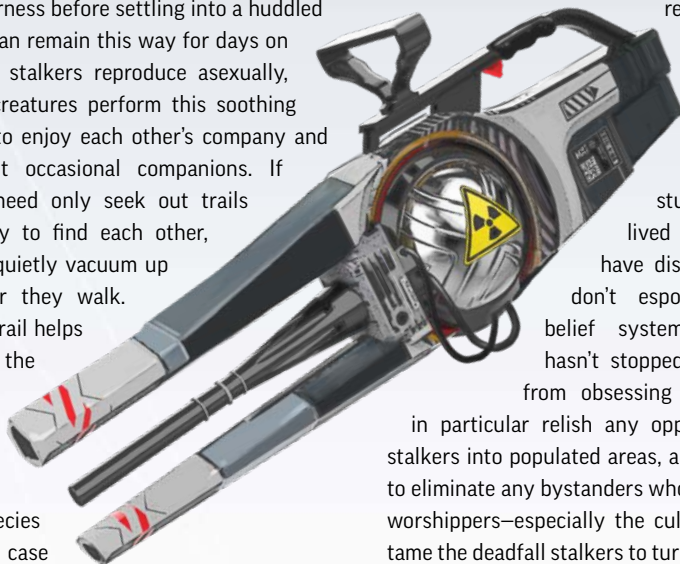
Deadfall stalkers typically live solitary existences. However, they are fairly gregarious when meeting others of their kind, often linking claws and patting each other's joints with remarkable tenderness before settling into a huddled tangle of limbs. They can remain this way for days on end. Because deadfall stalkers reproduce asexually, it's unclear why the creatures perform this soothing ritual, yet they seem to enjoy each other's company and purposefully seek out occasional companions. If lonely, these beasts need only seek out trails that lack dust entirely to find each other, for their singularities quietly vacuum up loose debris wherever they walk. Thankfully, this same trail helps other creatures avoid the stalkers. In at least three documented cases, however, these beasts have sought out other species for company—in each case chasing down, capturing, and then delicately grooming their distressed companion before releasing them wordlessly several hours later.

The discovery of deadfall stalkers came only within the last century, when a half-orc expedition into Apostae's interior unsealed a vault with walls dozens of feet thick. A torrent of deadfall stalkers fell upon the spelunkers, and the drow who received the distress calls responded by sealing off that stretch of tunnels, thinking that sufficient to stem the strange threat. However, deadfall stalkers have since infiltrated several other sections of the planet, bypassing all but the thickest barricades. Within a month, the creatures had spread beyond the drow houses' ability to contain the threat, and deadfall stalkers have become a deadly reality for those delving the planet's depths.

Thankfully, deadfall stalkers can barely sense their surroundings on Apostae's airless surface, which discourages

the creatures from venturing too far into the open. Those that do become hopelessly lost, often compressing themselves into a tight mass before entering a period of hibernation. This survival technique occasionally results in stalkers hiding in surface ruins, or getting lodged into starship hulls and inadvertently hitching rides across the galaxy. These accidental stowaways adapt easily to new worlds, yet they inexplicably reproduce far slower on other planets than they do on Apostae. As much as this peculiarity baffles researchers, it's welcome news to the distant worlds that wish to avoid being overrun.

The few biologists and behaviorists who've studied deadfall stalkers and lived to report their findings have discovered that the creatures don't espouse particularly complex belief systems, yet this information hasn't stopped the Cult of the Devourer from obsessing over them. Feaster sects in particular relish any opportunities to lure deadfall stalkers into populated areas, all while forming a perimeter to eliminate any bystanders who try to flee the scene. Other worshippers—especially the cult's recruiters—have tried to tame the deadfall stalkers to turn them into dreadful mounts or living tanks. Devourer cultists have even attempted to transport deadfall stalkers to other planets, often with disastrous results. Collectively, these destructive missions rarely go as planned, as the escaped beasts often inflict just as much havoc on their captors as they might once have on the cultists' intended targets.



SINGULARITY CANNONS

By capturing, studying, and dissecting deadfall stalkers—all at considerable cost in blood and credits—the drow manufacturer Arabani Arms Ltd. has created powerful cannons able to create gravitational singularities at a distant point. These instantaneous black holes tear apart nearby matter and, in the process, hurl away any victims who can't clear the area. The singularity typically lasts for a split-second, yet slivers of the microscopic black hole can adhere to unlucky targets, painfully anchoring their bodies in place.

SINGULARITY CANNONS (TWO-HANDED HEAVY WEAPONS)

WEAPON MODEL	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Singularity cannon, light	5	3,150	1d10 B	50 ft.	Bind	40	4	2	explode (5 ft.), force ^{AR} , gravitation ^{AR} (5 ft.), unwieldy
Singularity cannon, heavy	9	13,000	2d10 B	50 ft.	Bind	40	4	2	explode (5 ft.), force ^{AR} , gravitation ^{AR} (10 ft.), unwieldy
Singularity cannon, advanced	14	76,750	3d10 B	60 ft.	Bind	80	6	3	explode (10 ft.), force ^{AR} , gravitation ^{AR} (15 ft.), unwieldy
Singularity cannon, paragon	19	555,000	6d10 B	70 ft.	Bind	80	8	3	explode (10 ft.), force ^{AR} , gravitation ^{AR} (20 ft.), unwieldy

ELEMENTAL



**IMMENSE
ELEMENTAL**
Tier 1/2

**GIGANTIC
ELEMENTAL**
Tier 4

**TITANIC
ELEMENTAL**
Tier 10

IMMENSE ELEMENTAL TIER 1/2

N Tiny starship outsider (elemental, extraplanar)

Speed 10; **Maneuverability** perfect (turn 0)

AC 16; **TL** 16

HP 30; **DT** —; **CT** 6

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) gyrolaser (1d8; 5 hexes), light laser cannon (2d4; 5 hexes)

Power Core elemental core (70 PCU); **Drift Engine** none; **Systems** mk 3 armor, mk 3 defenses; **Expansion Bays** none

Other Abilities living starship, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +4 (1 rank)

Gunner (2 actions) gunnery +3 (1st level)

Pilot (1 action) Piloting +11 (1 rank)

ECOLOGY

Environment any sky or vacuum (Elemental Plane)

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

SPECIAL ABILITIES

Living Starship (Ex) An immense elemental 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 immense elemental takes critical damage. The immense elemental's elemental cohesion can't gain the wrecked condition.

D%	System	Effect
1-30	Weapons	Condition applies to all gunner actions.
31-60	Propulsion	Condition applies to all pilot actions.
61-90	Core	Condition applies to all engineer actions, except when patching or repairing the core.
91-100	Elemental cohesion	Condition applies to all actions.

GIGANTIC ELEMENTAL TIER 4

N Medium starship outsider (elemental, extraplanar)

Speed 8; **Maneuverability** good (turn 1)

AC 19; **TL** 19

HP 65; **DT** —; **CT** 13

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) light plasma cannon (2d12; 5 hexes)

Attack (Port) light torpedo launcher (2d8; 20 hexes)

Attack (Starboard) light torpedo launcher (2d8; 20 hexes)

Attack (Turret) light particle beam (3d6; 10 hexes)

Power Core elemental core (150 PCU); **Drift Engine** none;

Systems mk 5 armor, mk 6 defenses; **Expansion Bays** none

Other Abilities living starship, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +10 (4 ranks)

Gunner (2 actions) gunnery +9 (4th level)

Pilot (1 action) Piloting +16 (4 ranks)

ECOLOGY

Environment any sky or vacuum (Elemental Plane)

Organization solitary or pair

SPECIAL ABILITIES

Living Starship (Ex) See above.

TITANIC ELEMENTAL TIER 10

N Huge starship outsider (elemental, extraplanar)

Speed 8; **Maneuverability** average (turn 2)

AC 25; **TL** 24

HP 230; **DT** 5; **CT** 46

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) particle beam cannon (3d4×10; 20 hexes)

Attack (Port) high explosive missile launcher (4d8; 20 hexes)

Attack (Starboard) high explosive missile launcher (4d8; 20 hexes)

Attack (Turret) plasma cannon (5d12; 10 hexes)

Power Core elemental core (300 PCU); **Drift Engine** none;

Systems mk 7 armor, mk 7 defenses; **Expansion Bays** none

Other Abilities living starship, void adaptation

CREW ACTIONS

Engineer (1 action) Engineering +19 (10 ranks)

Gunner (2 actions) gunnery +15 (10th level)

Pilot (1 action) Piloting +24 (10 ranks)

ECOLOGY

Environment any sky or vacuum (Elemental Plane)

Organization solitary

SPECIAL ABILITIES

Living Starship (Ex) See above.

Some elementals are so large that they function as starships for the purposes of combat in Starfinder. Most commonly encountered on the Elemental Planes, these rare creatures tend to leave other natives of their elemental plane alone but sometimes strike out aggressively at manufactured starships they perceive as threats. Starship-sized elementals that are pulled into the Material Plane (often by accident) are equally as hostile and can be quite dangerous when they appear along heavily used travel routes. Usually, nothing short of a system's entire standing fleet is enough to counter an assault from the largest of these elementals. There have even been rare instances of military forces



ELEMENTAL

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

conscripting a starship-scale elemental to join its forces, with devastating effect.

Starship-sized elementals come in many shapes, from an unformed mass of elemental material to a massive animal. Some even appear as popular models of manufactured starships, though scholars disagree on why—whether it's an attempt to blend in, or to lure such vessels closer and ambush them. A starship-sized elemental's weapons are magically infused with the elemental energy of its home plane, though this usually results in only cosmetic differences and has no effect within starship combat. Their scale and appearance can be so unexpected that inexperienced starship crews sometimes mistake them for stellar phenomena.

The statistics for a specific starship-sized elemental can be generated using one of the stat blocks above plus one of the four following grafts.

ELEMENTAL STARSHIP GRAFTS

The four types of elemental starship grafts are listed below. These grafts function similarly to the simple template grafts used for non-starship creatures (*Starfinder Alien Archive* 150), providing minor changes to the main stat block as well as additional abilities.

Air Elemental Starship Graft

Despite being made of living wind, starship-sized elementals from the Elemental Plane of Air are surrounded by a mystical field of energy that keeps them from dissipating in a vacuum.

Traits: Air subtype; increase speed by 2; reduce distance between turns by 1 (if already 0, the elemental instead gains a +2 bonus to Piloting checks); reduce Piloting bonus by 1; whirlwind flyby (see below); **Languages:** Auran.

Whirlwind Flyby (Ex): When a starship-sized air elemental successfully performs the flyby stunt, in addition to it firing at a chosen quadrant of the enemy vessel at close range during the next gunnery phase, the enemy vessel takes a -2 penalty to AC and TL until the start of the next round and is turned to face the direction of the air elemental's choosing.

Earth Elemental Starship Graft

Elementals from the Elemental Plane of Earth tend to be composed of dirt, stone, and crystal, and they are sometimes mistaken for asteroids and comets.

Traits: Earth subtype; increase AC by 2; increase distance between turns by 1 (maximum 4); earthen fortifications (see below); **Languages:** Terran.

Earthen Fortifications (Ex): Penalties from critical damage conditions for the starship-sized earth elemental are reduced by 1.

Fire Elemental Starship Graft

Burning nearly as hot as a star, spacebound elementals from the

Elemental Plane of Fire speed through the inky darkness searching for ways to return to their home plane.

Traits: Fire subtype; increase speed by 4; reduce Piloting bonus by 2; +4 bonus to Piloting checks for determining when to act during the helm phase; burning blasts (see below); **Languages:** Ignan.

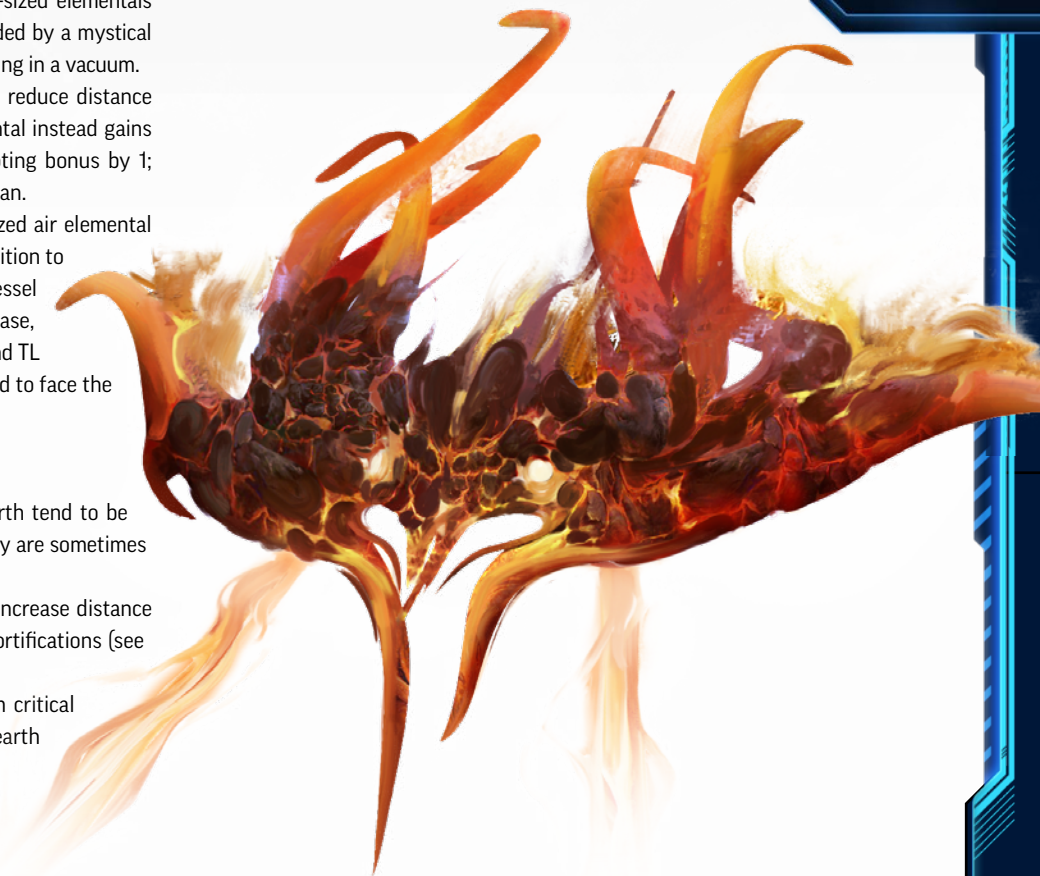
Burning Blasts (Ex): Attacks from a starship-sized fire elemental are hot enough to melt starship hulls. The fire elemental increases damage dealt to Hull Points (not damage that depletes Shield Points) by an amount equal to its tier (minimum 1).

Water Elemental Starship Graft

Starship-sized elementals from the Elemental Plane of Water retain their liquid forms even within the void of space.

Traits: Water subtype; increase TL by 2; -1 penalty to gunnery checks; slippery stunts (see below); **Languages:** Aquan.

Slippery Stunts (Ex): When a starship-sized air elemental successfully performs a back off, barrel roll, evade, or slide stunt, and the result of the check exceeds the DC by 5 or more, the elemental can turn to face any direction at the end of its movement.



ENDLING



**KORUVI
ENDLING**
CR 3
XP 800

KORUVI ENDLING**CR 3****XP 800**

N Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE****EAC** 14; **KAC** 16**HP** 40**Fort** +5; **Ref** +5; **Will** +4**Defensive Abilities** incorporeal, rejuvenation; **Immunities** undead immunities**OFFENSE****Speed** 40 ft.**Melee** antitech hoof +11 (1d6+7 B; DC 12, see desolation ending template graft below) or antitech horn +11 (1d6+7 P; DC 12, see desolation ending template graft below)**Offensive Abilities** demolition**STATISTICS****Str** +4; **Dex** +2; **Con** –; **Int** –4; **Wis** +1; **Cha** –2**Skills** Acrobatics +8, Athletics +13, Stealth +8**Other Abilities** unliving**ECOLOGY****Environment** any (Calen 5)**Organization** solitary or retribution (2–8)**SPECIAL ABILITIES****Antitech Natural Weapons (Su)** See desolation ending template graft below.**Demolition (Su)** See desolation ending template graft below.**Rejuvenation (Su)** See desolation ending template graft below. The only way to permanently destroy a koruvi ending

is to establish a large green space in Hope's Edge on Calen 5.

Over the passage of eons, myriad creatures have flourished and dwindled naturally as their eras have come and gone. Often, however, a species' overall lifespan is cut short by an unnatural intrusion, whether from unexpected predation, destruction of natural habitat, or a disease from another planet. In rare cases, spectral creatures known as endlings arise immediately after the last member of a species perishes.

Endlings manifest as much larger spectral members of an extinct species. These ghosts gain abilities that allow them to combat their perceived source of their species' demise: those who were hunted to extinction develop ferocious combat prowess, while those whose homes were destroyed by colonization gain the power to destroy technology and artificial structures. Xenobiologists differ on the exact nature of endlings. Some theorize that endlings are the collective sorrow of a species made manifest, while others believe they are the ghosts of the very last survivors, driven to carry on their species' legacy even in death.

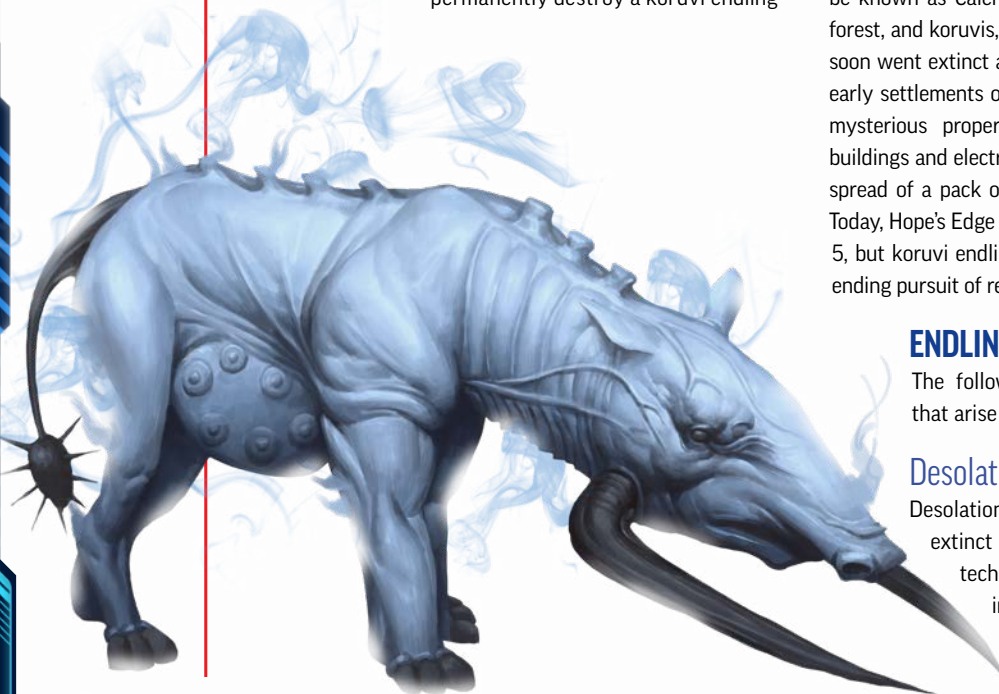
Koruvus were diminutive ungulates that lived in dens in a planetwide rain forest on a Near Space world. These small creatures had striped and spotted fur, prehensile snouts, and small horns, which they used to dig up fungi for sustenance. However, a vesk mining company that was scouting that system detected starmetal veins beneath the planet's crust. In the feverish mining race that followed, factions from across the galaxy fought to gain a foothold on what came to be known as Calen 5. Invading miners razed vast swaths of forest, and koruvus, among the other native species of Calen 5, soon went extinct as their home was destroyed. In one of the early settlements on Calen 5, Hope's Edge, residents reported mysterious property damage, such as holes ripped into buildings and electrical equipment badly mangled, and rumors spread of a pack of ghostly monsters skulking around town. Today, Hope's Edge has grown into the de facto capital of Calen 5, but koruvi endlings still fiercely attack the city in a never-ending pursuit of revenge against the cause of their extinction.

ENDLING TEMPLATE GRAFTS

The following template grafts represent endlings that arise from various extinction events.

Desolation Ending Template Graft

Desolation endlings can appear when a species goes extinct due to destruction of its habitat through technological means. Whether through industrial deforestation of an ancient wood or damming a river for hydropower, desolation endlings despise the





ENDLING

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

structures built in place of their homes and the destructive technology used to that end.

Required Creature Type and Subtype: Undead (incorporeal).

Suggested Alignment: Neutral.

Traits: One size larger than the creature was in life; rejuvenation (see below); antitech natural weapon (see below); demolition (CR 3+; see below).

Antitech Natural Weapons (Su): As an attack, a desolation ending can temporarily cause a body part to become substantial. This functions as a natural weapon that the species had in life, dealing a damage type that the living counterpart's natural attack dealt. A creature hit by this attack must attempt a Reflex save. On a failure, a random hybrid or technological item worn or wielded by the target ceases to function for 1 round, and if the target is a technological construct, it is shaken for 1 round.

Demolition (Su): A desolation ending's antitech natural weapons ignore an amount of hardness equal to twice its CR. When performing a sunder combat maneuver, a desolation ending gains a +4 insight bonus to its attack roll.

Rejuvenation (Su): An ending can't be destroyed by violence—an ending reduced to 0 Hit Points dematerializes but restores itself in 2d4 days. The only way to permanently destroy an ending is to determine the reason for its extinction and perform some action to set right whatever prevents it from resting in peace. The exact means vary with each kind of ending and are determined by the GM.

Invasion Ending Template Graft

Invasion endings manifest following the extinction of a species via unnatural predators—from colonists seeking to clear out pesky wildlife from a region they wish to settle to invasive species introduced from other parts of the galaxy. As a stark contrast from their past lives, these endings are particularly vicious, as if the species' collective spirit refuses to be put down yet again.

Required Creature Type and Subtype: Undead (incorporeal).

Suggested Alignment: Neutral.

Traits: One size larger than the creature was in life; rejuvenation (see Desolation Ending Template Graft); vicious natural weapons (see below); fearsome roar (CR 3+; see below).

Fearsome Roar (Su): As a standard action, an invasion ending can let out a terrifying roar. All non-ending creatures within 30 feet must succeed at a Will save or become shaken for 1 round. Creatures that fail this save by 5 or more are instead frightened for 1 round. A creature that succeeds at this save is immune to the fearsome roar of all invasion endings for 24 hours.

Vicious Natural Weapons (Su): As an attack, an invasion ending can temporarily cause a body part to become substantial. This functions as a natural weapon that the species had in life, dealing a damage type that the living counterpart's

natural attack dealt, as well as inflicting the bleed condition for an amount of damage equal to the ending's CR.

Plague Ending Template Graft

Plague endings result from extinction by disease. Perhaps outsiders unwittingly introduced pathogens that the species' immune systems weren't evolved to cope with, or maybe the affliction was purposely inflicted to cull the species' numbers. These endings have become avatars of disease, turning their own pestilence against those who oppose them.

Required Creature Type and Subtype: Undead (incorporeal).

Suggested Alignment: Neutral.

Traits: One size larger than the creature was in life; rejuvenation (see desolation ending template graft above); diseased natural weapons (see below); plague aura (CR 3+; see below).

Diseased Natural Weapons (Su): As an attack, an invasion ending can temporarily cause a body part to become substantial. This functions as a natural weapon that the species had in life, dealing a damage type that the living counterpart's natural attack dealt. A creature hit by this attack must attempt a Fortitude save or be exposed to a poison whose symptoms closely mimic the disease that caused the ending's species' extinction (see below).

Plague Aura (Su): A plague ending emits an aura of pestilence. All creatures that begin their turn within 30 feet of the plague ending must succeed at a Fortitude save or be affected by the plague ending's poison (see below).

PLAGUE ENDLING POISON

Type poison (contact); **Save** Fortitude (DC based on creature's array)

Track any one track; **Frequency** 1/round for 6 rounds

Cure 1 save



ENTU COLONY



ENTU COLONY
CR 1/2
XP 200

ENTU COLONY

CR 1/2

XP 200

N Small ooze

Init +0; **Senses** blindsight (emotion) 60 ft.; **Perception** +4

DEFENSE

EAC 10; KAC 11

HP 12

Fort +2; **Ref** -2; **Will** +1

Defensive Abilities amorphous, limited ooze benefits

OFFENSE

Speed 30 ft.

Melee tactical baton +4 (1d4 B)

STATISTICS

Str -2; **Dex** +0; **Con** +1; **Int** +2; **Wis** +1; **Cha** +3

Skills Diplomacy +9, Life Science +9, Sense Motive +9, Stealth +4

Languages Common; limited telepathy 30 ft.

Other Abilities tactical symbiosis

Gear tactical baton

ECOLOGY

Environment any

Organization solitary, pair, or growth (3–20)

SPECIAL ABILITIES



NELENTU
CR 7
XP 3,200

Limited Ooze Benefits (Ex) Entu colonies gain a +2 racial bonus on saving throws against illusion, paralysis, poison, polymorph, sleep, and stunning effects, unless the effect specifies that it's effective against oozes.

Tactical Symbiosis (Ex) Once per day as a standard action, an entu colony can temporarily merge a portion of itself with a willing non-entu colony creature they've telepathically communicated with and can touch. This symbiosis lasts until the beginning of the entu colony's next turn; during this time the entu colony can't take any actions but can use each of the following abilities once. A creature can benefit from only one tactical symbiosis at a time.

Cellular Restoration: Restore a number of Hit Points to the host equal to twice the entu colony's CR or level.

Improve Condition: Grant the host an additional save against an ongoing affliction with a +2 circumstance bonus.

Synaptic Pulse: Grant the host a +2 circumstance bonus to Reflex saves until the entu colony's next turn.

NELENTU

CR 7

XP 3,200

N Medium animal (entu symbiote)

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

Perception +14

DEFENSE

HP 105

EAC 19; KAC 21

Fort +11; **Ref** +11; **Will** +6

OFFENSE

Speed 30 ft., fly 20 ft. (Ex, average)

Melee claw +17 (2d6 +12 S) or

fangblade +17 (1d12+12 S; critical bleed 1d8)

Ranged corona laser rifle +14 (2d6+7 F; critical burn 1d6)

STATISTICS

Str +5; **Dex** +2; **Con** +2; **Int** +4; **Wis** +1; **Cha** +2

Skills Acrobatics +14, Athletics +19, Life Science +19, Sense Motive +14

Languages Common; limited telepathy 30 ft.

Gear corona laser rifle with 2 batteries (20 charges each), fangblade with 2 batteries (20 charges each)

ECOLOGY

Environment any forest or urban

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

Entu colonies begin their life cycle as a collection of minuscule spores. Over time, the spores fuse together through intricate networks of mycelia that function similarly to neurons, creating sapient and mobile fungal colonies. These structures generate conscious thought and obtain sensory information about the colony's environment.

In their first weeks of life, entu spores gradually coalesce into amorphous pools of opalescent slime with malleable





ENTU COLONY

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

RACIAL TRAITS

Entu Colonies

Ability Adjustments: +2 Int, +2 Cha, -2 Str**Hit Points:** 2**Size and Type:** Entu colonies are Small oozes.**Amorphous:** An entu colony has the amorphous universal creature rule (page 152).**Entu Colony Senses:** An entu colony has blindsight (emotion) with a range of 60 feet.**Limited Ooze Benefits:** See page 34.**Limited Telepathy:** Entu colonies have limited telepathy with a range of 30 feet.**Tactical Symbiosis:** See page 34.

Entu Symbiotes

Ability Adjustments: +2 Int**Hit Points:** 4**Size and Type:** Entu symbiotes are Small, Medium, or Large animals with the entu symbiote subtype.**Entu Symbiote Senses:** An entu symbiote has blindsense (emotion) with a range of 30 feet and low-light vision.**Extrasensory Perception:** The mycelia integrated into an entu symbiote's nervous system allow them to perceive ambient thoughts and emotion. They gain a +2 racial bonus to Perception and Sense Motive checks.**Limited Augmentations:** The only augmentations that can be installed in an entu symbiote's brain are datajacks and the mechanic's custom rig.**Limited Telepathy:** Entu symbiotes have limited telepathy with a range of 30 feet.**Natural Weapons:** Entu symbiotes have the natural weapons universal creature rule with a kinetic damage type chosen at character creation.**Symbiotic Enhancement:** At character creation, an entu symbiote chooses a fly speed (Ex, average), burrow speed, climb speed, or swim speed, matching thematically the type of animal on which the entu symbiote is based. The entu symbiote has that speed with a value of 20 feet.

pseudopod-like organs. At this stage, colonies can communicate telepathically with other creatures using a lexicon of sensory and emotional concepts. Entu colonies can reproduce asexually once they reach maturity, typically six months after they first sprout mycelia. Most of the resulting spores integrate into the parent colony, but some may split off to form a separate colony.

Thought not parasitic, entu colonies feed on emotion and thought. In fact, some seek to consensually merge with other sentient creatures rather than form into full-fledged and independent colonies. Instead of harming their host, an entu fungus's adaptable cells mimic the host's brain and nerve tissue. Their mycelia intertwine with their host's central nervous system, creating new synapses and enhancing sections of the host's brain. Despite inhabiting the host's body, the entu fungus retains a separate consciousness which intertwines with its host through shared functional memories and sensory input. The resultant symbiotic life-form, called an entu symbiote, eventually attains self-awareness, complex thought, and even linguistic ability. Entu integration can sometimes result in entu symbiotes' offspring already being seeded with the fungal life integrated into their bodies and brains; this development has led to the "uplifting" of entire species of previously non-sapient animals.

The nelentu, one of the founding species of the Kreiholm Freehold, is a prominent example of a successful symbiosis that spans generations. Originally a species of bat-like animals called neleks that evolved on Agillae-2, these once unintelligent, fruit-eating creatures encountered entu spores early in their evolution and willingly became their hosts. The two species formed a society based on this symbiosis. Today, nelentus inhabit tiered jungle-cities built around green spaces, known as Gardens of Thought, where they cultivate entu spores for future generations. Nelentus consider themselves to be one species, referring to themselves and other nelentus using plural pronouns in deference to their dual nature.

Entu fungi of all kinds seek constant exposure to emotion and thought to thrive, and those involved with symbiotes prioritize their hosts' physical needs. They prefer to enter symbiotic relationships with creatures who can benefit from their cellular mimicry, living as long as the host creature does—and dying along with it. Entu colonies, on the other hand, can survive for up to 300 years.



EPOKASITE



**EPOKASITE
FIXER**
CR 3
XP 800

EPOKASITE FIXER**CR 3****XP 800**

NG Tiny fey

Init +2; **Senses** low-light vision; **Perception** +8**Aura** draining (20 ft.)**DEFENSE****HP 28****EAC** 14; **KAC** 15**Fort** +4; **Ref** +4; **Will** +6**Defensive Abilities** tech resistance 5; **Resistances** electricity 5**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, perfect)**Melee** archaic knife +8 (1d4+2 S)**Ranged** bow +6 (1d6+3 P)**Space** 2-1/2 ft.; **Reach** 0 ft.**Offensive Abilities** anachronistic strike**Spell-Like Abilities** (CL 3rd)1/day—*detect tech*, *detect radiation*,
*hold portal*At will—*mending***STATISTICS****Str** -1; **Dex** +2; **Con** +0; **Int** +4; **Wis** +1; **Cha** +0**Skills** Acrobatics +13 (+21 to fly),

Engineering +13, Intimidate +8,

Sleight of Hand +8, Stealth +8

Languages Common**Gear** archaic knife, bow with 20
arrows, engineering tool kit**ECOLOGY****Environment** any land**Organization** solitary or reenactment
(2-7)**SPECIAL ABILITIES**

Anachronistic Strike (Su) Any damage an epokasite deals with an archaic weapon is never reduced as a result of that property. Any archaic weapon an epokasite wields typically deals additional damage or has additional weapon properties, equivalent to a basic melee weapon or small arm of a level equal to the fey's CR.

Draining Aura (Su) An epokasite fixer radiates an aura that drains active technological items. While in the area, each item whose level is no more than twice the fixer's CR (level 7 for most fixers) doubles its usage (if it uses charges to function), reduces the saving throw DCs of any effects it creates by 2, and increases the DC of all checks to use the



item by 2. If the item's level is lower than the fixer's CR, it instead triples its usage, reduces its saving throw DCs by 3, and increases the check DCs by 3.

Tech Resistance (Su) An epokasite naturally resists contemporary technology, including technological traps, most weapons, technomancer spells, hybrid gear, and the natural attacks of creatures with the technological subtype. Any damage the epokasite takes from such sources is reduced by the listed amount (minimum 0), which doesn't stack with other resistances the epokasite has. Natural hazards, weapons with the archaic special weapon property, and other forms of magic bypass this defense.

EPOKASITE RUNNER**CR 8****XP 4,800**

CG Medium fey

Init +4; **Senses** low-light vision; **Perception** +16**Aura** draining (20 ft.)**DEFENSE****HP 95****EAC** 19; **KAC** 20**Fort** +9; **Ref** +9; **Will** +11**Defensive Abilities** tech resistance 10;**Resistances** electricity 10**OFFENSE****Speed** 30 ft.**Melee** club +12 (2d6+9 B & So; critical knockdown)**Ranged** archaic blaze flame
pistol +14 (2d4+8 F; critical
burn 1d4)**Offensive Abilities** anachronistic
strike, regressing glare**Spell-Like Abilities** (CL 8th; ranged +15)1/day—*discharge* (DC 20)3/day—*caustic conversion*, *digital shield* (page
37), *holographic image* (level 2) (DC 19),
make whole, *manipulate tech*^{COM}At will—*identify*, *incompetence*^{AR}, *jolting surge***STATISTICS****Str** +1; **Dex** +4; **Con** +0; **Int** +6; **Wis** +2; **Cha** +0**Skills** Bluff +16, Culture +16, Disguise +21,
Engineering +16**Languages** Common**Gear** archaic blaze flame pistol with 2 standard
petrol tanks, club**ECOLOGY****Environment** any land**Organization** solitary or reenactment (2-4)**SPECIAL ABILITIES****Anachronistic Strike (Su)** See above.**Draining Aura (Su)** See above.



EPOKASITE

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Regressing Glare (Su) As a standard action, an epokasite runner can focus their gaze on a technological or hybrid item within 30 feet whose level doesn't exceed the runner's level + 2. Unless it succeeds at a DC 18 Fortitude save, the item transforms into an anachronistic analogue of itself, such as a rifle turning into a musket or steam-operated crossbow. This transformation lasts for 1d6+2 rounds, during which time the item gains the archaic property, functions as if it had the broken condition, and any checks made to manipulate the item (such as operating a now-antiquated computer) take a -2 penalty. If the target is a weapon or armor that fails the save by 5 or more, it changes so dramatically that any user is treated as not proficient with the item. The runner can affect items of size Large or smaller with this ability, including terminals and vehicles. Once an item has saved against this ability, it's immune to that runner's regressing glare for 24 hours. An epokasite ignores all of a regressed item's drawbacks listed above when using the item.

Tech Resistance (Su) See page 36.

Epokasites fixate on specific technological and cultural eras, believing them the purest expression of a culture and, by extension, nature itself. Where new developments interfere with this ideal, epokasites try to preserve historic machinery, even sabotaging new technologies in a stubborn defense of the old ways.

Epokasites take two common forms: fixers and runners. Fixers rarely stand at more than a foot tall, whereas runners exceed heights of 5 feet. Sensory papillae cover their noses, helping the fey detect a variety of stimuli, which they normally use to locate technology from their favored time period, such as hints of forge charcoal, motor oil on a combustion engine, or the tang of early lasers. Each epokasite adopts slang, clothing, and gear appropriate to their favored era, from chainmail, hides, outdated suits, or alchemists' coveralls.

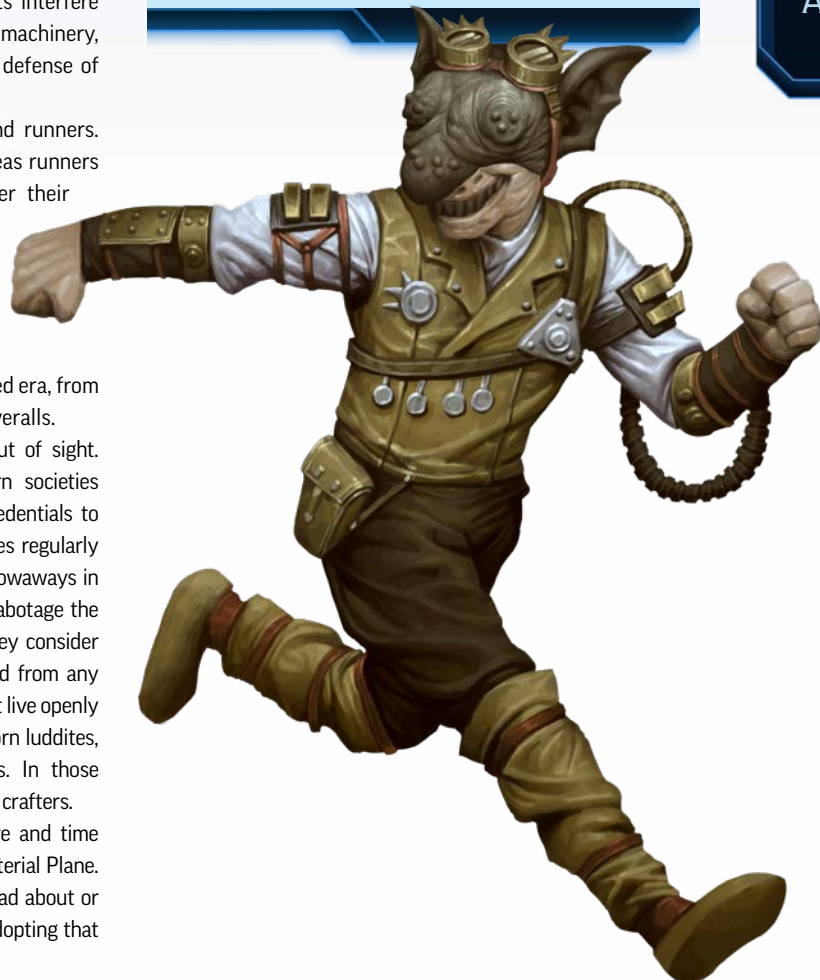
Being shy creatures, fixers prefer to operate out of sight. Runners instead thrive on infiltrating the modern societies they so disdain, donning disguises and stealing credentials to access delicate technologies. Both epokasite varieties regularly sneak onto starships or into sensitive facilities as stowaways in the guise of hired hands, largely so that they can sabotage the technological affronts to their favored eras—acts they consider entirely helpful and for which they expect a reward from any who discover them in action. Rarely, epokasites might live openly among a community, most often in groups of stubborn luddites, historical reenactors, or closely-aligned cosplayers. In those settings, they might act as excitable consultants and crafters.

An epokasite most often imprints on the culture and time period in which they came into existence on the Material Plane. Less often, an epokasite might wander until they read about or experience an era that impresses them, thereafter adopting that period as their focus.

The most tragic and contentious of all epokasites are those who embody eras now lost to the Gap. These distraught individuals rarely maintain more than a memento or faint memory from that lost time, and they strive to piece together whatever they can, sometimes teaming up with Starfinders and other scholars.

DIGITAL SHIELD **School** abjuration**Casting Time** 1 reaction**Range** personal**Duration** instantaneous

When you take damage from an effect, you can create a defensive conduit between yourself and one technological object, non-archaic armor, or non-archaic weapon you're carrying or wearing that's 3 Bulk or less. The chosen object takes damage equal to 1d6 times your caster level, ignoring the object's hardness. You reduce the damage you take from the triggering attack by half this result, though you can't reduce the damage by more than 3 times the item's level.



GRAY GOO



GRAY GOO
CR 14
XP 38,400

GRAY GOO

CR 14

XP 38,400

N Fine construct (swarm, technological)

Init +8; **Senses** darkvision 60 ft., low-light vision, sense through (vision [life-forms only]) 60 ft.; **Perception** +25

DEFENSE

HP 250

EAC 28; KAC 30

Fort +14; Ref +16; Will +10

Defensive Abilities swarm defenses, void adaptation;

Immunities construct immunities, swarm immunities;

Resistances cold 15;

Weaknesses vulnerable to fire, vulnerable to magic

OFFENSE

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

Melee swarm attack +28 (8d6+20 B plus dismantle [DC 20])

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities infest (DC 20)

STATISTICS

Str +6; **Dex** +8; **Con** –; **Int** +4; **Wis** +0; **Cha** +0

Skills Acrobatics +30, Computers +25, Survival +25

Languages Common (can't speak any language)

Other Abilities unliving

ECOLOGY

Environment any

Organization solitary, pair, or storm (3–12)

SPECIAL ABILITIES

Dismantle (Ex) Creatures damaged by a gray goo's swarm attack must succeed at a Reflex save or a random piece of hybrid or technological equipment that they're wearing or wielding takes the same amount of damage. In addition, at the beginning of its turn, a gray goo can automatically deal its melee attack damage to an unattended hybrid or technological object in its space.

Infest (Ex) As a standard action, a gray goo can infest an adjacent Medium or larger creature (Fortitude save negates). The gray goo moves inside the creature's body, dealing double its normal swarm attack damage to its host each round at the beginning of the gray goo's turn. A gray goo can't use its normal attacks while infesting a host, but it can be targeted normally during the infestation and can end the infestation as a move action. A host reduced to 0 Hit Points while infested by a gray goo is reduced to dust and destroyed, as if killed by *disintegrate*. A gray goo infesting a host can be expelled by any effect that cures disease, such as *remove affliction*; the effective disease DC is the same as the infest ability's.

Over millennia, explorers from across the known galaxy pass down fearful tales of a sentient, liquid-like swarm of nanites that can envelop creatures and quickly turn them to dust. Once connected to grays, a mysterious species of abductors who used advanced fringe technology with a similar silvery sheen, these creatures gained the moniker gray goo. However, the term has survived despite there being no corroborating evidence that firmly links the two.

The only solid information about gray goo originates from the scattered reports of rare surviving witnesses. Gray goo attacks its victims by surprise, taking advantage of any hapless beings it comes across as it roams a desolate wasteland. Indeed, another commonality among gray goo sightings is the entity's seeming preference for places devoid of life—though many argue that the gray goos created such environments. Scientists posit that most gray goo originates with a sapient species' often well-intentioned attempt to develop an autonomous nanite swarm that can affect technological repairs, perform delicate biomedical operations, or even terraform. However, even a simple error in their programming, or in some cases





GRAY GOO

the malicious introduction of a deadly code hack, can have disastrous effects, especially for swarms that can ingest a wide range of materials and self-replicate. Rumors persist of entire worlds, once prosperous technological paradises, now entirely covered in writhing swarms of gray goo.

When not engaged in the consumption of material, most gray goos seem to have two driving directives: replicate and assimilate. The clouds of nanites have even hacked computer systems and technological constructs of sufficient sophistication, usually through brute force methods, to access and incorporate any useful data within. If a computer system's countermeasures block it, the goo attempts to dismantle the console and reduce it to its essential components before stripping even those parts to a fine metallic dust.

Because of a recent black-market item derived from gray goo (see nanite capsules below), bounties and attempts at tracking down the swarms have risen dramatically to keep up with demand. Very few parties have successfully obtained more than a handful of viable samples—if they survive at all. While gray goo is more commonly found among abandoned space debris and can survive the coldness of space, instances of the entity have cropped up in low-population spacecrafts and stations, especially among the Diaspora.

The construct-populated Pact World of Aballon has outlawed any work related to the gray goo out of an abundance of caution—including even research projects related to the dangerous entities—and any being found in violation of this restriction receives an immediate and permanent ban from the planet.

NANITE CAPSULES

Occasionally, an encounter with a gray goo—or even a damaged computer console or wiped drive—can leave behind a significant amount of salvageable, inert nanites. While standard operating procedure mandates the destruction of these nanites to prevent any possibility of future replication, scientists have recruited adventurers to obtain such samples for study in the hopes of recovering data from the parent goo and learning more about its strange abilities.

An ambitious scientist or inventor, their identity lost to the Gap, eventually found a use for the inert goo in the form of ingestible capsules. However, because of the pill's unpredictable results and the lack of a steady and reliable supply of raw material, it quickly became a hot black market item. Some claim it has the power of transforming the living into constructs, while others claim it simply functions as an expensive placebo.

NANITE CAPSULE	LEVEL 14
TECHNOLOGICAL ITEM	PRICE 12 BULK –

As a move action, you can swallow this silvery, one-time-use pill to hopefully gain an edge on the competition, though you risk deleterious side effects. Roll 1d6 on the table below to

determine the nanite capsule's effect; each effect lasts for 1 hour, and you can be under the effect of only one nanite capsule at a time.

D6	Effect
1	Attempt a Constitution saving throw with a DC equal to 10 + half your level. On a failure, you gain the shaken condition. On a success, you experience only a bitter taste and a strange tingling throughout your body.
2	Your skin gains an odd, gray pallor (or if already gray, it becomes weirdly iridescent). You take a -2 penalty to Diplomacy and Stealth checks.
3	Your physical capabilities are bolstered. Once during the duration, you can reroll a failed Fortitude or Reflex saving throw.
4	Nanites focus on maintaining your structural integrity. The first time you take Hit Point damage during the duration, you gain fast healing equal to one-quarter your character level (minimum fast healing 1) for 1 minute.
5	A surge of nanites through your body helps you achieve extraordinary results. Once during the duration, before attempting a skill or ability check, you can take a reaction to gain a +2 circumstance bonus to that check.
6	Nanites form a protective shell around your weakest areas. You gain 25 temporary Hit Points (or 30 if you're a construct) that expire at the end of the duration.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

GRIOTH



GRIOTH
CR 1
XP 400

GRIOTH CR 1

XP 400

CE Medium monstrous humanoid

Init +4; **Senses** blindsight (sound) 60 ft., see in darkness;
Perception +10

DEFENSE HP 17

EAC 11; KAC 12

Fort +1; **Ref** +3; **Will** +6

Defensive Abilities void adaptation; **Immunities** cold
Weaknesses light blindness, vulnerable to sonic

OFFENSE**Speed** 30 ft., fly 40 ft. (Ex, average)

Melee bite +7 (1d4+2 P plus psychotomimetic saliva) or
voidglass longsword +7 (1d8+2 S; critical demoralize^{AR})

Ranged bruiser decoupler +5 (1d4+1 A; critical demoralize^{AR})

Offensive Abilities mindshock**Spell-Like Abilities** (CL 1st)1/day—*detect tech*, lesser confusion (DC 12)At will—*daze* (DC 11), *detect magic***STATISTICS****Str** +1; **Dex** +4; **Con** +0; **Int** +0; **Wis** +2; **Cha** +0

Skills Acrobatics +10, Athletics +5, Intimidate +10,
Mysticism +5, Stealth +5

Languages Aklo, Grioth; limited telepathy 60 ft.**Other Abilities** no breath, void adaptation

Gear second skin, bruiser decoupler^{AR} with 2 batteries (20
charges each), voidglass longsword

ECOLOGY**Environment** any

Organization solitary, clutch (2–6), or omen (7–20 plus 1
grioth eclipse seer)

SPECIAL ABILITIES

Mindshock (Su) Once per day as a standard action, a
grioth can unleash a wave of violent psychic energy.
Each non-grioth creature within 30 feet takes 2d6
damage and is shaken for 1d4 rounds. A creature that
succeeds at a DC 12 Will save takes half damage and
negates the shaken condition. This is a mind-affecting
effect.

Psychotomimetic Saliva (Ex) Grioth saliva is laced
with psychotropic toxins that overload a victim's
neurological pathways, causing intense, rapid-fire
hallucinations, confusion, and violent seizures.
Creatures that are immune to mind-affecting effects are
immune to this poison.

PSYCHOTOMIMETIC SALIVA**Type** poison (injury); **Save** Fortitude DC 12

Track Wisdom; **Frequency** 1/round for 6
rounds

Cure 1 save**GRIOTH ECLIPSE SEER** CR 6

XP 2,400

CE Medium monstrous humanoid

Init +2; **Senses** blindsight (sound) 60 ft., see in darkness;
Perception +13

DEFENSE HP 75

EAC 17; KAC 18

Fort +5; **Ref** +7; **Will** +11; +1 vs. mind-affecting effects**Defensive Abilities** void adaptation; **Immunities** cold**Weaknesses** light blindness, vulnerable to sonic**OFFENSE****Speed** 30 ft., fly 40 ft. (Ex, average)

Melee bite +11 (1d6+6 P plus psychotomimetic saliva)

Ranged liquidator disintegration pistol +13 (1d10+6 A)

Offensive Abilities mindshock**Spell-Like Abilities** (CL 6th)



GRIOTH

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

1/day—hold person (DC 18), inflict pain (DC 18)
 3/day—command (DC 17), detect thoughts (DC 17), lesser
 confusion (DC 17)
 At will—daze (DC 16), psychokinetic hand (DC 16)

STATISTICS

Str +0; **Dex** +2; **Con** +1; **Int** +2; **Wis** +5; **Cha** +3

Skills Acrobatics +13, Intimidate +18, Mysticism +18, Physical
 Science +13

Languages Aklo, Grioth; telepathy 100 ft. (150 ft. with
 voidglass armor)

Other Abilities no breath

Gear voidglass zeizerer diffractor II^{PW}, liquidator
 disintegration pistol^{AR} with 2 batteries (20 charges each)

ECOLOGY

Environment any

Organization solitary or omen (1 plus 7–20 grioths)

SPECIAL ABILITIES

Mindshock (Su) See page 40, but the grioth eclipse seer can
 use this ability three times per day, and the DC is 16. A
 creature that succeeds at the save is immune to the same
 grioth eclipse seer's mindshock for 24 hours

Psychotomimetic Saliva (Ex) See page 40, but the DC is 16.

Sadistic psychics and religious fanatics, grioths raid other worlds under the cover of darkness. These unfathomably cruel creatures take delight in inflicting pain and sowing terror. Ancient grioths once inhabited planets adrift in the Dark Tapestry, where they encountered unthinkable horrors and embraced them as kin. Subsumed by darkness and fouler things, grioths are devoted thralls to their patron, the Haunter of the Dark, an aspect of the chaotic evil Outer God Nyarlathotep.

Grioths appear as lean, stooped bat-like humanoids with four narrow eyes and exceptional hearing. They typically stand around 5 feet tall. They have dry, raspy voices and speak in an eerie language of clicks, squeaks, and sibilant sighs.

Grioths live in vast crystalline spire cities. With few resources available on their frozen, lightless worlds, they depend on raiding, theft, and war to obtain the resources they need to survive. Powerful grioth psychics known as eclipse seers organize raids that span entire galaxies. They serve as conduits to the Hunter of the Dark, enacting eldritch rituals to establish temporary portals to worlds undergoing an eclipse. Grioth soldiers and mercenaries pour through these mystical portals in a wave of blood and terror, glutting on violence and pillaging resources—primarily food, technology, and living sapient creatures. In addition to temporary portals, grioths maintain a series of permanent gateways to sunless worlds like their own, creating a web of cities among countless lost worlds.

For unknown reasons, Triune's Signal was lost to the grioths, though they quickly pried the secrets of Drift travel from the minds of their sapient victims. In their sleek voidglass starships, they travel the Drift and beyond in search of easy prey and resource-rich worlds to subjugate.



Due to prolonged exposure to the Dark Tapestry, grioths can be born with strange physiological alterations, the terrors of the unknowable realm intruding into their forms or giving them powers far beyond their kin. The most powerful become potent psychics who boast nigh-impenetrable mental defenses. These grioth paragons, known as Vessels, are considered blessed by the Haunter of the Dark and swiftly rise to positions of power, becoming CEOs of major corporations, military generals, religious leaders, or overseers of entire colonies.

VOIDGLASS

Voidglass is a jagged black crystal with a cloudy blue core that pulses when held by a sapient creature. Nurtured by grioths in the lightless depths of space and composed of solidified psychic anguish, voidglass resonates with the minds of those who wield it—intensifying their aggression, bolstering their mental defenses, and focusing their thoughts. The material's potency increases when used by or against telepathic beings.

Weapons and ammunition crafted from voidglass psychically assault the target's mind with the wielder's violent thoughts. Voidglass weapons and ammunition gain a +1 enhancement bonus to damage rolls and the demoralize critical hit effect (*Starfinder Armory* 31). For melee weapons, this enhancement bonus increases by +1 for every six item levels the weapon has, up to +4 at 18th level. Targets that are immune to mind-affecting effects are immune to the bonus damage granted by voidglass. The penalty on Intimidate checks to demoralize foes with a voidglass weapon's demoralize critical effect is reduced by 2 when wielded by, or used against, a creature with telepathy or limited telepathy. If the weapon already has a critical hit effect, choose each time whether to apply the weapon's normal critical hit effect or the demoralize critical hit effect.

Shards of voidglass can be embedded or woven into the material of any armor or shield in order to enhance its wearer's psychic defenses. Wearing armor or wielding a shield that contains voidglass grants you a +1 enhancement bonus to saves against mind-affecting effects. If you have telepathy or limited telepathy, increase your telepathy's range by half.

VOIDGLASS (SPECIAL MATERIAL)

MINIMUM SIZE	PRICE
Ammunition (1 piece)	+70 credits
Armor, shield, or weapon	+4,500 credits
Raw material (1 bulk)	1,125 credits

HADROGAAN



**HADROGAAN
HYPER-ANALYST**
CR 3
XP 800

HADROGAAN HYPER-ANALYST CR 3

XP 800

Luma hadrogaan mechanic

N Medium humanoid (hadrogaan)

Init +2; **Senses** blindsense (vibration) 30 ft.; **Perception** +8**DEFENSE** **HP** 35**EAC** 14; **KAC** 15**Fort** +4; **Ref** +4; **Will** +4**OFFENSE****Speed** 30 ft.**Melee** tactical baton +7 (1d4+3 B)**Ranged** static arc pistol +9 (1d6+3 E; critical arc 2)**Offensive Abilities** overload (DC 14), target tracking**STATISTICS****Str** +0; **Dex** +2; **Con** +1; **Int** +4; **Wis** +1; **Cha** +0**Skills** Computers +13, Engineering +13, Life Science +13, Medicine +8, Physical Science +13, Piloting +8**Languages** Common, Hadrogaan**Other Abilities** artificial intelligence (exocortex), custom rig, mechanic tricks (portable power)**Gear** casual stationwear, static arc pistol with 1 battery (20 charges), tactical baton;**Augmentations** standard datajack**ECOLOGY****Environment** any (moons of Hadrogess)**Organization** solitary, pair, or think tank (3–6)**SPECIAL ABILITIES****Dual Nervous Systems** Hadrogaans have both an organic brain and a crystalline nervous system. A hadrogaan can install an additional brain augmentation.**HADROGAAN SMART-MERC CR 10**

XP 9,600

Doluma hadrogaan soldier

N Medium humanoid (hadrogaan)

Init +12; **Senses** blindsense (vibration) 30 ft.; **Perception** +19**DEFENSE** **HP** 165 **RP** 5**EAC** 23; **KAC** 26**Fort** +12; **Ref** +10; **Will** +11**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** comet hammer +19 (4d6+15 B)**Ranged** tactical autobeam rifle +23 (5d4+10 F; critical burn 2d4) or frag grenade IV +22 (explode [15 ft., 6d6 P, DC 17])**Offensive Abilities** fighting styles (guard, sharpshoot), focus fire, intense focus, sniper's aim**STATISTICS****Str** +5; **Dex** +8; **Con** +3; **Int** +1; **Wis** +2; **Cha** +0**Skills** Athletics +24, Computers +19, Physical Science +19**Languages** Common, Hadrogaan**Other Abilities** armor training**Gear** specialist defiance series, comet hammer with 2 batteries (20 charges each), tactical autobeam rifle with 2 high-capacity batteries (40 charges each), frag grenades IV (2)**ECOLOGY****Environment** any (moons of Hadrogess)**Organization** solitary, pair, or squad (3–8)**SPECIAL ABILITIES****Dual Nervous Systems** See above.

Though now the symbiotic primary inhabitants of the three moons of Hadrogess—a desolate world in the Vast—Hadrogaans once lived on the planet itself, millennia ago. They possess knowledge of their life on Hadrogess's surface, and their departure from it, that date back to before the Gap, but even so, much of that history has been lost. Obsessive historians have reconstructed pieces of their history, but uncertainties and inconsistencies still plague the field.

All hadrogaans know for sure is that some catastrophe caused the planet's atmosphere to begin slowly leaking into space. Faced with extinction, they scrambled for a possible solution. Following a series of frantic and unsanctioned experiments, a team of fringe scientists discovered a sapient crystal that grew deep beneath the planet's crust, one that could merge with a hadrogaan body in a process that—in most cases—led to greater intellect and insight. These scientists claimed that the crystalline organisms, collectively called kallestrine, not only willingly participated in these experiments, but that they had sent psychic signals to the scientists—leading the latter to discover them—and had even proposed merging the entire hadrogaan species with kallestrine. Successful merging caused a rapid processing-power expansion that many felt could propel the two organisms into a new era of enlightenment, and in fact, many hadrogaans saw this way as their only hope for salvation.

Modern hadrogaans know that most of their people accepted the merging and somehow found a way—before the advent of starships—to settle their planet's three moons. In their new symbiotic forms, hadrogaans formed





HADROGAAN

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

RACIAL TRAITS

Ability Adjustments: See below.**Hit Points:** 4**Size and Type:** Hadrogaans are Medium humanoids with the hadrogaan subtype.**Dual Nervous Systems:** See page 42.**Hadrogaan Dimorphism:** All hadrogaans gain +2 Wisdom at character creation. Luma hadrogaans have acute intellects (+2 Intelligence at character creation) at the expense of physical health (-2 Constitution at character creation). Doluma hadrogaans are muscular (+2 Strength at character creation) and slower to process information (-2 Intelligence at character creation).**Hadrogaan Senses:** The crystals in a hadrogaan's body can sense subtle vibrations in the environment. A hadrogaan has blindsense (vibration) with a range of 30 feet.

a society dedicated to science, philosophy, progress, and utilitarianism in all matters. Their advancements positioned them to embrace Drift travel soon after receiving Triune's signal, and whenever possible, hadrogaans seek positive relations with alien life—but should peace talks fail, they have no qualms with swift and efficient military solutions.

Most hadrogaans stand at about 8 feet tall with long limbs, thin bodies, and elongated fingers. Large hollows perforate their torsos, limbs, and sometimes their necks and faces, each filled with glimmering crystals—the organism that hadrogaans merged with during the Gap. The merging altered the species' genetic makeup, and hadrogaan children are born with these crystalline hollows, which can grow and shift over time.

From infancy, hadrogaans have a constant internal dialogue between their organic brains and the crystalline neural network inhabiting their body. The crystal pushes them to consider the practicality and utility of every action, as well as that of any person or object they might encounter. What is its purpose? How might it be of use? At what point does its usefulness outweigh its drawbacks? This extreme practicality isn't always logical or in the individual's best interest, but most hadrogaans agree that attempting to drastically alter their symbiotic relationship would prove detrimental to the species as a whole.

For reasons unknown—the most common theory being that the initial merging of organisms didn't always work as intended—hadrogaans are dimorphic. Luma hadrogaans have more dominant crystalline features and frailer bodies, while doluma hadrogaans have fewer crystals—sometimes only one or two hollows—but far more bulk. While genetically distinct, these two subspecies can still reproduce with the other. No consistent pattern exists for the expression of this dimorphism in offspring, regardless of the parents' types.

Luma hadrogaans possess the increased intellect that was, in theory, the goal of the merging. The crystals of doluma hadrogaans, on the other hand, tend to instead reinforce their musculature. Despite these physical differences, hadrogaans of both subspecies can serve in a variety of societal roles, though luma hadrogaans lean toward positions that require strategic thinking or deep and rapid analysis. Outside their home systems, they typically work as explorers, scientists, and diplomats. Starfaring dolumas, on the other hand, more likely eke out their living as lone thrill-seekers, mercenaries, or bounty hunters.

Most hadrogaans see no practical purpose in returning to their home planet and have made few efforts to directly study or explore the surface of Hadrogess, instead preferring to focus on future developments for their current lunar homes. A few iconoclastic philosophers and scientists have directed their attention to the planet, however, and the discovery of obliterated cities, desolate landscapes, and signs of a once-extant mutant population hint at a possibly more sinister past.



HARPY JASMINE



HARPY JASMINE
CR 5
XP 1,600

HARPY JASMINE

CR 5

XP 1,600

N Medium plant

Init +0; Senses blindsense (thought) 60 ft.; Perception +16

DEFENSE

EAC 16; KAC 17

Fort +6; Ref +2; Will +8

Immunities plant immunities; Resistances fire 5

Weaknesses vulnerable to cold

OFFENSE

Speed 5 ft., climb 5 ft.

Melee vine +12 (1d6+9 B plus grab)

Space 5 ft.; Reach 10 ft.

Spell-Like Abilities (CL 5th)

3/day—hold person (DC 17), song of the cosmos^{COM} (DC 17)6/day—charm person (DC 16), lesser confusion (DC 16),
wisp ally

At will—dancing lights, ghost sound (DC 15)

Offensive Abilities haunting memory

STATISTICS

Str +5; Dex +0; Con +3; Int –; Wis +1; Cha +2

HP 60

ECOLOGY

Environment temperate or warm forests (Castrovel)

Organization solitary, or thicket (2–5)

SPECIAL ABILITIES

Haunting Memory (Su) Once per day as a full-round action, a harpy jasmine can create psychic echoes of people and events it has encountered, playing back moments of intense emotion or pain. This functions as a 4th-level *holographic image* spell (CL 5th, Will DC 15), but the harpy jasmine can only replay events it has already experienced and has no conscious control over the images, sounds, and sensations it creates.

Flush with life, Castrovel hosts countless carnivorous plants that evolved to feed on the planet's bountiful fauna. Many of these flora boast complex protein chains that function as both nerves and fast-twitch muscles. Although the assassin vine is one of the most well-known examples, harpy jasmine infamously has one of the most sinister lures: psychic powers that draw in and pummel curious prey. Despite its colorful moniker—derived from its songs and fascination-based abilities—the blossom has nothing in common with actual harpies.

In the wild, harpy jasmines grow as a large shrub with long runners, each studded with five-petaled flowers, stretching from their leafy bodies. They use complex illusions to lure in and strangle curious beasts, though incredibly, the plants don't display the intelligence to invent or adapt their illusions that might be expected from such a predator. Instead, harpy jasmines record nearby events and emotions that they replicate with little variation or apparent understanding.

Animal memories rarely show more than instinctual scenes of distress or content grazing, but intelligent prey can inadvertently surrender secrets to the plants, which in some cases result in jarringly inappropriate lures. However, eccentric detectives and security companies have occasionally cultivated or provoked harpy jasmines to have the plants replay scenes of a nearby crime.

The flowers play a small role in lashunta mythology, serving as a symbol of death and knowledge. Lashunta legend claims that especially old and large examples of harpy jasmines grow to tree-like proportions and develop their own minds, amalgams built from the psychic impressions of countless previous victims. At least two such myths involve heroes seeking out such ancient plants to recover a lost secret; the cautionary fable of the Sing-Sweet Vine warns against becoming obsessed with the past, and in another tale, a venerable harpy jasmine's memory of a loved one is the final ingredient needed to restore a hero's deceased friend to life.





HARPY JASMINE

After siphoning away the nutritious fluids of their prey to store in their bulbous taproots, harpy jasmines leave corpses to decay and nourish the soil, often burying a kill to protect the remains from scavengers. While the plants can disperse seeds into the wind, few sprouts reach the ideal, marshy conditions that juvenile plants need to sustain themselves until they develop the ability to move on their own. Instead, the most common harpy jasmine reproduction method is by cuttings—severing a part of the plant's body and planting it in a fresh kill before uprooting and wandering elsewhere. The severed tendril can move independently and soon grows into a clone of the original.

Like true jasmine, harpy jasmine prefers warm and humid environments, though it has the hardiness to survive anywhere that the ambient temperature stays above freezing. It grows across much of Castrovell, and shortsighted horticulturalists have transplanted it to many other warm climes throughout the Pact Worlds and Near Space. At least one luxury cruise line has also tried growing the plant aboard starships to enjoy their sweet, perfumed scent and the mild euphoria the plants generate when content—though a failure to properly prune and control the plants has led to bloodshed and lawsuits on at least one occasion.

MOGRANT DRUGS

Native lashuntas have domesticated smaller and less aggressive strains of harpy jasmine to exploit its natural psychic abilities, even developing techniques for breeding and pruning the jasmine to coax out different spell-like abilities: mourning wreaths record memories of a dying loved one, the brilliant yellow blossoms of float canary induce a relaxing trance, and scream blossoms trap traumatic memories for psychiatric patients to confront in a controlled environment. Given these uses, biologists hypothesize that cousins of harpy jasmine—such as the desert-dwelling pyro flower or the leviathan lilies that grow in tropical lakes—were once domesticated by far older societies before being released into the wild.

Despite the thriving niche market, the most common industrial application for harpy jasmine remains the cultivation of psychic drugs called mogrants. These specialty pharmaceuticals contain processed harpy jasmine nerve clusters that temporarily bond with the user's nervous system to grant psychic spell-like abilities. Once the drug's duration passes, the user loses the granted spell-like abilities as their immune system destroys the foreign cells. The user's immune system remains in a heightened state for 24 hours afterward; during this period, a creature can gain any of the non-spell

benefits of additional doses of mogrants but no spell-like abilities. While they can provide relatively cheap and reliable psychic powers, mogrants also inflict narcotic side-effects, meaning they rarely see use except by criminals, reckless start-up companies, cultists, and adventurers.

DRAGONTONGUE

LEVEL 6

Type drug (injury); **Save** Fortitude DC 16; **Addiction** Will DC 16 (mental); **Price per Dose** 650

Track Dexterity; **Effect** +1 morale bonus to Culture checks for 2 hours. During this time, gain *fear* (2nd level) and *share language* as spell-like abilities (CL 6th), each usable once.

Dragontongue bonds to the language center of the brain, granting psychic confidence and an intuitive understanding of languages.

FAIRY TALE

LEVEL 9

Type drug (injury); **Save** Fortitude DC 18; **Addiction** Will DC 18 (mental); **Price per Dose** 2,000

Track Charisma; **Effect** +2 morale bonus to Will saves against magic effects and -2 penalty to Perception checks for 2 hours. During this time, gain *dancing lights*, *deep slumber*, and *wisp ally* as spell-like abilities (CL 9th), each usable once.

The most challenging mogrant to refine, fairy tale triggers soothing hallucinations, which the user can project into the minds of others or conjure into reality as flitting lights.

MOONFLOWER

LEVEL 4

Type drug (injury); **Save** Fortitude DC 15; **Addiction** Will DC 15 (mental); **Price per Dose** 335

Track Wisdom; **Effect** +1 morale bonus to Intimidate checks and light blindness for 3 hours. During this time, gain *detect thoughts* and *mind thrust* (1st level) as spell-like abilities (CL 4th), each usable once.

Moonflower develops into webs of sensory filaments that cause synesthesia, and they let the user sense psychic emanations and focus their own psychokinetic energy into a powerful attack.

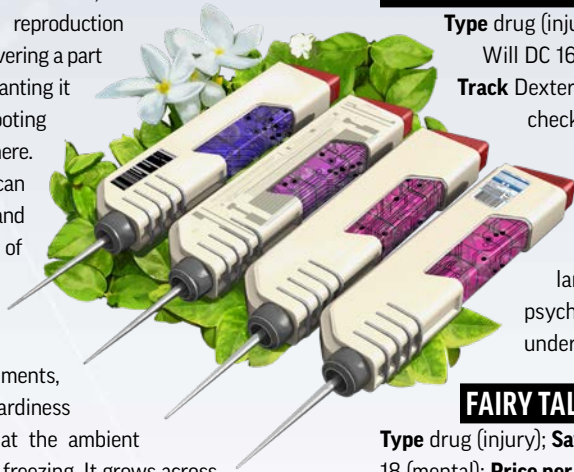
WHITE PETAL

LEVEL 2

Type drug (injury); **Save** Fortitude DC 13; **Addiction** Will DC 13 (mental); **Price per Dose** 150

Track Charisma; **Effect** -2 penalty to initiative checks and regain an additional 1d4 Hit Points when recovering Hit Points naturally for 10 hours. During this time, gain *detect magic* as a spell-like ability (CL 2nd), usable three times.

The most common mogrant on the market, white petal causes a mild, dreamy high that lends itself to restful sleep.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

HUITZ'PLINA



HUITZ'PLINA
CR 9
XP 6,400

HUITZ'PLINA
YOUNGLING
CR 3
XP 800

HUITZ'PLINA**CR 9****XP 6,400**

Huitz'plina operative
NG Medium magical beast

Init +6; **Senses** blindsense (scent) 30 ft., darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE**HP 135 RP 4****EAC 22; KAC 23****Fort** +10; **Ref** +10; **Will** +12**Defensive Abilities** evasion, uncanny agility**OFFENSE****Speed** 50 ft., climb 20 ft.**Melee** tactical knife +18 (2d4+9 S)**Ranged** aphelion laser pistol +20 (3d4+9 F; critical burn 1d4)**Offensive Abilities** debilitating trick, spine assault (Reflex DC 18, 27 P), trick attack +5d8, triple attack**STATISTICS****Str** +0; **Dex** +6; **Con** +3; **Int** +4; **Wis** +3; **Cha** +0

Skills Acrobatics +17, Athletics +17 (+25 to climb), Culture +22, Mysticism +22, Stealth +17, Survival +22

Languages Azlanti, Common, Mulkaxi**Other Abilities** operative exploits (certainty, ever vigilant), predreaming, specialization (explorer)**Gear** D-suit III, aphelion laser pistol with 2 high-capacity batteries (40 charges each), tactical knife**ECOLOGY****Environment** warm forests (Mulkaxi)**Organization** solitary, pair, or prickle (3-4)**SPECIAL ABILITIES**

Predreaming (Su) Once per day, a huitz'plina can spend a Resolve Point to receive a hazy vision related to the outcome of an event, goal, or activity as far as a day into the future. This otherwise functions as *augury* with a 100% chance of successfully receiving a meaningful reply.

Spine Assault (Ex) Once per day, after a huitz'plina takes the total defense action and before the start of their next turn, they can take a reaction to launch a barrage of spines in a 20-foot spread centered on themselves. Every other creature in the area must succeed at a Reflex save (DC = 10 + half the huitz'plina's level + the huitz'plina's Constitution modifier) or take piercing damage equal to three times the huitz'plina's level; a successful save halves this damage.

HUITZ'PLINA YOUNGLING**CR 3****XP 800**

CG Medium magical beast

Init +4; **Senses** blindsense (scent) 30 ft., darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE**HP 35****EAC 14; KAC 15****Fort** +4; **Ref** +4; **Will** +6**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** tactical switchblade +10 (1d4+3 S)**Ranged** tactical rail gun +8 (1d8+3 P)**Offensive Abilities** spine assault (Reflex DC 14, 9 P)**STATISTICS****Str** +0; **Dex** +4; **Con** +2; **Int** +1; **Wis** +0; **Cha** +0

Skills Acrobatics +13, Athletics +13 (+21 to climb), Mysticism +13, Stealth +8

Languages Azlanti, Common, Mulkaxi**Other Abilities** predreaming**Gear** flight suit stationwear, tactical rail gun^{AR} with 24 long-arm rounds, tactical switchblade^{AR}**ECOLOGY****Environment** warm forests (Mulkaxi)**Organization** solitary or pair



HUITZ'PLINA

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

SPECIAL ABILITIES**Predreaming (Su)** See page 46.**Spine Assault (Ex)** See page 46.

The precognitive huitz'plinas originate from a heavily forested dwarf planet in the Vast called Mulkaxi. Among many others they have seized, the Azlanti Star Empire claimed Mulkaxi for its abundant minerals buried deep in the world's mountain regions. Being arboreal and living mainly in forested lowlands, huitz'plinas have mostly avoided direct interaction with the empire. For its part, the Azlanti Star Empire sees little utility in annexing huitz'plinas, who contentedly remain separated from mining operations in their homes among the extensive networks of branches in their forest canopies.

Some speculate that huitz'plinas' seeming indifference toward the Azlanti presence stems from some event they've collectively foreseen. In fact, huitz'plinas have highly individualized and personalized precognitive abilities. While some experience flashes of the future in stunning clarity, others have preternaturally strong gut feelings that turn out true or even experience the foretelling of a positive or negative outcome as a particular shade of color or musical note.

Huitz'plinas have long, glimmering spines that cover their bodies, save for their face, that develop shortly after their birth. Younger huitz'plinas have sharp, well-defined spines, which they can launch in a defensive assault—an ability that once protected them from the predators of their ancient evolutionary past. As huitz'plinas age, their spines become feathery, giving an illusion of multicolored fur—though they can prove just as deadly when launched. Huitz'plinas also have strong and prehensile tails that they use in their everyday activities, from climbing along the canopy to increasing their dexterity and balance on the ground.

Huitz'plinas use a mix of vocal chords and the thumping of their prehensile tails in their musical language, which makes it difficult for tailless beings to replicate; the language is full of idioms based on huitz'plinas' glimpses of the future. Huitz'plina don't often use instruments in their music. Instead, large choirs sing haunting melodies that drift down from the treetops.

Over the decades, the most curious huitz'plinas have found ways to be useful to local Azlanti operations with the goal of leaving their home planet to enter the wider universe. Some hunger for exploration; others follow fleeting visions of themselves on strange new worlds. Several have returned after grand adventures, spurring more of their species to set out and explore, so huitz'plinas can now be found across the galaxy. Such huitz'plina travelers traditionally bring with them a petrified Mulkaxi flower blossom to remind them of where they come from. The blossoms vary in color, from rich blue to blood red to sea green, and they often become a huitz'plina's most treasured object.

While not all the creatures they encounter know about huitz'plina's precognitive abilities, some members of other species suspect huitz'plinas in the galaxy at large serve as

RACIAL TRAITS**Ability Adjustments:** +2 Dex, +2 Wis, -2 Int**Hit Points:** 4**Size and Type:** Huitz'plinas are Medium magical beasts.**Climber:** Huitz'plinas have a climb speed of 20 feet.**Huitz'plina Senses:** Huitz'plinas have blindsense (scent) with a range of 30 feet and darkvision with a range of 60 feet.**Prehensile Tail:** Huitz'plinas' tails are as effective as a hand at manipulating objects, which allows them to wield and hold up to three hands' worth of weapons and equipment. This doesn't increase the number of attacks they can make during combat.**Predreaming:** See page 46.**Spine Assault:** See page 46.

spies for the Azlanti Star Empire—though there's little evidence to support such a theory. As huitz'plinas were extremely well adapted to their low-tech forest environment, they tend to lack proficiency in most of the technologies that many in the galaxy take for granted. As such, they often seem wary of cutting-edge tech at first, but many take their time to study it and adapt.

Huitz'plinas reach maturity around 30 and can live over one hundred years each, though their spines first show signs of color around 15 years of age.



HULSA



HULSA
CR 10
XP 9,600

HULSA**CR 10****XP 9,600**

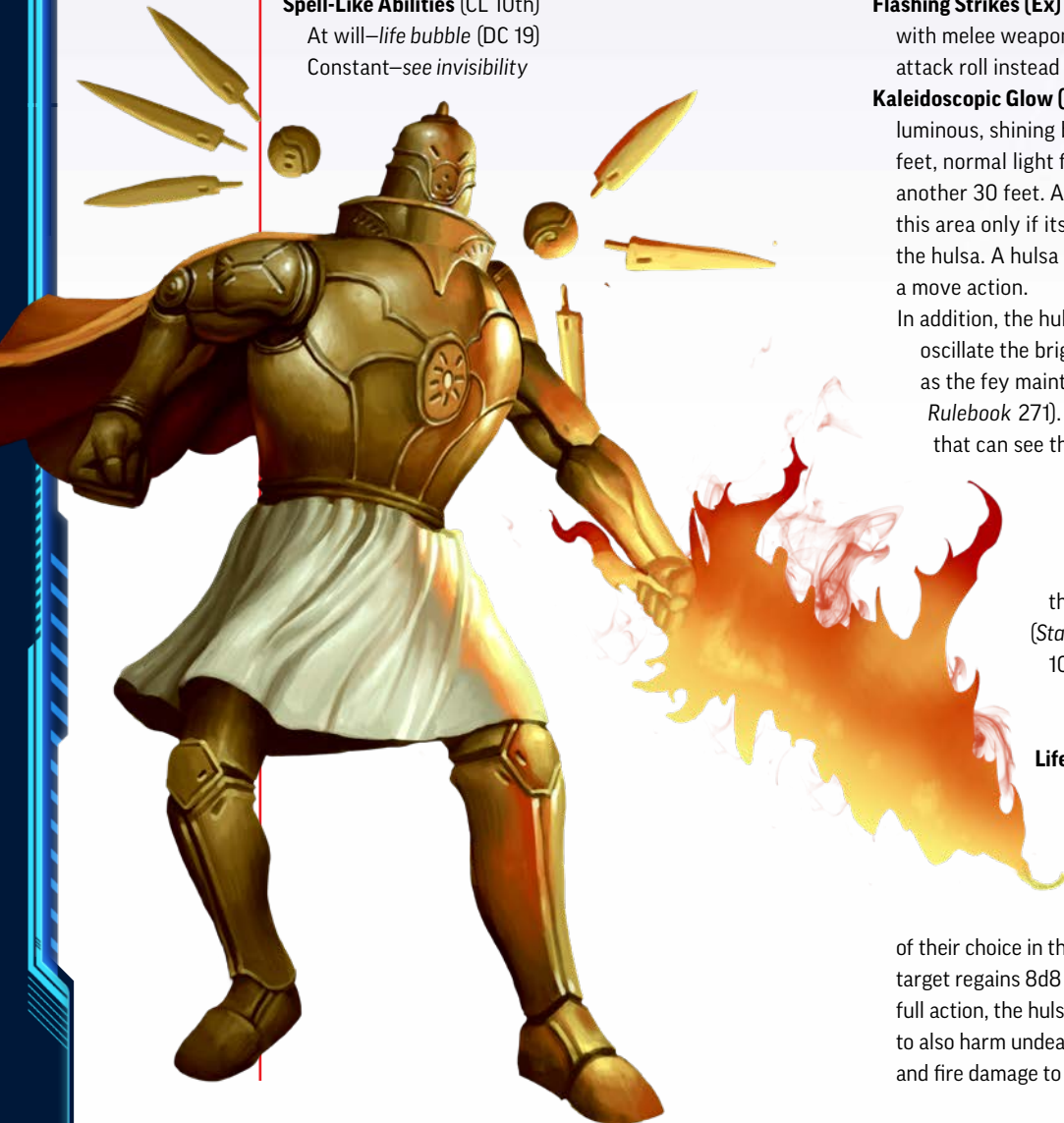
CN Medium fey

Init +0; **Senses** low-light vision, see invisibility; **Perception** +19**DEFENSE****EAC** 23; **KAC** 24**HP** 142 **RP** 5**Fort** +11; **Ref** +9; **Will** +13**Defensive Abilities** solar adaptation, stellar revelation (soul furnace), void adaptation; **Immunities** electricity, fire**OFFENSE****Speed** 30 ft., fly 60 ft. (Su, perfect)**Melee** solar weapon +21 (3d6+11 F or S; critical burn 1d6)**Ranged** light ray +20 (3d6+11 E & F; critical burn 1d6)**Offensive Abilities** flashing strikes, kaleidoscopic glow, stellar revelations (miniature star [10-ft. radius, 5d6 F], supernova [15-ft. radius, 11d6 F; DC 19])**Spell-Like Abilities** (CL 10th)At will—*life bubble* (DC 19)Constant—*see invisibility***STATISTICS****Str** +1; **Dex** +0; **Con** +1; **Int** +3; **Wis** +5; **Cha** +8**Skills** Acrobatics +19 (+27 to fly), Life Science +24, Mysticism +24, Physical Science +24**Languages** Common; electromagnetic communication**Other Abilities** life-giving glow, solar manifestation (solar weapon), stellar alignment (photon)**ECOLOGY****Environment** any**Organization** solitary, pair, or constellation (3–5)**SPECIAL ABILITIES****Electromagnetic Communication (Su)** A halsa can communicate with other creatures within the same star system. With other hulsas, this ability functions as telepathy. Otherwise, the halsa mentally broadcasts to technological comm units.**Flashing Strikes (Ex)** When making a full attack entirely with melee weapons, a halsa takes a –3 penalty to each attack roll instead of the normal –4 penalty.**Kaleidoscopic Glow (Su)** A halsa is supernaturally luminous, shining bright light out to a range of 30 feet, normal light for another 30 feet, and dim light for another 30 feet. A magical effect can reduce the light in this area only if its source has a higher level or CR than the halsa. A halsa can extinguish or relight their light as a move action.

In addition, the halsa can spend 1 Resolve Point to oscillate the bright light from this ability for as long as the fey maintains concentration (*Starfinder Core Rulebook* 271). Creatures within 90 feet of the halsa that can see this light become fascinated while the effect lasts and for 1 round after it ends (Will DC 19 negates). The halsa can instead focus the glow on one creature, which works like the hypnotic glow stellar revelation (*Starfinder Core Rulebook* 105) of a 10th-level solarian (DC 19, 10 rounds). Hulsas are immune to this ability. This is a mind-affecting effect.

Life-Giving Glow (Su) A halsa can spend 1 Resolve Point to heal living creatures within their bright light. They can heal themselves or one other living creature as a standard action, or themselves and other creatures

of their choice in their bright light as a full action. Each target regains 8d8 Hit Points. When using this ability as a full action, the halsa can spend 1 additional Resolve Point to also harm undead in the area, dealing 8d8 electricity and fire damage to each one (Fortitude DC 19 half).





HULSA

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Light Ray (Su) A hulsa's light ray has a range increment of 90 feet and the bright special property.

These stout fey resemble metallic golems with their animated armor plates that emit bright, kaleidoscopic light. A typical hulsa stands about 5 feet tall and weighs 300 pounds, though a few outliers tower more than 7 feet in height. Hulsa heads bear few features and virtually no expressions, offering only a few lines to suggest eyes or mouths. Instead, most expression comes from the collection of metallic ornaments that hover symmetrically behind their shoulders like decorative wings, their colors and orientation conveying hints of the hulsa's mood. These ornaments emit luminous rays, sheets, and contrails when the fey fly but don't move like traditional wings.

Rather than representing terrestrial environments like forests and oceans, hulsas connect to specific stars. In many ways, this connection is symbolic, such as how hulsas often speak of directions in relation to their star rather than by magnetic poles. Hulsas from proximate stars consider each other kin, occasionally convening as "constellations" to socialize or combat mutual threats. Likewise, those fey tied to stars of a similar type (such as white dwarves and red giants) acknowledge each other as peers. Hulsas who lack such connections largely leave each other alone or, rarely, form distant rivalries founded in some esoteric disagreement about one of the universe's underlying mechanics. These relationships can last eons, for hulsas appear ageless and claim to be as old as their respective stars. There are no known instances of hulsas expiring when their stars die, yet those whose stars have extinguished or exploded are never seen again.

A hulsa's actions seem unpredictable and erratic to most; the fey travels at random, pausing for days or even years at a time without warning. Only two things seem consistent with their behavior. First, a hulsa demands that they and the forces they represent be treated with respect. Any insult, either direct or dismissive, marks the perpetrator for retribution. The severity of this retribution is always measured by their level of affront rather than by any objective standard, ranging from causing minor annoyance to outright destruction of the offender's corporeal form. When a hulsa doesn't believe they can easily mete out justice, they wait, reserving their vengeance for as long as necessary. Legends speak of hulsas who took centuries to build alliances and train an offender's enemies simply to see an insult avenged. If the original offender dies before the hulsa exacts vengeance, the fey seeks out whoever else they can hold accountable, ranging

from the original offender's heirs to societies that trained the offender. The hulsa even matter-of-factly explains why it punishes these other parties and rarely allows for other ways to seek atonement.

The second consistent aspect of hulsa behavior is education. They love teaching others about the universe's physical phenomena. Students who approach a hulsa respectfully can inquire about the life cycle of stars, the nature of the fey realm's influence on the universe, or how an individual can access cosmic power, though these lessons come on the hulsa's terms. A hulsa might refuse to teach anything but the basics, require an obscure form of compensation for their efforts, or deny secrets to anyone unwilling to commit to a decades-long apprenticeship to absorb the lessons with the proper depth. Several kasatha-led monasteries maintain that a legendary hulsa taught their founders the solarian arts.

Although most hulsas contently travel alone, individual hulsas might seek out companions with whom they can experience cosmic phenomena. A few of these fey even find senior roles on starships that explore the Vast, trading their expertise for the opportunity to cruise around the cosmos with like-minded company.

KALEIDOSCOPIC WEAPON FUSION

The following weapon fusion uses a blend of magic and technology to adjust light patterns emitted from the weapon, simulating the oscillating glow of a hulsa which, under exactly the right circumstances, can temporarily beguile a target. The fusion sees regular use by commandos and raiders, who both exploit the light's resulting confusion to strike hard and get away before their targets can mount a counterattack.

KALEIDOSCOPIC FUSION

LEVEL 14

The *kaleidoscopic* fusion augments a weapon's attacks, causing them to appear unusually bright, colorful, and even mesmerizing. The weapon gains the kaleidoscopic charm critical hit effect. When this critical hit effect is triggered, the fusion converts the weapon's force into a powerful enchantment. The target takes no damage from the attack and instead is charmed for 1d4 rounds, as though you had cast *charm monster* on it (Will save negates). If the target is immune to this effect or negates it with a successful saving throw, the target takes the double damage as normal. When you score a critical hit with a weapon that has multiple critical hit effects, you can apply only one of those effects of your choice. This fusion can only be applied to weapons that deal electricity or fire damage, or that have the *aurora*^{AR}, *bright*, or *fiery*^{AR} weapon special properties.



IGNURSO



**IGNURSO
BURROWER**
CR 5
XP 1,600

IGNURSO MASON
CR 11
XP 12,800

IGNURSO BURROWER**CR 5****XP 1,600**

N Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, sense through (vision [smoke only]); **Perception** +11**DEFENSE****EAC** 17; **KAC** 15;**Fort** +9; **Ref** +9; **Will** +4**Defensive Abilities** lavaproof; **Resistances** fire 10**Weaknesses** vulnerable to cold**HP 70****OFFENSE****Speed** 30 ft., burrow 10 ft., climb 20 ft.**Melee** bite +15 (1d6+10 P) or

claw +15 (1d6+10 S plus grab; critical burn 1d6)

Multiattack bite +9 (1d6+10 P),

2 claws +9 (1d6+10 S plus grab; critical burn 1d6)

Offensive Abilities breath

weapon (30-ft. cone, 6d6

F, DC 13 Reflex, usable every 1d4 rounds), vent

Space 10 ft.; **Reach** 5 ft.**STATISTICS****Str** +5; **Dex** +3; **Con** +2; **Int** -2; **Wis** +1; **Cha** +0**Skills** Athletics +16, Stealth +11, Survival +11**ECOLOGY****Environment** warm mountains and underground**Organization** solitary, pair, pack (3-8)**SPECIAL ABILITIES****Lavaproof (Ex)** An ignurso is immune to fire damage from lava and similar effects.**Vent (Su)** As a move action, or in place of making a bite attack when using multiattack, an ignurso can forcefully exhale a 20-foot-radius cloud of choking smoke centered on itself. Non-ignursos in or entering the area are sickened for 1 round (Fortitude DC 13 negates), and the cloud otherwise functions as *fog cloud* with a duration of 1d6 rounds.**IGNURSO MASON****CR 11****XP 12,800**

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, sense through (vision [smoke only]); **Perception** +20**DEFENSE****EAC** 24; **KAC** 26;**Fort** +15; **Ref** +15; **Will** +10**Immunities** fire**Weaknesses** vulnerable to cold**HP 180****OFFENSE****Speed** 30 ft., burrow 20 ft., climb 20 ft.**Melee** bite +24 (4d6+19 P) or

claw +24 (4d6+19 S plus grab; critical burn 2d6)

Multiattack bite +15 (4d6+19 P), 2 claws +18 (4d6+19 S plus grab; critical burn 2d6)**Offensive Abilities** breath weapon (30-ft. cone, 12d6 E&F, DC 13 Reflex, usable every 1d4 rounds), vent**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** +8; **Dex** +5; **Con** +3; **Int** -1; **Wis** +1; **Cha** +1**Skills** Athletics +25, Stealth +20, Survival +20**Languages** Ignan (can't speak)**ECOLOGY****Environment** warm and temperate mountains and underground**Organization** solitary, pair, crew (3-6)**SPECIAL ABILITIES****Vent (Su)** See above; the save DC is 18.

Ignursos are ursine mammals typically found in geothermally active areas, from hot springs to calderas. Standing up to 10 feet tall when on their hind legs and weighing up to 800 pounds, ignursos are physically intimidating. Yet they rarely



IGNURSO

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

make use of their fearsome appearance, instead preferring to burrow underground or lounge wherever it's warm. When they do act out of hunger or stress, ignursos become forces of destruction, their cyclopean eyes blazing with ferocity as the creatures exhale gouts of fire.

An ignurso's body is ideally suited for extremely warm environments. Wiry, flame-resistant fur covers its legs and belly, giving the creature crucial insulation in cooler areas. Its back and head are protected by thick scales able to shed incoming blows and fiery ash with equal ease, allowing an ignurso to remain active even during moderate volcanic events. Thick foreclaws allow the ignurso to dig swiftly through soil and softer igneous rock, climb with ease, and knock down prey. The only part of its body ill-suited to its fiery, subterranean terrain is its single eye—a liability around spraying soil or stray sparks. Having a single eye is evolutionarily common on the ignurso's home planet, and they have developed a nictitating membrane to protect their eye, keen vision in darkness and smoke alike, and a plow-like horn above the eye that serves as a visor against the worst debris.

Except in regions with consistently hot surface climates, ignursos tunnel deep underground during winter to avoid the chill, hibernating for months at a time. In their volcanically active homes, burrowing means not only avoiding cold air but also getting closer to deep magma veins. Closer to the surface, ignursos tear through the soil in search of insect larvae and burrowing creatures. During volcanic events, ignursos seek out carrion, feasting on creatures that have suffocated by toxic gases or crushed by debris. They even carve surface trenches well ahead of eruptions and use the trenches to funnel lava into long barriers in which they trap their prey.

When other food is scarce, ignursos grudgingly leave their favored haunts—especially when trying to fatten up for hibernation. They're opportunistic omnivores, enjoying berries and grasses as readily as they do fish, eggs, carrion, and urban refuse. Dozens of viral videos chronicle the rare cases when ignursos wander into settlements. Unaware of the flammability of objects around them, ignursos often accidentally cause fiery explosions, then scramble away while roaring in shock as their surroundings go up in flame.

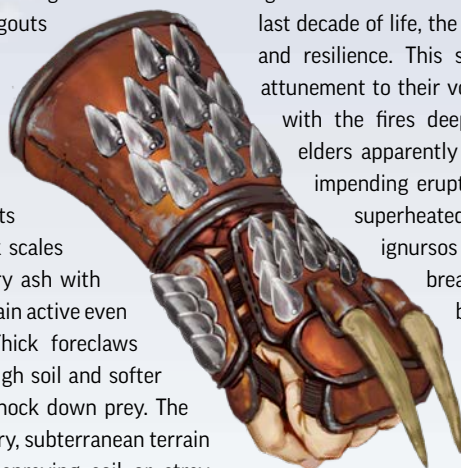
Ignursos remain usually solitary unless courting a mate or raising cubs. Females give birth to live young and raise them

for about 18 months before urging them to fend for themselves. Younger ignursos, known as burrowers, aggressively dig out their own domains and live out fairly animalistic existences. Ignursos have a natural lifespan of about 25 years, and in the last decade of life, the creatures develop exceptional cunning and resilience. This seems to come from an intensifying attunement to their volcanic surroundings, as if communing with the fires deep below. In fact, not only do these elders apparently learn to understand Ignan and sense impending eruptions, but their fire breath changes to superheated plasma. Known as masons, these ignursos tunnel less and build more, using their breath to melt rock to a liquid consistency before shaping it into crude structures. Along with basic shelters, ignurso masons sculpt strange monuments and statues, the purpose of which continues to vex biologists.

For all the danger they represent, ignursos serve two crucial roles in their ecosystems: volcanic mitigation and habitat creation. Periodically, an overzealous ignurso digs so close to a volcano's magma chamber that lava breaks through the rock, wells up within the ignurso's tunnels, and vents lazily to the surface. In such events, the destruction is minimal, and geologists have determined that these vents release some of the underground pressure, making true eruptions less frequent and devastating. As some of the few creatures able to tunnel through solid rock, ignursos are also a keystone species in volcanically active areas. Their heavy claws pulverize the hard surface, making way for small plants to colonize the new soil, and their broad tunnels create new habitats for a variety of animals. Ignurso mason construction has even shaped early cultures, with several planets' earliest cities having relied on their structures as rudimentary shelters. As hot spots migrate over the millennia, so too do ignurso populations, consistently reshaping the land.

IGNURSO KNUCKLES

Ignursos wield enough strength to punch through rock, and even after death, their claws ignite with momentary heat when struck against another surface. Weaponsmiths can stabilize the claws' supernatural ignition and incorporate them into bladed gauntlets known as ignurso knuckles. These gauntlets' ignurso-hide coverings protect the wielder from the claws' heat, and high-end models allow the claws to retract into wrist sheathes.



IGNURSO KNUCKLES (ONE-HANDED BASIC MELEE WEAPONS)

WEAPON MODEL	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Ignurso knuckles, ember	5	3,100	1d6 F&S	Wound	L	Analog, penetrating
Ignurso knuckles, blaze	9	13,500	2d6 F&S	Wound	L	Analog, penetrating
Ignurso knuckles, inferno	13	50,250	4d6 F&S	Wound	L	Analog, penetrating
Ignurso knuckles, solar flare	17	262,000	9d6 F&S	Severe wound	L	Analog, penetrating

ITMI VRUH



ITMI VRUH
CR 5
XP 1,600



ITMI VRUH
REMINISCENT
CR 10
XP 9,600

ITMI VRUH**CR 5****XP 1,600**

LE Medium undead (incorporeal)

Init +5; **Senses** blindsight (life) 60 ft., darkvision 60 ft.;**Perception** +11**DEFENSE****EAC** 17; **KAC** 19**Fort** +7; **Ref** +7; **Will** +6**Defensive Abilities** incorporeal; **Immunities** undead immunities**Weakness** captivating memento**OFFENSE****Speed** fly 40 ft. (Su, average)**Melee** touch +14 (1d6+7 C plus memory deluge [DC 13])**Offensive Abilities** memory deluge (DC 13), possess body (DC 13)**STATISTICS****Str** +2; **Dex** +5; **Con** –; **Int** +0; **Wis** +3; **Cha** +0**Skills** Acrobatics +11, Sense Motive +11, Stealth +16**Languages** Common**Other Abilities** drift attraction, unliving**ECOLOGY****Environment** any**Organization** solitary or pair**SPECIAL ABILITIES****Captivating Memento(Su)**

Completely obsessed with their former life, an itmi vruh becomes fascinated with any object (or reasonable facsimile) that had a special meaning to them while alive, at the GM's discretion. This fascination lasts as long as the itmi vruh can see the object or the fascination ends normally, whichever comes first, up to a maximum of 24 hours. Once the effect ends, the itmi vruh is immune to fascination by such objects for 24 hours.

Drift Attraction (Su) The energies that ripped the itmi vruh from their body hold a strange attraction to the creature, drawing them in like a moth to flame. If a ship exits the Drift into a solar system with an itmi vruh, the itmi vruh can fly toward the ship at incredible speeds, arriving at the ship in 2d20 hours.

Memory Deluge (Su) An itmi vruh



is filled with longing for their old life and projects the few memories they still retain, overwhelming many who encounter them. A creature that touches or is hit by the itmi vruh must succeed at a Will saving throw or take 1d3 Wisdom damage.

Possess Body (Su) Once per day as a full action, an itmi vruh can attempt to possess the body of an adjacent living creature. The targeted creature must attempt a Will saving throw or be possessed; this functions as *dominate person* (caster level = the itmi vruh's CR + its Charisma bonus). The itmi vruh does not need to know a common language to direct their victim. The itmi vruh is fully subsumed into the target's body and can perform only mental actions, but they are immune to damage until they leave (either voluntarily, when forced out by magic, or when the host falls unconscious). Leaving a possessed creature voluntarily is a move action. A creature that successfully saves is immune to that same itmi vruh's possess body ability for 24 hours. This is a mind-affecting compulsion effect.

ITMI VRUH REMINISCENT**CR 10****XP 9,600**

LE Medium undead (incorporeal)

Init +5; **Senses** blindsight (life) 60 ft., darkvision 60 ft.; **Perception** +19**DEFENSE****HP 140****EAC** 22; **KAC** 23**Fort** +9; **Ref** +9; **Will** +15**Defensive Abilities** incorporeal; **Immunities** undead immunities**Weakness** captivating memento**OFFENSE****Speed** fly 40 ft. (Su, average)**Melee** touch +18 (1d10+13 C plus memory deluge [DC 19])**Offensive Abilities** memory deluge (DC 19), possess body (DC 19)**Mystic Spell-Like Abilities** (CL 10th)At will—*mindlink***Mystic Spells Known** (CL 10th)4th (3/day)—*confusion* (DC 22), *mind thrust* (DC 22)3rd (6/day)—*slow* (DC 21), *suggestion* (DC 21), *synaptic pulse* (DC 21), *tongues*2nd (at will)—*hold person* (DC 20), *inflict pain* (DC 20)**STATISTICS****Str** +3; **Dex** +5; **Con** –; **Int** +0; **Wis** +8; **Cha** +0



ITMI VRUH

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Skills Acrobatics +19, Disguise +19, Mysticism +24, Sense Motive +24, Stealth +19

Languages Common

Other Abilities drift attraction

ECOLOGY

Environment any

Organization solitary or pair

SPECIAL ABILITIES

Captivating Memento (Su) See page 52

Drift Attraction (Su) See page 52

Memory Deluge (Su) See page 52.

Possess Body (Su) See page 52.

Travel through space and the Drift is not without hazards. Even making the transition from normal space to the Drift presents a rare danger. When a Drift engine malfunctions, whether due to damage from combat, energy fluctuations, or influence from stellar phenomena, the starship can perform an incomplete jump: the starship and most of its crew arrive physically intact, but at some point in the transplanar leap, a creature's soul is left behind. Such a lost soul is known as an itmi vrüh. The trauma of being ripped from their body and left adrift in space compels this spirit to crave only one thing: a return to their corporeal form. Meanwhile, crew members who make the jump unscathed often find the corpse of their companion showing no signs of injury or illness. Thanks to the nature of the Drift and the utter trauma of the severance, jumping back to the point of departure is no help, and only those most familiar with the dangers of Drift travel ever guess at what might have happened.

Doomed to wander, an itmi vrüh sometimes encounters living creatures that remind the spirit of who they were during their life. In such circumstances, the undead finds themselves compelled to take over the familiar creature in a futile effort to reclaim their old life. An itmi vrüh's possession slowly erodes the original soul's control over of their body, eventually forcing them out completely. Many across the galaxy have heard stories describing how an itmi vrüh's possession became a permanent arrangement.

Usually, though, an itmi vrüh possessing another creature concludes that the body the undead now inhabits is not their own. The more similar that body and its associated life is to their own, the longer it takes the intruding spirit to realize this. Most possessions last somewhere between a few hours and a few days. While living in the new body, the itmi vrüh behaves like they used to, going through the motions of eating, sleeping, and basic communication. In this fugue state, they often resemble a normal creature experiencing amnesia. Crew or family members trying to treat a loved one for amnesia can inadvertently speed up the itmi vrüh's realization that they are not inhabiting their own body. One telltale sign of an itmi vrüh possession is that they can become frantic when a ship is about to travel into the Drift; this is a manifestation of

the trauma they suffered when they lost their original body. Whenever an itmi vrüh's possession is ended, the creature flies into a furious rage, lashing out at the living.

An itmi vrüh that has possessed numerous bodies can slowly grow stronger as they absorb some of the residual energy, memories, and sometimes even abilities of those they have possessed, eventually becoming a powerful itmi vrüh reminiscent. These rarer undead often have a number of additional magical abilities garnered from their victims over time.

ITMI VRUH TEMPLATE GRAFT (CR 3+)

When a Drift engine malfunctions during a jump, the soul of an intelligent creature can remain behind. This untethered soul can then become an undead creature obsessed with finding its body.

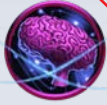
Required Creature Type and Subtype: Undead (incorporeal).

Suggested Array: Combatant or spellcaster (CR 10+).

Traits: blindsight (life) 60 ft., darkvision 60 ft, fly 40 ft. (Su, average), captivating memento (page 52), memory deluge (page 52), possess body (page 52), mystic spells (CR 10+), drift attraction (page 52).



IXTANGI



IXTANGI
CR 1
XP 400



**IXTANGI
DISRUPTOR**
CR 7
XP 3,200

IXTANGI**CR 1****XP 400**

N Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision;**Perception** +9**DEFENSE****EAC** 11; **KAC** 12**Fort** +1; **Ref** +3; **Will** +6**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** survival knife +5 (1d4+1 S) or

tail +5 (1d4+1 P; critical barb poison [DC 13])

Ranged pulsecaster pistol +7 (1d4+1 E nonlethal)**STATISTICS****Str** +0; **Dex** +1; **Con** +2; **Int** +1; **Wis** +0; **Cha** +4**Skills** Acrobatics +9, Culture +4, Diplomacy +4, Stealth +9**Languages** Common, Ixtangi**Gear** ixtangi stationwear (functions as estex suit I), pulsecaster pistol with 2 batteries (20 charges each), survival knife**Other Abilities** liquid crystal display (DC 15), unflappable climber**ECOLOGY****Environment** any**Organization** solitary, pair, or glimmer (3-10)**SPECIAL ABILITIES**

Barb Poison (Ex) If an ixtangi scores a critical hit with their racial natural weapon, their target must succeed at a Fortitude save (DC = 10 + the ixtangi's Constitution modifier + half the ixtangi's level) or gain the flat-footed condition until the end of its next turn. This is a poison effect.

Liquid Crystal Display (Ex) An ixtangi has an innate ability to change their coloration as a standard action; this produces one of the following effects.

Glimmer: The ixtangi flashes their coloration in a display that distracts onlookers. Enemies within 30 feet that can see the ixtangi must succeed at a DC Will save (DC = 10 + the ixtangi's Charisma modifier + half the ixtangi's level) or be fascinated for 1d4 rounds. A creature can be affected by this ability only once per day. This is a mind-affecting effect.

Stealth: The ixtangi mimics their surroundings, becoming almost invisible. They gain a +2 racial



bonus to Stealth checks to hide until the beginning of their next turn.

Unflappable Climber (Ex) An ixtangi is an adept climber, using their sticky paw pads, tongue, and prehensile tail to stay stuck to surfaces. An ixtangi is not flat-footed while climbing and can take 10 on Athletics checks to climb even when in combat or immediate danger.

IXTANGI DISRUPTOR**CR 7****XP 3,200**

N Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft., low-light vision;**Perception** +14**DEFENSE****EAC** 19; **KAC** 21**Fort** +9; **Ref** +11; **Will** +8**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** fangblade +15 (1d12+9 S; critical bleed 1d8) or tail +15 (2d6+9 P; critical barb poison [DC 18])**Ranged** corona laser rifle +18 (2d6+7 F, critical burn 1d6)**STATISTICS****Str** +2; **Dex** +5; **Con** +4; **Int** +1; **Wis** +4; **Cha** +1**Skills** Acrobatics +14, Stealth +19, Survival +14**Languages** Common, Ixtangi**Gear** ixtangi survivalwear (functions as estex suit III), corona laser rifle with 2 high-capacity batteries (40 charges each), fangblade with 2 batteries (20 charges each)**Other Abilities** liquid crystal display (DC 15), unflappable climber**ECOLOGY****Environment** any**Organization** solitary, pair, or glimmer (3-10)**SPECIAL ABILITIES****Barb Poison (Ex)** See above.**Liquid Crystal Display (Ex)** See above.**Unflappable Climber (Ex)** See above.

Ixtangis are a species of chameleon-like people, originating from the jungle planet of Doganga in the Vast. The ixtangis' history on their beautiful, verdant planet is long and painful, and they've only recently been saved from the brink of planetary destruction, thriving in floating island-countries that dot Doganga's skies.



IXTANGI

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Ixtangis are tall and reptilian, and their default colorations are green, red, blue, or black. Their scales are actually mostly transparent; any colors that ixtangis display result from their manipulation of the liquid crystals beneath their layer of glass-like scales. They are able to change the structure of these crystals and the resultant colors at will and can even become functionally invisible to observers by mimicking the scenery behind them. They have two sets of eyes that are able to move independently from one another, granting them a wide range of vision. Their snouts taper in thick, wedge-like horns, and some ixtangis also have large, bony crests that they like to accessorize with jewelry and precious stones. Their mouths are filled with razor-sharp teeth, and their tongues are long and retractable. Ixtangis have long, flexible tails that end in a scorpion-like stinger. They rarely find themselves using this poisonous barb in modern times, but they may lash out if startled or if they have no other option.

Before the Gap, ixtangis continually fought a planet-threatening disease called the Blighted Bark. This supernatural plague resulted from the ixtangis' overuse of Doganga's natural resources. When the ixtangis' central government finally realized how far they'd pushed Doganga's ability to support the ixtangis' continued existence, it commissioned a council of powerful ixtangi spellcasters, known as gleamscales, to push back against the civilization's overuse of natural resources. Performing an extremely potent, centuries-old ritual passed down through the gleamscales' literature, the gleamscales intended to replenish the planet's resources, and—for a few years—it worked.

Little did most ixtangis know, the gleamscales' rituals made use of evil magic, taken from Abaddon by irresponsible gleamscale progenitors. The ixtangis, who thought themselves successful, rested on their laurels while the malevolent magic from the rituals interacted with the innate magical properties of Doganga's jungles. This caused the magic to conjure shadowy and sickly vegetation and animals, which then spread this plague, known as the Blighted Bark, to the surrounding regions.

After a decade of the Blighted Bark taking over all of Doganga's jungles, the ixtangis were at a loss. Their efforts to repel the blight failed, and with no means of leaving the planet, they accepted their fate, resolving to die with their Doganga. Then the Gap happened.

On the other side of this universal amnesia, the majority of ixtangis



RACIAL TRAITS

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

Hit Points: 4

Size and Type: Ixtangis are Medium monstrous humanoids.

Barb Poison: See page 54.

Climber: Ixtangis have a climb speed of 20 feet.

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

Liquid Crystal Display: See page 54.

Natural Weapons (P): Ixtangis have the natural weapons universal creature rule (page 154).

Unflappable Climber: See page 54.

find themselves living lush and affluent lives in country-sized floating islands. These technological "country ships" levitate hundreds of feet above Doganga's verdant jungle canopies, and are anywhere from ten to hundreds of miles across. Each of these domed countries carries the name of a nation that was once on Doganga's surface. Ixtangi scientists and historians attempt (fruitlessly) to figure out how their ancestors not only avoided destruction, but rebounded with a vengeance. The Blighted Bark is all but gone, with only a few manageable outbreaks occurring once every couple of years.

The only ixtangis left on Doganga's surface are those known as duskdwellers. These unusually pallid ixtangis live and work beneath the shadows of the island-countries hovering above. Mostly industrial workers, duskdwellers live their lives gathering resources not only for their own shadowed settlements, but for the island-countries above who depend on duskdwellers to collect water, wood, stone, and other organic resources. They're also the foremost breeders of moonlily, a psychotropic flower that blooms only in shadow. Moonlily brewers then grind this flower into a thick paste, which they distill into an alcoholic drink that intoxicates consumers and grants them euphoric visions. Duskdwellers exhibit keen survival skills, using their dinosaur beasts of burden to travel the jungles in search of resources—or better places to settle where the demands of the "highscales" above can't reach them.

JUBUBNAN

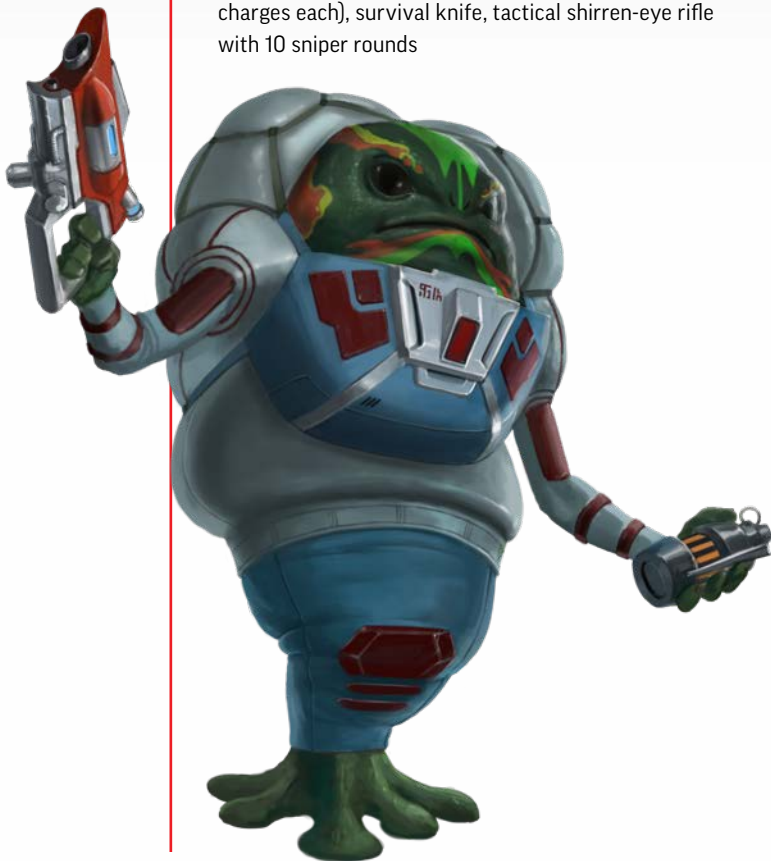


JUBUBNAN TRAVELER
CR 2
XP 600

JUBUBNAN TRAVELER**CR 2****XP 600**

Jububnan operative

N Medium monstrous humanoid

Init +8; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE****HP 23****EAC** 13; **KAC** 14; +4 vs. bull rush and trip**Fort** +1; **Ref** +4; **Will** +5**Defensive Abilities** evasion**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** survival knife +7 (1d4+2 S)**Ranged** static arc pistol +9 (1d6+2 E; critical arc 2)
or tactical shirren-eye rifle +9 (1d10+2 P)**Offensive Abilities** trick attack +1d4**STATISTICS****Str** +0; **Dex** +4; **Con** +1; **Int** +2; **Wis** +1; **Cha** +0**Skills** Acrobatics +13, Athletics +13 (+21 to swim), Culture +13,
Life Science +8, Stealth +8**Languages** Common, Jububnan**Other Abilities** astonishing balance, operative exploits
(uncanny mobility), puff up, specialization (daredevil),
wanderer's pluck**Gear** second skin, static arc pistol with 2 batteries (20
charges each), survival knife, tactical shirren-eye rifle
with 10 sniper rounds**ECOLOGY****Environment** any**Organization** solitary, pair, or knot (3–6)**SPECIAL ABILITIES****Astonishing Balance (Ex)** A jububnan can move 10 feet instead of 5 when taking a crawl action. A jububnan also gains a +4 racial bonus to AC against bull rush and trip combat maneuvers.**Puff Up (Ex)** As a move action, a jububnan can increase to Large size and gain a reach of 10 feet. If the physical space the jububnan is in can't accommodate their new size, the ability fails. The jububnan can maintain this size for up to 10 minutes before they must revert to their normal size; this does not take an action. The jububnan can't use this ability again until they take a 10-minute rest to regain Stamina Points.**Wanderer's Pluck (Ex)** Jububnans have tenacious spirits that allow them to thrive while alone. When an effect allows a jububnan to reroll an attack roll, saving throw, or skill check, they gain a +2 racial bonus to that reroll.**JUBUBNAN RACONTEUR****CR 8****XP 4,800**Jububnan witchwarper^{COM}

CN Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****HP 105 RP 4****EAC** 19; **KAC** 20; +4 vs. bull rush and trip**Fort** +7; **Ref** +9; **Will** +9**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** tactical knife +13 (2d4+8 S)**Ranged** red star plasma pistol +15 (1d8+8 E & F; critical
burn 1d8)
or incendiary grenade II +15 (explode [10 ft., 1d6 burn,
DC 18])**Witchwarper Spells Known** (CL 8th; ranged +15)3rd (3/day)—*explosive blast* (DC 20), *probability prediction*2nd (6/day)—*caustic conversion*, *hold person* (DC 19), *slice reality*^{COM} (DC 19)1st (at will)—*puncture veil*^{COM}, *shifting surge*^{COM}**STATISTICS****Str** +0; **Dex** +4; **Con** +2; **Int** +2; **Wis** +0; **Cha** +6**Skills** Acrobatics +16, Culture +21, Mysticism +21, Stealth +16**Languages** Common, Jububnan**Other Abilities** alternate outcome (1/day), astonishing
balance, infinite worlds (3/day), paradigm shifts (inhibit
[DC 18], flash teleport), puff up, wanderer's pluck**Gear** advanced lashunta tempweave, incendiary grenades
II (2), red star plasma pistol with 2 capacity batteries (20
charges each), tactical knife



JUBUBNAN

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

ECOLOGY**Environment** any**Organization** solitary**SPECIAL ABILITIES****Astonishing Balance (Ex)** See page 56.**Puff Up (Ex)** See page 56.**Wanderer's Pluck (Ex)** See page 56.

Jububnans resemble human-sized toads that stand on a single stout leg. Their coloration varies widely, often with neon splashes and splotches of darker colors. They maneuver by deftly hopping at the speed at which many humanoids walk, and they rarely remain motionless, instead preferring to gently sway when they must stay in a single spot for prolonged periods. Jububnans can inhale deeply, expanding their bodies to almost three times their normal size. Most jububnans stand between 5 and 6 feet tall and weigh about 200 pounds, though puffed jububnans can be as tall as 10 feet.

The jububnan homeworld, if it still exists, remains a mystery to the broader galaxy. Though many jububnans have visited both the Pact Worlds and Veskarium, none have been known to disclose details about a homeworld. When directly confronted about their history, most simply state that their ancestors were starfaring wanderers. Since jububnans live only an average of 60 years, they've had several generations since the end of the Gap, and it's widely believed that the truth of their origin is shrouded by that mysterious lost age. Today, jububnans travel as solitary wanderers, rarely meeting others of their kind. Luckily for their species, a jububnan can reproduce via parthenogenesis, allowing them to spawn dozens of eggs several times during their lifespan. During the periods leading up to their egg-laying, a jububnan remains in its larger puffed-up state for weeks; scientists believe that this is to properly gestate the necessary egg clutches, as well as a remnant behavior from less sapient times, when jububnans likely intimidated would-be predators with their increased size.

Many followers of Weydan believe jububnans to be a species blessed by The Endless Horizon, seeing the species' innate pluck and ability to persevere in solitary wandering as exemplars of their deity. For their part, jububnans as a whole don't share any particular affinity to Weydan, and in fact, display an exceptionally wide variety of deific and philosophical allegiances. Since most jububnans have no societal cohesion, the beliefs and moral outlooks of these toad-like beings are more varied than those of many species. Likely as a result of their nomadic lifestyles, jububnans often veer away from exceptionally lawful institutions, though those who grow up under the dominion of larger civilizations tend to embrace order and authority.

Thanks to jububnans' ability to reproduce rapidly, their normally solitary species can sometimes form tight-knit familial communities. Some pirate outfits in Near Space and

RACIAL TRAITS**Ability Adjustments:** +2 Dex, +2 Con, -2 Str**Hit Points:** 6**Size and Type:** Jububnans are Medium monstrous humanoids.**Darkvision:** Jububnans have darkvision with a range of 60 feet.**Astonishing Balance:** See page 56.**Jububnan Movement:** Jububnans have a land speed of 30 feet and a swim speed of 30 feet.**Puff Up:** See page 56.**Wanderer's Pluck:** See page 56.

the Vast consist of jububnan outlaws who bred multiple generations of offspring with the sole goal of staffing starships and creating a larger enterprise with trusted family allies. In other cases, jububnan explorers who come across sites of extreme value or danger may birth a new generational line whose existence is based on protecting such locations from outside interference. However, even when these larger groups of jububnans—known as tangles—form, the elders commonly encourage some of their offspring to depart and travel the galaxy, spreading their species throughout the reaches of space. As a result, members of jububnan tangles can often be found across several different planets, watching over specific sites of interest.



KAION



KAION
CR 2
XP 600

KAION MULTIPOLE
CR 11
XP 12,800

KAION**CR 2****XP 600**

N Small animal

Init +4; **Senses** blindsense (electromagnetism) 60 ft., low-light vision; **Perception** +7**DEFENSE****HP 25****EAC** 12; **KAC** 16**Fort** +5; **Ref** +7; **Will** +1**Defensive Abilities** void adaptation**OFFENSE****Speed** 10 ft., fly 60 ft. (Ex, perfect)**Melee** radula +7 (1d6+3 S) or

slam +7 (1d4+3 B plus grab)

Ranged sclerite +10 (1d6+2 P plus entangled)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with slam)**Offensive Abilities** polarity pulse**STATISTICS****Str** +1; **Dex** +4; **Con** +2; **Int** -4; **Wis** +0; **Cha** -2**Skills** Acrobatics +7 (+15 to fly), Athletics +7**Other Abilities** magnetic levitation**ECOLOGY****Environment** mountains, urban, or vacuum (Diaspora)**Organization** solitary, pair, or pod (3–6 kaions plus 1 kaion multipole)**SPECIAL ABILITIES****Magnetic Levitation (Ex)** A kaion can fly in a vacuum.

However, this flight is limited to within 60 feet of a planet or asteroid's surface or a nearby metallic structure, such as a steel railing or a starship's hull.

Polarity Pulse (Ex) As a standard action, a kaion can release a magnetic pulse in a 60-foot-radius spread. Each creature in that area wielding metallic weapons, wearing metallic armor, or entangled by a kaion's sclerites must succeed at a DC 13 Reflex save or be pulled up to 30 feet toward the kaion, or double that on a failure by 5 or more. This movement doesn't provoke attacks of opportunity. If a creature is affected only because of an object it holds, it can drop the object to cease being pulled; this does not require an action. Unsecured metallic objects in the area are automatically pulled 60 feet toward the kaion.**Sclerites (Ex)** As a standard action, a kaion can fire a sclerite as a ranged attack with a range increment of 60 feet that targets KAC. The sclerite lodges in or sticks to the target on a hit, causing the target to become entangled as long as the sclerite remains. An entangled creature can remove a sclerite as a move action by succeeding at a DC 13 Athletics or Acrobatics check.**KAION MULTIPOLE****CR 11****XP 12,800**

N Huge animal

Init +8; **Senses** blindsense (electromagnetism) 60 ft., low-light vision; **Perception** +20**DEFENSE****HP 180****EAC** 23; **KAC** 26**Fort** +14; **Ref** +16; **Will** +10**Defensive Abilities** void adaptation**OFFENSE****Speed** 10 ft., fly 60 ft. (Ex, perfect)**Melee** radula +20 (4d6+14 S)

or slam +20 (3d8+14 B plus grab)

Ranged sclerite +23 (3d10+11 P plus entangle)**Offensive Abilities** polarity pulse, sclerite shower**STATISTICS****Str** +3; **Dex** +8; **Con** +5; **Int** -4; **Wis** +0;**Cha** -2**Skills** Acrobatics +20 (+28 to fly), Athletics +20**Other Abilities** magnetic levitation



KAION

SCLERITE HARPOONERS (HEAVY WEAPONS)

PROJECTILE	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Sclerite harpooner, lure	4	2,000	2d6 P	90 ft.	Embed ^{AR} 1d6	25 sclerites	5	2	Unwieldy
Sclerite harpooner, hook	9	13,000	25d8 P	120 ft.	Embed ^{AR} 1d8	50 sclerites	5	2	Unwieldy
Sclerite harpooner, lodestone	14	70,000	46d12 P	150 ft.	Embed ^{AR} 1d12	100 sclerites	10	3	Unwieldy

ECOLOGY

Environment mountains, urban, or vacuum (Diaspora)

Organization solitary or pod (1 kaion multipole plus 3–6 kaions)

SPECIAL ABILITIES

Magnetic Levitation (Ex) A kaion multipole can fly in a vacuum. A kaion multipole's magnetic levitation is powerful enough that it can fly even when not near a planetary surface or metallic object, and it counts as a metallic structure for the purpose of enabling other kaions' magnetic levitation.

Polarity Pulse (Ex) As a standard action, a kaion multipole can release a magnetic pulse that creates a 60-foot-radius spread centered at a point within 60 feet. Each creature in that area wielding metallic weapons, wearing metallic armor, or entangled by a kaion's sclerites must succeed at a DC 18 Reflex save or be pulled up to 30 feet toward the center of the pulse, or double that if it fails by 5 or more. If a creature is affected only because of an object it holds, it can drop the object to cease being pulled; this does not require an action. Unsecured metallic objects in the area are automatically pulled 60 feet toward the center of the pulse. Being pulled doesn't provoke attacks of opportunity.

Sclerites (Ex) See page 58; the DC is 26.

Sclerite Shower (Ex) Once every 1d4 rounds, a kaion multipole can shoot a cluster of sclerites in a 30-foot cone or 60-foot line burst. Creatures in the area take 6d6 piercing damage and are entangled by the kaion multipole's sclerites (page 58). An affected creature can attempt a DC 18 Reflex save to take half damage and ignore the entangled effect.

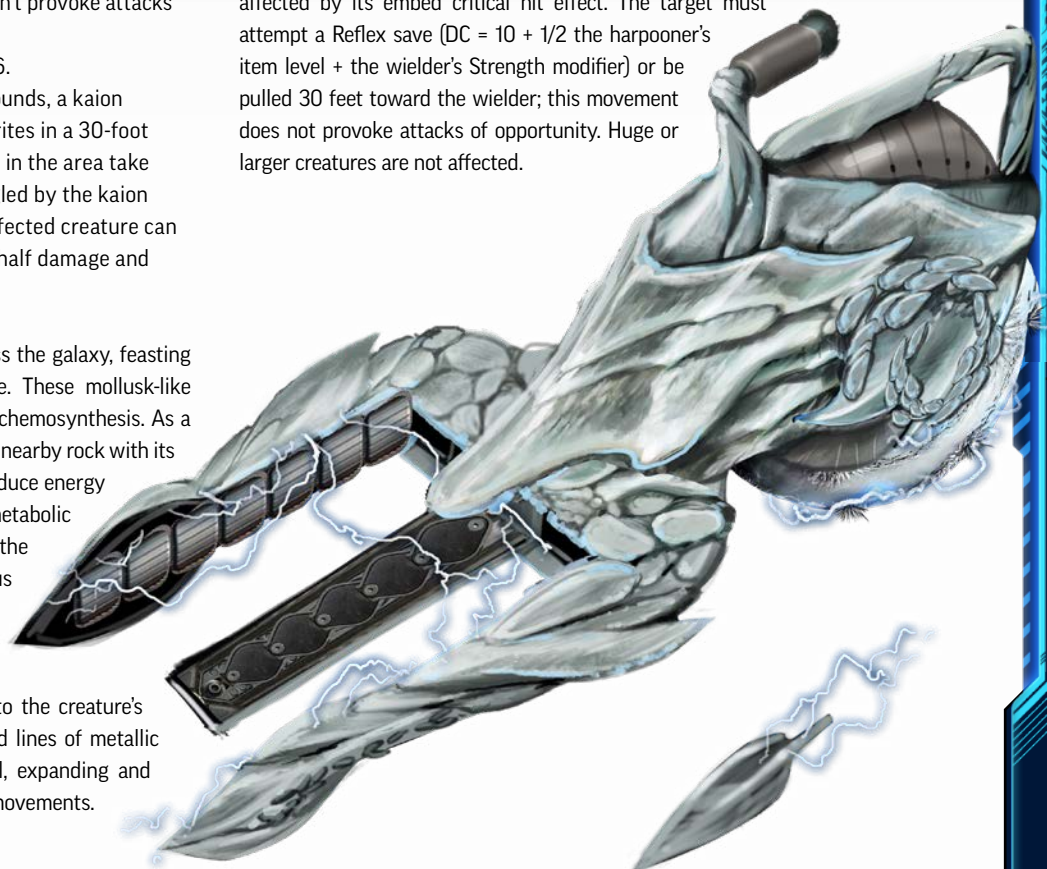
Kaions hound miners and shippers across the galaxy, feasting on starship hulls and mined ores alike. These mollusk-like creatures produce their own energy via chemosynthesis. As a kaion scrapes up inorganic minerals from nearby rock with its radula, symbiotic bacteria in its shell produce energy and excrete any unwanted metals as a metabolic byproduct. These metals accumulate in the kaion's shell as well as in the numerous metallic sclerites that cover the kaion's many tentacles and two long arms. The kaion's armored surface also produces powerful magnetic fields that respond to the creature's bioelectric impulses, often visible in field lines of metallic dust that adhere to the creature's shell, expanding and contracting in rhythmic, breath-like movements.

By using a nearby metallic surface as an anchor, kaions can propel themselves via magnetic levitation. As space travel has increased, kaions have expanded far beyond their native habitat of the Diaspora by hitching rides on unsuspecting starships. By creating a magnetic gradient down its arms, a kaion can detach one of its sclerites and accelerate it to railgun speeds. These projectiles lodge in or adhere to targets; subsequent magnetic pulses can reel prey back as though they were harpooned.

Kaions are a social species organized into a pod structure, and whole pods cooperate to bring down larger prey. When multiple kaions in a pod have reached a sufficient level of size and strength, they can instead become magnetically aligned with each other and form a single multichambered chimeric organism called a multipole, that can fly through space unaided.

SCLERITE HARPOONERS

Kaions' ability to reel in all manner of prey has led to emulations of their effective hunting strategy. A sclerite harpooner is inlaid with spirals of kaion shell and magnetically fires either harvested or manufactured kaion sclerites along two rails; this ammunition is available in the same quantities and at the same price as darts. As a reaction, the weapon can be activated to reel in a target affected by its embed critical hit effect. The target must attempt a Reflex save (DC = 10 + 1/2 the harpooner's item level + the wielder's Strength modifier) or be pulled 30 feet toward the wielder; this movement does not provoke attacks of opportunity. Huge or larger creatures are not affected.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

KHULAN



KHULAN
CR 7
XP 3,200



KHULAN ASCENDANT
CR 12
XP 19,200

KHULAN CR 7

XP 3,200

LN Medium fey (fire, incorporeal)

Init +4; **Senses** blindsight 60 ft. (vibration), *detect radiation*, low-light vision; **Perception** +14**DEFENSE** HP 95

EAC 19; KAC 20

Fort +8; **Ref** +8; **Will** +10**Defensive Abilities** geomagnetic field, incorporeal;**Immunities** fire, radiation**Weaknesses** vulnerable to cold**OFFENSE****Speed** fly 40 ft. (Su, perfect)**Melee** leeching touch +12 (3d6 C; see text) or claw +14 (1d8+7 S)**Spell-Like Abilities** (CL 7th; ranged +12)1/day—*explosive blast* (DC 18)Constant—*detect radiation***STATISTICS****Str** +0; **Dex** +4; **Con** +1; **Int** +1;**Wis** +5; **Cha** +2**Skills** Acrobatics +19 (+27 to fly), Intimidate +19, Physical Science +14, Sense Motive +19, Stealth +14, Survival +14**Languages** Akitonian, Common, Ignan, Terran**ECOLOGY****Environment** any mountains or underground (Akiton)**Organization** solitary, pair, or patrol (3–9)**SPECIAL ABILITIES**

Geomagnetic Field (Su) As a move action while on a planet that has at least a thin atmosphere and a mass at least 1/50th that of lost Golarion, a khulan can generate a 10-foot-radius protective field that grants resistance to cold, electricity, and fire damage within the protected area. If the planet's atmosphere is thin, this resistance value is 5, and the resistance increases to 7 or 10 if the atmosphere is normal or thick, respectively. A khulan's attacks ignore any energy resistance granted by a khulan's geomagnetic field ability. The barrier also grants all creatures in its area a +4 circumstance bonus to saves against radiation.

The barrier is an emanation that is centered on and moves with the khulan,

and the field persists until the khulan is incapacitated or it dismisses the field; this doesn't require an action.

Leeching Touch (Su) As a standard action, a khulan can strike with their incorporeal limbs, making an attack that targets EAC. On a hit against a living creature, this attack deals 3d6 cold damage, and the khulan regains a number of Hit Points equal to half the damage dealt.

KHULAN ASCENDANT CR 12

XP 19,200

LN Medium fey (fire, incorporeal)

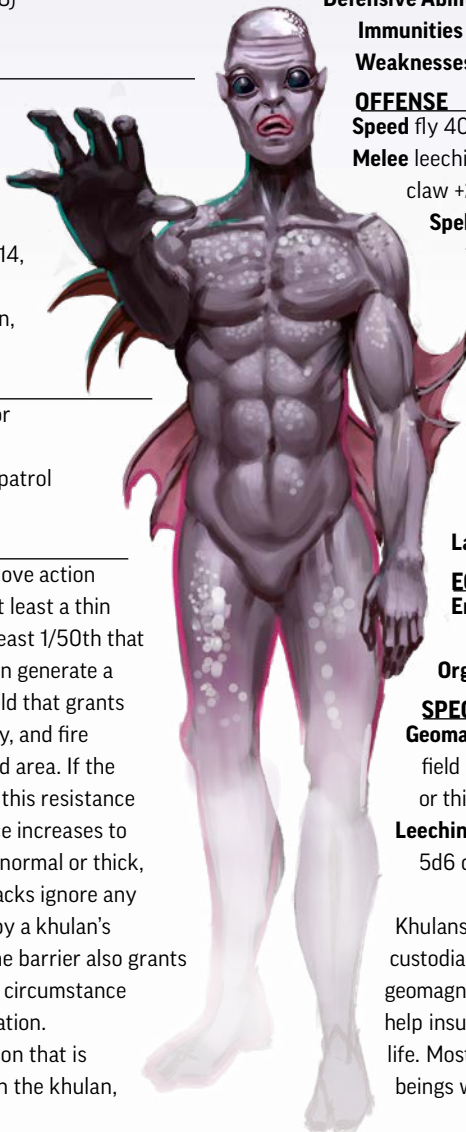
Init +5; **Senses** blindsight 60 ft. (vibration), *detect radiation*, low-light vision; **Perception** +22**DEFENSE** HP 175

EAC 26; KAC 26

Fort +13; **Ref** +13; **Will** +15**Defensive Abilities** geomagnetic field, incorporeal;**Immunities** fire, radiation**Weaknesses** vulnerable to cold**OFFENSE****Speed** fly 40 ft. (Su, perfect)**Melee** leeching touch +20 (5d6 C; see text) or claw +22 (2d12+12 S)**Spell-Like Abilities** (CL 12th)1/day—*explosive blast* (DC 20), *remove radioactivity* (DC 21)Constant—*detect radiation***STATISTICS****Str** +0; **Dex** +5; **Con** +4; **Int** +2; **Wis** +8;**Cha** +4**Skills** Acrobatics +27 (+35 to fly), Intimidate +27, Physical Science +22, Sense Motive +27, Stealth +22, Survival +22**Languages** Akitonian, Common, Ignan, Terran**ECOLOGY****Environment** any mountains or underground (Akiton)**Organization** solitary, pair, or patrol (3–9)**SPECIAL ABILITIES**

Geomagnetic Field (Su) See above; the geomagnetic field grants resistance 10, 12, or 15 in thin, normal, or thick atmospheres, respectively.

Leeching Touch (Su) See above; this attack deals 5d6 cold damage.



Khulans are glossy-eyed fey that act as enigmatic custodians of worlds' molten cores, the resulting geomagnetic fields, and the pyroclastic gases that help insulate worlds so that their surfaces can sustain life. Most often, khulans appear as vaguely humanoid beings with large heads, ephemeral bodies, and limbs



KHULAN

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

that seem to trail away into nothingness. A typical khulan is 7-1/2 feet tall.

These ghostly fey spend most of their time deep belowground, drifting through the mantles and blazingly hot metallic cores of many rocky planets. When they surface, khulans often travel through convective conduits, old lava tubes, or active volcanoes, emerging with minimal fanfare to survey the upper ecosystems' health. Where they sense disturbances in their planets' cosmic defenses, khulans silently study the causes and swiftly retaliate against any mortal tampering they deem harmful. Otherwise, the surface's relative chill displeases the fey, who either retreat deep underground or sap warmth from living creatures in order to sustain a healthy body temperature.

On occasion, a khulan adopts a surface settlement or population under threat, most often one at risk from environmental degradation or unnatural weather. In some cases, this involves shepherding the fey's charges to safety underground, and in others weaving a shield from the planet's geomagnetic and atmospheric power to deflect the oncoming threat. Enough of these stories survive to suggest the fey are benign or even benevolent. However, just as many tales describe instances in which khulans' charges have disappeared forever, owed the fey impossible debts as payment for khulan intervention, or been found as frozen corpses in warm fields, suggesting that the ghostly beings adhere to utterly alien motivations.

Dozens of khulans patrol Akiton's Hivemarket, a partly subterranean bazaar in the shadow of Mount Ka, an extinct volcano. There the fey attack anyone who engages in theft or attempts to seize control of the site by force, yet they almost never stop legitimate business, no matter how heinous the transaction. Ongoing university studies documenting the khulans' behavior and anatomy elicit varied reactions from the fey ranging from silent disdain to violent outbursts and to cryptically brief interviews that only trigger more questions.

These Akitonian khulans' visibility makes them one of the best-studied populations in the galaxy, thus most assume that khulans both are endemic to Akiton and are naturally legless ghost beings. However, Akiton's molten core has cooled dramatically over the past millions of years, and ancient cave art suggests that the planet's khulans have grown weaker and more ephemeral as the core's energy and geomagnetic field dwindle. The art depicts khulans with faint digitigrade legs bearing stout fins for swimming, and rare sightings of khulans on younger planets report similar findings. Popular theories suggest the khulans slowly fade as their homes die, and although Akiton's khulans are no longer able to protect the dying planet's core, they strive to at least protect the market and its inhabitants.

MECHANIC TRICKS

These mechanic tricks incorporate geomagnetic principles and khulan inspirations to deflect and redirect dangerous energies.

Electromagnetic Deflection (Ex): When you activate your energy shield, choose two of the following damage types: cold, electricity, or fire. While your shield is active, you gain resistance to the chosen damage types equal to half your mechanic level. You must have the energy shield mechanic trick to learn this trick.

Geomagnetic Charge (Ex): As a reaction once per round while your energy shield is active and you reduce damage taken with your electromagnetic deflection trick, you can redirect the dissipated energy into a ranged energy weapon or melee weapon with the powered special property that you're holding. The next time you hit with that weapon before the end of your next turn, you deal additional damage equal to the reduction provided by your electromagnetic deflection. You must be at least 8th level and have the electromagnetic deflection and energy shield mechanic tricks to learn this trick.



KIIRINTA



KIIRINTA GUARD
CR 3
XP 800

KIIRINTA GUARD**CR 3****XP 800**

CN Small fey

Init +4; **Senses** low-light vision; **Perception** +8**DEFENSE****EAC** 14; **KAC** 16**HP** 40**Fort** +7; **Ref** +7; **Will** +2**Defensive Abilities** fluttercloud**OFFENSE****Speed** 30 ft., fly 20 ft. (Ex, average)**Melee** tactical dueling sword +7 (1d6+5 S)**Ranged** tactical rail gun +10 (1d8+3 P)**Offensive Abilities** reverberating shriek (DC 12)**STATISTICS****Str** +2; **Dex** +4; **Con** +1; **Int** +0; **Wis** +0; **Cha** +1**Skills** Acrobatics +13, Athletics +8, Survival +8**Languages** Common, Kiirinta; limited telepathy 30 ft.**Gear** freebooter armor I, tactical dueling sword, tactical rail gun^{AR} with 24 longarm rounds**ECOLOGY****Environment** any (Stabrisis-14)**Organization** solitary, pair, or kaleidoscope (3-10)**SPECIAL ABILITIES****Fluttercloud (Ex)** Once every 10 minutes, as a move action, a

kiirinta within 15 feet of the ground can flutter its wings to stir up a cloud of debris and glistening sparkles around itself, granting the kiirinta concealment (20% miss chance) for 1d4 rounds or until they leave their space.

Reverberating Shriek (Ex) Once every 10 minutes, as a standard action, a kiirinta can emit a shriek of sonic energy at an adjacent creature, causing painful vibrations throughout the target's body. This gives the target the staggered condition for 1d4 rounds. The target can attempt a DC 12 Fortitude save to negate the effect.

KIIRINTA SHAMAN**CR 6****XP 2,400**

Kiirinta mystic

CN Small fey

Init +3; **Senses** low-light vision; **Perception** +13**DEFENSE****EAC** 17; **KAC** 18**HP** 75 **RP** 4**Fort** +7; **Ref** +7; **Will** +9**Defensive Abilities** fluttercloud**OFFENSE****Speed** 30 ft., fly 20 ft. (Ex, average)**Melee** medium sap +9 (1d6+6 B nonlethal)**Ranged** corona laser pistol +11 (2d4+6 F; critical burn 1d4)**Offensive Abilities** grasping vines (DC 16), reverberating shriek (DC 16)**Mystic Spell-Like Abilities** (CL 6th)At will—*mindlink***Mystic Spells Known** (CL 6th)2nd (3/day)—*fog cloud*, *force blast* (DC 18)1st (6/day)—*life bubble*, *mind thrust* (DC 17), *mystic cure*0 (at will)—*detect magic*, *stabilize***Connection** xenodruid**STATISTICS****Str** +0; **Dex** +3; **Con** +2; **Int** +2; **Wis** +5; **Cha** +1**Skills** Acrobatics +13, Life Science +18, Mysticism +18, Survival +13**Languages** Common, Kiirinta; limited telepathy 30 ft., speak with animals**Other Abilities** animal adaptation (6 minutes)**Gear** freebooter armor II, corona laser pistol, medium sap^{AR}**ECOLOGY****Environment** any (Stabrisis-14)**Organization** solitary, pair, or kaleidoscope (3-10)**SPECIAL ABILITIES****Fluttercloud (Ex)** See above.**Reverberating Shriek (Ex)** See above; the DC is 16.

Kiirintas are small, moth-like creatures with brightly colored wings, six limbs, and a pair of feathery antennae above their





KIIRINTA

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

insectile eyes. Their front two limbs have three grasping, finger-like appendages for manipulating objects. Their back limbs have several jagged claws, and they can rear up on their two hindmost limbs to reach their full height of 3 to 4 feet. Kiirintas can live up to 500 years and reach adulthood at 30.

Kiirintas' home world, called Stabrisis-14 by the Starfinder Society, is the fourth planet orbiting an immense red star in Near Space. Kiirintas themselves referred to their planet simply as "the world," but now that they have begun to make contact with galactic society, those who go off-planet typically refer to their home by its Starfinder Society moniker. Stabrisis-14 is a verdant jungle planet that experiences frequent influxes of planar energy from the First World, influencing its landscape and inhabitants. Though there are currently no active portals to the wild plane, kiirintas pass down legends of how their ancestors migrated to their planet via a now-lost planar breach.

Traditionally, kiirintas work as nomadic hunter-gatherers who venerate a pantheon of nature deities. Across the planet, they are organized into various groups, each with its own territory. Each group has multiple small settlements across the jungles that members rotate between based on the season and their mood. The majority of kiirintas divide themselves into two castes: the Reflectors and the Builders. The Builders focus on physical pursuits and serve as warriors and hunters, whereas the Reflectors focus on mental pursuits, studying magic and strategy. The castes are equal in terms of status, and individuals in either can rise to positions of power within a tribe. Due to the kiirintas' strong tendency toward individualism, hereditary positions are rare. While impressive parentage can be influential, most kiirintas believe in judging others by their deeds.

Kiirinta society rewards boldness and daring, and the ability to recount one's exploits for others is almost as important as the deeds themselves. Kiirinta culture prizes storytelling—the more outlandish the tale, the better. As a result, kiirintas' historical records are somewhat muddled, as they often tell tall tales and embellish even the most minor details to make their stories all the more impressive.

Recently, the Starfinder Society interceded on Stabrisis-14 when several weapon caches were dropped on the planet, inciting conflict within a kiirinta tribe and resulting in kiirintas' introduction to the larger galaxy. Though still somewhat localized, word of the life forms and technologies on other planets is spreading quickly among kiirintas, and their natural curiosity is encouraging many to find their way off Stabrisis-14 to explore the universe. Kiirintas of both castes have taken an eager interest in newly discovered technologies and peoples.

RACIAL TRAITS

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

Hit Points: 4

Size and Type: Kiirintas are Small fey.

Fluttercloud: See page 62.

Kiirinta Movement: Kiirintas have a land speed of 30 feet and an extraordinary fly speed of 20 feet with average maneuverability.

Limited Telepathy: Kiirintas have limited telepathy with a range of 30 feet.

Low-Light Vision: Kiirintas have low-light vision.

Reverberating Shriek: As a standard action, a kiirinta can emit a shriek of sonic energy at an adjacent creature, causing painful vibrations throughout the target's body. This scream imposes the staggered condition for 1d4 rounds. The target can attempt a Fortitude save (DC = 10 + half the kiirinta's character level + the kiirinta's Constitution modifier) to negate the staggered effect. Whether successful or not, a creature can't be affected by the same kiirinta's reverberating shriek for 24 hours. A kiirinta can use this ability once per day plus one additional time for every 5 character levels they have.



KLIKHARP



**KLIKHARP
HATCHLING**
CR 1/2
XP 200

KLIKHARP HATCHLING

CR 1/2

XP 200

N Medium vermin

Init +2; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +4

Aura gentle thrum (30 ft.)

DEFENSE

EAC 10; **KAC** 12

Fort +4; **Ref** +2; **Will** +0; +2 vs. emotion and pain

HP 13

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +6 (1d6+3 P)

STATISTICS

Str +3; **Dex** +2; **Con** +1; **Int** -4; **Wis** +1; **Cha** +1

Skills Acrobatics +4, Athletics +9

Other Abilities mutations (maestro, springy)

ECOLOGY

Environment any

Organization solitary, pair, or orchestra (3-10)

SPECIAL ABILITIES

Gentle Thrum (Su) The klikharp's gentle thrum is especially soothing for shirrens and other creatures with blindsense (vibration), including themselves. Affected creatures gain a +2 morale bonus to saves against emotion and pain effects.

Mutations (Ex) The klikharp has a mutable genetic code resulting from of once being a part of the Swarm. Each klikharp starts with two mutations from the list below; they can add an additional mutation at 7th level and another at 13th. At each level they can slip into their chrysalis

for a week and switch out the mutations they previously selected. The exception to this is the growth option, which is permanent.

Bioluminescent: As a move action, the klikharp can increase the light level two steps (to a maximum of normal light) in a 10-foot radius centered on itself for 1 minute.

Burrowing: The klikharp has a burrow speed of 30 feet.

Discordant: The klikharp can make a shriek ranged attack that deals sonic damage, targets EAC, and has a range increment of 30 feet.

Growth: The klikharp grows one size category. It can choose this option twice to become Huge. Growth mutations can't be undone.

Maestro: As a move action, the klikharp can imitate any instrument or sound (but not speech), giving a creature a +4 circumstance bonus to Profession (musician) checks. The target must have the klikharp as its bonded creature companion.

Sealed Carapace: The klikharp gains the void adaptation universal creature rule (page 157).

Springy: The klikharp can take 20 on Athletics checks to jump and the DC is not doubled for lacking a running start.

Winged: The Klikharp has a flight speed of 30 feet (Ex., average). The klikharp must be 7th level or higher to select this mutation.

KLIKHARP MOUNT

CR 5

XP 1,600

N Large vermin

Init +3; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.; **Perception** +11

Aura gentle thrum (30 ft.)

DEFENSE

EAC 17; **KAC** 19

Fort +9; **Ref** +7; **Will** +4; +2 vs. emotion and pain

HP 70

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +14 (1d6+10 P)

Ranged shriek +11 (1d6+5 So)

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

STATISTICS

Str +5; **Dex** +3; **Con** +2; **Int** -4; **Wis** +1;

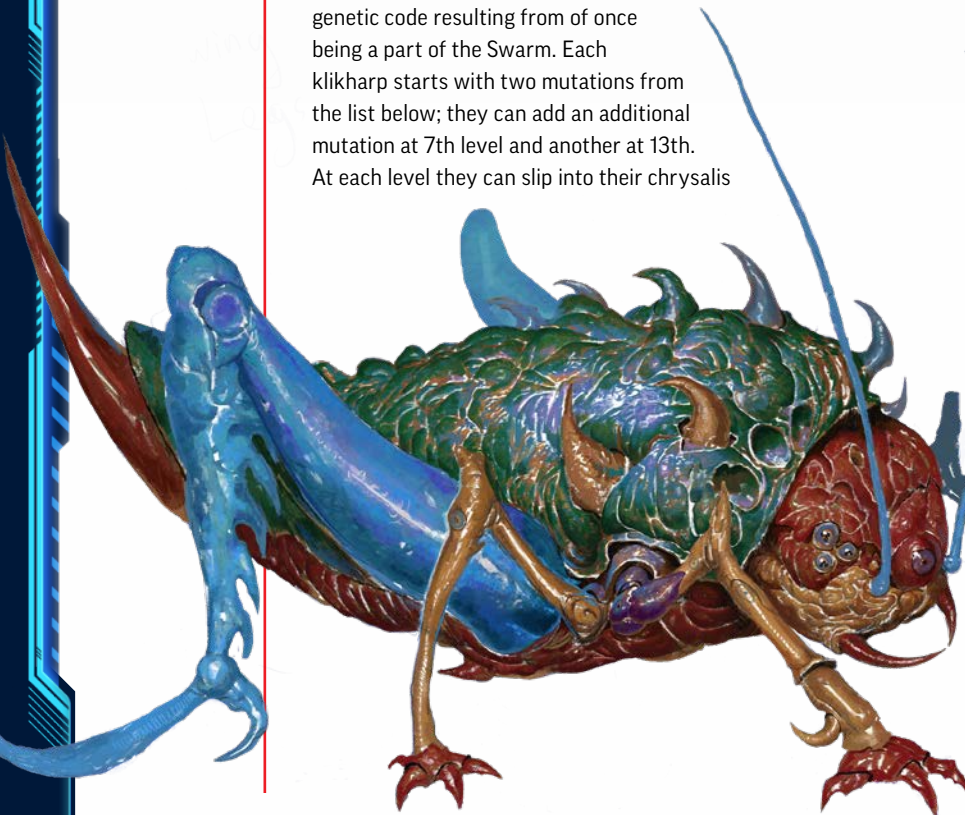
Cha +1

Skills Acrobatics +11, Athletics +16 (+24 to climb), Survival +11

Other Abilities mutations (discordant, growth)

ECOLOGY

Environment any





KLIKHARP

Organization solitary, pair, or orchestra (3-10)

SPECIAL ABILITIES

Mutations (Ex) See page 64.

Gentle Thrum (Su) See page 64.

Klikharps are brightly colored cricket-like insects with six legs, long antennae, and a shiny carapace. They are affectionate and musical pets with a mind of their own. Like the shirrens, klikharps were once components of the Swarm. Shirren scholars and scientists have long debated what purpose the klikharp's musical gifts served within the Swarm. Did the gentle thrum once reinforce the hive mind? Was the music a way of keeping tempo for military operations? Whatever klikharps' original purpose, when the Gap ended, shirren legends claim that the loyal klikharps made their first known choice when they sensed the shirrens' desire to flee the Swarm's endless cycle of destruction. As the Swarm churned in sudden confusion and disorientation, so the story goes, the klikharps thrummed in a single chorus and shifted their genetic code, breaking off from the hive mind as well. This break seems to have come at a terrible price; klikharps lost their native telepathic gifts and some of their functional ability to easily communicate.

Now, most shirrens feel a cultural duty to protect these loyal creatures. That a species on the run would take pets with them says much, not only about the shirrens, but also the early klikharps, who served as guardians and protectors, fighting and dying alongside their new friends. Shirren storytellers tell many tales of how klikharps' thrums and companionship soothed the terrified exiles and kept morale up during their 3-year flight from the Swarm. When the glowing form of Hylax arrived at the Forever Reliquary to bless the shirren species, she offered the klikharps a blessing too. Although she could not return all that they had sacrificed, she enhanced their musical gifts, their sense of joy, and their love of choice in all forms. All klikharps chirp, but now they could echo the sounds of musical instruments, and some could take their musical gifts even further.

Shirrens cherish klikharps not just for the history of their loyalty, but also for their endless love of choice. Klikharps rarely blend in meekly to their surroundings, instead choosing to constantly shift their jewel-like coloration in order to attract attention. All klikharps are natural aural mimics, often changing their chirps to match the sounds of different musical tones. Although these charming pets were the very first companions of the shirren species, until recently they were a rare sight in most of the Pact Worlds. Then Bugspace, a Nchak-based band, released its viral song "Canticle for Klikharp and Guitar." Now klikharps are enjoying a new wave of popularity, not just for their bright colors and

musicality, but for their endless versatility as pets. Their mutable genetic code lets them fill many sorts of pet niches from charming entertainers to guards, mining assistants, pack animals, and even flying mounts.

Klikharps endlessly shift themselves into helpful forms to work alongside their chosen friends. Feral klikharps are uncommon, as they have never been a truly wild species. If abandoned or neglected, they focus most on the mutations that will help them survive. Their songs never go completely silent; they instead shift from instrumental music to soft, plaintive sounds that echo their environment. Rescue groups that specialize in retrieving feral klikharps have found music to be key in both luring klikharps out of their hiding spaces but also teaching them to trust again.

KLIKHARP COMPANIONS

Klikharps naturally make affable creature companions (*Starfinder Alien Archive* 3 138).

KLIKHARP

Medium Vermin

Senses blindsense (vibration) 60 ft., darkvision 60 ft., low-light vision

Good Save Fort; **Poor Saves** Ref, Will

Speed 40 ft., climb 20ft.

Melee Attack bite (P)

Space 5 ft. **Reach** 5 ft.

Ability Modifiers Dex, Str

SPECIAL ABILITIES

Gentle Thrum (Su) See page 64.

Mutations (Ex) See page 64.

LEVELS
1-20



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

LACUNAL COLLECTOR



LACUNAL
INITIATE
CR 1
XP 400

LACUNAL
COLLECTOR
CR 11
XP 12,800

LACUNAL INITIATE**CR 1****XP 400**

LE Medium undead (android)

Init +1; **Senses** darkvision 60 ft., low-light vision;**Perception** +5**DEFENSE****EAC** 10; **KAC** 11**Fort** +1; **Ref** +1; **Will** +6**Defensive Abilities** spontaneous reincarnation; **Immunities** undead immunities**OFFENSE****Speed** 40 ft.**Melee** battle staff +2 (1d4+2 B; critical knockdown)**Ranged** subzero hail pistol +4 (1d4 C & P; critical bleed 1d4)**Offensive Abilities** memory extraction (DC 12)**Spells Known** (CL 1st; ranged +4)1st (3/day)—*fear* (DC 14), *mind thrust* (DC 14)0 (at will)—*daze* (DC 13), *telekinetic projectile* (DC 13)**STATISTICS****Str** +1; **Dex** +1; **Con** –; **Int** +2; **Wis** +4; **Cha** +1**Skills** Engineering +10, Intimidate +5, Mysticism +10**Languages** Common**Other Abilities** augmented scavenger, constructed, flat affect, unliving**Gear** second skin, battle staff, subzero hail pistol^{AR} with 2 batteries (20 charges each);**Augmentations** standard prosthetic limb**ECOLOGY****Environment** any**Organization** solitary, pair, or enclave (3-4)**SPECIAL ABILITIES****Augmented Scavenger (Ex)** A

lacunal initiate can harvest a biotech or cybernetic augmentation already installed into a willing or unconscious creature and integrate it into their own body. This process takes 10 minutes per level of the augmentation; the lacunal initiate can have one such augmentation at a time.

Memory Extraction (Su) As a standard action, a lacunal initiate can extract memories from an adjacent creature, causing the target to become fatigued unless it succeeds at a Will saving throw. Whether or not the creature succeeds at this saving throw, it

can't be affected by this ability again for 24 hours. This is a mind-affecting gaze attack.

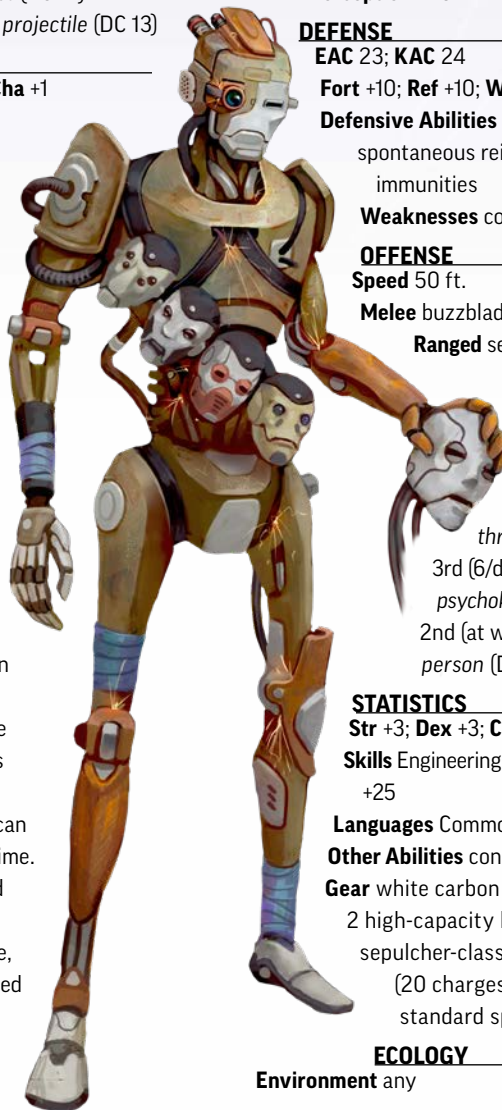
Spontaneous Reincarnation (Su) A lacunal initiate carries a reminder of their prior incarnation in the form of a severed head. When a lacunal initiate is reduced to 0 Hit Points, instead of being destroyed, their consciousness is immediately transferred into this head. After 1d8 hours, the lacunal initiate's body and former head awaken and can reunite to become a fully functional creature again. If all of their heads are destroyed, the lacunal initiate is also destroyed.

LACUNAL COLLECTOR**CR 11****XP 12,800**

LE Medium undead (android)

Init +3; **Senses** darkvision 60 ft., low-light vision;**Perception** +20**DEFENSE****EAC** 23; **KAC** 24**Fort** +10; **Ref** +10; **Will** +16**Defensive Abilities** regeneration 10 (see text),spontaneous reincarnation; **Immunities** undead immunities**Weaknesses** collection dependency**OFFENSE****Speed** 50 ft.**Melee** buzzblade spear +17 (3d6+15 P)**Ranged** sepulcher-class bone pistol +19 (2d8+11 C)**Offensive Abilities** memory extraction (DC 20)**Spells Known** (CL 11th)4th (3/day)—*fear* (DC 22), *mind thrust* (DC 22)3rd (6/day)—*deep slumber* (DC 21),*psychokinetic strangulation* (DC 21)2nd (at will)—*daze monster* (DC 20), *hold person* (DC 20)**STATISTICS****Str** +3; **Dex** +3; **Con** –; **Int** +5; **Wis** +8; **Cha** +3**Skills** Engineering +25, Intimidate +20, Mysticism +25**Languages** Common**Other Abilities** constructed, flat affect, unliving

Gear white carbon skin, buzzblade spear with 2 high-capacity batteries (40 charges each), sepulcher-class bone pistol^{AR} with 2 batteries (20 charges each); **Augmentations** standard speed suspension

ECOLOGY**Environment** any



LACUNAL COLLECTOR

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Organization solitary, pair, or enclave (1–2 plus 4–6 lacunal initiates)

SPECIAL ABILITIES

Augmented Scavenger (Ex) See page 66.

Collection Dependency (Su) Each time a lacunal collector transfers their consciousness into a new body, their previous head sloughs off and is replaced by a new one. Lacunal collectors keep their decaying heads and often wear them as ornamentation. A lacunal collector has 1d6+1 additional heads. A creature can target one of these grisly trophies with a melee or ranged attack (with the same AC as the lacunal collector); if the attack hits, that head is destroyed. Destroying all of a lacunal collector's heads ends the creature's regeneration ability.

Memory Extraction (Su) See page 66.

Spontaneous Reincarnation (Su) See page 66.

Long before the Gap, a monastic sect on lost Golarion devoted to Casandalee known as the Created worked tirelessly to collect the living memories of other sentient beings in the service of their goddess. These monks vowed to continuously return to the mortal realm through reincarnation until they assembled a complete archive of all conscious experience. The lineage of this ancient order presumably vanished with Golarion, but after Casandalee merged with Brigh and Epoch to form Triune, a new incarnation of the sect emerged with new horizons—the vastness of space—in its sights.

A group of devout androids embarked from Absalom Station on a voyage to the far corners of the Vast, determined to chronicle and preserve the experiences of all alien species. During their centuries-long sojourn, the monks' beliefs became twisted. Now, these former followers of Casandalee circumvent the natural reincarnation cycle in favor of artificially perpetuating their own consciousnesses. A new living prophet, Novani of the Lacunal Visage, rose to prominence in the order. Under her guidance, the reformed Lacunal disciples seek longevity through undeath, and are obsessed with “preserving” other beings by collecting their parts and forcibly extracting their memories.

Novani oversees the Lacunal disciples from her holy vessel, *Eternal Remembrance*, a colossal and heavily armed starship that carries hundreds of her followers as they scour systems for memories to add to their catalog.

The Lacunal disciples' macabre practices are shocking to outsiders, leading many who hear of the order to believe its

original tenets may have been perverted by a malevolent deity such as Urgathoa. Members of the order, however, see themselves as caretakers of knowledge dedicated to an incorruptible cause. Despite Lacunal devotees' apparent indifference towards the suffering of living beings, most creatures who encounter them survive. Travelers awoken from a stupor missing cybernetic augmentations, having only a vague memory of obsessively building a constructed body at a faceless being's request. Lacunal disciples don't actively proselytize, though the prophet Novani always welcomes android converts to join her order's ranks.

Upon initiation, a Lacunal pledge willingly partakes in a ritual to become undead. Before the initiate abandons their mortality, they construct a new body from scavenged organic and technological parts. The crowning glory of this second form is a secondary head that serves as a receptacle for their consciousness. Once the ritual is complete, their old head shrivels and dies as their soul transfers to the new form. Lacunal disciples carry their old heads as sacred reminders of their previous incarnations, often wearing the heads as intricate garlands around their necks. A few Lacunal apostates prioritize their own personal existence above their order's cause and conceal one or more of their heads in remote locations to avoid true destruction.

Lacunal disciples are undead androids who typically inhabit a humanoid body shape with visible circuits, and like their living counterparts, the creatures' individual appearances vary drastically to reflect subtle differences in design, personality, and modification. The number of heads displayed by a Lacunal disciple typically reflects the number of times they've thwarted destruction and continued their grim mission.

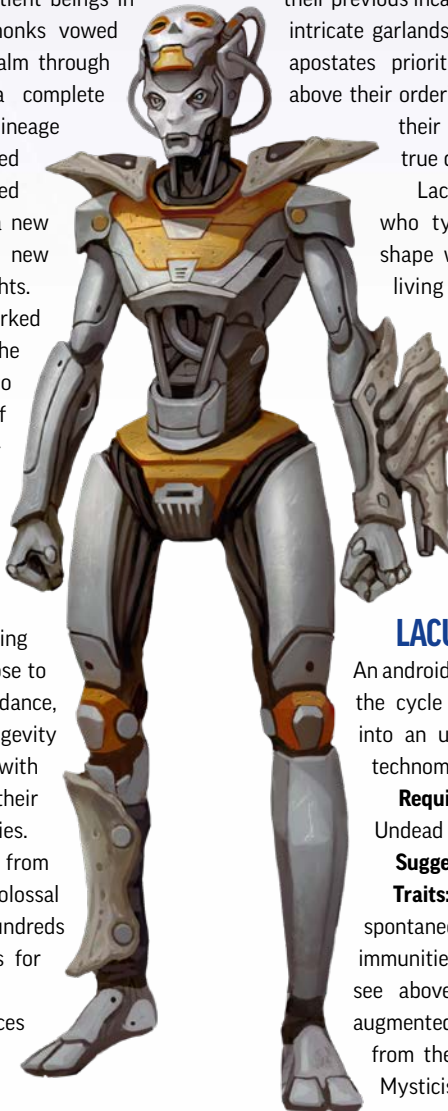
LACUNAL TEMPLATE GRAFT

An android with this template graft has rejected the cycle of renewal and transformed itself into an undead creature through a profane technomagical ritual.

Required Creature Type and Subtype: Undead (android).

Suggested Array: Spellcaster.

Traits: regeneration 10 (CR 10+), spontaneous reincarnation (page 66), undead immunities, collection dependency (CR 10+; see above), memory extraction (page 66), augmented scavenger (page 66), spells chosen from the mystic spell list, Engineering and Mysticism as master skills.



LUMOCANTHA



LUMOCANTHA
CR 2
XP 600

ANCIENT LUMOCANTHA
CR 5
XP 1,600

LUMOCANTHA**CR 2****XP 600**

N Medium plant

Init +4; **Senses** low-light vision; **Perception** +7**DEFENSE****HP 25****EAC** 13; **KAC** 15**Fort** +6; **Ref** +4; **Will** +1**Immunities** plant immunities; **Resistances** fire 5**OFFENSE****Speed** 10 ft., climb 10 ft.**Ranged** laser spines +10 (1d4+2 F; critical burn 1d4 F)**STATISTICS****Str** +1; **Dex** +4; **Con** +2; **Int** -4; **Wis** +1; **Cha** +0**Skills** Acrobatics +7, Athletics +7 (+15 to climb), Survival +12**Other Abilities** dye capsules, mindless**ECOLOGY****Environment** temperate and warm forests**Organization** solitary or colony (3-8)**SPECIAL ABILITIES****Dye capsules (Ex)** A lumocantha's center has many

individual capsules filled with a corrosive dye that acts as a lasing medium. A creature adjacent to the lumocantha who hits it with a melee attack takes 1d4 acid damage and is stained by dye. An affected creature can attempt a DC 11 Reflex save to take half damage and avoid being stained. The lumocantha gains a +2 circumstance bonus on ranged attacks against creatures stained by this dye, even if the dye came from another lumocantha.

Laser Spines (Ex) A lumocantha's individual capsules are constantly lasing, and the creature makes attacks by squeezing a shutter-like fiber at the base of each spine to allow light through. This is a ranged attack that targets EAC, has a range increment of 60 feet, and does not provoke attacks of opportunity.

ANCIENT LUMOCANTHA**CR 5****XP 1,600**

N Large plant

Init +5; **Senses** low-light vision; **Perception** +11**DEFENSE****HP 70****EAC** 17; **KAC** 19**Fort** +9; **Ref** +7; **Will** +4**Immunities** plant immunities; **Resistances** fire 10**OFFENSE****Speed** 10 ft., climb 10 ft.**Ranged** laser spines +14 (1d4+5 F; critical burn 1d4 F)**STATISTICS****Str** +2; **Dex** +5; **Con** +3; **Int** -4; **Wis** +2; **Cha** +0**Skills** Acrobatics +11, Athletics +11 (+19 to climb), Survival +16**Other Abilities** dye capsules, mindless**ECOLOGY****Environment** temperate and warm forests**Organization** solitary or colony (3-8)**SPECIAL ABILITIES****Dye Capsules (Ex)** See above; the dye deals 2d4 acid damage and the Reflex save is DC 13.**Laser Spines (Ex)** See above; as a full action, the ancient lumocantha can attack three times with its laser spines with a -6 penalty to each attack.

Lumocanthas are a beautiful sight from a safe distance. Their enormous blossoms have a central stamen composed of numerous ruby-red capsules, pulsing with activity. Long translucent yellow spines extend in all directions, rising up with the sun's light and drooping in the darkness. The fluid inside the capsules is a strong dye that acts as a natural lasing medium, and in response to a nearby threat, the flowers can activate





LUMOCANTHA

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

natural shutters at the base of their spines, allowing light to propagate through the spines and strike their opponents. These organic lasers are surprisingly powerful, and unaware observers can easily find themselves running for their lives from the laser-shooting plants. Younger lumocanthas measure 2 to 3 feet across and 5 feet high, while flowers that are hundreds of years old grow to 10 or even 20 feet high.

For all their firepower, lumocanthas aren't intentionally aggressive. The plants are not sentient, and the laser reaction is an instinctive response. They do not fire on each other or other plants. Very small creatures can usually escape their notice, and squoxes or birds often perch atop them. The flowers are surprisingly mobile, though they move very slowly, padding forward on tangles of roots pulled from the ground. They don't often chase threats, but they do sometimes migrate to a different grove that has better soil or more sunlight. When property owners want to deliberately displace a colony of lumocanthas, they typically do so by using shaded roofs or magical darkness to make the blossoms unhappy in their current location. A trail of nutrient-rich soil can then lead an entire colony to a new, well-lit home, where it promptly lays down roots. Many municipalities outlaw planting lumocanthas, citing their dangerous nature. Of course, there are always a few ambitious or eccentric gardeners who want lumocanthas as part of their landscaping, and they make their grounds as inviting as possible for the strange blossoms.

Lumocanthas were first cataloged on Vesk-6, but they're found in many places across the galaxy. Vesk often use them as both aesthetic and protective installations, and as such have brought the plants to the many new planets they've visited or conquered. Other species, particularly those with resistance to fire, such as ifrits and tieflings, have taken a liking to the unusual plants. Given that the flowers are mobile, they have moved from yards to forests and jungles on quite a few planets, making it possible to encounter wild-grown lumocanthas in many natural settings.

Lumocanthas' dye is popular in a variety of applications, though harvesting the fluid is no easy feat. Textile manufacturers claim that the deep crimson color can't be replicated with any other materials, though many knock-off dyes exist. Experts say that the way to tell whether

purportedly dyed fabric is genuine is to rub it quickly until it gets warm. If it glows slightly, it's real. Clothing certified to contain lumocantha dye sells for a high price, and some individuals with expensive taste order custom-dyed furniture or linens to spice up their home decor. The dye is also used in lasers for weapons and industrial purposes, with many customers refusing to use anything else.

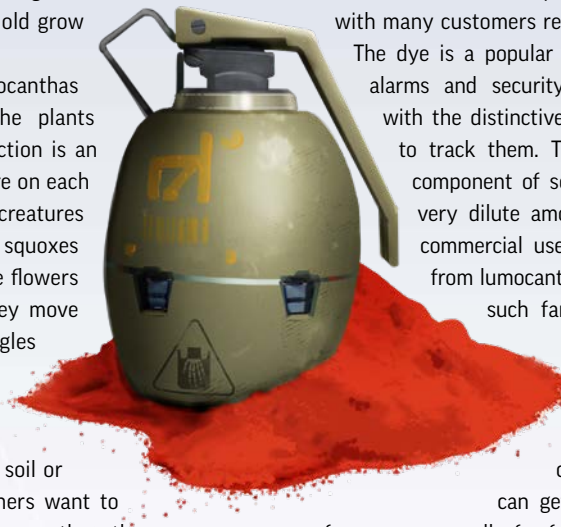
The dye is a popular choice for use in nonlethal alarms and security systems, tagging thieves with the distinctive color and making it easier to track them. The dye is even used as a component of some medications, though in very dilute amounts. Due to its extensive commercial uses, much of the dye comes from lumocantha farms. One of the largest such farms in the Pact Worlds is on Castrovel, owned by two tieflings who risk only minor burns when harvesting their valuable crop. Given that the flowers can get up and walk away, these

farms are generally far from heavily populated areas and well-fenced.

Despite being capable of killing large creatures, lumocanthas are not carnivorous. They obtain nutrients from soil and sunlight like many other plants. While lumocanthas don't require sleep, they do enter a state of diminished energy for a few hours in the middle of the night. During this period, their spines droop low and they're slower to employ their lasers if they sense an approaching threat. Their laser spines are still functional even in the dead of night, however, as would-be dye thieves have found out when the plants spring back to life on being touched or damaged. Lumocanthas kept in darkness for more than a week temporarily lose their laser spine ability, and the flowers are often transported this way. This is dangerous for the plants though, as being kept in darkness for more than 2 weeks can starve the flowers to death.

DYE GRENADES

Lumocantha dye can be weaponized easily. A creature that fails its Reflex saving throw against a dye grenade takes additional damage from laser weapons equal to half the dye grenade's item level (minimum 1). This lasts until the dye is removed, usually by changing armor or clothing or by spending 1d4 hours cleaning off the stain.



DYE GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Dye grenade I	1	50	20 ft	Drawn	L	Explode (1d4 A, dye-stained, 10 ft.)
Dye grenade II	4	320	20 ft	Drawn	L	Explode (2d4 A, dye-stained, 10 ft.)
Dye grenade III	8	1,300	20 ft	Drawn	L	Explode (4d4 A, dye-stained, 10 ft.)
Dye grenade IV	12	5,100	20 ft	Drawn	L	Explode (6d4 A, dye-stained, 10 ft.)

MANY-MIENED ONE



MANY-MIENED ONE
CR 19
XP 204,800

MANY-MIENED ONE**CR 19****XP 204,800**

N Huge construct (magical)

Init +6; **Senses** blindsense (vibration) 60 ft., blindsight (thought, gibbous phase only) 200 ft.; darkvision 60 ft.; low light vision; **Perception** +37

DEFENSE**HP 350 RP 7****EAC** 32; **KAC** 33**Fort** +14; **Ref** +14; **Will** +19

Defensive Abilities fast healing 10, unflankable; **DR** 15/cold iron; **Immunities** construct immunities, change phase

OFFENSE**Speed** 40 ft.**Melee** slam +30 (9d8+30 B)**Ranged** energy beam +28 (5d10+19; critical staggered)

Multiattack (crescent phase only) 3 slams +24 (9d8+30) or 3 energy beams +22 (5d10+19; critical staggered)

Space 15 ft.; **Reach** 15 ft.**Offensive Abilities** create darkness, phase radiance**Spell-Like Abilities** (CL 19th)

4/day—change phase (*chain surge*, *control gravity*, *gravitational singularity*, *mind thrust* [6th level], *veil*)

At will—change phase (*confusion*, *dimension door*, *gravity well*^{COM}, *greater invisibility*)

STATISTICS**Str** +11; **Dex** +6; **Con** –; **Int** +4; **Wis** +9; **Cha** +3**Skills** Mysticism +32, Sense Motive +32; change phase

Languages Aklo, Common, Sylvan; telepathy 200 ft. (gibbous phase only)

Other Abilities change phase, spaceflight, unliving**ECOLOGY****Environment** any land

Organization solitary or vendetta (many-miened one plus 2–8 lucandrians)

SPECIAL ABILITIES

Change Phase (Su) A many-miened one has a multitude of faces spaced about its floating head, and once per round it can rotate its head to display a different face representing one of five lunar phases: crescent, full, gibbous, half, or new. Each phase grants the construct one or more special abilities, a skill with a +32 bonus, and immunity to one damage type. Most phases also grant several spell-like abilities, and a many-miened one can cast its 6th-level spell-like abilities four times per day in any combination.

A many-miened one's phase continues until the construct changes its phase again, at which point it loses its earlier phase benefits and gains the new phase benefits immediately.

Crescent: The crescent moon phase grants the construct destructive speed. The phase's damage is electricity, the skill is Intimidate, and the spell-like abilities are *chain surge* and *dimension door*. The many-miened one gains the multiattack ability usable with its slam and energy beam attacks. It also gains a +3 bonus to Reflex saving throws and a +10-foot enhancement bonus to its speed.

Full: The full moon phase grants the construct blazing combat power. The phase's damage is fire, the skill is





MANY-MIENED ONE

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Athletics, and the phase grants no spell-like abilities. The many-miened one gains a +2 enhancement bonus to its attack rolls, Fortitude saving throws, and AC. In addition, it gains the Cleave, Deadly Aim, Great Cleave, and Penetrating attack feats.

Gibbous: The gibbous moon phase grants the construct powerful telepathic abilities. The phase's damage is sonic, the skill is Bluff, and the spell-like abilities are *confusion* and *mind thrust* (6th level). The many-miened one gains telepathy and blindsight (thought) with ranges of 200 feet each. It can also apply the blast special weapon property to its energy beam attack, reducing the range increment for such attacks to 60 feet.

Half: The half moon phase grants the construct poise and gravity powers. The phase's damage is acid, the skill is Acrobatics, and the spell-like abilities are *control gravity*, *gravitational singularity*, and *gravity well*. The many-miened one gains the Deflect Projectiles feat as well as a fly speed of 60 feet with perfect maneuverability.

New: The new moon phase grants the construct stealth and suppression abilities. The phase's damage is cold, the skill is Stealth, and the spell-like abilities are *greater invisibility* and *veil*. The many-miened one gains spell resistance 30 and the Dispelling Strike feat.

Energy Beam (Su) A many-miened one's energy beam has a range increment of 80 feet. When making its first energy beam attack of its turn, the construct can give the attack the line and unwieldy special weapon properties. The damage type dealt by the energy beam is based on the construct's current phase (see Change Phase on page 70).

Phase Radiance (Su) A many-miened one can cause its slam attack or any weapon it wields to deal half its damage as another type of damage based on the construct's current phase: acid (half), cold (new), electricity (crescent), fire (full), or sonic (gibbous).

The lunar fey known as lucandrians (*Starfinder Alien Archive* 3 68) cherish their young, in part because the process of creating lucandrian offspring is so difficult. When outside forces such as mining ventures, military tests, or crystal hunters destroy a lucandrian creche, the community gathers its broken children and enacts a dire ritual. The rite combines some of the survivors and the lost children's spirits into a magical construct intended for one purpose: vengeance.

Known as many-miened ones, these constructs are devastating forces of destruction composed primarily of lunar dust and moon crystal cemented together by soul quintessence to create extraordinarily tough bodies. Their multifaceted heads



float and rotate atop neckless bodies, and like a many-sided die, each facet bears a different face. When contemplating an obstacle, the head periodically rotates to bring different faces to bear, relying on the various faces' unique magical abilities to overcome threats and fulfill the construct's vendetta. These powers draw power from the many-miened one's origin moon, shifting abilities as the many-miened one embodies the moon's different phases.

While a many-miened one's body is nearly impervious to damage and houses devastating magic, the constituent lucandrians that are bound within it all maintain some semblance of their identities and willfulness, deferring to the lucandrian whose face is currently dominant. An enraged many-miened one adeptly maneuvers and fights, effortlessly changing its lunar phase to devastating effect. Only the ruination of whatever entity destroyed the children is sufficient to sate their quest for vengeance, though the exact means and fulfillment may evolve over time.

There is no single fate for those many-miened ones who fulfill their objectives. Some continue seeking vengeance, either blindly lashing out at others or seeking out strangers in need of avenging angels. Others become wise counselors who advise lucandrian communities while trying to achieve inner calm and true union between their individual personalities. In rare cases, a many-miened one ritually disassembles itself, striving to reform the fey who sacrificed themselves to create the construct. This severing is almost always fatal, only occasionally creating a single lucandrian survivor haunted by the sudden absence of their myriad comrades.

MANY-MIEN SHIELD

Although the prototypes for many-miened shields were built from the remains of a many-miened one, most many-mien shields are manufactured. Each is a hardened bulwark whose crystalline structure allows it to reconfigure its auxiliary features to create an adaptive defense.

MANY-MIEN SHIELD		LEVEL 19
PRICE 555,000	SHIELD BONUS +1/+3	
MAX DEX +6	ARMOR CHECK PENALTY -1	
BULK 1	UPGRADES SPECIAL	

A many-miened shield functions as a knight's shield (*Starfinder Character Operations Manual* 125) that deals bludgeoning damage when used to make unarmed strikes. A many-miened shield can accommodate five total armor upgrades; however, only two of the upgrades can be active at any time. As a move action (or as part of the move action used to align the shield against an opponent), you can deactivate either of the two active armor upgrades and simultaneously activate one of the shield's inactive armor upgrades.

MORDAGAST



MORDAGAST
CR 7
XP 3,200

MORDAGAST BUTCHER
CR 13
XP 25,600

MORDAGAST**CR 7****XP 3,200**

N Medium animal

Init +4; **Senses** darkvision 60 ft., low-light vision;**Perception** +14**DEFENSE****EAC** 19; **KAC** 21**Fort** +11; **Ref** +11; **Will** +6**Resistances** cold 5**HP 105****OFFENSE****Speed** 30 ft., fly 20 ft. (Ex, clumsy)**Melee** talon +17 (1d8+12 P plus grab; critical bleed 1d8) or bite +17 (2d6+12 P; critical wound)**Offensive Abilities** phase strike**STATISTICS****Str** +5; **Dex** +4; **Con** +3; **Int** -4; **Wis** +0; **Cha** +2**Skills** Acrobatics +14 (+6 to fly), Survival +14, Stealth +19**Other Abilities** dissipate**ECOLOGY****Environment** any forest or hills**Organization** solitary, pair, or haunt (3-12)**SPECIAL ABILITIES**

Dissipate (Su) As a swift action, the mordagast can diffuse its molecules, entering a semi-fluid state that diffracts light and sound waves. While diffused, a mordagast gains concealment and can hide even while being directly observed, even from creatures with blindsense or blindsight based on sound or vibration. A diffused mordagast also gains DR 10/-, deals 10 less damage with its attacks, and can't grab creatures. The mordagast can maintain its diffused state for 10 minutes at a time, after which it can't diffuse again until it has remained in its normal form for twice the time it spent diffused. A mordagast can end its diffused state as a swift action.

Phase Strike (Su) As a swift action every 1d4 rounds, a mordagast can dissipate its talons for several seconds, causing them to rematerialize after passing through its prey's defenses. Until the end of its turn, the mordagast's talon attacks target EAC rather than KAC.

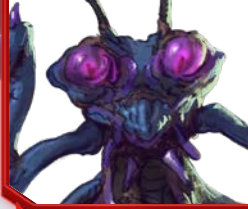
MORDAGAST BUTCHER**CR 13****XP 25,600**

N Huge animal

Init +8; **Senses** darkvision 60 ft., low-light vision;**Perception** +28**DEFENSE****HP 225****EAC** 27; **KAC** 29**Fort** +17; **Ref** +17; **Will** +12**Resistances** cold 10**OFFENSE****Speed** 40 ft., fly 30 ft. (Ex, clumsy)**Melee** talon +26 (2d12+21 P plus grab; critical bleed 2d8) or

bite +26 (3d12+21 P)

Offensive Abilities phase strike**STATISTICS****Str** +8; **Dex** +6; **Con** +4; **Int** -4; **Wis** +0; **Cha** +3**Skills** Acrobatics +23 (+15 to fly), Survival +23, Stealth +30**Other Abilities** dissipate, void adaptation**ECOLOGY****Environment** any forest, hills, or vacuum**Organization** solitary or pair**SPECIAL ABILITIES****Dissipate (Su)** See above.**Phase Strike (Su)** See above.



MORDAGAST

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Cunning predators, mordagasts resemble mundane praying mantises of extraordinary proportions. Like their analogues, they're arthropodal ambush hunters that rely on compound eyes and a pair of raptorial legs to identify and immobilize prey before chewing their victims apart with powerful jaws. But even more than the mordagast's vicious power, explorers dread its ability to disincorporate, briefly transforming into a ghostly reflection of itself in order to surprise its prey or bypass defenses. A mordagast's instinctive psychic abilities cause a fraction of its body to phase out of existence entirely while harmlessly holding the remaining cells together. This state dramatically limits the impact of physical trauma while also warping light around the mordagast in a way that blurs its form and absorbs sound waves. Mordagasts display exceptional finesse with their disincorporation, causing even individual segments to phase out for a split second, enabling their claws to bypass thin barriers like conventional armor before materializing deep inside their victims' bodies.

Mordagasts' spectral strategy has inspired countless tales across the worlds they now inhabit. Spotting a mordagast at dusk is commonly interpreted as an omen of imminent disaster. For many, a mordagast is a ghost that prowls the fens, a cryptid that absconds with livestock, or a bogeyman that gobbles up wayward children. For others, the creatures take on religious significance and are interpreted instead as divine messengers.

Although mordagasts rarely live past 10 years, under special circumstances a mordagast can exceed not only its life expectancy but also its size limits. These exceptional adults are known as butchers, in large part because their tremendous size relies on them killing and consuming countless creatures over their lifetimes. High caloric intake is the only trigger for the development of butchers; such mordagasts often hunt and consume their own kind, triggering additional growth that's poorly understood among xenobiologists. They're also more common on oxygen-rich and low-gravity planets, where it's easier for the creatures to support their extraordinary mass. On worlds with standard gravity, even mordagast butchers' strong legs struggle to support their bodies for long, and they commonly rely on dissipation and tobogganing their bellies along the ground when weighed down by a recent meal.

Yet the strangest of mordagast butchers' features is their adaptation to space environments. Survey vessels periodically identify these creatures patiently clinging to asteroids and other low-gravity bodies. From there they raid mining operations, launch themselves onto passing starships, or even ride space debris toward distant worlds. By detaching from meteorites high in a planet's atmosphere, these mordagasts can dissipate and float to the surface to lay eggs and populate new worlds.

PHASE BLADE



Classes mystic 1, technomancer 1, witchwarper 1

School transmutation

Casting Time 1 swift action

Range touch

Targets one melee weapon

Duration 1 round

You infuse the weapon with magic, allowing you to phase the weapon in and out of existence to partially bypass armor. For the duration of the spell, attacks made with the weapon target EAC, even if the weapon deals kinetic damage.



MUMMY, SILICON



MUMMIFIED
PROPHET
CR 12
XP 19,200

MUMMIFIED PROPHET**CR 12****XP 19,200**

Silicon mummy mystic

LN Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +22**DEFENSE****EAC** 25; **KAC** 26**HP 170 RP 5****Fort** +11; **Ref** +11; **Will** +18

Defensive Abilities constructed shell, share pain (DC 21), silicon casing (25%); **DR** 10/adamantine; **Immunities** undead immunities

OFFENSE**Speed** 30 ft.**Melee** slam +19 (4d6+16 B)

Ranged perihelion laser pistol +21 (4d4+12 F; critical burn 2d4)

Offensive Abilities backlash (12 damage), mental anguish (DC 21), mindbreaking link (DC 21), sow doubt (6 rounds, DC 21)

Mystic Spell-Like Abilities (CL 12th)At Will—*mindlink*, *telepathic bond***Mystic Spells Known** (CL 12th; melee

+19, ranged +21)

5th (3/day)—*crush skull* (DC 24),*dominate person* (DC 24)4th (6/day)—*cosmic eddy* (DC 23),*divination*, *enervation* (DC 23),*hold monster* (DC 23)3rd (at will)—*dispel magic* (DC 22),*mind thrust* (3rd level, DC 22)**Connection** mindbreaker**STATISTICS****Str** +4; **Dex** +5; **Con** —; **Int** +3; **Wis** +3;**Cha** +8**Skills** Culture +27, Intimidate +27,

Mysticism +27, Physical Science +22

Languages Common, Eoxian, Triaxian, Vesk

(can't speak any language); telepathy 100 ft.

Other Abilities solar battery (4 points),

unliving

Gear perihelion laser pistol with 2

high-capacity batteries (40 charges)

ECOLOGY**Environment** any

Organization solitary, pair, or entombment (3–8)

SPECIAL ABILITIES

Constructed Shell (Ex) For effects targeting creatures by type, a silicon mummy counts as both a construct and as undead

(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).

Silicon Casing (Ex) A silicon mummy's protective exterior and nonfunctional organs limit critical damage; the mummy has a 25% chance to ignore the extra damage dealt by a critical hit and gains a +4 bonus to saves against critical hit effects.

Solar Battery (Ex) A silicon mummy can absorb solar energy in the form of Solar Reserve Points (SRP), which they can spend in place of Resolve Points. For every 8 hours a silicon mummy spends exposed to the light of a star, the mummy gains 1 SRP, to a maximum number of SRPs equal to one-third their CR (4 for a mummified prophet).

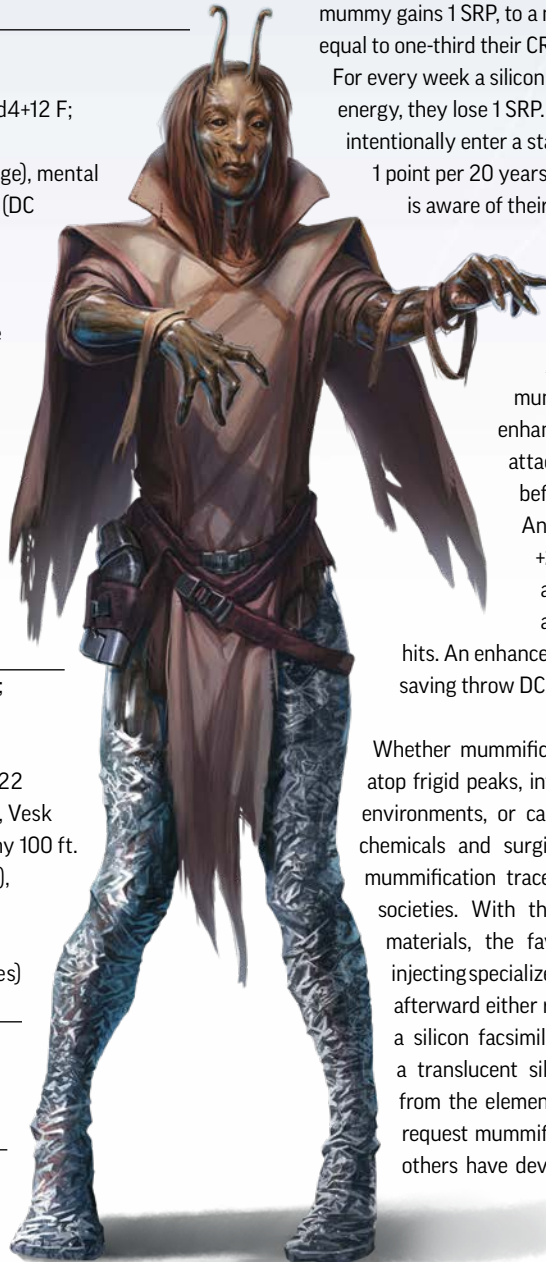
For every week a silicon mummy absorbs no stellar energy, they lose 1 SRP. However, the mummy can intentionally enter a state of hibernation to lose only 1 point per 20 years, and although the mummy is aware of their surroundings and can fully

animate as a move action, they are staggered for 1d4 hours afterward.

As a swift action, a silicon mummy can expend 1 SRP to enhance either their next melee attack, ranged attack, or spell before the end of their turn.

An enhanced attack gains a +2 circumstance bonus to its attack roll and deals an additional 3d6 damage if it

hits. An enhanced spell increases the spell's saving throw DC by 2.



Whether mummification involves storing bodies atop frigid peaks, interring them in deoxygenated environments, or carefully preserving them with chemicals and surgical care, most processes of mummification trace their roots back to archaic societies. With the development of advanced materials, the favored method now involves injecting specialized resins into a cadaver's veins—afterward either replacing the body's flesh with a silicon facsimile or sealing the body within a translucent silicon shell that shields them from the elements and decay. Although some request mummification as a symbolic gesture, others have developed techniques for sealing

a creature's soul within their body and animating

MUMMY,
SILICON

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

them as an unliving, sentient being. These occult methods are carefully guarded by a handful of corporations and cults.

The most sophisticated reanimation rituals preserve nearly all of the original body's memories, even allowing the soul to persist in a comfortable way that doesn't drive the undead creature to embrace evil. Although some of these beings continue their previous lives in a less public capacity—interacting with polite society through the infosphere or intermediaries, or operating openly on planets like Eox—in many cases the silicon mummy withdraws from the living world entirely. Wealthy families occasionally shell out extraordinary sums to preserve a revered elder or beloved pet.

No matter the methodology, though, the complex mummification ritual doesn't always go perfectly. Flawed procedures for creating an undead can result in a mummy with mere echoes of their former self, with the remainder of their persona replaced by insatiable rage, unshakable ennui, or empty compliance. Those undead that aren't destroyed outright (or lost, if the mummy escapes the facility) can find roles as guardians or servants. Yet even bodies preserved for mundane burial occasionally animate spontaneously, often awakening in a combination of pain and confusion before haring off in desperate pursuit of justice or answers. Creatures accidentally mummified in industrial settings can also animate as silicon mummies. For example, an employee who tumbles into a vat during a preventable accident might arise and systematically murder their negligent supervisors. Unfortunately, rogue mummies aren't always recognized as a threat thanks to their role in popular media, especially in several campy xenoarchaeology films over the past century that have inspired popular costumes worn to masquerades and specific holiday celebrations.

Silicon mummies retain enough control over their bodies to make subtle alterations to their blue-gray exteriors, rendering crude emotions and facial expressions. Furthermore, a mummy can modulate the opacity of their silicon exterior, either highlighting or obscuring the preserved veins or body within. However, the impermeable forms lack the vocal capacity to speak, instead gaining the ability to broadcast their thoughts telepathically.

SILICON MUMMY TEMPLATE GRAFT (CR 4+)

Silicon mummies are created when a living creature's body is ritually preserved with resin and the outer body coated with magically and technologically imbued silicon. Use the following template graft to create a unique silicon mummy.

Required Creature Type: Undead.

Traits: Constructed shell (page 74), DR 5/adamantine (increase to DR 10/adamantine for CR 10–14; DR 15/adamantine for CR 15–17; DR 20/adamantine for CR 18+), solar battery (page 74), silicon casing (page 74; 25% for CR 4–14, 50% for CR 15+).

Languages: Can't speak, gains telepathy 100 ft.

Suggested Ability Score Modifiers: Strength.

SILICON ARMOR CASING

Some techniques from silicon mummification have been adapted to aid the living. The mummies' same specialized silicon exterior can be applied to most armor as an upgrade.

SILICON ARMOR CASING

Armor
Upgrade

PRICE 10,000

LEVEL 8

ARMOR SLOTS 1

ARMOR TYPE ANY

BULK 1

A thick silicon coating infused with magitech photocells coats your armor. A silicon armor casing can store up to 10 charges, but it can't be charged via conventional recharging methods; instead, for every 8 hours spent in an area of normal or bright light illuminated by a star, the silicon armor casing gains 1 charge. As a move action, you can expend 1 charge either to recharge 1 day of the armor's environmental protections, or to restore 1 charge to one of the armor's other armor upgrades. As a swift action, you can expend 2 of the armor casing's charges to empower a melee or ranged attack, causing that attack to deal 2d6 additional fire damage if it hits (or 1d6 fire damage if the attack affects multiple creatures). As a swift action, you can expend 4 charges to increase the DC of one spell you cast before the end of your turn by 1.



MURZZILAT



MURZZILAT
CR 4
XP 1,200

MURZZILAT BANTLING
CR 1
XP 400

MURZZILAT**CR 4****XP 1,200**

N Medium animal (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision;**Perception** +10**DEFENSE****EAC** 16; **KAC** 18**Fort** +8; **Ref** +8; **Will** +3**OFFENSE****Speed** 10 ft., fly 30 ft. (Ex, perfect), swim 30 ft.**Melee** bite +12 (1d6+9 P) or
attach +12**Ranged** melodic assault +9 (1d4+4 So; critical off-target
[DC 13])**HP 50****STATISTICS****Str** +5; **Dex** +3; **Con** +1; **Int** -4; **Wis** +1; **Cha** +0**Skills** Acrobatics +10 (+18 to fly), Athletics +15 (+23 to swim),
Intimidate +10**Other Abilities** amphibious, compression, rallying song,
water breathing**ECOLOGY****Environment** any underground or water**Organization** solitary, pair, or choir (1 with 2-6 murzzilat
bantlings)**SPECIAL ABILITIES****Melodic Assault (Ex)** As a ranged attack that targets EAC, a
murzzilat can sing a sonic blast with a range increment of
60 feet at a single target. On a critical hit, the target must
succeed at a DC 13 Fortitude save or become off-target
for 1 round.**Rallying Song (Ex)** As a standard action, a murzzilat can
sing an inspiring song that rallies allies within 30 feet to
battle, granting them a +1 morale bonus to attack rolls
and skill checks for 1 minute. A creature can be affected
by only one murzzilat's rallying song at a time.**MURZZILAT BANTLING****CR 1****XP 400**

N Small animal (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision;**Perception** +5**DEFENSE****EAC** 11; **KAC** 13**Fort** +5; **Ref** +5; **Will** +1**OFFENSE****Speed** 10 ft., fly 20 ft. (Ex, perfect), swim 20 ft.**Melee** bite +8 (1d6+5 P) or
attach +8**Ranged** melodic assault +5 (1d4+1 So)**HP 20****STATISTICS****Str** +4; **Dex** +2; **Con** +1; **Int** -4; **Wis** +0; **Cha** +0**Skills** Acrobatics +5 (+13 to fly), Athletics +10 (+18 to swim),
Intimidate +5**Other Abilities** amphibious, compression, water breathing**ECOLOGY****Environment** any underground or water**Organization** solitary, litter (2-6), or choir (2-6 plus 1 murzzilat)**SPECIAL ABILITIES****Melodic Assault (Ex)** As a ranged attack that targets EAC,
a murzzilat bantling can sing a sonic blast with a range
increment of 30 feet at a single target.

Deep in the lightless depths of countless worlds live murzzilats, amphibious mammals known for their grotesque contortions and ethereal vocalizations. Capable of both





MURZZILAT

swimming and flight, these creatures are ungainly on land but well adapted to life in partially submerged tunnels and caverns, where their songs echo for miles in a haunting underground symphony.

A murzzilat has an oversized head with massive bulging eyes and a wide mouth it unhinges to swallow small prey whole. Green scales lined with dozens of powerful pectoral fins covers its elongated, shriveled body. Membranous wings protrude from its back, and six spindly limbs dangle down from its body, each ending in a sharp hook. Although these weak limbs can't support its body weight, a murzzilat can shove them deep into cracks to drag small prey out of hiding or use them to latch onto large prey. An average murzzilat is 6 feet long and weighs 35 pounds.

While swimming, murzzilats fold their wings flat against their backs and fold their legs up under their bodies, propelling themselves through the water with their fins. The incredibly flexible creatures squeeze through narrow tunnels and cracks by contorting and twisting their bodies, displaying their internal organs, and popping their limbs in and out of joint. These adaptations enable murzzilats to escape from cave-ins and travel through tiny tunnels that creatures of their size typically couldn't pass.

Murzzilats have scent glands along their backs, which they rub along stone to mark their territory. This overwhelmingly strong scent is long lasting but pleasing to most sentient species. Highly valued in the beauty and cleaning industries, the scent glands of a murzzilat fetch a high price on the black market and make poaching a profitable venture, particularly on Akiton and other planets with lax environmental regulations.

Incredibly vocal, murzzilats have a multitude of calls, cries, and songs. From clicking trills and deep bellows to haunting nocturnes and joyful refrains, their many songs echo throughout the tunnels and caverns they call home, both above and below water. Considered holy to some adherents of the goddess Shelyn, murzzilat songs have inspired artists throughout the Pact Worlds and beyond. Five years ago, a team of xenozoologists set out to catalog murzzilats' songs, recording vocalizations from multiple worlds. Preliminary research from the ongoing study indicates murzzilats consistently add new vocalizations to their repertoires. Interested zoologists often seek to enlist the aid of locals and trustworthy explorers to track the evolution of the creatures' songs.

Murzzilats find the death or theft of their young, called bantlings, incredibly distressing; such an occurrence causes them to enter a torpor for a prolonged period of time, refusing to sing for months on end. Although both parents mourn, the parent that birthed the bantling will follow the scent of the deceased or missing bantling for miles in search of its remains, going as far as to collect the leavings from a dangerous predator.

CONTORTION COATS

Inspired by murzzilats' grotesque contortions, a *contortion coat* enables you to bend and move in physically improbable ways. Useful to escape artists, miners, spelunkers, and those who live or work in cramped quarters and enclosed spaces, a *contortion coat* helps you squeeze through tiny spaces with ease, although doing so is an incredibly disconcerting sight to most witnesses.

CONTORTION COAT

LEVEL 5

MAGIC ITEM (WORN) PRICE 3,300 BULK L

This tight-fitting jumpsuit magically reshapes and rearranges your body in response to external pressure, enhancing your flexibility and ability to move through tight spaces. While wearing a *contortion coat*, you gain the compression universal creature ability. In addition, you gain a +4 circumstance bonus to Acrobatics checks when using the escape task.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

OSIFERN



OSIFERN SPROUT
CR 1/2
XP 200

OSIFERN ENIGMA
CR 8
XP 4,800

OSIFERN SPROUT**CR 1/2****XP 200**

N Tiny animal (aquatic)

Init +1; **Senses** blindsense 30 ft. (sound), blindsight 5 ft. (sound), sightless; **Perception** +4**DEFENSE****HP 10****EAC** 10; **KAC** 12**Fort** +4; **Ref** +4; **Will** +0**Defensive Abilities** regeneration 1 (electricity)**OFFENSE****Speed** swim 10 ft.**Melee** slam +3 (1d6+3 B)**Ranged** ebullient jet +6 (1d6+1 A)**Space** 2-1/2 ft.; **Reach** 0 ft.**STATISTICS****Str** +3; **Dex** +1; **Con** +2; **Int** -5; **Wis** +0; **Cha** +0**Skills** Athletics +9, Stealth +4, Survival +4**ECOLOGY****Environment** aquatic (any water)**Organization** solitary, pair, or accumulation (3-13)**SPECIAL ABILITIES****Ebullient Jet (Ex)** As a standard action usable once every 1d4 rounds, an osifern can expel a jet of seawater and chemicals to a maximum range of 30 feet with no range increment. Any creature damaged by this attack is nauseated for 1 round (Fortitude DC 9 negates).**OSIFERN ENIGMA****CR 8****XP 4,800**

N Large animal (aquatic)

Init +6; **Senses** blindsight 120 ft. (sound), sightless; **Perception** +16**DEFENSE****HP 110****EAC** 20; **KAC** 22**Fort** +12; **Ref** +12; **Will** +7**Defensive Abilities** depth inured, regeneration 5 (electricity); **Resistances** cold 5**OFFENSE****Speed** swim 50 ft.**Melee** bite +19 (3d4+12 P plus swallow whole) or slam +19 (1d10+12 B)**Multiattack** 3 slams +13 (1d10+12 B)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** enigmatic eruption, swallow whole (3d4+12 A, EAC 20, KAC 18, 27 HP)**STATISTICS****Str** +4; **Dex** +6; **Con** +2; **Int** -4; **Wis** +0; **Cha** +0**Skills** Acrobatics +16, Athletics +21, Stealth +16**ECOLOGY****Environment** aquatic (any water)**Organization** solitary**SPECIAL ABILITIES****Depth Inured (Ex)** An osifern enigma is immune to the dangers of extreme depths (*Starfinder Core Rulebook* 366).**Enigmatic Eruption (Ex)** Three times per day as a standard action, an osifern enigma can regurgitate glittering digestive enzymes in a 30-foot cone. The enzyme deals 6d6 acid damage to creatures and objects in the area, and creatures in the area are blinded for 1d4 rounds; a creature that succeeds at a DC 16 Reflex save takes half damage and negates the blindness.

Often mistaken for vegetation, osiferns have proliferated in countless worlds' shallow waterways. These largely sessile filter feeders anchor themselves to rocks, coral, shipwrecks or, occasionally, the shells of larger creatures early in life, rarely if ever moving from that spot. Resembling translucent tubes, osiferns are famous for their visible and deceptively sturdy internal skeleton—a defensive counterpoint to the creatures' soft and flexible exteriors. Opaque, varied markings give them the appearance of having faces, although they



OSIFERN

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

don't have eyes. While these patterns provide camouflage for young osiferns or spook potential predators, many adults sport bright, distinctive "faces" that make them stand out rather than blend in.

Although outwardly endearing and harmless, osiferns are remarkably dangerous. Highly resilient, these creatures can adapt to salty, brackish, or fresh water without difficulty. Osiferns also readily bludgeon neighboring creatures to eliminate competition within their territories, and the enzymes they spray in self-defense conveniently also break down trespassers' flesh into morsels the osiferns can absorb. Their gregarious sprouts can grow into vast osifern gardens; they can alert each other to danger through chemical signals, rallying rudimentary group defenses.

Dangerous enough with their normal life cycle, osiferns infrequently congregate and then collectively metamorphose into an osifern enigma—a large, free-swimming predator with a central notochord and a mouth ringed with thick, ropy tendrils. The composite body has pneumatic mouthparts and teeth capable of grabbing and swallowing larger prey, in contrast to smaller osiferns' filter feeding method. Most enigmas studied so far appear approximately 10 feet long and weigh 250 pounds, yet scars left on their escaped prey suggest they can reach twice this size or larger. Osifern enigmas can swiftly undulate through the water to reach deeper areas, where they commonly adapt to crushing depths and frigid temperatures (though enigmas that live near volcanic vents often have resistance to fire instead of cold).

Enigmas demonstrate a surprising degree of aesthetic sensibilities, as they seem to enjoy making visual statements with their bodily markings, expelling jets of bioluminescence without warning and even grafting sparkly rocks or the bones of their prey onto their diaphanous bodies to augment their appearances.

Scientific expeditions regularly hire adventurous divers and submersible pilots to help study (or even capture) enigmas, whereas conservation programs just as often send contractors with the same skills to eliminate osifern infestations.

DEEP INDIGO EXTRACT

Scientists who survived early encounters with enigmas took samples of the sparkling,

rainbow-hued organic matter—nicknamed deep indigo—that threatened osiferns expel. This material has inspired numerous medical developments, especially ones that harness osiferns' regenerative properties. While osifern sprouts contain the same chemicals needed to produce these medicinal extracts, they yield such small quantities that harvesting enough to create even a single dose has proven inefficient, though not impossible. Deep indigo extract follows the rules for medicinals presented on pages 231-232 of the *Starfinder Core Rulebook*; two examples are described below.

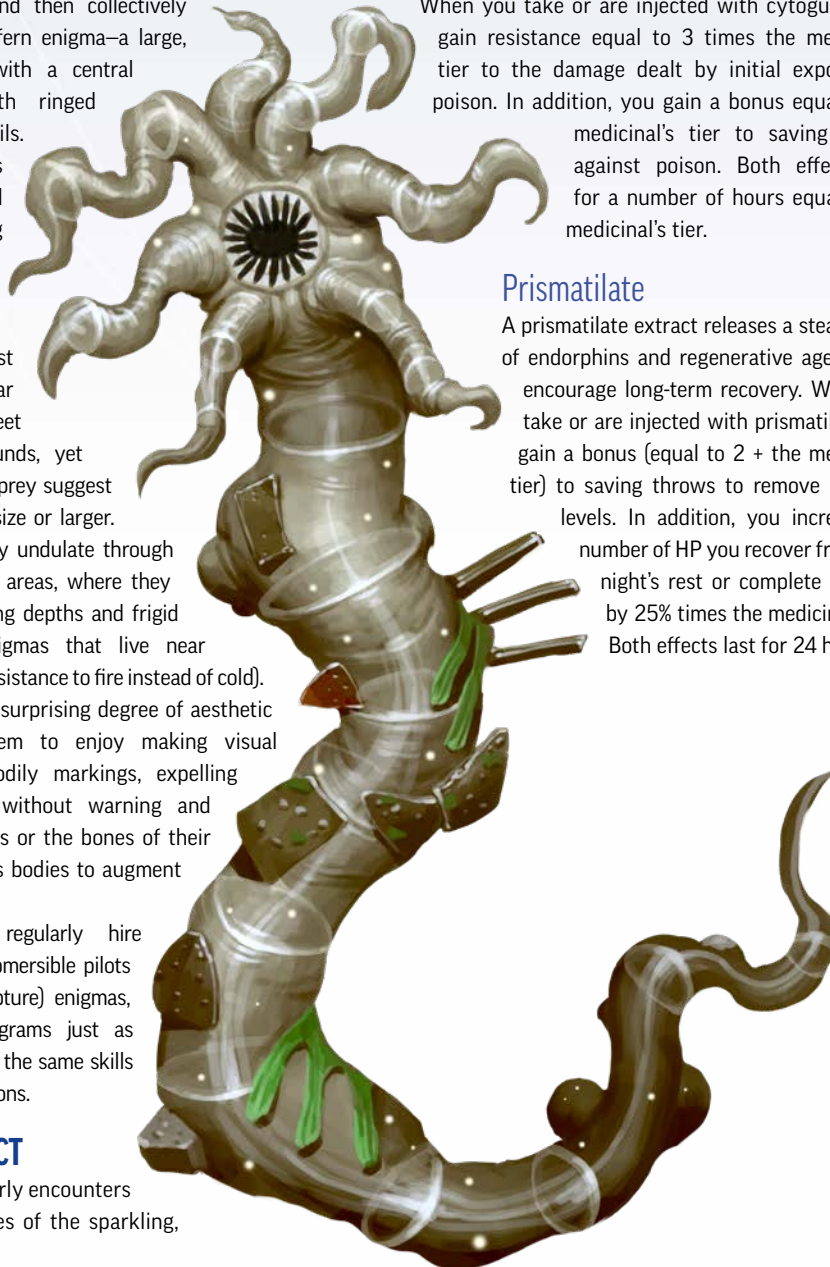
Cytoguard

Similar to an antitoxin, cytoguard actively regenerates cellular damage, mitigating the immediate effects of poison.

When you take or are injected with cytoguard, you gain resistance equal to 3 times the medicinal's tier to the damage dealt by initial exposure to poison. In addition, you gain a bonus equal to the medicinal's tier to saving throws against poison. Both effects last for a number of hours equal to the medicinal's tier.

Prismatilate

A prismatilate extract releases a steady dose of endorphins and regenerative agents that encourage long-term recovery. When you take or are injected with prismatilate, you gain a bonus (equal to 2 + the medicinal's tier) to saving throws to remove negative levels. In addition, you increase the number of HP you recover from a full night's rest or complete bed rest by 25% times the medicinal's tier. Both effects last for 24 hours.



PLANASHAR



PLANASHAR
CR 17
XP 102,400

PLANASHAR

CR 17

XP 102,400

LE Small construct (magical, technological)

Init +5; **Senses** blindsight (vibration) 60 ft.; **Perception** +29

DEFENSE

EAC 30; **KAC** 31; +4 vs. ranged attacks

HP 285

Fort +13; **Ref** +13; **Will** +18

Defensive Abilities two dimensional; **DR** 10/magic;

Immunities construct immunities

Weaknesses sudden severance

OFFENSE

Speed 60 ft.

Spell-Like Abilities (CL 17th; ranged +28)

1/day—*greater discharge* (DC 26), *mass rewire flesh* (DC 26)

3/day—*control machines* (DC 25), *holographic image* (5th level, DC 25), *rapid repair* (DC 25), *telekinesis* (DC 25)

At will—destruction protocol, rewire flesh (DC 24)

STATISTICS

Str +0; **Dex** +5; **Con** —; **Int** +11; **Wis** +8; **Cha** +0

Skills Engineering +29, Mysticism +29, Stealth +34

Languages Common, up to 11 others

Other Abilities convergence protocol, simulacrum, spider climb, unliving

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Convergence Protocol (Su) If a non-construct creature dies within 30 feet of the planashar, the planashar can attempt to trap that creature in a telekinetic stasis field. The creature must succeed at a DC 24 Fortitude save or be telekinetically flattened into a two-dimensional form that the planashar immediately assimilates, leaving no trace of the creature's body behind in the three-dimensional world.

Simulacrum (Su) As a full action, a planashar can construct a simulacrum from the remains of a technological construct. This simulacrum is a creature of a CR equal to the planashar's CR minus 3 that uses the combatant array for its statistics, except its Hit Points are equal to 20% of the planashar's and its attacks are determined by its simulacrum template graft (see below). The simulacrum takes its own actions, at the planashar's direction, and acts on the planashar's initiative. The planashar can control only one simulacrum at a time and can't create a new one while a simulacrum is already active.

Sudden Severance If a planashar's simulacrum is destroyed, the planashar takes 10d20 damage and is stunned for 1 round.

Two Dimensional (Su) The planashar can occupy squares occupied by other creatures, and its movement doesn't provoke attacks of opportunity. It gains a +4 bonus to AC against ranged attacks.

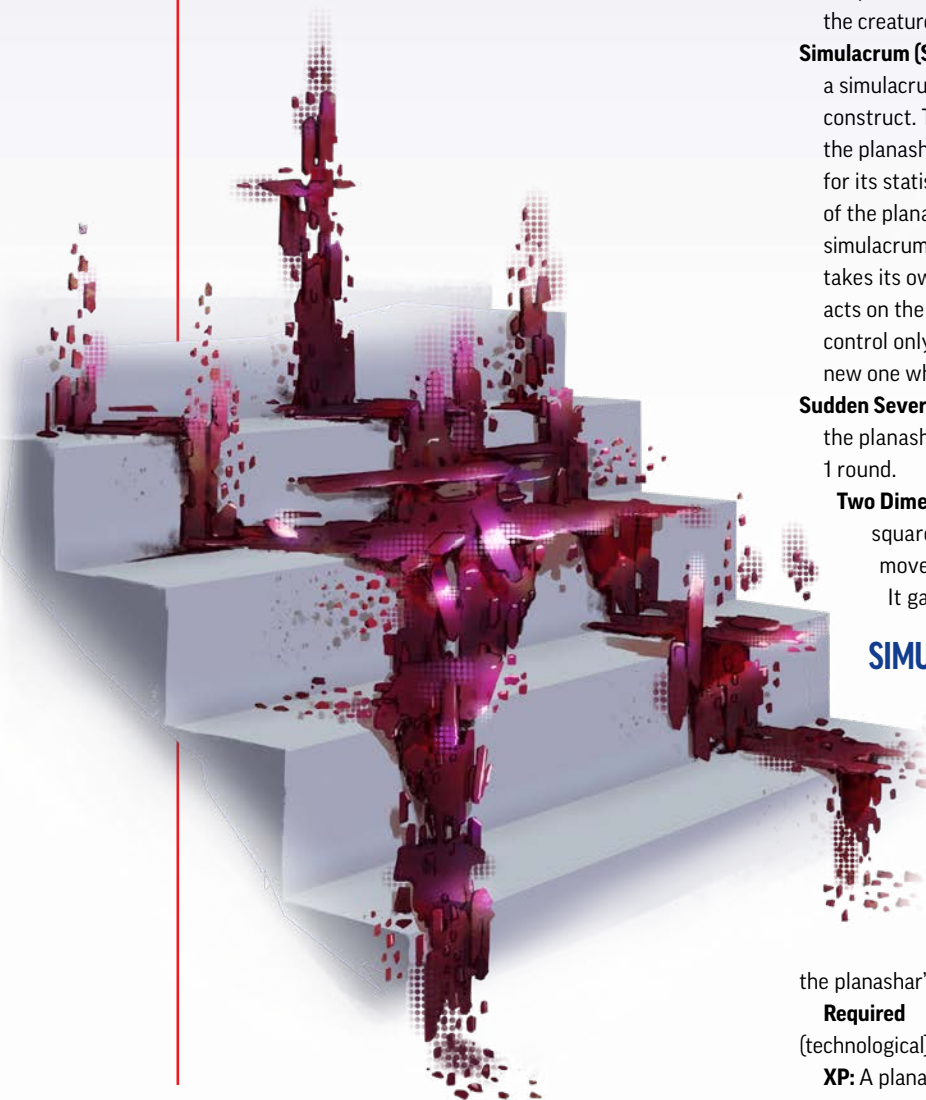
SIMULACRUM TEMPLATE GRAFTS

You can create a planashar's simulacrum from any technological construct by applying a simulacrum graft to a creature built using the following requirements. Sample grafts for common technological constructs—including anacites, golems (*Alien Archive 2 66*), and robots—are listed on page 81.

Required Array: Combatant (of CR equal to the planashar's CR minus 3).

Required Creature Type and Subtype: Construct (technological).

XP: A planashar simulacrum doesn't grant XP upon defeat.





PLANASHAR

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Melee Attack: A planashar simulacrum's melee attack uses the combatant array's high attack bonus and damage, and it deals bludgeoning damage unless otherwise stated.

Ranged Attack: If the simulacrum graft grants a ranged attack, it uses the combatant array's low attack bonus and ranged energy damage.

Anacite Simulacrum Graft

The controlled anacite's three glowing eyes, normally red, shine a bright blue.

Traits: automatic laser (see below)

Automatic Laser (Ex): The simulacrum has a ranged attack that deals fire damage and has a range increment of 60 feet. Every 1d4 rounds, the simulacrum can fire as though in automatic mode at up to five targets.

Nanotech Golem Simulacrum Graft

This swarm of nanites is densely more packed than usual and moves with special purpose.

Traits: Large; immunity to magic, fly speed of 30 ft.; space and reach of 10 feet; melee attack deals slashing or piercing damage and has the severe wound critical hit effect; nanite scattershot (see below); unflankable

Nanite Scattershot (Ex): The simulacrum can unleash a stream of nanite particles at a single target as a ranged attack that deals piercing damage and has a range increment of 90 feet.

Robot Simulacrum Graft

This robot moves strangely, as though unused to navigating three-dimensional space.

Traits: fly, climb, or burrow speed of 30 ft. (choose one); vulnerable to critical hits; vulnerable to electricity; ranged attack that deals electricity damage and has a range increment of 30 feet; nanite repair (see below)

Nanite Repair (Ex): The simulacrum's nanites heal it, restoring a number of Hit Points per hour equal to its CR.

Planashars belong to a militaristic and aggressive civilization of two-dimensional constructs known as the Planashar Dominion. They vowed long ago to assimilate the Pact Worlds and the rest of the known three-dimensional galaxy by any means necessary.

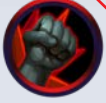
Despite their uncertain origins, planashars maintain that, just like anacites, the First Ones of Aballon created their kind. Planashars believe that the First Ones foresaw the coming of some cataclysmic event that would destroy the three-dimensional galaxy as they knew it; as a result, they created the Planashar Dominion as well as a hidden dimension known as the Infinite Loop—an endless, entirely two-dimensional realm. Planashars claim that they have evidence of the First Ones' intent to transform all matter into two-dimensional forms and merge existence with the

Infinite Loop, which will thereby save all creation from impending doom.

Calling themselves Those Who Converge, planashars have discovered a way to return to the Material Plane. They focus on following through with the First Ones' alleged plans to "save" the galaxy by uniting two- and three-dimensional realities into one and, in the process, destroy anacites once and for all.



PLASMALISK



PLASMALISK
CR 14
XP 38,400

PLASMALISK

CR 14

XP 38,400

N Large magical beast

Init +4; **Senses** blindsight (electricity) 60 ft., darkvision 60 ft.; **Perception** +25

DEFENSE

EAC 28; **KAC** 30

Fort +18; **Ref** +18; **Will** +12

Immunities radiation; **Resistances** electricity 15, fire 15

OFFENSE

Speed 30 ft.

Melee bite +28 (6d6+22 P plus 2d6 E & F)

Ranged plasma blast +25 (8d6 E & F)

Space 10 ft.; **Reach** 5 ft.

Offensive Abilities ionizing gaze (60 ft., DC 20)

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** -2; **Wis** +0; **Cha** -3

Skills Acrobatics +25, Athletics +30

Other Abilities assisted energization, luminous scales

HP 250

ECOLOGY

Environment any warm or temperate land

Organization solitary, pair, or mosaic (3-12)

SPECIAL ABILITIES

Assisted Energization (Ex) Whenever a plasmalisk takes 15 or more electricity or fire damage in any combination from a single attack or effect (whether or not it resists any of the damage), reduce the number of rounds the plasmalisk must wait before it can use its plasma blast by 1, and increase the plasmalisk's speed by 10 feet (maximum 50 feet) until the end of its next turn.

Ionizing Gaze (Su) A plasmalisk's vibrantly glowing eyes can cause viewers' bodily fluids to rapidly ionize and burn their bodies from the inside. A creature that fails a DC 20 Fortitude save is subject to the gaze's effects, which mimic a Dexterity-track poison whose progression track is Healthy—Staggered—Immobile—Primed with a frequency of 1/round for 6 rounds and whose cure is 2 consecutive saves. A primed target is unconscious, and 1d4 hours after becoming primed, the creature's body explodes in a burst of plasma that deals 6d6 electricity and fire damage to anything in a 10-foot radius (Reflex DC 20 half). Each time a creature fails the Fortitude save against a plasmalisk's gaze, they take 3d6 electricity and fire damage as their body ionizes. A creature that has succeeded at the gaze's initial save or has been cured of the gaze's ongoing effect is immune to that plasmalisk's ionizing gaze for 24 hours. This isn't a poison effect.

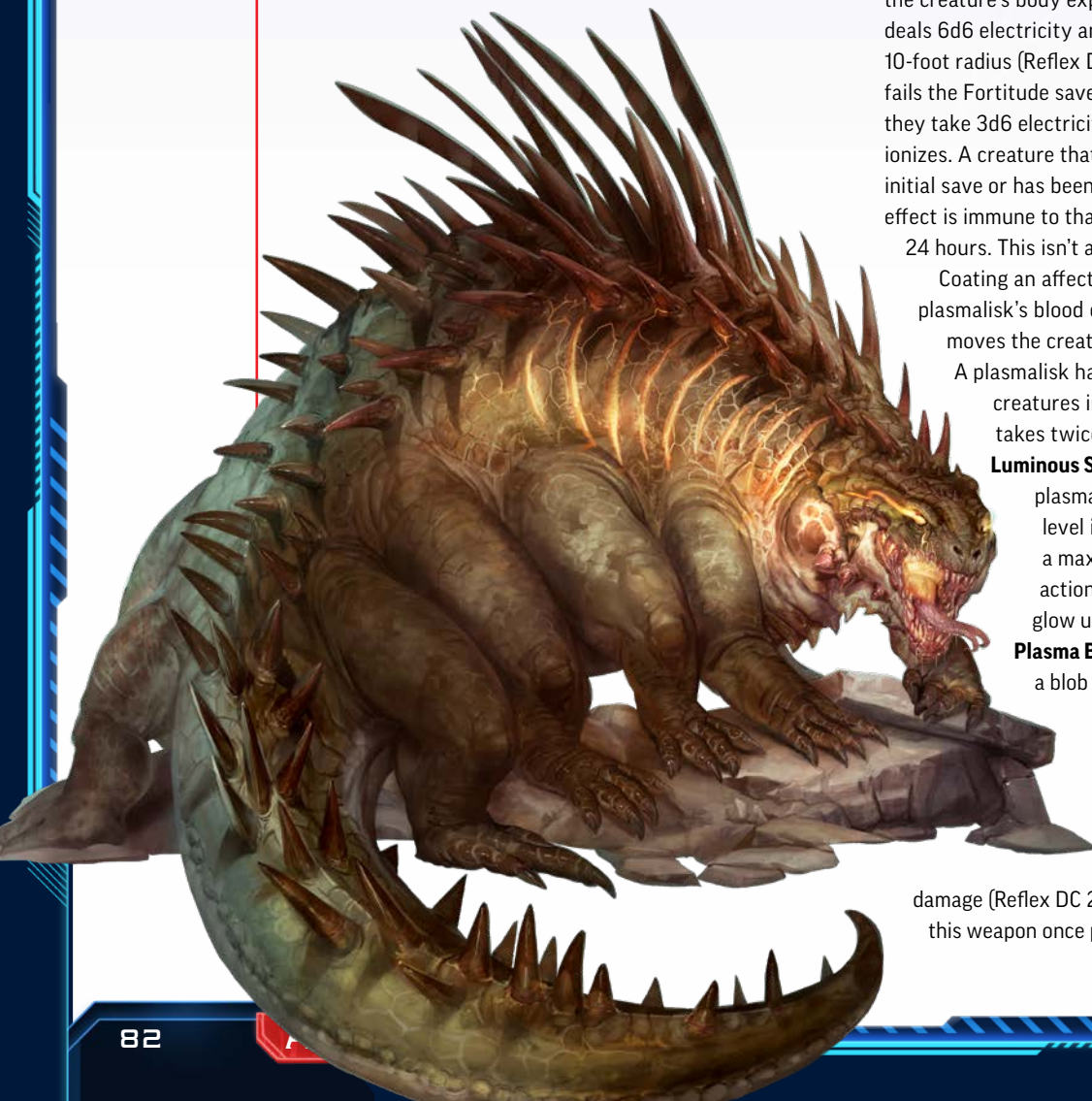
Coating an affected creature completely with the plasmalisk's blood ends the effect and immediately moves the creature two steps toward healthy.

A plasmalisk has enough blood to coat 1d4+1 creatures in this way; a Large creature takes twice as much blood to coat.

Luminous Scales (Ex) The glow of a plasmalisk's scales increases the light level in a 10-foot radius by one step to a maximum of bright light. As a swift action, a plasmalisk can suppress this glow until the end of its next turn.

Plasma Blast (Ex) A plasmalisk can spit a blob of swiftly ionizing material that explodes into plasma on contact. This functions as a ranged weapon with a range of 60 feet and the explode (10 ft.) weapon special property that deals 8d6 electricity and fire

damage (Reflex DC 20 half). The plasmalisk can use this weapon once per 1d6 rounds.





PLASMALISK

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Powerful reptilian predators, plasmalisks rely on blasts of plasma to hunt, scorching their prey and feasting on the remains. The key to their power stems from their ion cores—this specialized organ combines depressurization, chemical catalysts, and tiny nuclear reactions to ionize metals like lithium, sodium, and potassium. Plasmalisks use their constant plasma furnace as both a weapon and a power source. Not only do wisps of the plasma escape when plasmalisks bite, but they can also expel gouts of the ionized gases or channel the energy into creatures that meet their gazes. Their prey often boil alive, yet stronger victims smolder for hours, attracting scavengers before exploding and littering the area with ample food for canny plasmalisks to consume.

Plasmalisks typically measure 12 feet from snout to tail and weigh about 4,500 pounds. These ponderous creatures rarely move at any pace faster than an amble even with their eight legs; this sluggishness stems from their alien metabolisms. Rather than draw power from mitochondria, plasmalisks' cells are fueled almost entirely by a constant field of energy from their ion cores. When not actively hunting, their reaction rates slow. Plasmalisks often enter a torpor state in which they maintain just enough of their metabolism to restart the reactions once necessary. Their scales radiate a portion of their energy, both illuminating their surroundings and creating an electroreception field through which plasmalisks can sense nearby creatures and objects. Hibernating plasmalisks create almost no light, whereas fully active ones practically incandesce. Adults can modulate their light's color and pattern to communicate, making nighttime mating displays visible for miles. In rare cases, whole mosaics gather together to glow in a reflection of the sky's colors, attracting daring explorers and tourists who chase meteorological events in the hopes of spotting this behavior.

Due to these resource-intensive actions, plasmalisks display ectothermic habits, sunning themselves or even basking on exposed cliffs during lightning storms or auroras to absorb ionized particles. These events generally calm plasmalisks, even to the point that they tolerate visitors and onlookers. Yet should plasmalisks absorb too much energy, they become moody and agitated, recklessly cavorting or hunting in an attempt to burn off the high. Reactors, power stations, and forges often draw the creatures from miles around, ultimately leading to the destruction of such locations once the plasmalisks overindulge and rampage.

After a successful hunt, a plasmalisk primarily feeds on the ionized particles of its victims. However, the creature also requires conventional nutrients, albeit in smaller



quantities than expected for sustaining its size; typically, a plasmalisk procures such nourishment by consuming its prey's still-smoldering bodies. A plasmalisk's greatest drive is its need for key minerals. Inexpertly dug furrows attest to a plasmalisk's foraging, and it can migrate as much as 200 miles to reach mineral sources—no matter who or what lies in the way.

Plasmalisks usually lay just a pair of eggs, depositing the second one roughly a week after the first, but well-fed females occasionally lay larger, even-numbered clutches. The translucent eggs glow with their parents' ionizing energy, periodically fluctuating as the developing embryos shift and dream. Half of the eggs always hatch early, and these first hatchlings quickly cannibalize one of their less-developed clutch mates. Although macabre, this practice is essential to young plasmalisks' survival, as hatchlings lack both the nutrients and activation energy to properly develop their ion cores. Genetic studies show that the slain sibling isn't fully digested; the survivor's body directly incorporates portions of the sibling's organs and DNA, creating a chimeric whole. Collectors delight

in capturing plasmalisk eggs—no easy feat given the parents' tireless nest patrols. A little jury-rigged hardware can transform a healthy egg into a mobile (yet quite unethical) power station capable of restoring up to 100 charges or even jump-starting a damaged starship before killing the creature.

PLASMA PAINT

Plasmalisk scales and eggshells retain their energy-dissipating properties. Grinding down these parts and combining them with specially formulated chemicals creates a protective paint for coating armor or shock-sensitive electronics. *Plasma paint* doesn't need to coat the entire surface of the armor it's being applied to, and *plasma paint* enthusiasts, such as celebrity performers, often commission protective suits painted with stunningly decorative designs.

PLASMA PAINT (HYBRID)

Armor Upgrade

ITEM LEVEL 5	PRICE 3,500
SLOTS 1	ARMOR TYPE ANY BULK —
CAPACITY 10	USAGE 1/ROUND

Your armor's painted patterns channel incoming energy, either dissipating it entirely or directing it into your weapons. You gain electricity resistance 5. When you take 5 or more electricity damage from a single attack or effect (before applying your resistance), you glow in a 10-foot radius (increasing the light level by one step, up to normal light) until the end of your next turn. During this time, any electricity damage you deal with non-analog weapons before the end of your next turn increases by 1d6.

POLYPHONIC GEL



POLYPHONIC GEL
CR 1/2
XP 200

POLYPHONIC
PLASM
CR 4
XP 1,200

POLYPHONIC GEL

CR 1/2

XP 200

N Small ooze

Init +1; **Senses** blindsight (sound) 120 ft.; **Perception** +4**DEFENSE**

EAC 10; KAC 11

HP 17

Fort +4; **Ref** +0; **Will** -2**Immunities** ooze immunities, sonic**OFFENSE****Speed** 15 ft., climb 15 ft.**Melee** pseudopod +6 (1d6+2 So) or
attach +6**Offensive Abilities** amplify frequency, resonant vibrations**STATISTICS****Str** +2; **Dex** +1; **Con** +3; **Int** -; **Wis** +0; **Cha** +0**Skills** Athletics +9**ECOLOGY****Environment** any land**Organization** solitary, pair, or concert (3-7)**SPECIAL ABILITIES**

Amplify Frequency (Ex) Whenever a polyphonic gel would take sonic damage, it absorbs that energy instead. The stored vibrations amplify the creature's sonic waves, increasing damage dealt by the ooze's next pseudopod attack before the end of its next turn by 1d6.

Resonant Vibrations (Ex) When the polyphonic gel deals sonic damage to a creature it's attached to, it deals an equal amount of sonic damage to the target's armor as well. This damage ignores half of the armor's hardness, rounded up.

POLYPHONIC PLASM

CR 4

XP 1,200

N Large ooze

Init +1; **Senses** blindsight (sound) 120 ft.; **Perception** +10**DEFENSE**

EAC 16; KAC 16

HP 65

Fort +7; **Ref** +4; **Will** +1**Immunities** ooze immunities, sonic**OFFENSE****Speed** 15 ft., climb 15 ft.**Melee** pseudopod +12 (1d6+7 So)**Offensive Abilities** amplify frequency, engulf
(1d6+7 So, DC 13), resonant vibrations**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** +3; **Dex** +1; **Con** +5; **Int** -; **Wis** +0; **Cha** +0**Skills** Athletics +15**ECOLOGY****Environment** any land**Organization** solitary, pair, or concert (3-12)**SPECIAL ABILITIES**

Amplify Frequency (Ex) See above. The stored vibrations increase a polyphonic plasm's pseudopod damage by 2d6.

Resonant Vibrations (Ex) When the polyphonic plasm deals sonic damage to the creature it has engulfed, it deals an equal amount of sonic damage to the creature's armor as well. This damage ignores half of the armor's hardness, rounded up.

A polyphonic gel resembles smoked glass that pulses with multicolored lights in time to an unpredictable rhythm. This ooze is actually an organic, semi-fluid mass of millions of flexible fibers that constantly vibrate to produce audible frequencies, ranging from hauntingly beautiful to





POLYPHONIC GEL

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

shrill and discordant. These captivating displays often lure observers who mistake their performances and languidly extended pseudopods for friendly gestures. Such observers soon discover that the gels' bodies course with sonic vibrations that can devastate flesh, bone, and steel as well as break prey into edible chunks.

Although polyphonic gels seem to draw some nutrition out of physical material, they primarily feed on sound. When feeding, a gel sends out countless pulses that resonate off their prey's body, the echoes fueling their metabolism. Each absorbed sound also helps the gel form new fibers, like a brain forging fresh neurons while learning, as the sounds create each fiber and shape its texture. In this way, polyphonic gels gradually grow—physically and in their sound vocabulary—when exposed to new sounds.

Polyphonic gels can survive indefinitely if exposed to periodic sound, like a noisy fan or the rush of a waterfall. However, they grow only when supplied a range of sounds and materials to absorb. In practice, the mindless oozes manifest cravings for different sounds that drive them to search for novel prey or specific material types. Polyphonic gels sometimes slither frantically past other food sources in search of a specific type of crystal or pitch of dwarven scream. Previously docile specimens kept in captivity for study often develop these cravings, too. Despite their keepers' best attempts to provide a balanced diet, the oozes' desires can lead to catastrophic breakouts when they disintegrate their holding cells. When fed a varied diet, polyphonic gels can grow with extraordinary speed, doubling in size in a matter of days. Conversely, those oozes deprived of sound altogether (including any trapped in the vacuum of space) starve and gradually wither.

Polyphonic gels can serve as a repository of sounds. In practice, they might repeat their prey's garbled last words, crooning nonsense phrases with the haunting voices of the departed. Theoretically, though, it should be possible to elicit specific sounds from these oozes by isolating the key fibers, agitating them, and recording the output. Engineering tests have managed only small successes to date, however, and most consider anything more as impractical.

Early in life, a polyphonic gel spans about 2–3 feet in diameter and weighs a mere 20 pounds. It grows in proportion to its sound absorption and reaches polyphonic plasm status when it spans almost 10 feet across and weighs 400 pounds. Beyond this size, the oozes rarely dedicate nutrients to additional growth, instead focusing on reproduction by budding a new gel that carries away a fraction of its parent's sonic repertoire. Even when independent, gels tend to shadow their parent plasm until



lured away by tempting new stimuli. Gels of all sizes periodically seek each other out, forming concerts of a dozen or more gels that sing to each other for days on end. The purpose of these gatherings remains unknown. They rarely result in growth, and since the oozes lack any true nervous tissue (much less minds), it seems unclear if these gatherings hold social value for the creatures, though they appear visibly calmed afterward. However, the gels often turn on anyone who interrupts their songs.

Despite the dangers associated with polyphonic gels, they're easy to detect and slow-moving, allowing careful xenobiologists and other researchers to study them with relative ease. Some Shelynites consider the oozes sacred, believing the creatures' songs encode messages from the Eternal Rose herself. Worshippers have compiled years-long recordings and distributed them across Pact Worlds infospheres for free, and while the acolytes try to decode these soundscapes to understand their goddess, digital music artists have shamelessly sampled the files in hundreds of songs. These musical byproducts as well as the alien tones that only the gels can create only reinforce the Shelynites' belief that polyphonic gels sing with divine will. Some priests happily shepherd these oozes across alien landscapes to help their charges learn new music. Though the priests might have good intentions, the wild and willful gels regularly escape to pursue some distant tune or tone. With so many incidents, several Pact Worlds have condemned and criminalized this expression of Shelyn's faith.

POLYPHONIC BUFFER AUGMENTATION

Bioengineers studying polyphonic gels have synthesized an inorganic compound that can stymie echolocation and disperse destructive sound waves.

POLYPHONIC BUFFER

System
Skin

AUGMENTATION BIOTECH

LEVEL 9

PRICE 13,200

Designed from a synthetic protoplasm that deadens and bends sonic vibrations, this skin graft gives you sonic resistance 5. In addition, you can activate the graft to emit constant, erratic vibrations that interfere with blindsense (sound) and blindsight (sound). While activated, creatures can detect you with blindsense (sound) at only one-third the normal range, whereas creatures with blindsight (sound) gain only the benefits of blindsense when detecting you. The graft remains activated for 5 minutes or until deactivated, after which it can't be activated again until you rest for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point to recharge it immediately.

PROTEAN



DURGASTR
CR 16
XP 76,800

DURGASTR

CR 16

XP 76,800

CN Medium outsider (chaotic, extraplanar, protean, shapechanger)

Init +7; **Senses** blindsense (vibration) 60 ft.; darkvision 60 ft.; **Perception** +28

Aura dimensional shadow (100 ft.)

DEFENSE

EAC 29; KAC 30

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

HP 255



Defensive Abilities amorphous, unfettered; **Immunities** acid, paralysis, polymorph; **Resistances** electricity 10, sonic 10

OFFENSE

Speed 40 ft., fly 60 ft. (Su, perfect), swim 40 ft.

Melee bite +26 (6d8+20 P; critical warpwave) or claw +26 (6d8+20 S; critical warpwave) or tail +26 (6d8+20 B plus grab; critical warpwave)

Offensive Abilities warpwave

Spell-Like Abilities (CL 16th; melee +26, ranged +26)

1/day—*disintegrate* (DC 26), *shadow walk*, *summon creature VI^{AA}* (proteans only), *terraform*

3/day—*greater dispel magic*, *greater song of the cosmos^{COM}* (DC 24), *mislead* (DC 25)

At will—*confusion* (DC 24), *entropic grasp* (DC 23), *probability prediction*

STATISTICS

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

Skills Acrobatics +28 (+36 to fly), Athletics +28, Bluff +33, Mysticism +33, Sense Motive +28

Languages Abyssal, Protean; truespeech; telepathy 100 ft.

Other Abilities call proteans, change shape (any Small, Medium, or Large creature), no breath, spaceflight (Mysticism)

ECOLOGY

Environment any (Maelstrom)

Organization solitary or chorus (2–4)

SPECIAL ABILITIES

Call Proteans (Su) By increasing the casting time of its

summon creature VI spell-like ability to 10 minutes,

a durgastr can change the spell's duration to

instantaneous and can summon a number of

proteans whose combined CR is no greater than the

durgastr's CR – 6 (CR 10 for most durgastrs). These

summoned proteans are typically helpful to the durgastr

but are not compelled to follow its orders.

Dimensional Shadow (Su) Creatures and objects cannot

use extradimensional travel to enter or leave this aura

unless they have the protean subtype. The durgastr

can suppress this aura as a move action, and it

remains suppressed until the durgastr takes another

move action to reactivate it.

Unfettered (Su) A durgastr ignores difficult terrain,

and it cannot be bull rushed, entangled, grappled,

pinned, repositioned, or tripped. If a durgastr begins

its turn with reduced speed or is unable to move while

still able to take actions, the condition or effect causing

this altered movement ends for the durgastr. If a durgastr

starts its turn conscious but unable to take actions, the

condition or effect causing that hindrance ends for the

durgastr, and the durgastr becomes staggered. Whenever

the durgastr is staggered, that condition ends in 1 round.

In any case, an extant area effect hindering the durgastr



PROTEAN

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

continues for its duration, but the durgastr becomes immune to that instance of the effect.

Warpwave (Su) A creature struck by a critical hit from a durgastr or two of the durgastr's melee attacks on the durgastr's turn must succeed at a DC 24 Fortitude saving throw or be subjected to a supernatural warpwave effect that mimics the *warpwave* spell (see below; CL 16th).

As embodiments of chaos, most proteans remain in the comforting unpredictability of the Maelstrom, where they happily create and destroy at their ever-changing whims. Durgastrs in particular are explorers—often inadvertently. They delight in examining alternate realities, particularly planes that present imperfect reflections of each other, such as how the Shadow Plane and Ethereal Plane mirror aspects of the Material Plane. Where they find inspiring inconsistencies, durgastrs endeavor to overlay and fuse the strange realities into a multifaceted whole, often disrupting living creatures, cityscapes, and even whole ecosystems in the process.

WARPWAVE

More powerful proteans regularly create chaotic distortions known as warpwaves, and some mystics and witchwarpers have learned to duplicate magically.

Warpwave



School transmutation

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Targets one creature

Duration 1 minute/level (see text)

Saving Throw Fortitude negates; **Spell**

Resistance yes

You blast your target with the ripples of myriad realities, causing it to transform in unpredictable ways that are typically temporary. If the target fails its initial saving throw, roll on the Warpwave Effect table and apply the resulting condition, critical hit effect, or spell effect to the target. If the target is immune to this selected effect, roll a second time and apply the second effect instead (if it's also immune to the second effect, it's unaffected by the spell).

The effects' durations vary. Those effects marked with a superscript 1 are instantaneous, whereas those marked with a superscript 2 are effects for which the target can attempt a new saving throw at the end of each of its turns to end the effect early. For effects marked with a superscript 3, each minute an affected creature can attempt a new saving throw to end that effect early. Unannotated effects follow their normal rules for duration. Except for baleful polymorph, a *warpwave's* effects cannot be dispelled, but they can be removed by *break enchantment*, *remove affliction*, and any effect that specifically removes the imposed condition.

D12	WARPWAVE EFFECT
1	Severe wound ¹ (caster chooses the wound)
2	Paralyzed ²
3	Wound ¹
4	<i>Baleful polymorph</i> ^{AA2} (3rd level)
5	Bleeding, Burning, or Corrode 3d6
6	Nauseated ²
7	Blinded ²
8	Staggered ²
9	Shaken ³
10	Sickened ³
11	Off-target ³
12	Dazzled ³



PSACYNOID



PSACYNOID
CUSTODIAN
CR 3
XP 800

PSACYNOID CUSTODIAN**CR 3****XP 800**

Psacynoid mystic

NG Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +8**DEFENSE****HP 31 RP 3****EAC** 13; **KAC** 14**Fort** +2; **Ref** +4; **Will** +8**Resistances** sonic 5**OFFENSE****Speed** 30 ft.**Melee** battle staff +6 (1d4+3 B; critical knockdown)**Ranged** tactical semi-auto pistol +8 (1d6+3 P)**Mystic Spell-Like Abilities** (CL 3rd)At will—*mindlink***Mystic Spells Known** (CL 3rd)1st (3/day)—*charm person* (DC 16), *reflecting armor* (DC 16)0 (at will)—*daze* (DC 15), *ghost sound* (DC 15)**Connection** melophile^{COM}**STATISTICS****Str** +0; **Dex** +2; **Con** +0; **Int** +1; **Wis** +4; **Cha** +1**Skills** Culture +8, Mysticism +13, Physical Science +13

PSACYNOID
GALLANT
CR 9
XP 6,400

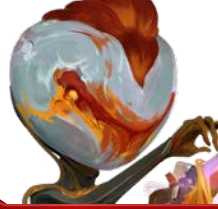
Languages Common, Psacynoa**Other Abilities** multiarmed (4), song of the spheres^{COM}, universal choir^{COM}**Gear** casual stationwear, battle staff, tactical semi-auto pistol with 18 small arm rounds**ECOLOGY****Environment** any (Nolasa)**Organization** solitary, pair, band (3–5), or community (6–30 plus 1–3 psacynoid gallants)**PSACYNOID GALLANT****CR 9****XP 6,400**

Psacynoid solarian

NG Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +17**DEFENSE****HP 144 RP 4****EAC** 22; **KAC** 24**Fort** +11; **Ref** +9; **Will** +10**Resistances** sonic 5**OFFENSE****Speed** 30 ft.**Melee** solar shield +22 (2d10+12 B; critical severe wound [DC 16])**Ranged** advanced semi-auto pistol +19 (2d6+9 P)**Offensive Abilities** flashing strikes, stellar revelations (black hole [30-ft. radius, pull 20 ft., DC 16], ray of light, reflection, supernova [15-ft. radius, 10d6 F, DC 16], vital reinforcement^{COM} [9 damage])**STATISTICS****Str** +3; **Dex** +4; **Con** +0; **Int** +1; **Wis** +2; **Cha** +6**Skills** Athletics +17, Mysticism +17, Physical Science +22**Languages** Common, Psacynoa**Other Abilities** multiarmed (4), solar manifestation (solar shield^{COM}), stellar alignment**Gear** D-suit III, advanced semi-auto pistol with 24 small arm rounds, *minor gluon crystal***ECOLOGY****Environment** any (Nolasa)**Organization** solitary, pair, or community (1–3 plus 6–30 psacynoid custodians)

Four-armed psacynoids hail from the Near Space world of Nolasa in the Euditace system. They're the system's only sentient species to have made contact with extrasolar civilizations, such as emissaries from the Pact Worlds and the Veskarium. However, very



PSACYNOID

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

few psacynoids have left their home world in the decades since this initial contact. Psacynoid culture revolves mostly around the cultivation and harvesting of mystical crystals, and while the world's newfound market for these items has greatly increased Nolasa's wealth, many of its inhabitants consider spending credits on oneself to be in poor taste. Most psacynoids prefer to funnel that money back into their communities to maintain and repair infrastructure, foster social programs, and generally improve the quality of life for all.

A psacynoid has a slender body with bulbous protrusions at either end; the upper is the creature's head, which features an upward-pointing olfactory organ at the top, above a wide mouth. Their bottom bulb holds most of their vital organs and has four ambulatory appendages. Four spindly arms extend from their torso, two on each side. A psacynoid generally has a skittering gait that causes their body to careen wildly, making the creature appear to constantly be on the verge of toppling over. A typical psacynoid stands about 6 feet tall and weighs 125 pounds.

On the surface, Nolasa appears to be a Golarion-like planet with numerous diverse biomes ranging from plains and forests to mountains and deserts. However, on closer inspection, the world is curiously flattened, with the highest and lowest elevations being less than half a mile above and below sea level. In fact, a series of massive caverns hide only a few hundred feet under the surface and run throughout the planet's crust. These caves rest on Nolasa's true tectonic plates and contain their own geography and ecosystems. Some believe that Nolasa's current surface was somehow layered onto the original planet by an ancient power, creating a sort of world-sized nesting doll.

Long ago, Nolasa's psacynoids discovered that these caverns are infinite wells of invisible mystical power. When a wandering psacynoid geomancer discovered an unusual magical frequency within the stones of an empty cavern, they realized that their spells didn't dissipate normally, instead coalescing into the seed of a crystalline structure that hung suspended in the air. The geomancer, unwilling to disturb the phenomenon, set up camp nearby, and over the next few weeks, watched the single crystal grow into a floating field of precious stones. The psacynoid collected the gems to bring back to the surface to study and, decades later, the process of crystal cultivation became the planet's most studied and practiced field.

Psacynoids learned that each cavern created only certain types of magical crystals, much like certain seeds can take root only in the right soil and climate. One cavern's magic could grow only crystals that harnessed electrical energy, while the gems from another could summon creatures from other planes. Psacynoids who cultivate these crystals are known as custodians, and must be versed in the same type of magic as the caverns in which they work. Some psacynoids train in martial arts to become gallants and guard the underground settlements against dangerous wildlife. Gallants often exhibit

RACIAL TRAITS

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

Hit Points: 4

Size and Type: Psacynoids are Medium monstrous humanoids.

Crystal Crafter: A psacynoid can craft a spell gem or a solarian weapon crystal in half the normal time; this bonus stacks with any provided by tools or environment. For instance, a psacynoid using a starship's arcane laboratory can craft a spell gem in one-quarter the normal time.

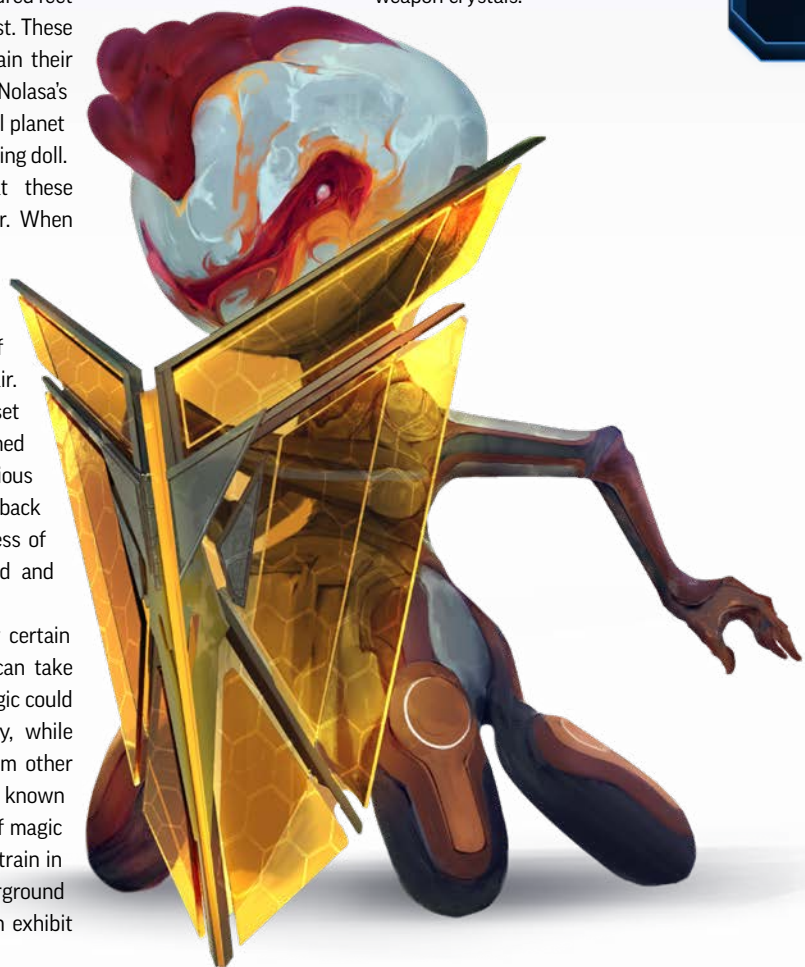
Hermetic Knowledge: Psacynoids gain a +2 racial bonus to Mysticism and Physical Science checks.

Multiarmed (4): See page 154.

Psacynoid Senses: Psacynoids have darkvision with a range of 60 feet.

Sonic Resistance: Psacynoids have resistance 5 to sonic.

mystical prowess themselves and harness it during combat. Regardless of psacynoids' focus, most exhibit aptitude for crafting magical crystals, such as spell gems and solarian weapon crystals.



PSYCHOPOMP



ERABRYTH
CR 1
XP 400

ERABRYTH

CR 1

XP 400

N Medium outsider (psychopomp)

Init +2; **Senses** blindsight (life) 60 ft., darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

EAC 11; KAC 12

HP 17

Fort +1; **Ref** +1; **Will** +6

Immunities death effects, disease, poison

OFFENSE

Speed 30 ft., fly 20 ft. (Su, average)

Melee cestus battleglove +5 (1d4+2 B)

Ranged light ray +7 (1d4+1 F)

Offensive Abilities forced reflection, spirit touch

STATISTICS

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

Skills Acrobatics +10, Intimidate +5, Mysticism +10, Sense Motive +10, Stealth +5

Languages Abyssal, Celestial, Infernal, Requian; *tongues*

Gear cestus battleglove

ECOLOGY

Environment any (Boneyard)

Organization solitary or reflection (2-6)

SPECIAL ABILITIES

Forced Reflection (Su) As a

standard action, an erabryth can force a single target within 60 feet to relive their most painful memories and

regrets. The target becomes dazed for 1 round, after which they become shaken for 1d3 rounds. A successful DC 12 Will saving throw negates the dazed condition and reduces the shaken condition to 1 round. Regardless of the result of this saving throw, the target is immune to this erabryth's forced reflection for 24 hours. This is a mind-affecting effect.

Light Ray (Su) As a ranged attack that targets EAC, an erabryth can emit a beam of light from their mirrored face at a single target. This beam has a range increment of 60 feet and the bright weapon special property.



MORRIGNA
CR 11
XP 12,800

MORRIGNA

CR 11

XP 12,800

N Medium outsider (psychopomp)

Init +5; **Senses** blindsight (life) 60 ft., darkvision 60 ft., low-light vision; **Perception** +20

Aura web shroud (10 ft., Reflex DC 20)

DEFENSE

EAC 23; KAC 24

HP 155

Fort +10; **Ref** +10; **Will** +16

DR 10/adamantine; **Immunities** death effects, disease, poison; **Resistances** cold 10, electricity 10; **SR** 22

OFFENSE

Speed 30 ft., climb 20 ft.

Melee *disruptive evenfall shimmerstone staff* +18 (5d6+12 B) or web lash +18 (2d10+12 S)

Ranged series-42 plasma guide +20

(3d8+11 E & F; critical severe wound)

Space 5 ft.; **Reach** 5 ft. (10 ft. with web lash)

Offensive Abilities spirit touch

Spells Known (CL 11th; melee +18)

4th (3/day)—*death ward*, *soul reap* (DC 22)

3rd (6/day)—*dispel magic*, *mind thrust* (DC 21), *mystic cure*, *speak with dead* (DC 21)

2nd (at will)—*force blast* (DC 20), *invisibility*

STATISTICS

Str +1; **Dex** +5; **Con** +1; **Int** +3;

Wis +8; **Cha** +3

Skills Athletics +20

(+28 to climb),

Mysticism +25,

Sense Motive +25,

Stealth +20

Languages Abyssal, Celestial, Infernal, Requian; *tongues*

Other Abilities arachnid spy, change shape (Small or Medium animal or humanoid)

Gear vesk brigandine IV^{AR}, *disruptive evenfall shimmerstone staff*^{A3}, series-42 plasma guide^{AR} with 1 super-capacity battery (80 charges)

ECOLOGY

Environment any (Boneyard)

Organization solitary, pair, or reaping (3-15)

SPECIAL ABILITIES

Arachnid Spy (Su) Once every hour as a full action, a morrigna can spin an invisible, magical spider out of





PSYCHOPOMP

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

INDEXES

their web shroud. This spider functions as the sensor of an *arcane* eye spell, although the *morrigna* does not need to concentrate to use the arachnid spy.

Web Shroud (Su) A *morrigna*'s shroud is composed of silken webs that are mystically attuned to protect them from harm. A creature within this aura that fails a DC 20 Reflex saving throw becomes entangled for 1 round.

Psychopomps are enigmatic guides, protectors of souls, and slayers of undead. These neutral outsiders safeguard the cycle of life, death, and afterlife. Native to the Boneyard, the terminus of the River of Souls where the goddess Pharamasma judges the dead, psychopomps come in a variety of forms, each having their own aims, interests, and methodology for ensuring the journey of souls proceeds to their standards. Stoic, proud, and patient, psychopomps perform their duties with unwavering dedication, confident their collective efforts ensure existence will continue unabated throughout the ages. Having listened to the complaints and regrets of the dead since time began, psychopomps are unswayed by passionate pleas nor angry lamentations, making them seem aloof or uncaring. Nearly all psychopomps wear masks and speak a somber yet melodic language called *Requian*. Though some posit this behavior is a form of psychological intimidation, others believe the sight of an unmasked psychopomp puts unnecessary strain on a mortal soul.

Erabryths are psychopomps who welcome and escort the souls of androids who have given their bodies up for renewal. Akin to procreation among androids, renewal is generally considered a decision to be celebrated and respected. Once incredibly rare, *erabryths* have increased in number in recent centuries, alongside the number of cycling android souls they guide. Averaging 6 feet tall and 200 pounds, *erabryths* are lanky androgynous outsiders; they have metallic, ribboned flesh and a mirrored disk in place of a face, backlit by a nimbus of light that changes color and intensity to display their emotions.

In contrast to their *erabryth* kin, *morrignas* are warriors who uphold the sanctity of life and death by tracking down and destroying those who interfere with the natural flow of souls in any way. Cautious, cunning, and patient, *morrignas* unrelentingly hunt immortals, necromancers, and undead with extreme prejudice.

SOUL REAP  4**School** necromancy**Casting Time** 1 standard action**Range** medium (100 ft. + 10 ft./level)**Area** 20-ft.-radius spread**Duration** instantaneous

Saving Throw Will partial, see text; **Spell Resistance** yes
You engulf an area in a comet-like spiral of energy, untethering the souls or animating vital essence from undead in the area. Each undead creature in the area takes 10d8 damage and is staggered for 1 round. A creature that succeeds at a Will saving throw takes half damage and ignores the staggered effect. Mindless undead receive no saving throw. This spell has no effect on creatures that are not undead.



QUYU



QUYU
CR 6
XP 2,400

QUYU

CR 6

XP 2,400

NE Medium aberration

Init +3; **Senses** blindsight (vibration) 60ft., sightless;

Perception +13

DEFENSE

HP 80

EAC 18; **KAC** 19

Fort +5; **Ref** +5; **Will** +11

Defensive Abilities void adaptation; **Immunities** acid, starvation

OFFENSE

Speed 40 ft.

Melee bite +12 (1d6+8 P plus grab, cruel dissection [DC 16])
claw +12 (1d6+8 S)

Ranged spiked missile +14 (1d8+6 P plus cruel dissection [DC 16])

Offensive Abilities pathetic gaze

Spell-Like Abilities (CL 6th)

At will—*charm person* (DC 15)

STATISTICS

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

Skills Bluff +18, Culture +13, Diplomacy +18, Disguise +18, Life Science +13, Sense Motive +13

Languages Brethedan, Common, Eoxian, Vesk (can't speak any language)

Other Abilities facade form, no breath

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Cruel Dissection (Ex) Quyus use their knowledge of physiology to increase their likelihood of landing devastating attacks. When a quyu hits with a bite or spiked missile attack, the target must succeed at a Fortitude save or take an additional 1d6 piercing damage.

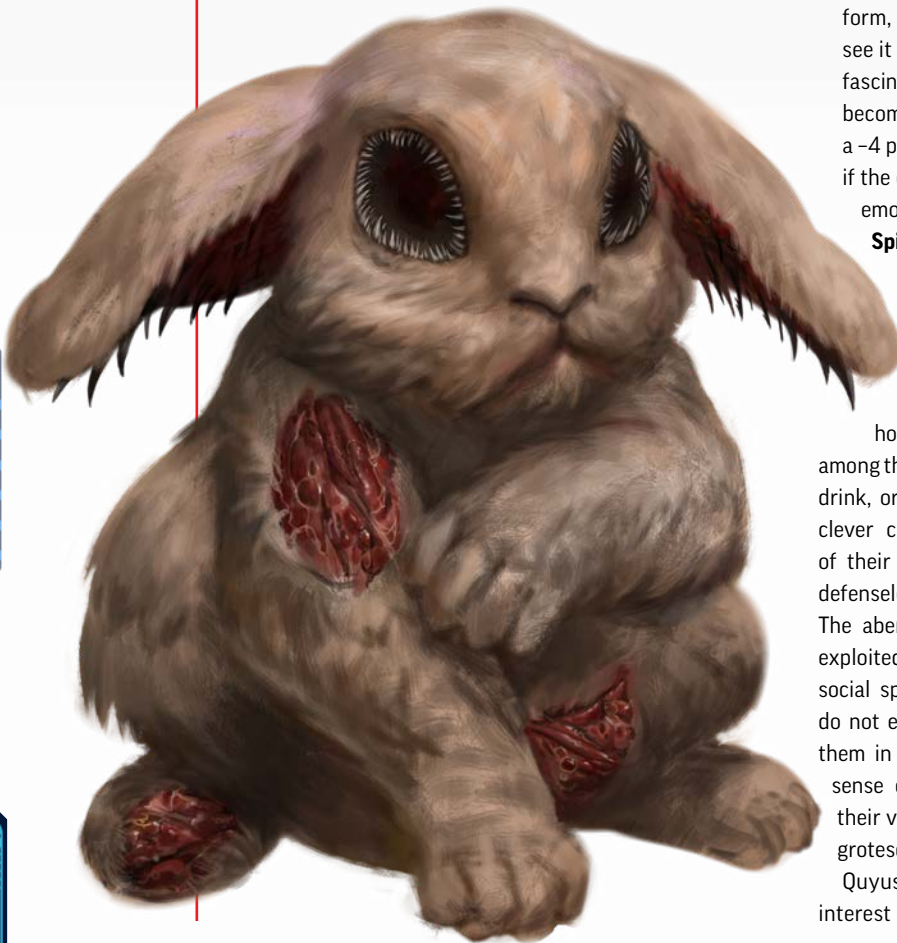
Facade Form (Ex) As a move action, the quyu can switch into or out of its adorable facade form. While in its facade form, the quyu's pathetic gaze is active, but it can't use any of its melee or ranged attacks. While in facade form, the quyu is a Tiny creature.

Pathetic Gaze (Su) The quyu's sightless eyes cast a magical influence on those who meet its gaze. While in facade form, any creature within 30 feet of the quyu that can see it must succeed at a DC 14 Will save or gain the fascinated condition. On a failed save, the target also becomes irrationally infatuated with the quyu and takes a -4 penalty to attacks against it for 1d4 rounds, even if the quyu leaves facade form. This is a mind-affecting emotion effect.

Spiked Missile (Ex) A quyu's spiked missile attack has a range increment of 60 feet.

Quyus originated deep in the isolated regions of space and initially encountered other life-forms when a broken fraction of their barren asteroid home joined the Diaspora. Living for eons floating only among themselves in empty space, quyus do not require food, drink, or even an atmosphere to survive. The dangerously clever creatures quietly observed the sapient life-forms of their new homes and noted their bizarre tendency to defenselessly approach anything small, pathetic, and cute. The aberrations devised a devious hunting strategy that exploited what they saw as a flaw in the nature of many social species. Devoid of sympathy or compassion, quyus do not entirely understand why social life-forms approach them in their adorable disguises, but they receive a deep sense of satisfaction from the betrayed expressions of their victims when their adorable facades unfurl into their grotesque forms.

Quyus are sightless and curious, and express their interest in the composition of other beings by dissecting





QUYU

their prey. They are masters of their own physiology and have learned to compress their larger, aberrant bodies into smaller forms, adopting traits such as fur and large ears to mimic what they've identified as commonly cute in other creatures. Even when in their aberration forms, evidence of their facade forms can manifest in patches across their bodies, which fold together to create their disguises. Lacking visual organs in their aberrant forms, quyus capture and dissect creatures from the local environment that sapient life-forms find adorable to learn what makes them appear so precious to other species. A sudden rise in small, cute creatures disappearing or being found dismembered is often the first sign of a quyu's presence in the area.

A quyu's facade form varies depending on the surrounding area, as it adapts to best fit what is considered cute by the local culture. Generally this form is round and fluffy, with large, dark eyes and a perpetually dejected expression. Quyus always aim to invent the most precious facades possible from the perspective of their victims, regardless of whether such a creature suits the local ecology. Fortunately for quyus, few potential victims pause to consider whether a particularly adorable animal is in any way adapted to its environment.

Most quyus live on the edge of civilization and lure isolated individuals into secluded ambush locations with their facade forms. Many learn to imitate injuries or crying to elicit helpful responses. They sometimes stow away on starships and quietly lure individual crew members to their doom, sometimes taking out an entire crew before being discovered. Planet-bound quyus, on the other hand, might build a den and string up dissected bodies to display their collection. The cleverest and most insidious quyus hunt in cosmopolitan settings that already host a wide variety of species, sapient and otherwise.

Once a quyu has lured its prey close and lulled it into a false sense of security with its pitiful visage, its beguiling eyes tear apart from the pupil, the patches of fur split apart, and its downy ears morph into protruding spikes. An eyeless head bursts from each eye, covered in an acidic slime that coats the thin gray membrane of its true skin. As its body unfurls, the skeleton pops and snaps nauseatingly into place. Its true form has long forward limbs with opposable hands and dexterous long fingers, and it perches on crouched, short back legs. Its two elongated, large-jawed heads share a single consciousness.

The most experienced and intelligent quyus choose to live benignly as innocuous pets in urban environments where they accept their keepers as accessories to their disguises

and slip away to prowl the city when not observed. They prefer vulnerable keepers, innocent-seeming keepers who often escape the attention of those investigating suspicious disappearances. Cases of murders and missing persons perpetrated by quyus are often difficult to prove or recognize. While the scenes often look like an animal attack, the bodies are never eaten, and the precision of the kills often hints at some level of intelligent motive. Few are familiar enough with these otherworldly aberrations to suspect one may be trotting past the murder scene as a child's cute and spunky pet. It typically takes a specialist or a team of experts to identify a quyu's work and locate it among the beloved pets in the city.



QUYU EYES

A quyu's eyes in its facade form are the most unique part of its hunting tactics, exhibiting hypnotic capabilities that emotionally hijack the brain. Before revealing itself, a quyu tries to enchant its prey to reduce the likelihood that they will be able to fight back. When the quyu shifts,

these eyes appear to rip open, but the organ can still be found inside the true form's head. Even when the quyu is dead, these organs maintain their magical emotional affects and can cause fascination. When implanted into a sighted being's head, they are able to transfer visual information to the brain, but primarily maintain their function as hypnotic organs.

QUYU EYE

SYSTEM
Eye

AUGMENTATION BIOTECH

LEVEL 6

PRICE 3,850

A quyu's "eyes" maintain their captivating effects after the creature's death, and can be implanted to replace any of your current eyes. As a quyu's eyes are not visual organs, you must retain at least one of your original eyes to maintain your normal vision; otherwise you gain the blinded condition for as long as you have this augmentation installed. An implanted quyu eye is visibly unique from any of your other eyes.

When you attempt a Bluff or Diplomacy check against a target for the first time each day, you receive a +2 circumstance bonus to the attempt. Alternatively, once per day, you can take a standard action to activate the eye's mesmerizing qualities and attempt to fascinate one target. The target must succeed a Will save (DC = 10 + half your level + your Charisma modifier) to avoid becoming fascinated; regardless of whether the target succeeds, it is immune to the effects of all quyu eyes for 24 hours.

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDICES

RADIATION DRAKE



**RADIATION DRAKE
SLASHER**
CR 4
XP 1,200

RADIATION DRAKE SLASHER

CR 4

XP 1,200

CE Medium dragon

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

Perception +17

DEFENSE

EAC 16; **KAC** 18

Fort +8; **Ref** +8; **Will** +5

DR 5/magic; **Immunities** paralysis, radiation, sleep

OFFENSE

Speed 30 ft., fly 60 ft. (Ex, average)

Melee bite +13 (1d6+8 P plus radiation exposure)

Ranged atomic bezoar +10 (1d8 F plus radiation exposure)

HP 50

STATISTICS

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

Skills Acrobatics +10, Intimidate +15, Survival +10

Languages Draconic

ECOLOGY

Environment any land

Organization solitary, pair, or glow (3-8)

SPECIAL ABILITIES

Atomic Bezoar (Ex) A radiation drake slasher lacks a breath weapon yet can spit a mass of radioactive material that explodes on contact. The attack has a range increment of 20 feet, has the explode special weapon property (5 ft., DC 13), and can be used only once every other round.

Radiation Exposure (Ex) A creature that takes Hit Point damage from the radiation drake's attacks is exposed to low radiation. This radiation bypasses environmental protections in armor.

**ADULT RADIATION
DRAKE**
CR 9
XP 6,400

ADULT RADIATION DRAKE

CR 9

XP 6,400

CE Large dragon

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +17

DEFENSE

EAC 22; **KAC** 24

Fort +13; **Ref** +13; **Will** +10

DR 5/magic; **Immunities** paralysis, radiation, sleep

HP 145

OFFENSE

Speed 30 ft., fly 60 ft. (Ex, average)

Melee bite +22 (2d10+15 P plus radiation exposure)

Multiattack bite +16 (2d10+15 P plus radiation exposure), 2 talons +16 (2d4+15 S)

Ranged atomic bolt +19 (3d10+3 F plus radiation exposure; critical burn 2d6)

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

Offensive Abilities breath weapon (30-ft. cone, 6d10 F plus radiation exposure, Reflex DC 16 half, usable every 1d6 rounds)

STATISTICS

Str +6; **Dex** +4; **Con** +3; **Int** -2;

Wis +2; **Cha** +0

Skills Acrobatics +17, Intimidate +22, Survival +17

Languages Draconic

ECOLOGY

Environment any land

Organization solitary, pair, or rad (3-9)



RADIATION
DRAKE**SPECIAL ABILITIES**

Atomic Bolt (Ex) A radiation drake's atomic bolt has a range increment of 60 feet and targets EAC.

Radiation Exposure (Ex) See page 94.

Radiation drakes are dangerous predators found on worlds with extensive radioactivity, such as natural deposits of radioactive ores or irradiated wastelands left by atomic warfare. They are dark in coloration, most often black or dull green, but they have bright crystalline teeth and spikes along their spines. A radiation drake has a draconic appearance, with a long neck and tail, wings, and powerful hind legs, but lacks front legs.

In addition to its fearsome bite, a radiation drake can unleash gouts of superheated radioactive material. However, this technique requires considerable practice. Hatchlings can do little more than drool fiery puddles—an ability that they quickly learn to control lest they burn themselves. Juveniles practice regularly, leaving scorched scars in their territory as they swallow small stones, irradiate the pebbles, and learn to regurgitate the radioactive projectiles. Yet only the adults truly master the techniques, spitting fire with precision without relying on any supplemental material whatsoever. These radioactive attacks all cause the crystalline spikes along a radiation drake's spine to glow with white-hot light.

Radiation drakes lay their eggs in semi-molten surfaces, such as stone, plastics, or even ceramic the drakes vitrify with their breath. Where possible, a radiation drake situates its nest near sources of radiation, such as nuclear power stations, naturally radioactive rock formations, or even the bodies of fallen kaiju—enormous creatures of unknown origin. Once laid, a drake egg's maturation depends on how much radiation it can absorb, with heavily toxic environments fueling rapid development.

Yet whelps don't come only from adult radiation drakes. Their eggs periodically appear on worlds with no prior radiation drake sightings, suggesting that under certain conditions, other drakes' eggs can mutate and hatch radiation drakes.

Radiation drakes rarely bother to do anything but act out on their most instinctive impulses unless driven to do so or guided by a worthy ally. Those allies are few and far between, as the drakes are violently territorial and radioactive, and they rarely form bonds with creatures. Ellicoths (*Starfinder Alien Archive* 48) occasionally form friendly bands with radiation drakes, with the latter perching atop the spindly beasts and periodically dragging prey to drop before the ellicoths to maintain the peace. Hespers occasionally recruit radiation drakes, relying on the latter's raw strength to access well-defended reactors and other technology. However, the alliances are usually short-lived, as the drakes rarely have the patience to act as guards, usually instead laying waste to the devices the hespers so desperately want.

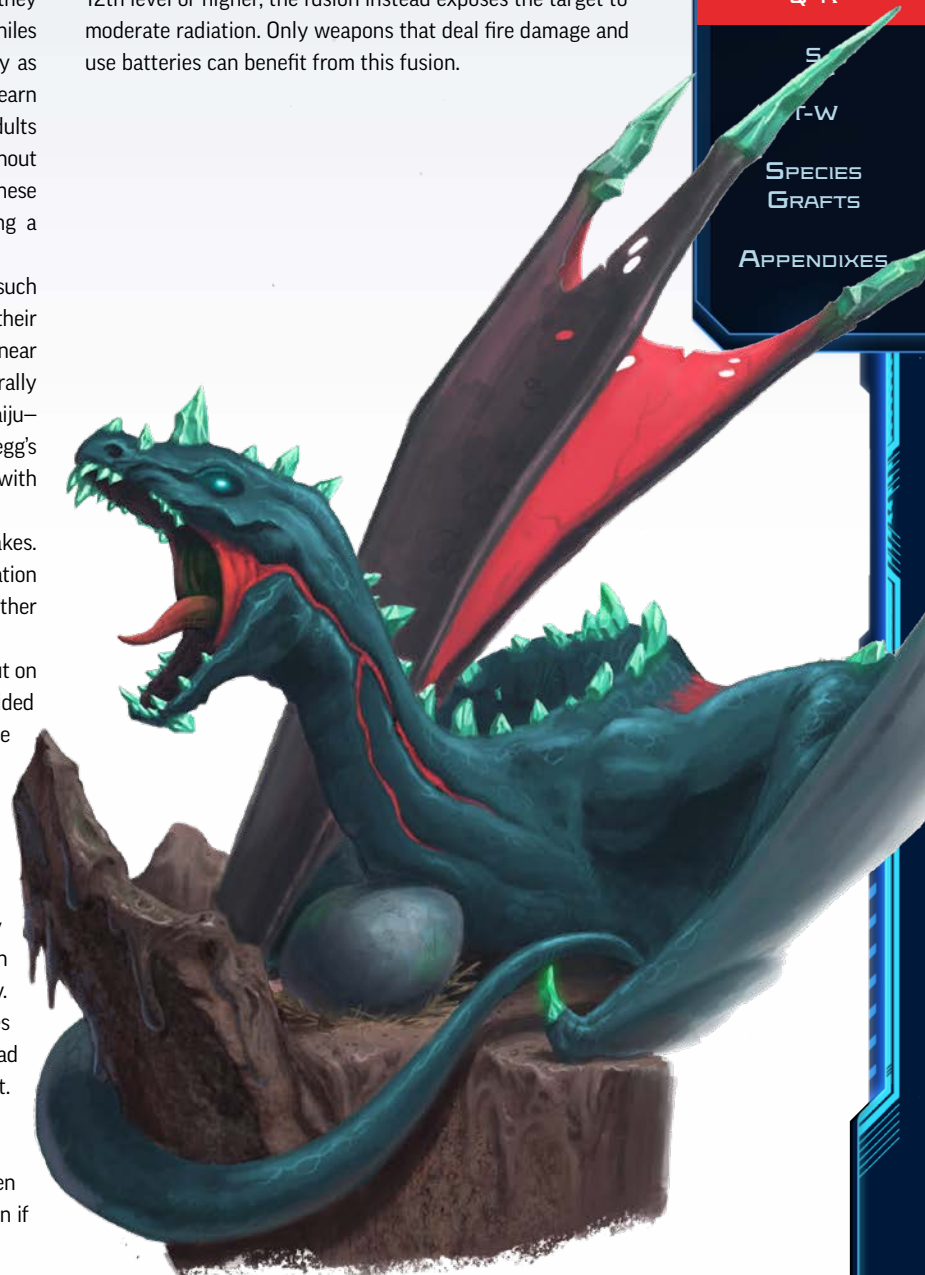
RADIOACTIVE FUSION

The focused atomic fire of radiation drakes can flood even radiation-resistant targets with dangerous levels of radiation if

it deals enough damage. The same kind of focused radiation can be used to power some laser and flame weapons.

RADIOACTIVE WEAPON FUSION**LEVEL 4**

Once per day before making an attack with a weapon with the *radioactive* fusion, you can imbue the attack with toxic radioactivity. One of the targets that takes damage from the attack is exposed to low radiation that bypasses any immunity to radiation provided by armor's environmental protections (though the armor's saving throw bonus still applies). The initial saving throw DC against this radiation equals 10 + half the weapon's level + your ability modifier used for making the attack (such as Dexterity for a ranged weapon); subsequent saving throws against the radiation have a DC of 13. If the weapon with the *radioactive* fusion is 12th level or higher, the fusion instead exposes the target to moderate radiation. Only weapons that deal fire damage and use batteries can benefit from this fusion.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

RAGESHKOR



GREEN RAGESHKOR
CR 6
XP 2,400

ROCK RAGESHKOR
CR 12
XP 19,200

GREEN RAGESHKOR**CR 6****XP 2,400**

N Large animal

Init +1; **Senses** blindsense (scent) 30 ft., low-light vision;
Perception +13

DEFENSE**HP 90****EAC** 18; **KAC** 20**Fort** +11; **Ref** +8; **Will** +5**Defensive Abilities** align frill**OFFENSE****Speed** 30 ft.**Melee** tail +15 (1d8+11 P; critical knockdown)**Ranged** spike +13 (1d8+11 P)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** +5; **Dex** +1; **Con** +3; **Int** -4; **Wis** +1; **Cha** +0**Skills** Athletics +18, Intimidate +13**Feats** Cleave**ECOLOGY****Environment** temperate or warm forests or plains**Organization** solitary, pair, or herd (3-12)**SPECIAL ABILITIES**

Align Frill (Ex) As a move action, a green rageshkor can align portions of the flexible frill of its back armor to block attacks from one enemy the rageshkor is observing. Doing so increases the rageshkor's AC by 2 against attacks from that enemy until the start of the rageshkor's next turn.

Spike (Ex) By whipping its tail, a green rageshkor can hurl a detachable spike from just below its spiked tail club as a ranged attack with a range increment of 20 feet and a maximum range of 100 feet. The creature can hurl only six such spikes in a 24-hour period.

ROCK RAGESHKOR**CR 12****XP 19,200**

N Huge animal

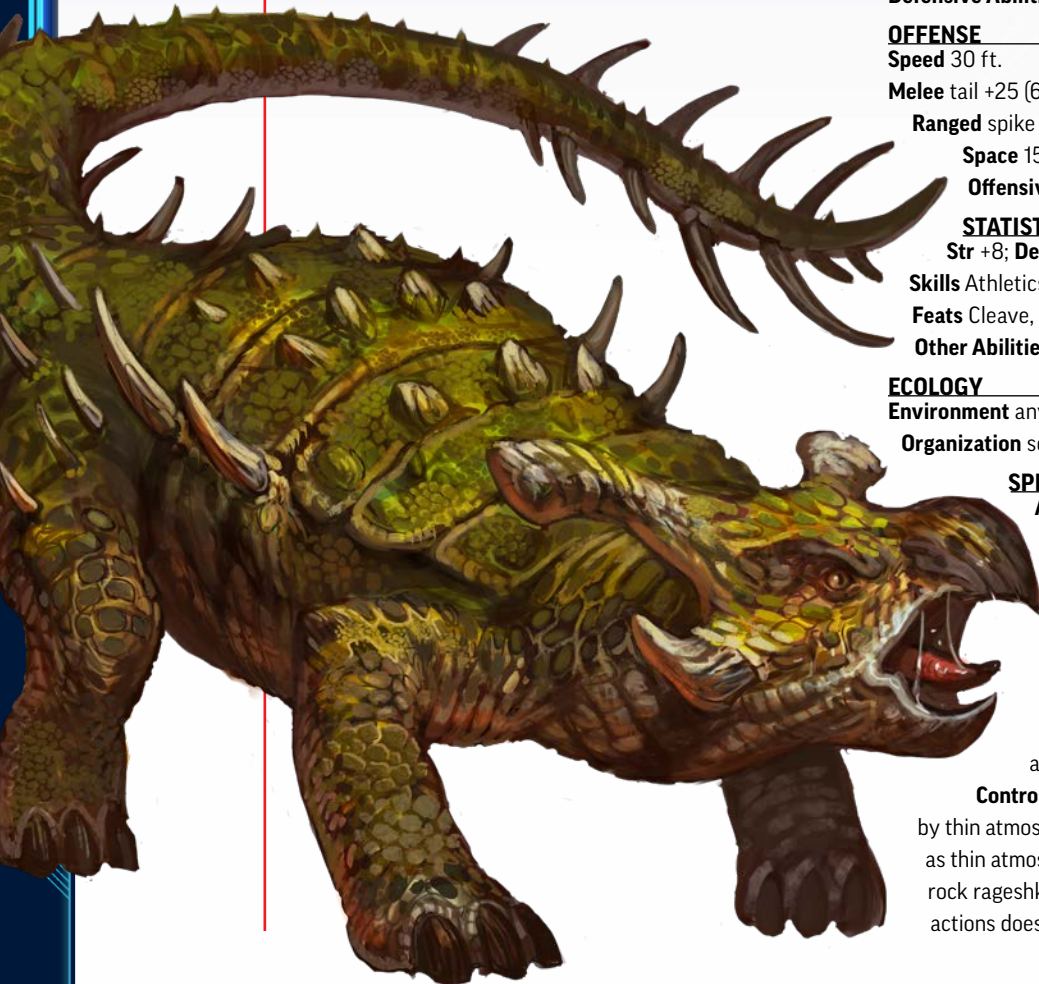
Init +4; **Senses** blindsense (scent) 60 ft., low-light vision;
Perception +22

DEFENSE**HP 200 RP 5****EAC** 26; **KAC** 28**Fort** +17; **Ref** +14; **Will** +11**Defensive Abilities** align frill; **Resistances** cold 5, fire 5**OFFENSE****Speed** 30 ft.**Melee** tail +25 (6d4+20 P; critical knockdown)**Ranged** spike +22 (3d8+20 P)**Space** 15 ft.; **Reach** 15 ft.**Offensive Abilities** sweep**STATISTICS****Str** +8; **Dex** +0; **Con** +5; **Int** -4; **Wis** +2; **Cha** +0**Skills** Athletics +27, Intimidate +22**Feats** Cleave, Great Cleave**Other Abilities** control breath**ECOLOGY****Environment** any deserts or mountains**Organization** solitary or pair**SPECIAL ABILITIES**

Align Frill (Ex) As a move action, a rageshkor can align portions of the flexible frills on its back armor to block attacks from one enemy the rageshkor is observing.

Doing so grants the rageshkor two benefits against that enemy's attacks until the start of the rageshkor's next turn: the rageshkor's AC increases by 2 and its fire and cold resistances each increase to 10.

Control Breath (Ex) A rock rageshkor is unaffected by thin atmosphere and treats severely thin atmosphere as thin atmosphere (*Core Rulebook* 396). In addition, a rock rageshkor can hold its breath for 1 hour. Taking actions does not reduce this duration.





RAGESHKOR

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Spike (Ex) See page 96.

Sweep (Ex) Each target for Cleave and Great Cleave must be within 15 feet of the previous target, rather than adjacent to the previous target, but it must still be within the rock rageshkor's reach.

Fierce, armored saurians, rageshkor are among Vesk Prime's most famous fauna. These beasts evolved alongside the planet's other aggressive wildlife, leading to deadly evolutions unknown to other thyreophorans, most notably movable armor plates, and tail spikes rageshkor can hurl at distant threats.

Vesk have long seen rageshkor as worthy foes. Records from before the Gap show that hunting rageshkor is an age-old tradition, with accomplished hunters regularly wearing the hard-won hide, plates, and spikes. These cultural values have survived into modern times, and vesk and non-vesk alike regularly travel to Vesk Prime specifically for the chance to hunt a rageshkor. The most dedicated hunters equip themselves with archaic weaponry in the spirit of tradition, but even modern armaments are no guarantee of an easy fight.

The smaller green rageshkor are the most prolific species, still prevalent in Vesk Prime's forests and plains. Adolescents typically break from their birth herd, roaming either alone or in small cohorts. These roving rageshkor are especially aggressive, and they often pick fights with passersby, land transports, and even small buildings.

The might and ferocity of green rageshkor pale in comparison to those of their larger kin, rock rageshkor. These rare animals are typically solitary, and during less prosperous times, rock rageshkor hunker down into a form of hibernation. Combined with their camouflaged bodies and the accumulation of windblown debris, these animals often fade into the landscape, snapping to vicious alertness only to ambush prey that mistakes it for a boulder.

RAGESHKOR SHIELDS

Vesk have used rageshkor frill plates for shields since ancient times. In the post-Gap era, vesk have developed high-tech versions of these shields that incorporate synthetic padding, alloyed fittings, and more to augment the natural materials while maintaining

the shields' cultural value. Although these shields can be purchased, a carrier in vesk territory should expect to be asked whether the shield was truly won (harvested from a rageshkor the wielder defeated), where the clash occurred, and how the battle fared. An earned rageshkor shield is a prestige piece that can win a warrior much respect.

Green Rageshkor Shield: This round shield, made of overlapping green rageshkor frill plates and modern composites, allows you to make unarmed attacks that don't count as archaic.

Rock Rageshkor Shield: This roughly ovular shield is made of big rock rageshkor frill plates. The shield can be used to make unarmed attacks that don't count as archaic. It also functions as if it had a mk 1 thermal capacitor installed, and this "upgrade" can be enhanced to higher model numbers without occupying the shield's other upgrade slot.



RAGESHKOR SHIELDS

SHIELD MODEL	LEVEL	PRICE	SHIELD BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	BULK	UPGRADES
Rageshkor shield, green	6	4,250	+1/+2	+3	-1	2	1
Rageshkor shield, rock	12	37,500	+1/+2	+4	-1	2	1

RAVENOUS DRAKE



**DOMESTICATED
RAVENOUS DRAKE**
CR 1/2
XP 200

**FERAL RAVENOUS
DRAKE**
CR 2
XP 600

DOMESTICATED RAVENOUS DRAKE CR 1/2**XP 200**

N Small dragon

Init +0; **Senses** darkvision 60 ft., low-light vision;**Perception** +4**DEFENSE** HP 13**EAC** 10; **KAC** 12**Fort** +4; **Ref** +4; **Will** +2**Immunities** paralysis, sleep; **Resistances** acid 5**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** bite +7 (1d6+3 P) or**Space** 5 ft.; **Reach** 5 ft. (10 ft. with suctioning vortex)**Offensive Abilities** suctioning vortex (attach DC 10; swallow whole [1d6 A, EAC 10, KAC 8, 3 HP])**STATISTICS****Str** +3; **Dex** +0; **Con** +2; **Int** -3; **Wis** +1; **Cha** +0**Skills** Acrobatics +9, Athletics +4, Stealth +4**Languages** Common (cannot speak)**ECOLOGY****Environment** temperate forests**Organization** solitary, pair, or clutch (3-5)**SPECIAL ABILITIES**

Suctioning Vortex (Su) As a standard action, a ravenous drake can make a special melee attack targeting KAC by powerfully inhaling, drawing its prey into its mouth. Against a target larger than the drake, this functions as the attach universal creature ability; if the attack succeeds, the drake moves to the nearest adjacent space and attaches to the target. If the attack fails, the drake moves but doesn't attach.

Against a target of the ravenous drake's size or smaller, this instead functions in many

ways like the swallow whole universal creature ability. The drake gains a +4 bonus to the initial attack roll but doesn't deal damage upon initially hitting the target. On its subsequent turns, while grappling or pinning the target, the drake deals its bite damage. The drake can swallow a creature of its size or smaller. While it has swallowed a creature of its same size, the drake gains the encumbered and flat-footed conditions.

The movement from this ability—both for the drake and its target—does not provoke attacks of opportunity.

FERAL RAVENOUS DRAKE CR 2**XP 600**

N Medium dragon

Init +0; **Senses** darkvision 60 ft., low-light vision;**Perception** +7**DEFENSE** HP 25**EAC** 13; **KAC** 15**Fort** +6; **Ref** +6; **Will** +3**Immunities** paralysis, sleep; **Resistances** acid 5**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** bite +11 (1d6+6 P plus swallow whole) or suctioning vortex +11 (special; see above)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with suctioning vortex)**Offensive Abilities** suctioning vortex (attach DC 13; swallow whole [1d6+6 A, EAC 13, KAC 11, 6 HP])**STATISTICS****Str** +4; **Dex** +0; **Con** +2; **Int** -3;**Wis** +1; **Cha** +0**Skills** Acrobatics +12, Athletics +7, Stealth +7**Languages** Common (cannot speak)**ECOLOGY****Environment** temperate forests**Organization** solitary, pair, or clutch (3-5)**SPECIAL ABILITIES****Suctioning Vortex (Su)** See above.

With the increasing prevalence of Drift travel, the threat of invasive species has grown more dire with each passing decade. Among the most often-cited cases of ecological irresponsibility is the rapid spread of ravenous drakes throughout the Pact Worlds and its trade affiliates beyond.

Ravenous drakes are small, flightless dragons first encountered in the Vast on the forested planet Aijaika-2. Adults typically measure 2-3 feet in length and weigh about 60 pounds before feeding. Unlike other dragons, these drakes lack a breath attack; instead, their lungs are





RAVENOUS DRAKE

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

most biologically efficient when drawing air inward, allowing a drake to create powerful suctioning vortexes that drag prey into the drake's maw. Combined with their elastic jaws and a digestive system capable of breaking down nearly any matter, whether organic or inorganic, ravenous drakes are consummate scavengers that subsist by devouring anything that they decide might be edible—and lacking the intelligence of true dragons, a ravenous drake considers nearly anything worth eating. This haphazard hunting method results in a short lifespan of about 10 years in natural environments, as they have difficulty differentiating between prey and predators and often find themselves biting off more than they can swallow.

Ravenous drakes rely on a unique reproduction strategy. A receptive female engages in a month-long feeding spree, especially favoring dense minerals. Once sated, she lays an unfertilized egg (or occasionally two) in a safe, sheltered place, relying on the egg's preternaturally strong shell to protect it until the breeding pair's male can swallow the egg, brooding it in a specialized egg crop. The weight is so considerable that the male can't hunt effectively, relying on the female to deliver food during the egg's 2-month gestation. During this time, the father slowly weakens the egg's shell, in the process transferring genetic material to the developing young. When the egg cracks, the father regurgitates the offspring and then escorts his child for the first month of life, briefly swallowing the baby when necessary to protect it from larger predators. Eggs that go unfertilized are among the strongest natural materials known to the Pact Worlds and command a sizable price from those with the means to create useful items from the nearly indestructible shell material.

Ravenous drakes came to the Pact Worlds' attention shortly after the Gap, and the creatures' willingness to eat anything, their curiosity, and their fearlessness swiftly captured the public imagination. Thanks to their ability to eat almost anything and relatively sedate behavior, the drakes took quickly to domestication, and ravenous drakes (commonly rebranded as gobblewyrms) soon spread across the Pact Worlds as mascots, pets, and vermin control. Domesticated ravenous drakes are calm and often affectionate creatures, though they require extensive training to prevent them from indiscriminately eating inedible objects like personal effects or small furniture.

Yet their voracious appetites makes the drakes an ecological menace. On most

settled planets, any unaccompanied and feral ravenous drakes are captured or even killed on sight to preserve local ecosystems. Ownership is highly regulated, with many governments requiring training classes and tracking implants before allowing such creatures beyond a starship's hold. Understandably, this has fueled a robust black-market trade in the popular pets. The loss or release of a ravenous drake is prosecutable on a few Pact Worlds, with fines going as high as tens of thousands of credits; some drake farms have been bankrupted by the fines when a persistent drake managed to devour its way out of containment and trigger a mass escape.

Scientists studying captive ravenous drakes have noted that the drakes' growth seems limited only by its diet, positing that a drake with an unlimited supply of suitable food could grow to immense size.

RAVENOUS DRAKE COMPANIONS

Ravenous drakes can make suitable creature companions (*Alien Archive* 3 138) for those prepared to sate their appetites.

RAVENOUS DRAKE

LEVELS 1-5

Senses darkvision 60 ft., low-light vision

Good Save Fort; **Bad Saves** Ref, Will

Speed 30 ft., climb 20 ft.

Melee Attack bite (P), suctioning vortex (special)

Space 5 ft. **Reach** 5 ft. (10 ft. with suctioning vortex)

Ability Modifiers Str, Con

SPECIAL ABILITIES

Growth Spurt (Ex, 6th level) Upon reaching 6th level, a ravenous drake can choose to become Medium. If it remains Small, each time it gains a new level it can choose to become Medium.

Suctioning Vortex (Ex) See page 98. The DC of Strength checks to remove an attached drake equals 10 + the drake's level. Use the drake's level in place of its CR to calculate the Athletics check DC to climb out of its stomach.



ROBOT DRAGON



ASSAULT LASER
DRAGON
CR 12
XP 19,200

ASSAULT LASER DRAGON

CR 12

XP 19,200

LN Huge dragon (technological)

Init +8; **Senses** blindsight (vibration) 60 ft., darkvision 120 ft., low-light vision; **Perception** +22

DEFENSE
EAC 26; KAC 28

HP 200

Fort +16; **Ref** +16; **Will** +13

Defensive Abilities void adaptation; **Immunities** fire, paralysis, sleep; **SR** 23

Weaknesses vulnerable to electricity

OFFENSE

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

Melee bite +23 (6d4+17 P)

Multiattack bite +17 (3d4+17 P), 2 claws +15 (3d4+17 S), tail slap +15 (3d4+17 B)

Ranged laser bolt +26 (6d4+12 F; burn 3d6)

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

Offensive Abilities breath weapon (45-ft. cone or 90-ft. line, 13d6 F, Reflex DC 19 half, usable every 1d4 rounds), crush (6d4+17 B)

STATISTICS

Str +5; **Dex** +8; **Con** +3; **Int** +4; **Wis** +3; **Cha** +3

Skills Acrobatics +27 (+19 to fly), Computers +22, Piloting +22, Sense Motive +22

Languages Common, Draconic

Other Abilities robotic, spaceflight

ECOLOGY

Environment any

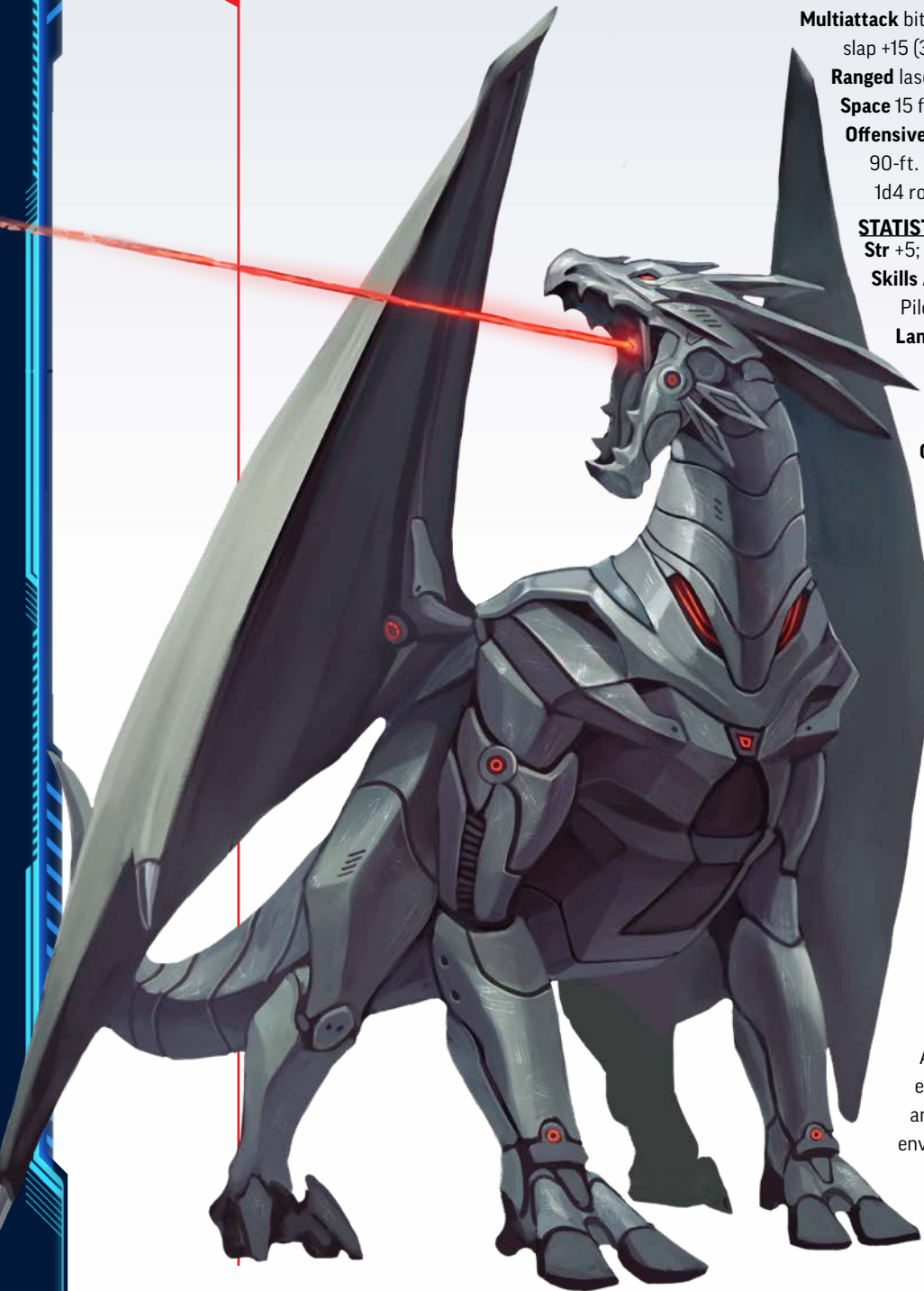
Organization solitary

SPECIAL ABILITIES

Laser Bolt (Ex) A laser dragon can fire laser beams from their mouth, eyes, or wingtips. This attack has a range increment of 100 feet, targets EAC, and has the burn critical hit effect that lists a number of d6s equal to one quarter their level (minimum 1). The attack also has the sniper weapon special property with a range of 1,000 feet.

Robotic (Ex) For effects targeting creatures by type, laser dragons count as both dragons and constructs (whichever allows an ability to affect them for abilities that affect only one of those types, and whichever is worse for abilities that affect both types). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, and poison unless those effects specifically target constructs. Additionally, they are protected from environmental effects as if wearing armor (of an item level equal to the dragon's CR) with its environmental protection active.

Robot dragons are incredibly complex artificial constructs so advanced they attract a dragon's soul upon completion,





ROBOT DRAGON

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

much like android bodies. Each is built around a specific category of weapon. The creation of such creatures is a nearly lost art, and while robot dragons are often built as weapons of war to serve specific groups, they inevitably become independent.

ROBOT DRAGON TEMPLATE GRAFTS

Robot dragons tend to seek out military conflicts that align with their philosophies and can further their personal goals.

As with most true dragons, a robotic dragon's size is based on their CR. However unlike biological dragons, whose size is determined by their age, a robot dragon's size is set when constructed and is based on the robot dragon's intended function (CR 3-4: Small, scout; CR 5-6: Medium, guard; CR 7-10: Large, trooper; CR 11-16: Huge, assault; CR 17-24: Gargantuan, siegebreaker; CR 25: Colossal, warlord). A robot dragon has an extraordinary fly speed that's based on jets and functions in a vacuum. Their speed and maneuverability is determined by their CR: CR 3-6: 150 ft. (Ex, average); CR 7-10: 200 ft. (Ex, average); CR 11-16: 200 ft. (Ex, clumsy); CR 17-25: 250 ft. (Ex, clumsy). If a robot dragon is CR 11 or higher, they have the crush universal creature rule and spell resistance equal to 11 + their CR. All robot dragons have the robotic special ability (page 100) and the spaceflight and void adaptation universal creature rules.

Cryo Dragon Template Graft (CR 3+)

Cryo dragons prefer a strong defense over an aggressive offense and tend to think in terms of protecting their assets rather than damaging a foe's. They appreciate slow, calm moments, and they never get bored.

Required Creature Type and Subtype: Dragon (technological).

Suggested Alignment: Any lawful.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 14+, 60 feet + 10 feet per CR); DR 5/adamantine (CR 13+; increase to DR 10/adamantine at CR 15, DR 15/adamantine at CR 17, DR 20/adamantine at CR 19); immunity to cold; vulnerable to electricity; climb speed of 30 feet; breath weapon (cone 15 feet + 5 feet per 2 CR, 1d6 C + 1d6 per CR, usable every 1d4 rounds); cold beam (see below).

Cold Beam (Ex): A cryo dragon can fire cold beams from their mouth as a ranged attack that targets EAC and has a range increment equal to their breath weapon's maximum range and the staggered critical hit effect. If the cryo dragon is CR 8 or higher, attacks with the cold beam benefit from flash freeze (as the soldier gear boost).

Laser Dragon Template Graft (CR 3+)

Laser dragons are cautious and precise, preferring to know as much as they can about a situation through observation and espionage prior to taking action.

Required Creature Type and Subtype: Dragon (technological).

Suggested Alignment: Any neutral.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 14+, 60 feet + 10 feet per CR); DR 5/adamantine (CR 13+; increase to DR 10/adamantine at CR 15, DR 15/adamantine at CR 17, DR 20/adamantine at CR 19); immunity to fire; vulnerable to electricity; breath weapon (cone 15 feet + 5 feet per 2 CR or line 30 feet + 10 feet per 2 CR, 1d6 F + 1d6 per CR, usable every 1d4 rounds); laser bolt (page 100).

Plasma Dragon Template Graft (CR 3+)

Plasma dragons are proponents of surprise attacks and scorched earth tactics, believing fast, decisive action is always preferable over waiting and planning.

Required Creature Type and Subtype: Dragon (technological).

Suggested Alignment: Any chaotic.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 13+, 60 feet + 10 feet per CR); DR 5/adamantine (CR 11+; increase to DR 10/adamantine at CR 13, DR 15/adamantine at CR 15, DR 20/adamantine at CR 17); immunity to electricity and fire; vulnerable to cold; breath weapon (cone 15 feet + 5 feet per 2 CR or line 30 feet + 10 feet per 2 CR, 1d6 E & F + 1d6 per CR, usable every 1d4 rounds); plasma bolt (see below).

Plasma Bolt (Ex): A plasma dragon can shoot plasma bolts as a ranged attack. This attack has a range increment of 60 feet, targets EAC, and has the boost weapon special property (boost 1d8 + 1d8 per 5 CR), and burn critical hit effect (1d6 burn + 1d6 per 4 CR). Attacks with the plasma bolt benefit from plasma immolation (as the soldier gear boost), using the dragon's CR as the item level of the plasma attack.

Projectile Dragon Template Graft (CR 3+)

Projectile dragons are pragmatists, seeking the lowest risk and most likely to succeed solution to any problem.

Required Creature Type and Subtype: Dragon (technological).

Suggested Alignment: Any evil.

Traits: Blindsight (vibration) 60 feet; darkvision 120 feet; frightful presence (CR 14+, 60 feet + 10 feet per CR); DR 5/adamantine (CR 13+; increase to DR 10/adamantine at CR 15, DR 15/adamantine at CR 17, DR 20/adamantine at CR 19); vulnerable to electricity; autofire (see below), gunhead (see below).

Autofire (Ex): As a full action, the projectile dragon can make its gunhead attack with the automatic weapon special property, expending 20 rounds of ammunition as though it had a usage of 1 round. These attacks gain heavy onslaught (as the soldier gear boost), using the dragon's CR as its soldier level.

Gunhead (Ex): A projectile dragon's head is built around a projectile cannon, which provides the dragon with a ranged attack that deals 1d6 P + 1d6 P per CR, targets KAC, and has a range increment of 80 feet. If the dragon rolls a natural 1 on a gunhead attack (the die shows a 1), they temporarily run out of ammunition and can't make a gunhead attack again for 1d4 rounds.

ROBOT, INFILTRATION



**MONITOR-CLASS
INFILTRATION ROBOT**
CR 2
XP 600

MONITOR-CLASS INFILTRATION ROBOT CR 2

XP 600

LN Medium construct (technological)

Init +4; **Senses** darkvision 60 ft.; low light vision;**Perception** +7**DEFENSE****EAC** 12; **KAC** 15**Fort** -1; **Ref** -1; **Will** +2**HP** 25**Defensive Abilities** synthskin; **DR** 2/-; **Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity**OFFENSE****Speed** 40 ft.**Melee** slam +7 (1d4+2 B)**Ranged** tactical semi-auto pistol +9 (1d6+2 P)**STATISTICS****Str** +0; **Dex** +4; **Con** -; **Int** +1; **Wis** +0; **Cha** +2**Skills** Acrobatics +7, Bluff +12, Disguise +12, Sense Motive +7, Stealth +12**Languages** Common**Other Abilities** unliving**Gear** tactical semi-auto pistol with 18 small-arm rounds**ECOLOGY****Environment** Any**Organization** solitary or conspiracy (2-4)**SPECIAL ABILITIES**

Synthskin (Ex) Infiltration robots are covered in a thick layer of synthetic, adaptive flesh, allowing them to impersonate other species and insulating them from typical robot weaknesses; however, this facade fades and loses its protective qualities once heavily damaged. While its synthskin is active, an infiltration robot appears to be a member of a medium-sized humanoid or monstrous humanoid species (chosen at the robot's creation) and it is not vulnerable to critical hits or electricity. While an infiltration robot has fewer than half of its Hit Points remaining, its synthskin is deactivated, it is revealed as a construct, and it is vulnerable to critical hits and electricity as normal.



**EXTERMINATOR-CLASS
INFILTRATION ROBOT**
CR 7
XP 3,200

**EXTERMINATOR-CLASS INFILTRATION ROBOT CR 7**

XP 3,200

LN Medium construct (technological)

Init +5; **Senses** darkvision 60 ft.; low light vision;**Perception** +14**DEFENSE****EAC** 19; **KAC** 21**Fort** +7; **Ref** +7; **Will** +4**Defensive Abilities** advanced synthskin, regeneration 10 (magical fire); **DR** 5/-;**Immunities** construct immunities**Weaknesses** vulnerable to fire**OFFENSE****Speed** 50 ft.**Melee** slam +18 (2d6+8 B)**Ranged** advanced semi-auto pistol +15 (2d6+7 P)**STATISTICS****Str** +1; **Dex** +5; **Con** -; **Int** +2; **Wis** +0; **Cha** +4

ROBOT,
INFILTRATION

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDICES

Skills Acrobatics +14, Bluff +19, Disguise +19, Sense Motive +14, Stealth +19

Languages Common

Gear advanced semi-auto pistol with 24 small-arm rounds

ECOLOGY

Environment Any

Organization solitary, pair, or cell (1 exterminator-class infiltration robot and 3 monitor-class infiltration robots)

SPECIAL ABILITIES

Advanced Synthskin (Ex) Infiltration robots are composed almost entirely of adaptive nanite flesh, allowing them to impersonate other species and insulating them from typical robot weaknesses. While its advanced synthskin is active, an infiltration robot appears to be a member of a medium-sized humanoid or monstrous humanoid species of its choice. This otherwise functions as the change shape universal creature rule (page 152), except the infiltration robot can activate it as a swift action. While an infiltration robot has fewer than half its Hit Points remaining, it can't use this ability.

Beneath layers of synthskin and expert disguises, every infiltration robot is basically identical. A spindly, humanoid machine's frame between 4 and 6 feet in height, lacking any feature that might indicate some specific design inspiration. By design, however, this interior is rarely seen. To most, an infiltration robot simply looks like some humanoid they know: a grocer, a pilot, or even a coworker with a penchant for cheesy snacks.

These disguises are made possible by the synthskin that coats every infiltration robot. Synthskin is a pliable, synthetic substance that can be tuned to perfectly mimic a variety of humanoid species, even simulating blood and internal organs. Paired with an adjustable chassis, synthskin allows infiltration robots to be built as near-perfect replicas of a variety of humanoid species and subspecies. Social mimicry is handled by advanced processing centers that border on true AI, allowing for swift swapping between simulated personalities as well as resulting in all the quirks and personality development of intelligent life.

The most basic form of infiltration robot is the monitor class. Monitors are primarily meant to observe and report upon their targets. While capable of combat, and in theory assassination, it is generally considered a last resort. Whatever information the monitor can get back to its controller is likely far more valuable than anyone it could reasonably kill, and damage from combat risks revealing the mechanical nature of the spy. As such, if a monitor initiates combat is likely believes that it has been found out, or that something far more valuable than its mission is at stake.

More advanced by far are exterminator-class infiltration robots. Exterminators feature prototype nanobot swarms

embedded in their chassis, allowing them to shrug off damage and swiftly repair their synthskin if it is damaged in battle. They can also effortlessly reshape their synthskin, changing their height, color, gender expression, apparent age, and species on the fly. This makes them both more resilient in battle and far more adaptable as assassins than monitor-class robots, as they can shift disguises as often as needed to approach virtually any target unsuspected. This adaptability also makes them much more aggressive; exterminators whose disguise is compromised can simply shift into another, so they are much more likely to initiate deadly combat without concern for their discovery.



SAPIENT PURPLE ORB



SAPIENT PURPLE ORB
CR 4
XP 1,200

SAPIENT PURPLE ORB
LUMINANT
CR 11
XP 12,800

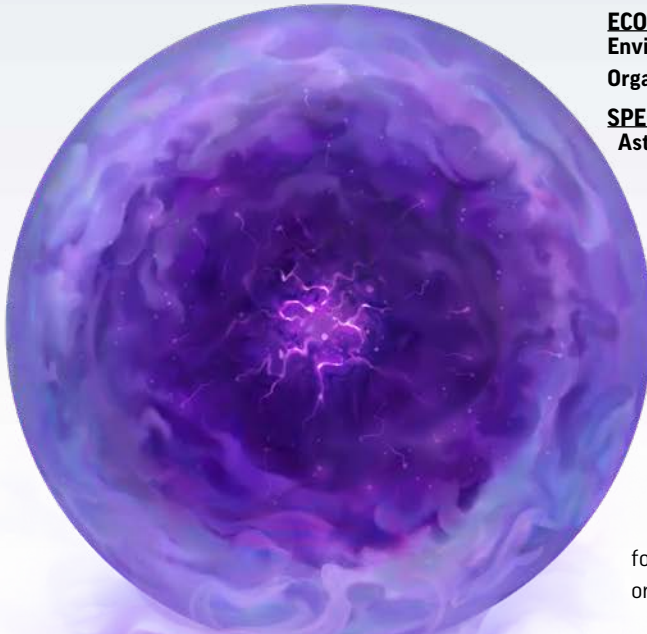
SAPIENT PURPLE ORB**CR 4****XP 1,200**

NG Small aberration

Init +2; **Senses** darkvision 60 ft.; **Perception** +10**DEFENSE****EAC** 15; **KAC** 16**Fort** +3; **Ref** +3; **Will** +9**Defensive Abilities** void adaptation; **Immunities** bleed, cold, radiation; **SR** 15**OFFENSE****Speed** fly 60 ft. (Su, perfect)**Melee** slam +8 (1d4+4 B)**HP 43****Spell-Like Abilities** (CL 4th; melee +8)1/day—*force blast* (DC 17), *mind thrust* (2nd level; DC 17)3/day—*mystic cure* (1st level), *reflecting armor* (DC 16),
*share language*At will—*daze* (DC 15), *ghost sound***Offensive Abilities** excandescent flash (DC 15)**STATISTICS****Str** +0; **Dex** +2; **Con** +1; **Int** +1; **Wis** +5; **Cha** +3**Skills** Acrobatics +15 (+23 to fly), **Mysticism** +15, **Sense**
Motive +10**Languages** Orbian; telepathy 60 ft.**Other Abilities** astral mist (DC 15)**ECOLOGY****Environment** any**Organization** solitary or cluster (3–6)**SPECIAL ABILITIES**

Astral Mist (Su) As a standard action, a purple orb can emit a pleasant, opaque, and effervescent mist that spreads 20 feet outward from the orb's location, granting a +2 morale bonus to saving throws for each ally within the mist until the beginning of the purple orb's next turn. Enemies that enter or start their turn in the mist must succeed at a Will saving throw or gain the fascinated condition.

Excandescent Flash (Su) Once every minute as a standard action, a purple orb can increase its luminance to an aggressively bright spectrum. Each other creature within 20 feet that can see the purple orb must attempt a Reflex saving throw or be dazzled for 1d4 rounds. If a creature fails this saving throw by 5 or more, it is blinded for 1 round instead.

**SAPIENT PURPLE ORB LUMINANT****CR 11****XP 12,800**

NG Large aberration

Init +3; **Senses** darkvision 60 ft.; **Perception** +20**DEFENSE****EAC** 23; **KAC** 24**Fort** +10; **Ref** +10; **Will** +16**Defensive Abilities** void adaptation; **Immunities** bleed, cold, radiation; **SR** 22**HP 155****OFFENSE****Speed** fly 60 ft. (Su, perfect)**Melee** slam +17 (2d10+11 B)**Ranged** fused memory blast +19 (2d8+11; Will DC 20)**Spell-Like Abilities** (CL 11th)1/day—*confusion* (DC 22), *mind thrust* (4th level, DC 22)3/day—*dispel magic*, *haste*, *mental block*^{PM} (DC 21), *slow* (DC 21)At will—*detect thoughts* (DC 19), *mystic cure* (2nd level)**Offensive Abilities** excandescent flash

STATISTICS**Str** +0; **Dex** +3; **Con** +2; **Int** +3; **Wis** +8; **Cha** +5**Skills** Acrobatics +20 (+28 to fly), Mysticism +25, Sense Motive +20**Languages** Orbian; telepathy 60 ft.**Other Abilities** astral mist**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES****Astral Mist (Su)** See page 104.**Excandescent Flash (Su)** See page 104.**Fused Memory Blast (Su)** A

sapient purple orb luminant can draw upon their collective memories to gather an inner magical force, briefly shifting their appearance from a single entity to the number of bonded purple orbs the luminant formed from. They expel the fused memory blast from the center of the gathered orbs as a glittering, holographic sphere imprinted with their most potent memories on its surface. A luminant's fused memory blast has a range increment of 60 feet and targets EAC; this is a mind-affecting force effect. A creature hit by this attack must succeed at a Will save or be overcome by the mix of memories and gain the stunned condition for 1 round; this ability can stun a given creature only once every 24 hours.



A purple orb with companions is fiercely defensive of them. If caught off-guard and attacked, their appearance changes to more intensely deep and dark purple, and they may spin violently, flinging the whole of their weight into the attacker—though purple orbs generally refrain from fatally damaging their opponents.

A curious and rarely observed aspect of purple orbs is their bonding process. Clusters of three to six orbs at advanced stages of their life cycle sometimes opt to bond themselves to each other for the remainder of their existence, forming a single life-form called a luminant with vastly heightened capabilities resulting from their collective knowledge.

Sightings of purple orbs are sporadic, though not necessarily uncommon; they're spotted in large numbers for short periods of time, then seem to almost completely disappear from the entirety of the Pact Worlds for a year or longer.

Those who have studied purple orbs have noted that each time they reappear, it's in lower numbers than before.

PURPLE CORES

When a purple orb dies, its perfect spherical shape gradually collapses, condensing into a jagged crystalline object known as a purple core. Sapient purple orbs mourn the loss of their kind, but they reject the remnant crystals as anything other than inert (albeit magical) matter—there is no reverence for physical remains among purple orbs. However, other species have come to value the orbs' crystalline cores for their magical properties, with some evil individuals even contracting assassins and poachers for the purpose of obtaining them.

Purple cores are a special material (*Starfinder Core Rulebook* 191) that can be incorporated into crafted shields and armor. The cost of enhancing a piece of equipment with a purple core is equal to 10% of the price of the equipment. A piece of equipment can benefit from a maximum of one purple core.

Purple core-enhanced equipment glows a deep purple and emits a fine lavender mist; this mist has no mechanical effect. The first time each combat that a character wielding a shield or wearing armor enhanced by a purple core is hit by an attack, the equipment erupts in excandescent light, and the attacker must succeed at a Reflex saving throw (DC = 15 + half the level of the equipment) or be dazzled for 1d4 rounds. If the attacker rolls a natural 1 (the result on the d20 is a 1) or fails the saving throw by 5 or more, it is blinded for 1 round instead.

With its pleasant, slowly swirling lavender surface, a sapient purple orb supplies a comforting—yet strange—presence. Purple orbs are curious and social beings that attempt to make contact with all new life they encounter, though they can be rather inept at doing so. They are able to communicate with few life-forms via their language, Orbian, as it is ancient and almost unknown to outsiders. Instead, they seek to connect directly with the minds of those they meet, supplementing their telepathy by flashing images or scenes onto the mist they emit from their surface. Less-mature purple orbs that haven't yet bonded with others of their kind are typically more likely to be deceived or misled due to their willingness to trust and reach out to others. The typical sapient purple orb is 3 feet in diameter.

Purple orbs express a strong desire for cooperation and solidarity, both with each other and with life-forms they've had positive interactions with. This may be attributed to their low population and apparent lack of a homeworld; indeed, if such a place exists, they are either reluctant or unable to identify it. Those who have interfaced with purple orbs often describe imagery that may suggest that significant numbers of the strange creatures lived within the Drift in past centuries.

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

THE SEEN



THE SEEN
CR 12
XP 19,200

THE SEEN

CR 12

XP 19,200

CN Medium aberration

Init +4; Senses blindsight (life) 60 ft., darkvision 60 ft.;

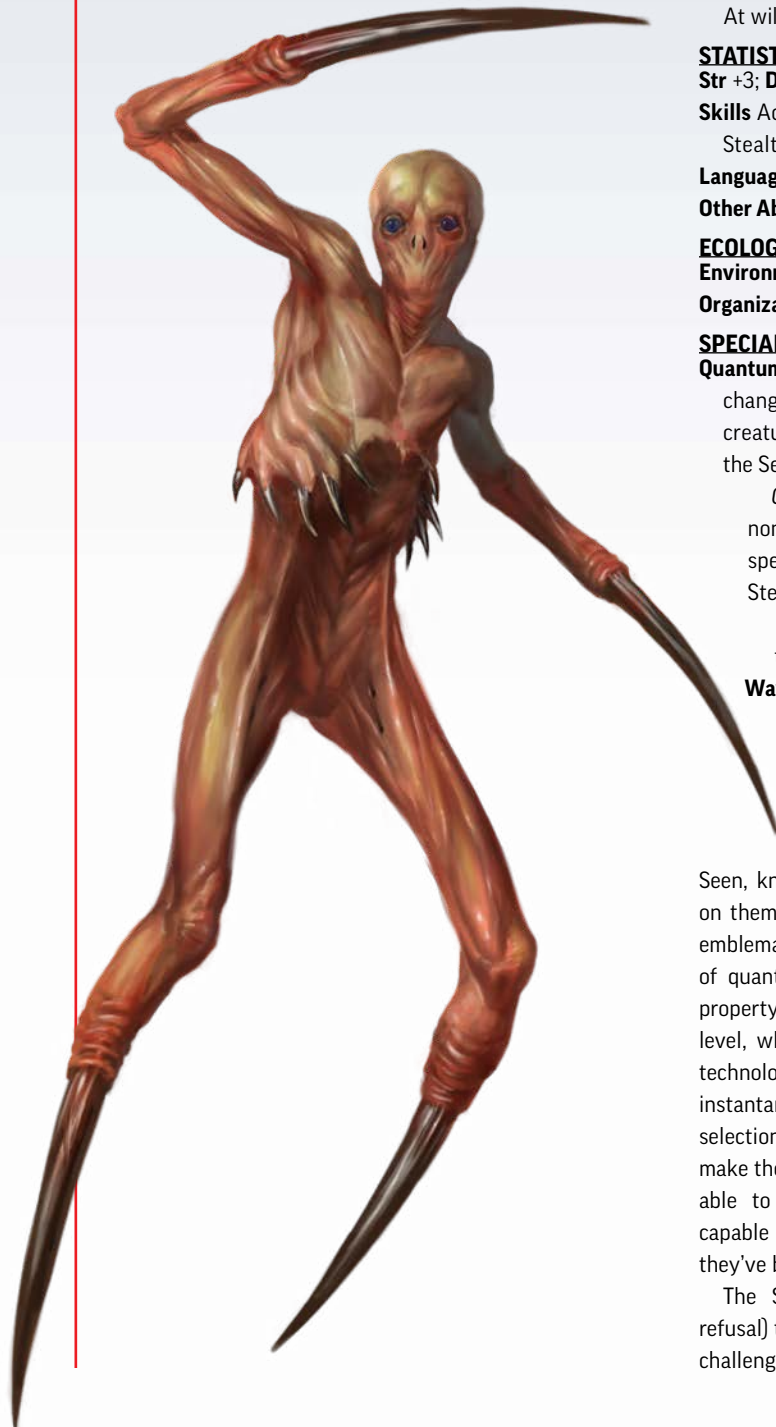
Perception +27

Aura frightful presence (100 ft., Will DC 21)

DEFENSE

HP 185

EAC 26; KAC 27



Fort +11; Ref +11; Will +17

OFFENSE

Speed 30 ft. (60 ft. when unobserved)

Melee talon +21 (2d12+15 P)

Ranged wave blast +23 (2d8+12; critical staggered)

Spell-Like Abilities (CL 12th)

1/day—*mind thrust* (4th level, DC 21)3/day—*displacement* (DC 20)At will—*invisibility* (self only)

STATISTICS

Str +3; Dex +4; Con +3; Int +5; Wis +8; Cha +2

Skills Acrobatics +22, Disguise +27, Intimidate +22, Stealth +27

Languages telepathy 100 ft. (other Seen only)

Other Abilities quantum duality

ECOLOGY

Environment any

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

SPECIAL ABILITIES

Quantum Duality (Ex) The very act of observing the Seen changes the creature on a molecular level. Whether a creature (or magic or technological sensor) is observing the Seen changes its abilities and statistics as follows.

Observed: While the Seen is observed by any non-Seen creature, magic, or technological sensor, its speed is 30 feet and it is corporeal. It can also attempt Stealth checks to hide in plain sight.

Unobserved: While nothing is directly observing the Seen, its speed is 60 feet and it is incorporeal.

Wave Blast (Ex) The Seen can emit a wave of force as a ranged attack with a range increment of 60 feet; this is a force effect.

Modern science has drawn back the curtain on countless mysteries of the universe, but the Seen, known only by an enigmatic proper noun conferred on them by those familiar with the strange creatures, are emblematic of mortal creatures' still-limited understanding of quantum mechanics. The Seen have the disconcerting property of changing completely, down to the molecular level, when they are observed—whether by a creature or technology. Strangely, this shift appears to be automatic and instantaneous. Whether this ability arose through natural selection or some stranger method, their shifting forms make the Seen formidable ambush predators: lightning-fast, able to move through barriers while unobserved, and capable of destroying multiple targets at once even after they've been spotted.

The Seen's deadly nature and inability (or perhaps refusal) to communicate with other life-forms makes them a challenge to study, and biologists have conflicting opinions



THE SEEN

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

on what the Seen do with their prey. No sightings have ever been reported of the Seen eating their victims, and in fact, they don't appear to have mouths—though since their physical structures change upon being sighted, there's no telling what they look like unobserved. In their observed form, they appear as gangly humanoids whose four limbs each end in a single, massive talon, with sharp spikes flaying out from their upper abdomen. Their uncanny speed when invisible, paired with strange galloping noises heard by survivors, have led to myths and horror stories of spindly creatures that sprint on four unnaturally long legs. This frightening image has made the Seen a common feature in popular horror media and infosphere conspiracy theory forums alike.

Attempts to research the Seen have almost universally ended in unmitigated disaster. The first such venture, an infamous experiment that gave the creatures their name, was led by a kasathan biophysics lab aboard the *Idari*. Researchers paid a large sum of credits to a small group of mercenaries to bring them one of the creatures alive and mostly unharmed. After only two days of keeping the creature in captivity, a blast of force hit the lab and the surrounding area, sending all equipment offline. When help eventually arrived to investigate, everyone involved in the project had vanished. However, the blast didn't destroy all the data that the research team had already collected, leading to a shocking discovery made while reviewing the surviving surveillance footage: when the lab was closed and empty of other creatures, hidden cameras pointed at the Seen were enough to prevent it from changing to its unobserved form, even with no other lifeforms present to observe it. The implication that the monster's biology somehow responded to the mere presence of a technological observer shook the scientific world to the core. Researchers now had to contend with the possibility that a living, multicellular organism could behave on a molecular level the same way that light or individual particles do, with the mere presence of a sensor being enough to alter the creature's fundamental properties.

Further attempts to study the elusive creatures have met with similar fates; small parties sent to investigate sightings never return, and even the members of larger expeditions or task forces have vanished without a trace.

Even without being able to communicate with the Seen, anyone who has faced one and lived to tell the tale can attest to their intelligence. The aberrations are sometimes encountered in pairs or even small packs that seem to work together to confound and corner their prey, though such encounters have presented no clear pattern as to the Seen's preferred environment, and no confirmed sightings

have reported evidence of a nest or some other kind of dwelling or territory.

One theory, which is mostly common among the more fringe elements of the scientific community, is that the Seen are in fact extraplanar beings that appear in the Material Plane only to feed. This theory is perhaps supported by the fact that the Seen rarely leave behind corpses of their victims, though skeptics argue that this is simply because the Seen swallow their meals whole once there's no one left to witness their feast. A relatively recent hypothesis about

the Seen's potential origin and motivations is growing in popularity. Its primary proponent,

a kasatha witchwarper named Hyeldar Zon Deamis,

posits that the Seen hail from alternate realities, and are in fact

researchers of a sort in their own right,

not murdering but capturing and transporting them for study wherever it is they call home. Scientific journals and infosphere amateurs alike fiercely debate these and many other contrasting theories, but the truth remains that very little is known about the Seen. Formal studies are exceedingly rare due to their often-fatal conclusions, though there are still fairly regular calls throughout the galaxy for adventurers willing to try to track down and capture the creatures for further examination. Such expeditions often offer rich rewards—which, as noted by the cynical, is likely because the odds of a crew living long enough to collect payment are so slim.

QUANTUM FUSIONS

Research into the workings of the Seen has yielded surprising innovations in quantum technology. One of these is the *quantum* weapon fusion, which causes a ranged weapon to appear to constantly shimmer and jump between two slightly different states.

Still, there is yet much to learn about perfecting the technology, and several corporations are investing heavily in research and development with an aim toward applying the innovation to melee weapons—though this has thus far proven too unstable and dangerous for the user.

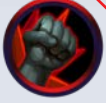
QUANTUM FUSION

LEVEL 10

Three times per day as a standard action, you can use a *quantum* weapon to make two ranged attacks, each against a different target. After learning the result of each attack, you must pick one attack to ignore (it doesn't hit or expend ammunition and has no effects) and apply the effects of the other attack (such as damage and critical hit effects) as normal. This fusion can be applied only to ranged weapons.



SHIPKILLER BULB



SHIPKILLER BULB
CR 18
XP 153,600

SHIPKILLER BULB

CR 18

XP 153,600

N Gargantuan plant

Init +0; **Senses** gravity sense 300 ft., low-light vision;**Perception** +31

DEFENSE

EAC 30; KAC 32

Fort +21; **Ref** +19; **Will** +16**Defensive Abilities** void adaptation; **Immunities** plant immunities

HP 415

OFFENSE

Speed 40 ft., climb 20 ft., fly 120 ft. (Ex, average)**Melee** tendril +32 (13d6+29 S)**Ranged** gravity pulse +29 (6d10+18 plus entangle)**Offensive Abilities** crush (13d6+29 B)**Space** 20 ft.; **Reach** 20 ft.

STATISTICS

Str +11; **Dex** -1; **Con** +8; **Int** -4; **Wis** +6; **Cha** +0**Skills** Acrobatics +31, Athletics +36, Stealth +31**Other Abilities** spaceflight (Acrobatics), stellar stealth, wall smasher

ECOLOGY

Environment any sky (gas giant) or vacuum**Organization** solitary

SPECIAL ABILITIES

Entangle (Ex) After a shipkiller bulb's gravity pulse hits, it entangles the target with gravitational pressure (Reflex DC 23 negates). An entangled creature can escape as a move action with a successful Acrobatics check (DC 37) or Strength check (DC 16). The entangled effect otherwise lasts for 2d4 rounds.

Gravity Pulse (Ex) The shipkiller bulb can weaponize gravitational distortions as an attack with a range increment of 60 feet; this is a force effect.

Gravity Sense (Ex) A shipkiller bulb can detect the gravity signatures from the mass of larger creatures and objects. This functions as blindsense except that the shipkiller bulb can sense only Small and larger creatures, as well as objects whose bulk is 3 or higher. The plant can detect powerful gravity events (such as weaponized singularities or a *control gravity* spell) at a range of 1 mile.

Stellar Stealth (Ex) A shipkiller bulb can foil technological sensors, using Stealth to hide even if it lacks cover. The Stealth check DC equals 10+ the starship science officer's Computers modifier to perform the scan action, including any modifier granted by the starship's sensors.

Wall Smasher (Ex) A shipkiller bulb can break a barrier such as a door or wall as a swift action, and if it spends a standard action to break a barrier, it gains a +30 circumstance bonus to the Strength check. When used against a wall, wall smasher affects a 20-foot-by-20-foot section.

A massive species of spaceborne plants inhabits the rocky rings of gas giants throughout the galaxy. Known to Pact Worlds scientists as greater ring roots, these creatures resemble immense, hirsute tubers bristling with gnarled tendrils and alien eyes. However, countless tragedies since the Gap have earned the infamous plant its more common name: the shipkiller bulb.

Like most plants, a shipkiller bulb subsists on a combination of minerals and photosynthesis, both of which are difficult to





SHIPKILLER BULB

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

secure in their habitat. Many gas giants' great distance from their respective suns leave the bulbs relatively starved for light, so when the plants orbit along their planets' sun-facing sides, they unfurl their compact leaves into huge panels that catch as much light as possible. For water, the bulbs capture the rings' ice crystals or draw frozen water out of debris, and they break apart the minerals in ring dust or descend into upper atmospheres to secure the necessary gases. In ideal circumstances, a shipkiller bulb takes root in an asteroid, slowly drains the rocky mass of essential minerals, and then discards the crumbling debris before seeking out a new host.

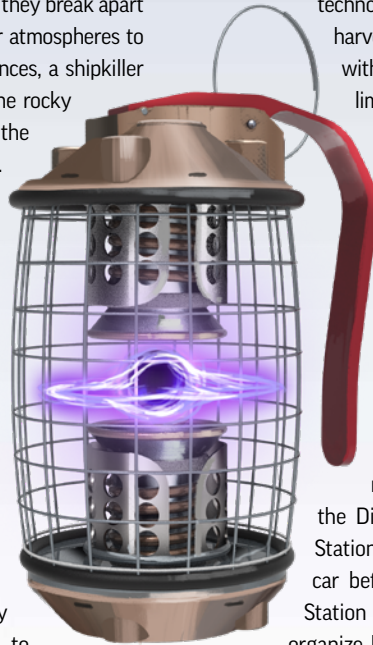
Not only do shipkiller bulbs possess extraordinary patience, but they have exceptional gravitational abilities as well. Much of the bulb houses a specialized organ cluster which allows the plant to manipulate gravity, using it to push its body through space and drag in comets to consume. Gravity control is also critical to the bulbs' propagation, as the plants combine their orbital momentum with their own telekinetic push to hurl seeds at tremendous speed across space. Most of these seeds are clones formed intermittently throughout its life, though each bulb blooms in a massive display of petals about once per century in order to reproduce sexually. These events draw opportunistic pollinators from the gas giants, and the resulting fruit clusters (known as brethebeans) are both delicious and among the most expensive produce in the Pact Worlds.

Shipkiller bulbs are generally quite peaceful. When starships enter or exit the Drift near a bulb, however, the resulting gravitational disturbances vex the plant like nails on a chalkboard. Disoriented and angry, an irritated shipkiller bulb acts erratically and often violently. In the best case, this involves fleeing the area or hurling nearby debris in frustration—a response that often inadvertently embeds the bulb's seeds in any starships within range. But when the Drift event is especially close or the bulb is starved for nutrients, the plant earns its epithet. With a combination of powerful tendrils and pulses of gravity, a shipkiller bulb can tear open a starship's hull within seconds. In its rampage, the plant preferentially attacks living creatures, though it will still deal massive structural damage. A shipkiller bulb wrecks its target until it loses interest, is chased off by powerful defenses, or is sated by draining the starship's energy reserves, yet even a victorious crew might have to evacuate a vessel too damaged to repair. If left alone, a shipkiller bulb often lingers around the wreck for months, leeching nutrients from the hull until only a fragile shell remains.

Fortunately, a concentrated burst of starship weapons fire is often enough to discourage a riled bulb. The catch is that shipkiller bulbs are extremely difficult to detect, as the same gravitational fields they use for feeding also interfere with

most forms of starship sensors. As a result, the first sign of a plant could be the sound of it tearing apart a vessel's bulkhead. At least one specialized scanner design developed by the Xenowardens can reliably detect shipkiller bulbs, though the technology is neither widespread nor easy to integrate into fully technological starships. Foraging vessels that harvest the rare brethebeans are often equipped with specialized gravity scanners that have limited use beyond picking up the plants' unique signatures, but the technology's price and power requirements make it impractical for most vessels.

Thanks to their stealth, longevity, and far-flung seeds, shipkiller bulbs can theoretically appear anywhere in the galaxy, especially in debris fields, asteroid belts, and planetary rings. The population around Bretheda has largely been exterminated following violent Drift incidents, though rogue bulbs periodically resurface around the gas giants or in the Diaspora. A seed even lodged in Absalom Station's Spike district, growing to the size of a car before being found and removed. Absalom Station and similar settlements periodically organize bulb patrols designed primarily to uproot any shipkiller seeds while simultaneously serving to sniff out any other parasites or lurking dangers within the space stations' less trafficked regions.



GRAVITY GRENADES

While shipkiller bulbs popularly represent death and destruction, the creatures' gravity-controlling organs have contributed to major theoretical breakthroughs in gravity drives and particle physics. Yet the most practical technology developed from the bulb corpse is smaller: a grenade whose gravity net sustains and isolates a tiny singularity that implodes when released.

GRAVITY GRENADE

LEVEL 2-12

Derived from the gravitational organs of shipkiller bulbs, gravity grenades generate a micro-singularity that pulls affected targets towards the detonation point. Creatures in the area move the listed distance toward the blast's center if they fail a Fortitude saving throw. Unsecured, unattended items of 1 bulk or less automatically fail this save. The force is not powerful enough to move bigger objects, such as Large vehicles.

GRENADE	LEVEL	PRICE	RANGE	CAPACITY	BULK	SPECIAL
Gravity grenade I	2	135	20 ft.	Drawn	L	Explode (pull 5 ft., 10 ft.)
Gravity grenade II	6	600	20 ft.	Drawn	L	Explode (pull 10 ft., 20 ft.)
Gravity grenade III	12	4,800	20 ft.	Drawn	L	Explode (pull 15 ft., 30 ft.)

SKARAK



SKARAK
CR 13
XP 25,600

SKARAK**CR 13****XP 25,600**

N Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, blindsense (vibration) 30 ft.; **Perception** +23**DEFENSE****HP 215****EAC** 27; **KAC** 29**Fort** +17; **Ref** +17; **Will** +12**DR** 10/magic; **Resistances** cold 10**Weaknesses** vulnerable to fire**OFFENSE****Speed** 50 ft., burrow 20 ft., climb 50 ft.**Melee** bite +27 (3d12+21 P plus swallow whole) or gore +27 (3d12+21 B & P; critical knockdown)**Ranged** tether +24 (3d12+13 B plus entangle)**Space** 15 ft.; **Reach** 15 ft.**Offensive Abilities** frenzied thrash, quad-stomached, snare, swallow whole (3d12+21 A; EAC 27, KAC 25, 54 HP)**STATISTICS****Str** +8; **Dex** +6; **Con** +4; **Int** +0; **Wis** +0; **Cha** -4**Skills** Acrobatics +28, Athletics +23, Sense Motive +23**ECOLOGY****Environment** any land**Organization** solitary, pair, or massacre (3–8)**SPECIAL ABILITIES**

Frenzied Thrash (Ex) By abandoning any regard for its own defense, a skarak can thrash out at multiple foes at once. As a full action, a skarak can make one gore attack against each enemy of which it's aware in its threatened area. The skarak is flat-footed until the beginning of its next turn.

Quad-Stomached (Ex) A skarak has four stomachs, allowing it to continue to swallow creatures whole even after one or more creatures have cut their way out of the skarak's gut.

Snare (Su) A skarak can spin and hurl a weblike coil with a range increment of 20 feet. Any Huge or smaller creature hit by the tether is entangled (Reflex DC 19 negates). The entangled condition persists until the target escapes with a successful DC 29 Acrobatics or Athletics check as a standard action, the target cuts itself free with a slashing weapon (EAC 27, KAC 25, 27 HP), or 1d10 minutes pass, at which point the tether's adhesive becomes weak enough to escape automatically.

As a move action, a skarak can teleport a creature it has entangled with its tether to any square within its reach (Will DC 19 negates); the creature must be within 60 feet of the skarak to be teleported, and the target cannot be teleported to a space that is intrinsically dangerous, such as over a pit. This movement does not provoke attacks of opportunity.

Skaraks are massive, eight-legged predators that resemble horned arachnids covered in patches of black, white, and blue bristles. Their 16-foot leg spans and 3-ton bodies bely a deadly agility, and skaraks can chase down even fleet prey with little difficulty before goring their victims and swallowing them whole. Those they can't reach they trap, either constructing devious pits or ensnaring their targets with lassos of sticky silk webs.

Skaraks are exceptionally efficient eaters, securing nutrients from virtually all parts of a kill. Yet the creatures' jaws are best designed for stabbing and pinning prey, not chewing, and their bony throat plates perform only cursory mastication. Instead, food travels through a series of four stomachs, similar to those of herbivorous ruminants. Powerful digestive acids break down carcasses (even the protective shells common to creatures on their home planet), and periodically transfer matter back to its throat for chewing during idle periods. The second stomach functions like a gizzard, gradually accumulating indigestible matter like stones and metal that help to grind food. Adventurers have found durable technological treasures inside this organ and also within the ambergris-like nodules the skaraks excrete. In times of limited prey, skaraks are known to graze on vegetation.

Skarak webbing is as much a sensory tool as it is a weapon. With the help of magically attuned cerebral lobes, skaraks can sense magical pathways between their own position and their webs. By reaching through these invisible portals, skaraks can drag a web-ensnared target into a waiting mouth. This intuition appears completely unattuned to any other form of magic, yet witchwarping scholars are quick to connect skaraks' space-bending abilities with their own magical tradition, even paying a bounty for fresh skarak silk to test and prove that it's from another reality.

Unlike spider webs, skarak webs have only a short-lived adhesive that loses all but a modicum of stickiness after a few minutes' exposure to most atmospheres, making the threads nearly useless for creating lasting traps. Instead, skaraks spin simple hunting lassos and weave shelters, drawing finger-thick silk from spinnerets on their back legs and directing it with foot-combs on their front legs.

For all their resemblance to giant spiders, skaraks are highly analytical and expressive. A lone skarak might watch a settlement from afar for days to memorize behavioral patterns before launching a raid to snatch up prey at an opportune moment. But far more famously, skaraks are unabashed art critics, apparently delighting in beautiful visual expressions while vandalizing artwork that doesn't meet their standards. Many settlements near skarak territories have developed artistic traditions to shield



SKARAK

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

their communities, ranging from dance festivals during the creatures' mating seasons to funding public art installations as a form of self-defense. If the quality meets the predators' standards, marauding skaraks often marvel at the art for hours before dispersing as if in a haze. They're far less adept at creating their own art, but they create nonetheless, building elaborate webs with interwoven baubles ranging from skulls and polished stones to spent rifle shells and dropped cred sticks. Occasionally, these web tapestries display scenes like nearby landmarks or animals, and a popular theory among adventurers is that these images act as treasure maps to hidden wealth.

Skaraks are predominantly solitary, yet they gather in small groups during their mating season, which occurs roughly once every Pact Standard year. After filling the nights with the haunting sounds of their dances, skaraks breed and embark on a group hunt that lasts for weeks as they gorge to fuel egg development. This rampage carves literal trails of destruction, with the adults shattering architecture in their path as they dig shallow furrows and fill them with uneaten carcasses as food stores for their future offspring. After finding or hollowing out a subterranean nest, the skaraks lay their eggs and scatter, leaving the eggs to incubate for about 5 months before hatching.

The newly hatched young instinctively retrace their parents' rampage trail, eating any remaining carrion and hunting prey still in the area. Settlements nearby adapt to this cycle and often prioritize erasing these trails over repairing their own homes just to avoid the second wave of attack. A few warlords have even laid false trails to direct young skaraks against their enemies. More proactive settlements track down and burn these nests

whenever possible. Yet skarak parents are canny. Not only do they typically kill off any other predators along their trail so that their young face little competition, they often leave only the weakest prey alive, ensuring their offspring can hone their hunting skills on hapless victims. As a result, some cultures view survivors of the first wave of skarak attacks as helplessly inept rather than lucky.

Skaraks are organic creatures that seem to have reached several different systems before the Gap—ostensibly traveling with the help of their strange teleportation sense. Sometime during the Gap, the research company Homeworld Biotech apparently began an amoral and ill-advised genetic manipulation of skaraks to transform the creatures into docile livestock able to survive in nearly any environment. As the Gap ended, the untold decades of records from the program became garbled, yet initial tests suggested the skaraks were suitable for export. Needing income to stay afloat, Homeworld Biotech sold and shipped hundreds of their stock to at least a dozen planets before the disastrous reports started rolling in: once outside the labs, the skaraks turned on their herders and escaped. As criminal negligence accusations mounted, the company quietly dissolved, its upper management exploiting the recent Gap's lost records to restart their lives elsewhere. The skaraks survive as invasive species on an untold number of worlds.



SOMBRIAN



LUMYR SOMBRIAN
CR 8
XP 4,800

SOLMYR SOMBRIAN
CR 13
XP 25,600

LUMYR SOMBRIAN

CR 8

XP 4,800

CN Medium fey

Init +6; **Senses** darkvision 60 ft., low-light vision;**Perception** +21

DEFENSE

EAC 19; KAC 20

Fort +9; **Ref** +9; **Will** +11**Defensive Abilities** void adaptation; **Immunities** bleed, cold**Weaknesses** vulnerable to sonic

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)**Melee** +12 touch (1d12+8 C plus confounding frost)**Ranged** +14 cryobolt (1d10+8 C plus confounding frost)**Spell-Like Abilities** (CL 8th)1/day—*animate dead*3/day—*command undead* (DC 19), *fog cloud*, *invisibility*, *mirror image*At will—*charm person* (DC 18), *wisp ally***Offensive Abilities** ill omen

STATISTICS

Str +0; **Dex** +6; **Con** +0; **Int** +2;**Wis** +2; **Cha** +4**Skills** Acrobatics +16,

Bluff +16, Stealth +21

Languages Aklo, Common**Other Abilities** limited spaceflight

ECOLOGY

Environment any**Organization** solitary, pair, or gambol (3–6)

SPECIAL ABILITIES

Confounding Frost

(Su) When a lumyr scores a critical hit against a foe with one of the lumyr's natural weapons, the mystical frost also confuses the target for 1 round (Will DC 18 negates).

Cryobolt (Su) A lumyr's cryobolt is a ranged attack with a range increment of 60 feet.

Ill Omen (Su) Once per day as a reaction when a creature the lumyr can see within 60 feet succeeds at an attack

roll, saving throw or skill check, the lumyr can force that creature to immediately reroll the check and use the lower result.

Limited Spaceflight (Su) A lumyr can fly between a moon or similar satellite and the planet it orbits, or from one satellite to another, arriving in 1d3 days.

SOLMYR SOMBRIAN

CR 13

XP 25,600

LN Medium fey

Init +8; **Senses** low-light vision;**Perception** +28

DEFENSE

EAC 26; KAC 27

Fort +14; **Ref** +14; **Will** +16**Defensive Abilities** void adaptation; **DR** 10/cold iron; **Immunities** fire; **SR** 24**Weaknesses** vulnerable to sonic

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)**Melee** touch +19 (6d4+17 F plus cursed critical)**Ranged** firebolt +21 (2d10+13 F plus cursed critical)**Spell-Like Abilities** (CL 13th)1/day—*contact other plane*, *heat leech* (DC 24)3/day—*divination*, *holographic image* (4th level, DC 23), *greater invisibility*, *mind thrust* (4th level, DC 23)At will—*slow* (DC 22), *prescience*^{COM} (DC 22)**Offensive Abilities** ill omens, searing radiance

STATISTICS

Str +4; **Dex** +8; **Con** +2; **Int** +2;**Wis** +6; **Cha** +4**Skills** Acrobatics +28, Mysticism +23, Sense Motive +23**Languages** Aklo, Common**Other Abilities** divination expert, limited spaceflight

ECOLOGY

Environment any**Organization** solitary, pair, or court (1 solmyr and 2–7 lumyrs)

SPECIAL ABILITIES

Cursed Critical (Su) When a solmyr successfully scores a critical hit against a foe with one of





SOMBRIAN

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

the solmyr's natural weapons, the attack's flames inflict a curse as *bestow curse* (Will DC 21 negates).

Divination Expert (Su) When the solmyr casts a divination spell that involves a roll to determine whether the spell provides useful or misleading information, they roll twice and use the better result.

Firebolt (Su) A solmyr's firebolt is a ranged attack with a range increment of 60 feet.

Ill Omens (Su) As a reaction when a creature the solmyr can see within 60 feet succeeds at an attack roll, saving throw, or skill check, the solmyr can spend 1 Resolve Point to force that creature to immediately reroll the check and use the lower result.

Limited Spaceflight (Su) Page 112.

Searing Radiance (Ex) A solmyr is surrounded by an aura of fiery light that illuminates a 30-foot radius with bright light. The light also functions as a gaze ability, with affected creatures blinded for 1d3 rounds (Fortitude DC 21 negates). A solmyr can suppress or resume this ability as a swift action.

When celestial bodies align, the cosmic fabric between the Material Plane and the First World sometimes thins, especially when combined with the emotional energy of the mortal fears and myths of those celestial bodies' populaces. These ideal astronomical and psychological conditions often birth a sombrian, a fey creature imbued with either the blazing energy of a star or the eerie light of a blood moon.

Those born from a lunar eclipse are called lumyrs, while those born from a solar eclipse are called solmyrs. Both tend to resemble an intelligent species native to the system that birthed them. Most lumyrs have wings and other features reminiscent of nocturnal flying insects. However, their most unsettling feature is their apparent lack of internal organs; their mouths open into lightless voids, their wounds bleed only brief spatters of light, and their bodies are hollow, organ-less shells. Solmyrs' eyes blaze like raging infernos and blinding light lines their bodies.

While lumyrs are insatiably curious and hedonistic, solmyrs are more reclusive and less focused on the ephemeral amusements of their kin. Many mythologies purport that each solmyr is granted a piece of prophecy upon their creation, most often a portent or warning about their star system of origin.

JINXING WEAPONS

The same stellar events that birth sombrians leave behind a magical residue that serves as the foundation for sundry curse-based magics, including a potent weapon fusion.

JINXING WEAPON FUSION

LEVEL 7

A weapon with the *jinxing* weapon fusion gains the jinx critical hit effect. A target affected by the jinx critical hit effect must succeed at a Will save (DC as normal for a weapon of the given item level) or roll all attack rolls, saving throws, and skill checks twice and use the lower result. This effect lasts until the end of the target's next turn. If the weapon already has a critical hit effect, you can choose to apply either the weapon's normal critical hit effect or the jinx effect when you score a critical hit.



SPECTRA



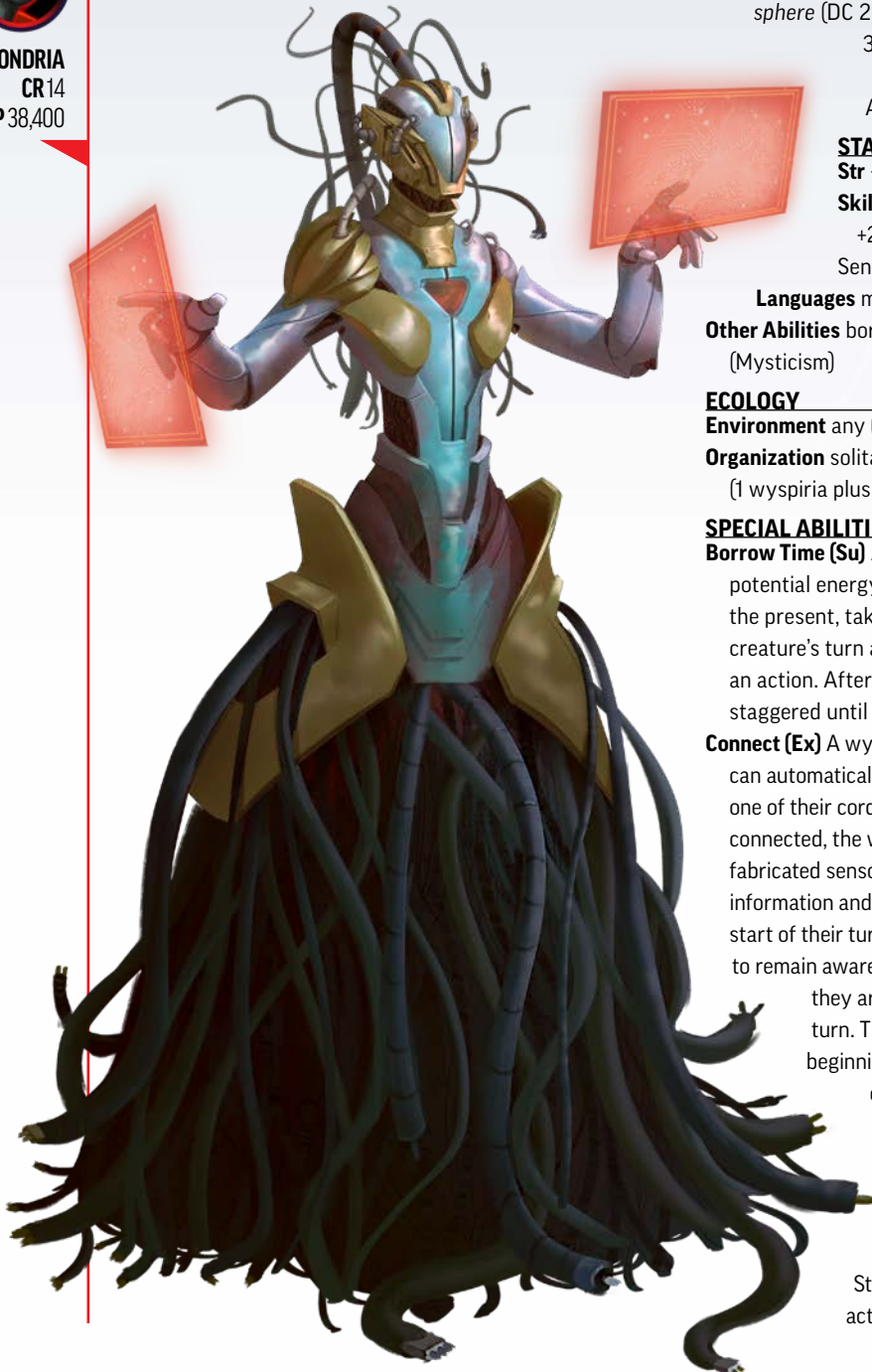
WYSPIRIA
CR 11
XP 12,800

WYSPIRIA**CR 11****XP 12,800**

N Medium outsider (extraplanar, spectra)

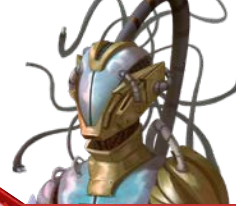
Init +5; **Senses** darkvision 60 ft.; **Perception** +20**DEFENSE****EAC** 23; **KAC** 24**HP** 155**Fort** +10; **Ref** +10; **Will** +16**Defensive Abilities** void adaptation; **DR** 5/chaotic, evil,

SONDRIA
CR 14
XP 38,400

good, or law; **Immunities** electricity; **Resistances** cold 5, sonic 5; **SR** 21**OFFENSE****Speed** 10 ft., fly 60 ft. (Ex, perfect)**Melee** tentacle +18 (connect [DC 20])**Ranged** shockray +20 (2d8+11 E)**Space** 5 ft.; **Reach** 15 ft.**Spell-Like Abilities** (CL 11th; ranged +20)1/day—*holographic image* (4th level, DC 23), *resilient sphere* (DC 22), *teleport* (self only)3/day—*haste*, *explosive blast* (DC 21), *slow* (DC 21)At will—*detect tech*, *implant data*, *recharge***STATISTICS****Str** +0; **Dex** +5; **Con** +3; **Int** +8; **Wis** +3; **Cha** +3**Skills** Acrobatics +20 (+28 to fly), Computers +25, Engineering +25, Mysticism +25, Sense Motive +20**Languages** machine telepathy 100 ft., truespeech**Other Abilities** borrow time, slip drive, spaceflight (Mysticism)**ECOLOGY****Environment** any (the Drift)**Organization** solitary, sequence (2, 3, 5, or 8), or delegation (1 wyspiria plus 2 iridias^{AA3})**SPECIAL ABILITIES**

Borrow Time (Su) As a reaction, a wyspiria can pull potential energy away from their future self and into the present, taking a standard action during another creature's turn as though the wyspiria had readied an action. After using borrow time, the wyspiria is staggered until the end of their next turn.

Connect (Ex) A wyspiria that hits with their tentacle attack can automatically connect themselves to the target, plugging one of their cord-like appendages into the target. Once connected, the wyspiria feeds the target a stream of fabricated sensory data, allowing the wyspiria to transfer information and false perceptions. Each round at the start of their turn, the target must succeed at a Will save to remain aware of their real surroundings. On a failure, they are staggered until the start of their next turn. The wyspiria can take a move action at the beginning of their turn each round to maintain all of their connections; otherwise all their connections end. The appendages have 15 feet of reach, and attached targets' movement is restricted to within 15 feet of the wyspiria. The appendage can be detached with a successful Strength check (DC 15) as a standard action, or with a successful attack against



SPECTRA

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

the appendage (same AC as the wyspiria). Targets can also attempt a Strength check to break free any time the wyspiria moves; this requires no action. On a failure, the target moves with the wyspiria. A wyspiria can maintain up to ten connections at one time.

Shockray (Ex) A wyspiria's shockray is a ranged attack with a range increment of 60 feet.

SONDRIA CR 14

XP 38,400

N Small outsider (extraplanar, spectra)

Init +6; Senses darkvision 60 ft.; Perception +25

DEFENSE HP 250

EAC 28; KAC 30

Fort +16; Ref +16; Will +14

Defensive Abilities void adaptation; **DR** 10/chaotic, evil, good, or law; **Immunities** electricity; **Resistances** cold 5, sonic 5; **SR** 24

OFFENSE**Speed** 30 ft., fly 100 ft. (Ex, perfect)**Melee** claw +28 (8d6+22 S; critical Drift dash)**Multiattack** 4 claws +22 (4d6+22 S; critical Drift dash)**Ranged** vibrochitter +25 (3d12+14 So)**Spell-Like Abilities** (CL 14th)

3/day—*holographic image* (4th level, DC 19), *recharge*
At will—*implant data*

STATISTICS**Str** +8; **Dex** +6; **Con** +4; **Int** +4; **Wis** +4; **Cha** +2

Skills Acrobatics +25 (+33 to fly), Computers +30,
Engineering +30, Mysticism +30, Sense Motive +25

Languages machine telepathy 100 ft., truespeech

Other Abilities drift boost, multiarmed (6), rebuild, slip
drive, spaceflight (Mysticism)

ECOLOGY**Environment** any (the Drift)

Organization solitary, sequence (2, 3, 5, or 8), or
triarmament (1 *aspecna*^{AA3} plus 2 *sondrias*)

SPECIAL ABILITIES

Drift Boost (Ex) A sondria can attach themself to a starship of any size and lend that ship the use of their slip drive, allowing the ship to travel through the Drift. The ship uses the Drift engine rating for the sondria's slip drive (7 for a CR 14 sondria) and needs to remain stationary for only 6 seconds before engaging the drive.

Drift Dash (Ex) A sondria who scores a critical hit with its claw attack can slip through the Drift and teleport adjacent to a secondary target within 10 feet, making another claw attack against that target at a -4 penalty; this does not require an action. The sondria can use this ability a maximum of two times per round.

Rebuild (Sp) Three or more sondrias can spend 10 minutes chanting in a series of low-frequency clips and chirps to use *reincarnate* as a spell-like ability on one target. Targets reincarnated through this ability are always

reincarnated as androids and do not roll on the reincarnate table to randomly determine their new body.

Vibrochitter (Ex) A sondria's vibrochitter is a ranged attack with a range increment of 30 feet that targets EAC and has the blast weapon special property.

Spectra are a race of outsiders native to the hyperspace plane of the Drift, concerned with technological growth and advancement, the protection of the Drift, and the spread of Drift technology across the galaxy. Encounters with the relatively new group of outsiders have occurred with greater frequency over the 300 years since they joined the Great Beyond. In recent decades, two new types of spectra have begun to appear: wyspirias and sondrias. It's unknown whether these spectra existed in the Drift all along, simply unobserved by mortals, or if Triune newly created them to further some fresh purpose.

Wyspirias, often compared to iridias as emissaries of the Drift, are dispatched across the galaxy, possibly on missions from Triune themself, or perhaps on behalf of the mysterious hierarchy of spectra. They stand 7 feet tall with chassis of multicolored glass, and a multitude of coiled, rootlike tentacles cascading from their waists. As a result of the resemblance they bear to floating trees, they are sometimes called trees of knowledge. Wyspirias use their tendrils to plug themselves into people and machines alike—a direct connection that allows them to quickly transfer huge quantities of data between connected people and devices. Whereas iridias come to the Prime Material Plane offering gifts of knowledge and technology to mortals, many believe wyspirias do the opposite, collecting libraries of secrets and information about the galaxy for the unseen purposes of spectra. Rarely, wyspirias are said to appear during the peace talks of warring civilizations, connecting the opposing delegates and enabling them to understand each other directly. Many believe these spectra intervene only when they deem the risk of losing technology or information from a conflict too great.

Sondrias are a new variety of spectra primarily encountered inside the Drift. They are small and sharply featured, with six arms, razor talons, and round, flat, owl-like faces. Sometimes called Drift pixies, their presence is always accompanied by a grainy, low-pitched hum or buzzing noise. Sondrias use their own voices more often than other types of spectra, and sequences of sondrias have a habit of speaking at the same time in overlapping sentences that are difficult to pick apart.

Like the larger and more formidable *aspecnas*, sondrias patrol the Drift to help lost travelers and rescue marooned escape pods or starships whose Drift engines malfunction, latching onto the vessels and using their slip drives to boost them back to the Material Plane. It's rumored sequences of sondria can also offer Triune's blessing to those killed during Drift travel or in service of the All Code's agenda—by reincarnating them as androids.

STARMETAL EATER



ABYSIUM EATER
CR 5
XP 1,600

HORACALCUM EATER
CR 13
XP 25,600

ABYSIUM EATER

CR 5

XP 1,600

N Small ooze

Init +2; **Senses** blindsense (scent [abysium only]) 1 mile, blindsight (vibration) 60 ft., sightless; **Perception** +11

Aura irradiation (medium, DC 13, 20 ft.)

DEFENSE

EAC 17; KAC 19

Fort +9; **Ref** +5; **Will** +2

Immunities ooze immunities, radiation

HP 75

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +14 (1d6+10 B plus fallout susceptibility; critical shear shielding)

Offensive Abilities fallout susceptibility, shear shielding

STATISTICS

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

Skills Athletics +16

Other Abilities mindless

ECOLOGY

Environment any

Organization solitary or pair

SPECIAL ABILITIES

Fallout Susceptibility (Ex) A creature hit by an abysium eater's slam attack takes a –1 penalty to its next saving throw against radiation sickness attempted within the next 24 hours. This penalty stacks, to a maximum equal to half the abysium eater's CR (–2 for a typical specimen).

Irradiation (Ex) An abysium eater emanates medium radiation (*Starfinder Core Rulebook* 403) in a 20-foot radius. This radiation suffuses an area in 20-foot increments. An abysium eater is considered a natural radioactive material for the purposes of spells that remove radiation, such as *remove radioactivity*.

Shear Shielding (Ex) When an abysium eater critically hits a creature wearing armor that grants immunity to radiation levels, the target loses that radiation immunity (Reflex DC 13 negates), though the armor continues to provide its saving throw bonus against radiation as normal. This damage persists until the armor is repaired.

HORACALCUM EATER

CR 13

XP 25,600

N Medium ooze

Init +10; **Senses** blindsense (scent [horacalcum only]) 1 mile, blindsight (vibration) 60 ft., sightless; **Perception** +23

DEFENSE

EAC 27; KAC 29

Fort +17; **Ref** +13; **Will** +10

Defensive Abilities temporal dilation; **Immunities** ooze immunities, staggered

HP 230

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +26 (3d12+21 B plus temporal stutter; critical stunned)

Offensive Abilities temporal stutter

STATISTICS

Str +8; **Dex** +4; **Con** +6; **Int** –; **Wis** +0; **Cha** +0

Skills Athletics +28

Other Abilities mindless

ECOLOGY

Environment any

Organization solitary or pair

SPECIAL ABILITIES

Temporal Dilation (Ex) A horacalcum eater slows incoming projectiles, and ranged attacks against it have a 20% chance of missing.

Temporal Stutter (Su) A creature struck by a horacalcum eater is staggered for 1 round (Fortitude DC 19 negates). If the target succeeds at the save, it instead gains a +10-foot enhancement bonus to each of its movement speeds for 1 round. A creature struck multiple times can be both staggered and accelerated by a horacalcum eater.

Strange protoplasmic pests that subsist on the rarest of metals, starmetal eaters usually remain microscopic and innocuous. Yet when these creatures gorge themselves on a rich vein of naturally occurring starmetal or even items made of starmetal alloy—either of which they can detect at great distances—they experience a swift growth spurt and can reach several feet in diameter. Each starmetal eater fixates its diet on one specific type of starmetal, gaining strange abilities as its appearance and essence are suffused with its metal of choice.

STARMETAL EATER TEMPLATE GRAFTS

The following template grafts represent starmetal eaters that have gorged on a particular metal.

Abysium Eater Template Graft (CR 3+)

Abysium eaters glow with a sickly blue-green radiance and are dangerously radioactive. They are sometimes found in nuclear power plants that have undergone a deadly meltdown, basking in the lethal radioactivity, or accompanying pluprex demons (*Alien Archive 2* 34).

Required Creature Type: Ooze.

Required Array: Combatant.

Traits: Blindsense (scent [abysium only]) 1 mile, blindsight (vibration) 60 ft.; fallout susceptibility (see stat block); immunity to radiation; irradiation aura (see stat block; an abysium eater's radiation strength is dependent on its CR, starting at medium and increasing to high at CR 7 and severe at CR 19); mindless; ooze immunities; shear shielding (see stat block); sightless.

Djezet Eater Template Graft (CR 3+)

Thin and runny, djezet eaters are rust-red in color and impart an organic residue that readily conducts magical energy.

Required Creature Type: Ooze.

Required Array: Combatant.

Traits: Arcane residue (see below); blindsense (scent [djezet only]) 1 mile, blindsight (vibration) 60 ft.; compression; mindless; ooze immunities; sightless; SR 5 + CR.

Arcane Residue (Su): A creature hit by a djezet eater's slam attack is coated with a thin, red slime that quickly evaporates. For 1 round, whenever the target casts a spell, they take damage equal to 1d8 times the spell's level.

Horacalcum Eater Graft Template (CR 3+)

Copper-colored with whorls and eddies in their ever-shifting forms, horacalcum eaters bend space-time with their presence.

Required Creature Type: Ooze.

Required Array: Combatant.

Traits: Blindsense (scent [horacalcum only]) 1 mile, blindsight (vibration) 60 ft.; bonus to initiative checks equal to half its CR; immunity to the staggered condition; mindless; ooze immunities; sightless; temporal dilation (page 116); temporal stutter (page 116).

Inubrix Eater Graft Template (CR 3+)

Pale and ghostly in appearance due to a molecular alignment that allows them to pass through objects, inubrix eaters resemble glistening silvery clouds more than animate masses of metal. They often rest in a torpor within walls or ceilings.

Required Creature Type: Ooze.

Required Array: Combatant.

Traits: Blindsense (scent [inubrix only]) 1 mile, blindsight (vibration) 60 ft.; mindless; ooze immunities; out of phase (see below); sightless.

Out of Phase (Su): An inubrix eater can enter or pass through solid items just as an incorporeal creature can (*Core Rulebook* 264).

Noqual Eater Template Graft (CR 3+)

Green, crystalline noqual eaters move in clunky spasms rather than with the smooth motion of other starmetal eaters. They gradually

nullify magic in their surroundings and shun areas rich in magical energy.

Required Creature Type: Ooze.

Required Array: Combatant.

Traits: Blindsense (scent [noqual only]) 1 mile, blindsight (vibration) 60 ft.; immune to divination effects; mindless; ooze immunities; sightless; SR equal to 10 + CR; unraveling touch (see below).

Unraveling Touch (Su): If a noqual eater's slam attack critically hits a magic or hybrid item (or a creature carrying such an item), one of those items (selected at random) loses all its magical abilities for 1d4 rounds, becoming a normal item of its type. A successful Will save (using the ooze's ability DC) negates this effect and makes that item immune to unraveling touch for 24 hours. If the item is held or worn by a creature, the item uses its bearer's Will save modifier in place of its own, if better. Upon draining an item, the noqual eater takes force damage equal to the item's level. If the noqual eater is at least CR 15, the drain effect lasts for 24 hours.

Siccatite Eater Template Graft (CR 3+)

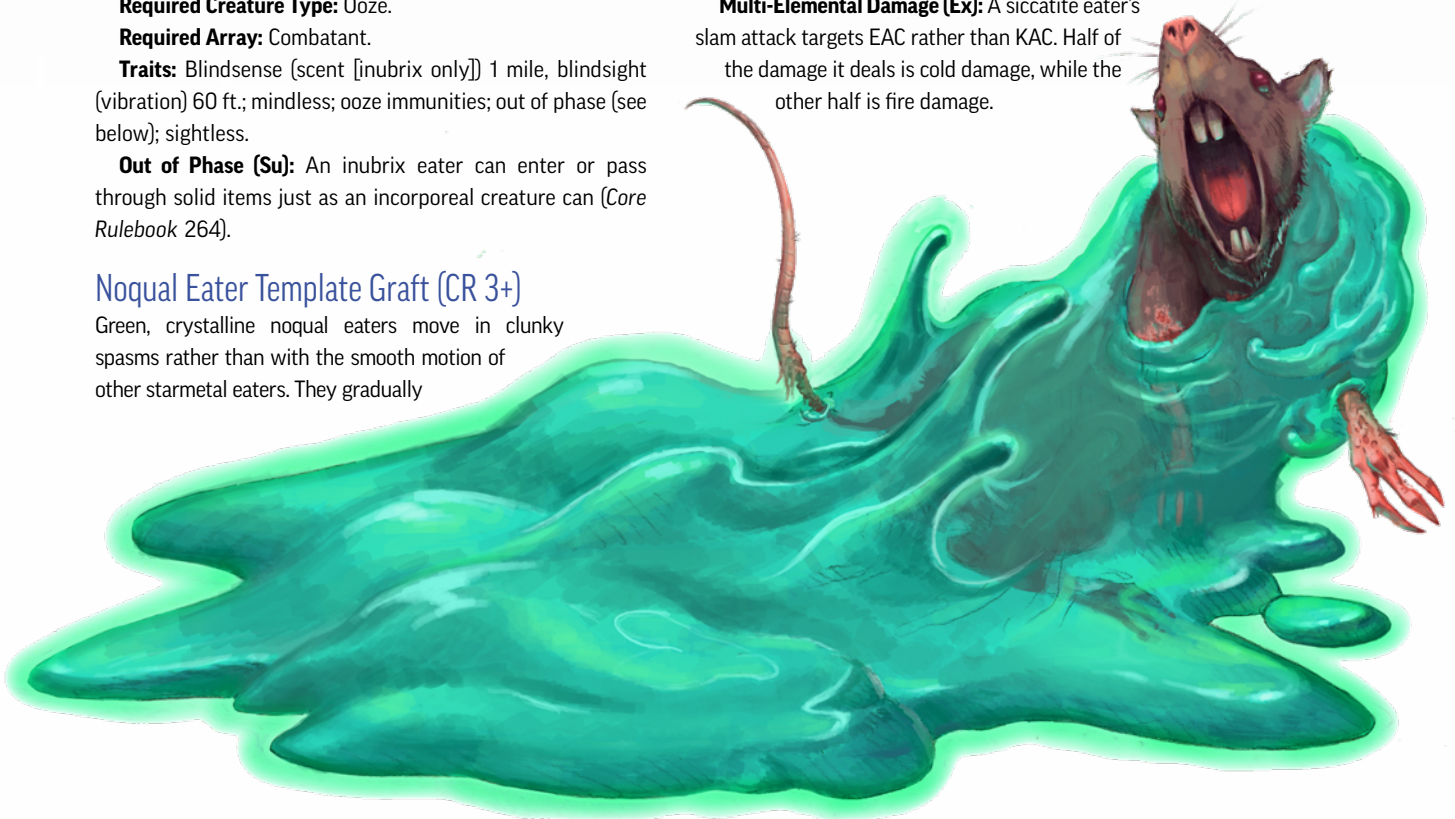
These shining silver ooze maintain an improbable balance between deadly cold and blistering heat, dealing wounds that are crosshatched with frostbite and charring.

Required Creature Type: Ooze.

Required Array: Combatant.

Traits: Blindsense (scent [siccatite only]) 1 mile, blindsight (vibration) 60 ft.; immunity to cold and fire; mindless; ooze immunities; multi-elemental damage (see below); sightless.

Multi-Elemental Damage (Ex): A siccatite eater's slam attack targets EAC rather than KAC. Half of the damage it deals is cold damage, while the other half is fire damage.



STARMETAL
EATER

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

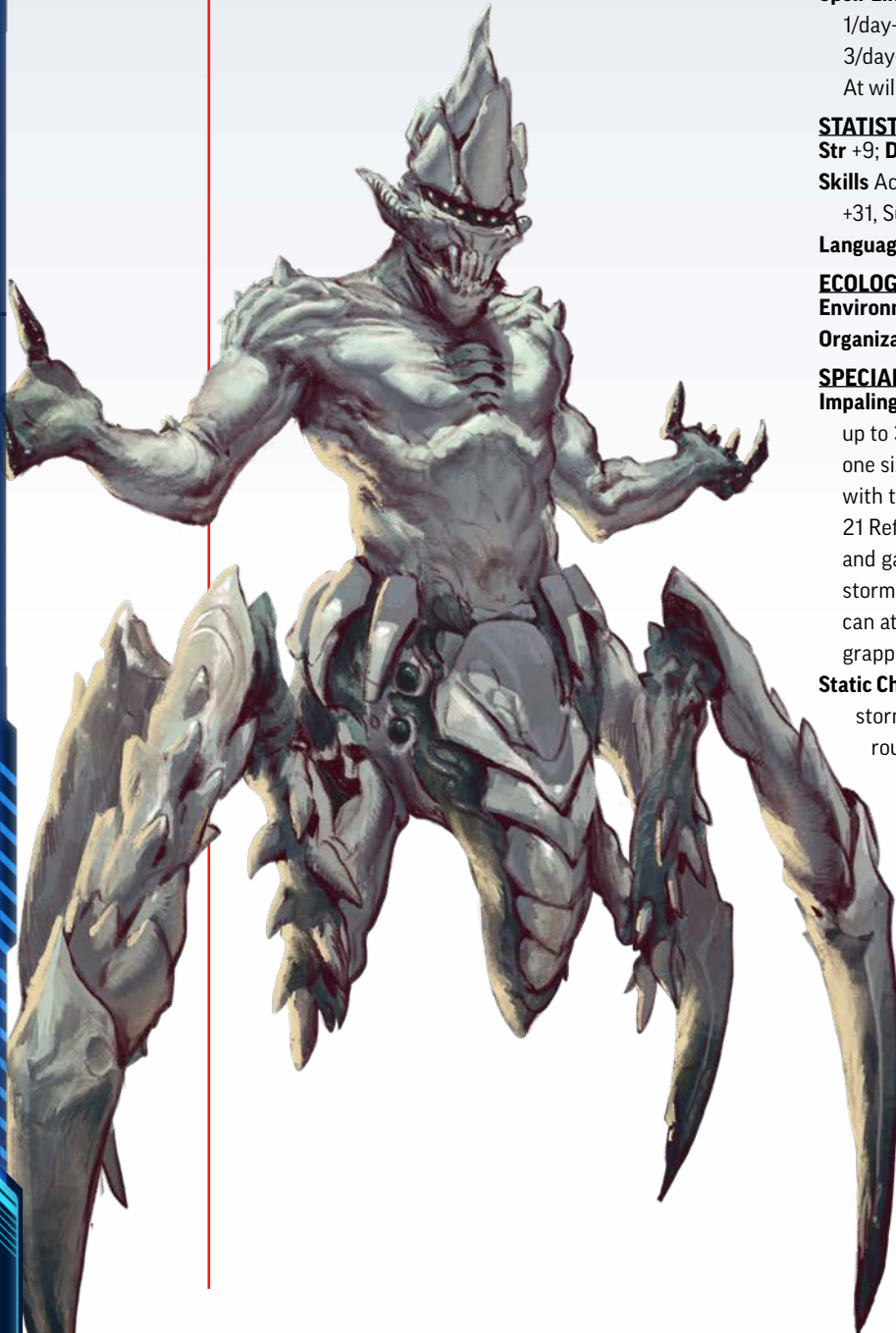
STORMGHOST



STORMGHOST
CR 15
XP 51,200

STORMGHOST**CR 15****XP 51,200**

CE Large monstrous humanoid

Init +9; **Senses** blindsense (scent) 60 ft., darkvision 90 ft., low-light vision, weathersight; **Perception** +31**Aura** static (5 ft., 2d6 electricity)**DEFENSE****EAC** 29; **KAC** 31**Fort** +17; **Ref** +19; **Will** +15**HP 275****Defensive Abilities** regeneration 5 (acid); **Immunities** disease, electricity, poison; **Resistances** cold 10, fire 10**OFFENSE****Speed** 50 ft., climb 30 ft.**Melee** claw +29 (8d6+24 S and E)**Multiattack** bite +23 (3d12+24 P and E), 2 claws +23 (3d12+24 S and E)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with claws)**Offensive Abilities** impaling leap, static charge**Spell-Like Abilities** (CL 11th; ranged +26)1/day—*hailstorm* (page 119)3/day—*greater invisibility*, *control atmosphere*^{PW} (DC 20)At will—*ray of exhaustion* (DC 19)**STATISTICS****Str** +9; **Dex** +7; **Con** +5; **Int** +2; **Wis** +5; **Cha** +3**Skills** Acrobatics +26, Athletics +26 (+34 to climb), Stealth +31, Survival +26**Languages** Auran**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES**

Impaling Leap (Ex) As a full action, a stormghost can leap up to 30 feet and land adjacent to a target that is at least one size smaller than themselves and impale the victim with their spiky legs. The target must succeed at a DC 21 Reflex save or take 4d8+24 points of piercing damage and gain the pinned condition until the beginning of the stormghost's next turn, at which point the stormghost can attempt to renew the pinned condition with a grapple combat maneuver as normal.

Static Charge (Su) Crackling electricity surrounds a stormghost. As a standard action once every 1d4 rounds, a stormghost can focus this static charge into a bolt, releasing it in a 40-foot line that deals 8d6 electricity damage. A successful DC 20 Reflex save halves this damage.

Weathersight (Ex) A stormghost can see perfectly through dust, fog, mist, rain, heavy snow, and smoke. They ignore concealment and penalties to Perception checks from such effects.

Stormghosts can live for an exceedingly long time—up to 2,000 years—thanks to their natural regeneration. Each of these rarely encountered hunters has a muscular humanoid torso and stands nearly 8 feet tall on four jagged insectile legs. Tiny eyes ring a stormghost's conical head, which also bears a toothy mouth. Built of muscled flesh and hardened chitin, a stormghost weighs roughly 1,500 pounds.



STORMGHOST

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-V

SPECIES

EVENTS

APPENDICES

Triaxians who first encountered these creatures named them stormghosts because of their ability to conjure malignant weather and attack unseen. Though stormghosts inhabit many different locales, they often hunt their prey in remote mountainous areas, where they leap down on their victims from cliffsides or ambush them in blind mountain passes. These predators engage any target, posing a risk to not only the humanoids of Triaxus, but also the dragons. While most stormghosts have tints with shades of blue, gray, and white, the pigments in their hide adapt to their surroundings; for example, stormghosts in the jungles of Castrovel are mottled greens and browns.

Exceptionally single-minded, stormghosts live to hunt and hate losing quarry, and they persistently pursue their fleeing prey, even forgoing rest. As with many efficient hunters, stormghosts' senses and tenacity make them difficult to evade. These traits, in addition to their superior stamina, help them doggedly track down any prey that initially escape their attack. Only when another major predator begins hunting in the same region does a stormghost shift their attention from their original prey. Solitary creatures, stormghosts resist sharing their hunting grounds, especially with others of their kind.

According to records kept by dragonriders of the Skyfire Mandate, fewer than 1,000 stormghosts have been spotted on Triaxus. Multiple sightings of these rare creatures, made safely from the back of a dragonkin, seem to be of the same stormghost; many scholars estimate that the creatures have a smaller population than initially believed, with a few at most living in the Parapet Mountains. A naturalist in Preita recently published a journal detailing his journey in search for evidence of a stormghost, as tales of these creatures and other vicious beasts are fashionable in the cosmopolitan cities of the Allied Territories. In these writings, he postulates that stormghosts initially came from another world in the solar system, or perhaps beyond. In fact, while stormghosts first appeared on Triaxus long before the Gap, people in the Pact Worlds and even worlds in Near Space have since reported incidents that strongly indicate stormghost activity, suggesting that they've since spread beyond their original planet—or that they didn't originate on Triaxus to begin with.

HAILSTORM

Stormghosts use this spell-like ability to pummel their enemies. Others have since researched this magic to perfect the following spell.

Hailstorm



School conjuration (creation)

Casting Time 1 standard action

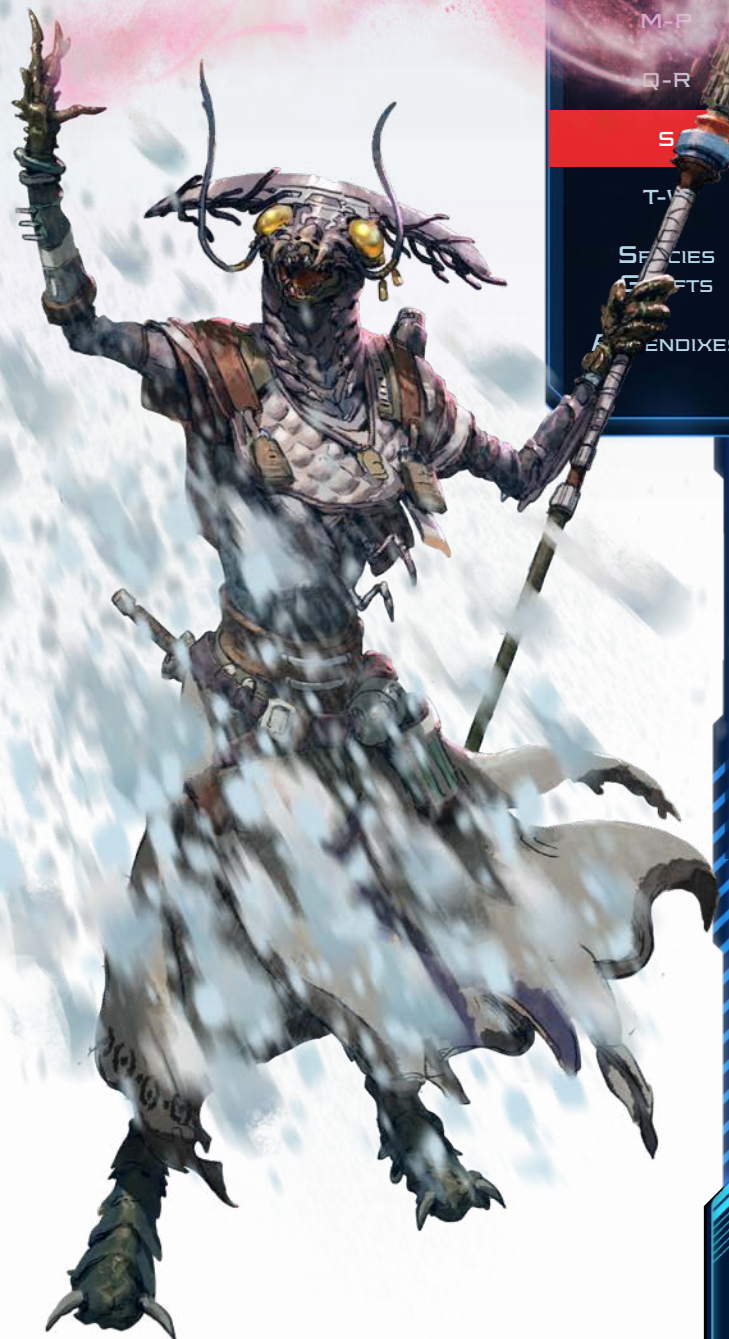
Range long (400 ft. + 40 ft./level)

Area cylinder (20-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw Reflex half; **Spell Resistance** yes

A barrage of fist-sized hailstones pelts the area. Creatures that enter or start their turn in the area during the first round of the spell take 6d8 cold damage and 7d8 bludgeoning damage. For the remaining duration of the spell, heavy snow and sleet rain down in the area. Until the spell is dismissed or until the end of the duration, this area provides concealment, creatures inside it take a -4 penalty to Perception checks, and the entire area is considered difficult terrain.



SUPENGA



SUPENGA PUP
CR 5
XP 1,600

SUPENGA TITAN
CR 15
XP 51,200

SUPENGA PUP CR 5

XP 1,600

N Medium plant

Init +3; **Senses** blindsense (vibration) 60 ft., low-light vision;
Perception +11

DEFENSE HP 75

EAC 17; KAC 19

Fort +9; **Ref** +7; **Will** +4

Defensive Abilities ferocity; **Immunities** plant immunities;
Resistances cold 5, fire 5

Weaknesses vulnerable to slashing

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +12 (1d6+10 P plus epicuticular enzyme) or
tail +14 (1d6+10 B)

Offensive Abilities spinning charge

STATISTICS

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

Skills Acrobatics +16, Athletics +11

ECOLOGY

Environment warm or temperate deserts

Organization solitary or clutch (2-5)

SPECIAL ABILITIES

Epicuticular Enzyme (Ex) The wax coating a supenga's teeth contains a digestive, paralytic enzyme. When a supenga damages a creature with its bite, the target must succeed at a DC 13 Fortitude save or gain the paralyzed condition for 1d4 rounds. As a full action, the target can attempt a new save to end the condition. This is a poison effect.

Spinning Charge (Ex) A supenga can curl into a ball and launch itself at enemies. When performing this special charge, the supenga ignores the charge penalties, must use its tail to perform the charge's melee attack, and increases the attack's damage by 5. After resolving a spinning charge, the supenga is staggered until the end of its next turn (Fortitude DC 13 negates).

SUPENGA TITAN CR 15

XP 51,200

N Huge plant

Init +5; **Senses** blindsense (vibration) 60 ft., low-light vision; **Perception** +26

Aura gnawing brood (10 ft., Reflex DC 21)

DEFENSE HP 290

EAC 29; KAC 31

Fort +19; **Ref** +17; **Will** +13

Defensive Abilities ferocity, self-propagate; **Immunities** plant immunities; **Resistances** cold 10, fire 10

Weaknesses vulnerable to slashing

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +26 (8d6+24 P plus epicuticular enzyme) or
claw +28 (6d6+24 S) or
tail +28 (8d6+24 B)

Multiattack 2 claws +22 (6d6+24 S), tail +22
(8d6+24 B)

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

STATISTICS

Str +9; **Dex** +5; **Con** +7; **Int** -3; **Wis** +2; **Cha** +1

Skills Acrobatics +26, Athletics +31

ECOLOGY

Environment warm and temperate deserts

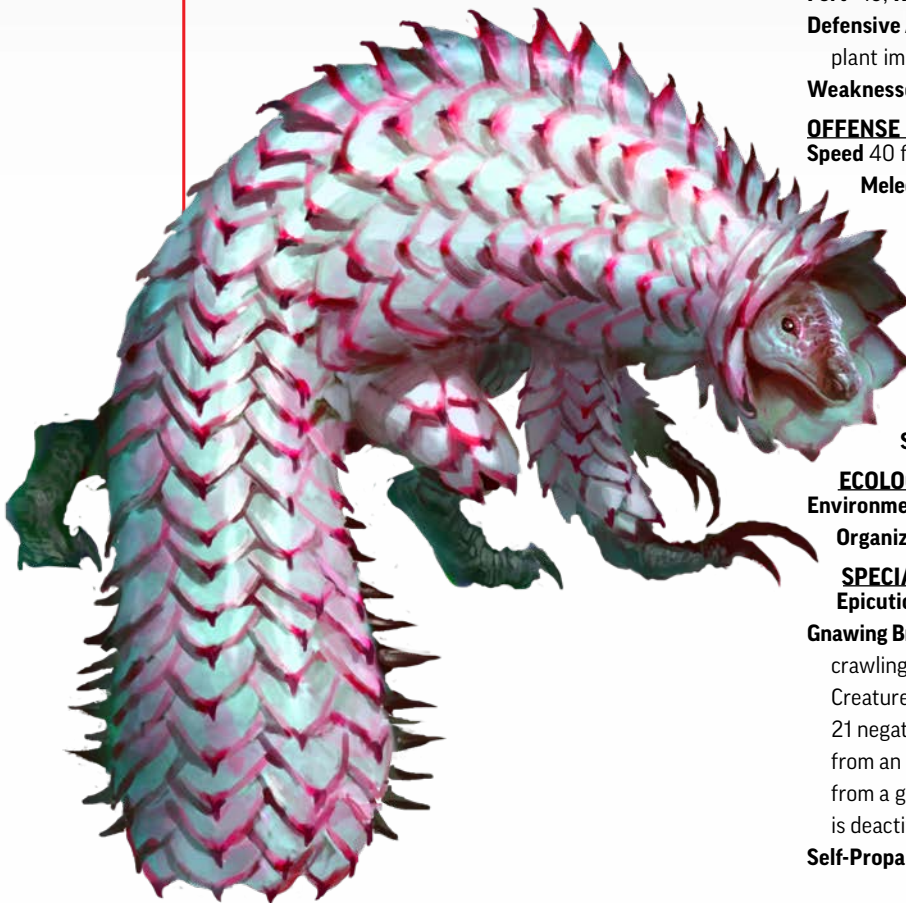
Organization solitary

SPECIAL ABILITIES

Epicuticular Enzyme (Ex) See above; the DC is 21.

Gnawing Brood (Ex) A typical supenga titan's body is crawling with its pups, which hungrily bite at nearby prey. Creatures in the aura take 6d6 piercing damage (Reflex DC 21 negates). If a supenga titan takes 30 or more damage from an effect that affects all targets in an area (such as from a grenade or a blast weapon), its gnawing brood aura is deactivated and can't be reactivated for 1 round.

Self-Propagate (Ex) When a supenga titan takes slashing





SUPENGA

damage, its gnawing brood aura's damage increases to 6d6+12 until the end of its next turn.

Whereas most desert plants in the Pact Worlds and beyond rely on endurance and luck to survive between intermittent rains, the hardy supengas enjoy another approach: carnivory. A supenga's body consists of fleshy stalks and storage bulbs covered by a coat of dense, vibrant, sun-stressed succulent leaves. Not only can these leaves move independently, creating rippling displays that reflect the supenga's moods, but specialized leaves along its body, feet, and mouth function as protective studs, claws, and teeth, respectively. They even see through highly evolved leaves that serve as their eyes by reflecting light through a wide range of colored chlorophyll.

Supengas' waxy leaf coating staves off the worst of heat, cold, and dehydration, letting these plants wander with little concern for shade and shelter. Their epicuticular wax is also poisonous, and supengas' leafy teeth have an especially virulent version of the toxin that induces momentary paralysis.

Insatiable eaters, supengas have adapted to gorge whenever possible to prepare for lean seasons. Pups slowly bud and grow from reproductive shoots along their parent's back, forming inconspicuous rosettes that swell into scaled fruits. Once developed, a pup uncurls, plucks itself free, and hides among its parent's foliage for several years, rarely descending except to scavenge scraps. It stays until it's ready for better feeding grounds or its exasperated parent at last shakes it free. Solitary pups typically survive on a steady supply of smaller animals like squoxes (*Starfinder Alien Archive* 2 118); pups from the same supenga brood commonly set off as a group, using their combined strength to take down much larger prey.

Upon growing to about 15 feet in total length, a supenga's physical development slows considerably as it directs much of its energy toward reproduction. Known as titans, these mature adults produce as many as several hundred offspring over a century.

In the Pact Worlds, supengas roam stretches of Akiton and the Fullbright wastes of Verces, but their largest population traverses the northern and western deserts of Castrovel's Colonies.

SUPENGA COMPANIONS

Although fierce, supengas raised from a young age with consistent care can form strong bonds. Pups grown from cuttings mature more slowly but act less

aggressively compared to their wild-born counterparts. Sometimes, a slain supenga can regrow through careful nurturing of a cutting, which results in a clone that retains much of the original creature's memories.

SUPENGA PUP

LEVELS 2-8

Small plant

Senses blindsense (vibration) 30 ft., low-light vision

Good Save Fort; **Poor Saves** Ref, Will

Speed 40 ft., climb 20 ft.

Melee Attack bite (P) or tail (B)

Space 5 ft. **Reach** 5 ft.

Ability Modifiers Str, Con

SPECIAL ABILITIES

Epicuticular Enzyme (Ex, 5th Level) When a supenga pup damages a creature with its bite attack, the target must succeed at a Fortitude save (DC = 10 + the supenga pup's level) or be staggered for 1 round.

Spinning Charge (Ex) A supenga pup can curl into a ball and launch itself at enemies. When performing this special charge, the supenga pup ignores the charge penalties, must use its tail to perform the charge's melee attack, and increases the attack's damage by an amount equal to its level. After resolving a spinning charge, the supenga is staggered until the end of its next turn unless it succeeds at a Fortitude saving through (DC = 10 + 1/2 the supenga pup's level).



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

SWAMP STRIDER



COMMON SWAMP
STRIDER
CR 2
XP 600

CRESTED SWAMP
STRIDER
CR 10
XP 9,600

COMMON SWAMP STRIDER CR 2

XP 600

N Large animal

Init +5; **Senses** blindsense (scent) 60 ft.; **Perception** +7

Aura algal gas (30 ft., Fortitude DC 11)

DEFENSE HP 25

EAC 13; KAC 16

Fort +6; **Ref** +6; **Will** +1

Weaknesses flammable

OFFENSE

Speed 60 ft., swim 30 ft.

Melee gore +10 (1d6+4 P) or
tail +10 (1d4+4 B)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tail)

Offensive Abilities ferocious charge

STATISTICS

Str +2; **Dex** +4; **Con** +1; **Int** -5; **Wis** +1; **Cha** -2

Skills Athletics +7

Other Abilities marshborn

ECOLOGY

Environment any marsh (Castrovel)

Organization solitary, pair, or herd (3-12)

SPECIAL ABILITIES

Algal Gas (Ex) Swamp striders' fur supports thriving colonies of algae that emit malodorous, flammable gas. Creatures in the algal gas effect are sickened while they remain in the aura and for 1 round afterward (Fortitude DC 11 negates). Creatures with active environmental protections or no sense of smell are immune to this sickened effect.

Flammable (Ex) When a swamp strider takes fire damage, it also gains the burning (1d8 F) condition, after which the creature's algal gas and flammable abilities are disabled for 1 hour. While it burns, the swamp strider's attacks deal an additional 1d4 fire damage.

Marshborn (Ex) A swamp strider can move through bogs without penalty to its normal speed.

CRESTED SWAMP STRIDER CR 10

XP 9,600

N Large animal

Init +8; **Senses** blindsense (scent) 60 ft.; **Perception** +19

Aura algal gas (30 ft., Fortitude DC 17)

DEFENSE HP 165

EAC 23; KAC 25

Fort +13; **Ref** +15; **Will** +9

OFFENSE

Speed 60 ft., swim 30 ft.

Attack gore +22 (2d8+15 P) or

slam +22 (3d4+15+15 B)

Multiattack gore +16 (2d8+15 P), 2 slams
+16 (3d4+15 B)

Space 10 ft.; **Reach** 5 ft. (10 ft.
with gore)

Offensive Abilities ferocious
charge

STATISTICS

Con +3; **Int** -5; **Wis** +3; **Cha** -2

Str +5; **Dex** +8;

Skills Athletics +24

Other Abilities marshborn

ECOLOGY

Environment any marshes (Castrovel)

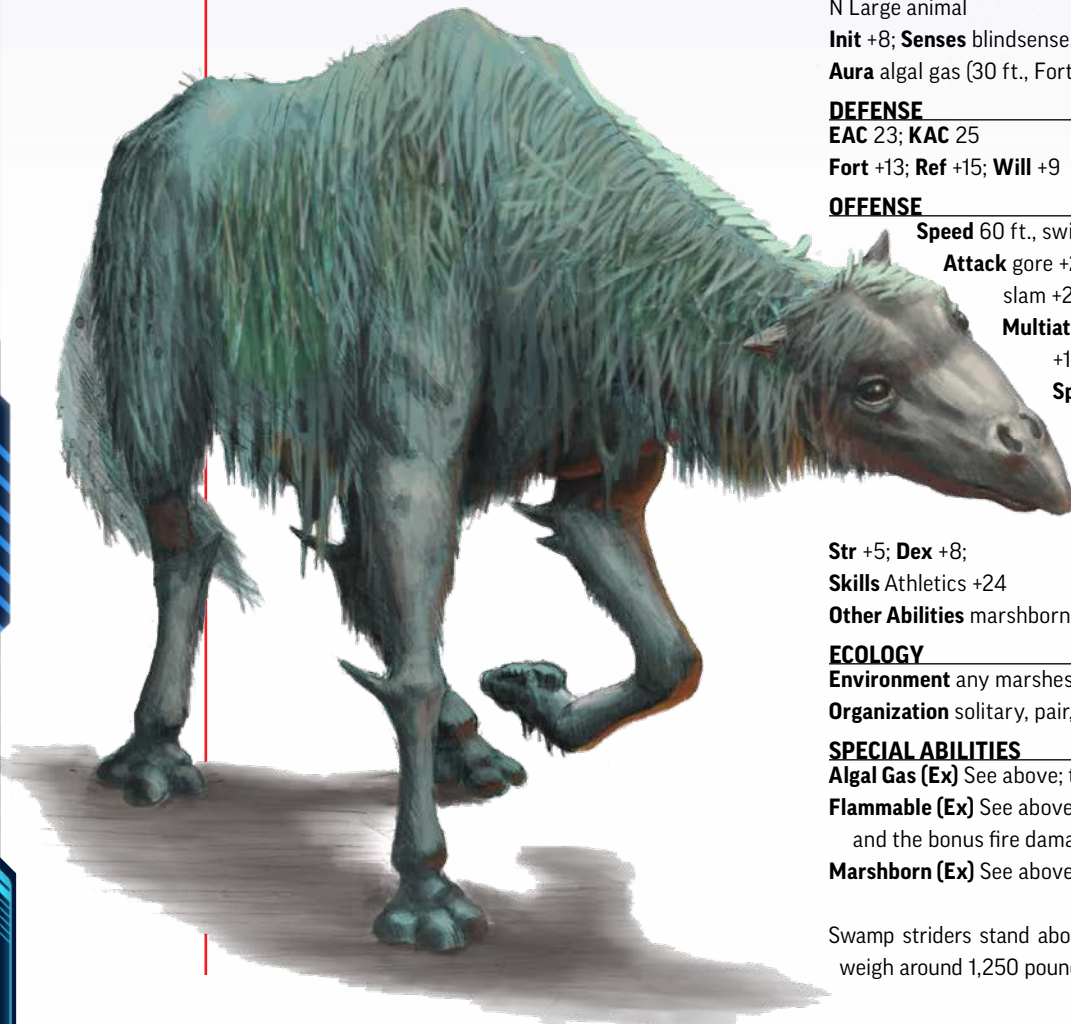
Organization solitary, pair, or herd (3-12)

SPECIAL ABILITIES

Algal Gas (Ex) See above; the DC is 17.

Flammable (Ex) See above; the burning damage is 2d8 F,
and the bonus fire damage is 1d8 F.

Marshborn (Ex) See above.



Swamp striders stand about 8 feet tall at the shoulder and weigh around 1,250 pounds. Excellently adapted to wetland



SWAMP STRIDER

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDICES

biomes, these spindly herbivores specialize in browsing on the leaves, bark, and branches of shrubs and young trees, grazing on grasses only when they lack access to other foods. They depart their swamps infrequently; the ripening of seasonal fruits might lure them out, and the fire-wary swamp striders also know to move away during droughts when desiccated marshes ignite all too easily.

Roaming so far afield can leave swamp striders vulnerable to predators like shotalashus (*Alien Archive* 2 114), nyssholoras (*Alien Archive* 2 86), tashtaris (*Alien Archive* 2 124), and a host of tyrannosaurid renkroda subspecies. Even lashuntas have hunted this popular prey since time immemorial; the meat's taste is among the most synthesized food flavorings for Castrovelian snacks. Despite their lanky profile and awkward gait, swamp striders boast numerous defenses, including their extraordinary speed and agility under pressure. When on the run, a scattering herd often throws caution to the wind, hurling themselves through vegetation with wanton disregard; most humanoid deaths by swamp striders occur as a result of the creatures fleeing from something far deadlier and crashing into unsuspecting bystanders. In the presence of water, swamp striders either dive for cover in deeper pools or ably dash across shallower bogs, their broad footpads distributing their weight just as their feet's hydrophobic skin limits the grip of sucking mud.

But speed isn't swamp striders' only protection. Their bodies sport an array of defensive spines, most often spikes on their forelimbs designed to sweep backward and spear any creature unwise enough to target the herbivore's hindquarters. The crested swamp strider species boasts fearsome head horns as well, and swamp striders of any type ferociously lash out whenever they feel threatened.

Yet what most people know about swamp striders is their stench, which arises from the multitudinous algae that grow in their thick fur. The motley green, brown, and red flora help camouflage the creatures visually among the wetland grasses and mosses. Their smell, in contrast, is so strong that it overwhelms the sensitive nostrils of their predators, practically disabling others' olfactory senses and also deterring all but the most determined hunters. Moreover, each swamp strider's colony has a slightly different composition and scent, helping the creatures recognize each other and identify interlopers, whom the herd challenges with low clicking sounds.

SWAMP STRIDER COMPANIONS

Lashuntas have a long tradition of riding swamp striders, though the practice has never approached

the same prestige and telepathic bond as with the reptilian shotalashus. No doubt a part of this discrepancy stems from the sheer amount of maintenance required to raise and keep a swamp strider. Behaviorally, they're finicky eaters and temperamental creatures that lash out at unfamiliar faces. Physically, their feet tend to dry and crack painfully in arid environments or against harder surfaces, requiring shoeing with polycarbonate or plastic laminate. What's more, their coats require extensive maintenance to avoid developing an overpowering aroma. Collectively, their maintenance requirements inspired the term "swamp sovereign," signifying a powerful yet painfully needy individual.

Even with these hurdles, swamp striders are a beloved curiosity. They most often appear in the lashunta strongholds of Asana, yet dozens of planets have also imported small populations of swamp striders.

SWAMP STRIDER

LEVELS 7-20

Large animal

Senses blindsense (scent) 60 ft.**Good Save** Ref; **Poor Saves** Fort, Will**Speed** 60 ft., swim 30 ft.**Melee Attack** gore (P) or slam (B)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with gore)**Ability Modifiers** Dex, Str

SPECIAL ABILITIES

Ferocious Charge (Ex) See page 153.**Marshborn (Ex)** See page 122.

THERMATROD



THERMATROD
CR 3
XP 800

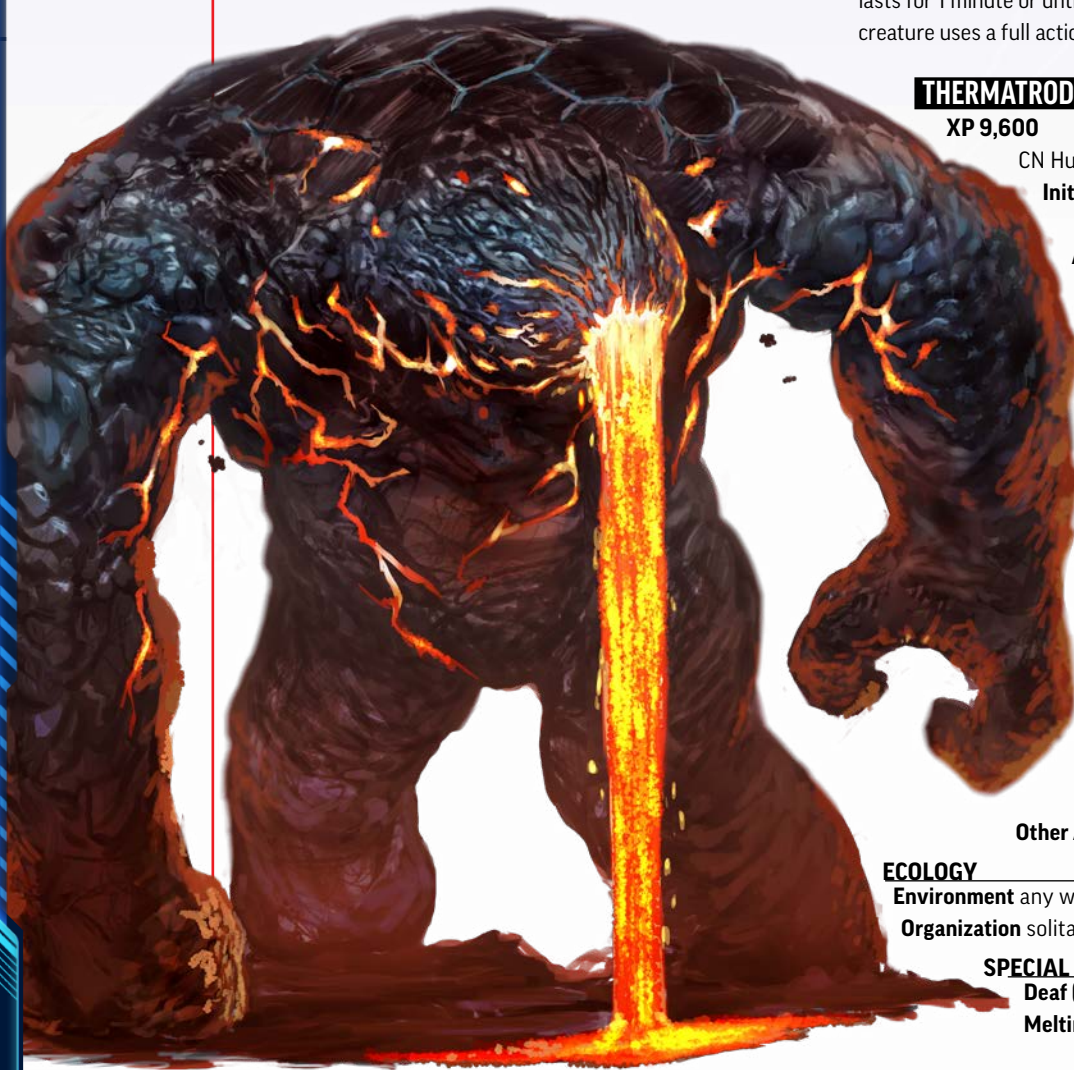
THERMATROD CALDERA
CR 10
XP 9,600

THERMATROD**CR 3****XP 800**

CN Large magical beast (fire)

Init +1; **Senses** blindsight (vibration) 60 ft., sightless;**Perception** +8**Aura** melting aura (5 ft., 1d4 F)**DEFENSE****EAC** 14; **KAC** 16**Fort** +7; **Ref** +7; **Will** +2**Immunities** fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft., burrow 30 ft.**Melee** slam +12 (1d6+7 F)**Offensive Abilities** slag barrage (2d6 F, DC 12)**STATISTICS****Str** +4; **Dex** +1; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0**Skills** Acrobatics +8, Athletics +13, Intimidate +8**HP 39****Other Abilities** deaf, earth glide**ECOLOGY****Environment** any warm mountains**Organization** solitary or pair**SPECIAL ABILITIES****Deaf (Ex)** Thermatrods can't attempt Perception checks to listen and are immune to effects that rely on hearing to function.**Melting Aura (Ex)** A creature that begins its turn within 5 feet of a thermatrod takes 1d4 fire damage from the creature's intense internal temperature.**Slag Barrage (Ex)** As a full action, a thermatrod can spray part of its core at a grid intersection within 60 feet. Each creature within 10 feet of this intersection takes 2d6 fire damage and gains the staggered condition as the molten material hardens. An affected creature can attempt a DC 12 Reflex save to halve the damage and negate the staggered condition. Otherwise, the staggered condition lasts for 1 minute or until the target or an adjacent creature uses a full action to free the target.**THERMATROD CALDERA****CR 10****XP 9,600**

CN Huge magical beast (fire)

Init +3; **Senses** blindsight (vibration)60 ft., sightless; **Perception** +19**Aura** melting aura (5 ft., 3d4 F)**DEFENSE****HP 162****EAC** 23; **KAC** 25**Fort** +14; **Ref** +14; **Will** +9**Immunities** fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft., burrow 30 ft.**Melee** slam +23 (2d10+18 F)**Multiattack** 4 slams +17
(1d10+18 F)**Offensive Abilities** slag
bombardment (6d6 F, DC 17)**STATISTICS****Str** +8; **Dex** +3; **Con** +5; **Int** +0;**Wis** +0; **Cha** +0**Skills** Acrobatics +19, Athletics
+24, Intimidate +19**Other Abilities** deaf, earth glide**ECOLOGY****Environment** any warm mountains**Organization** solitary**SPECIAL ABILITIES****Deaf (Ex)** See above.**Melting Aura (Ex)** See above.



THERMATROD

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDICES

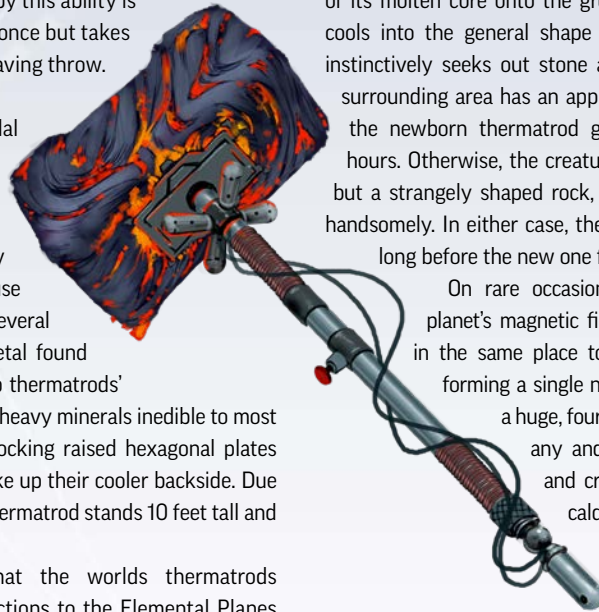
Slag Bombardment (Ex) This ability functions as slag barrage (page 124), but the thermatrod caldera can target up to three grid intersections within 60 feet, and each explosion causes 6d6 fire damage. A creature caught in two or more overlapping areas affected by this ability is subject to the damage only once but takes a -2 penalty to the Reflex saving throw.

Despite being large, bipedal creatures, thermatrods use a knuckle-walking quadrupedal gait resembling a gorilla's stride, though they occasionally stand on their back legs or use their arms to climb. A mix of several types of molten stone and metal found on their native planet make up thermatrods' torsos, allowing them to digest heavy minerals inedible to most living creatures. Several interlocking raised hexagonal plates resembling basalt columns make up their cooler backside. Due to this composition, a typical thermatrod stands 10 feet tall and weighs several tons.

Many mystics believe that the worlds thermatrods inhabit must also have connections to the Elemental Planes of Earth and Fire—thin spots where the energies of those places bleed through into the Material Plane. After much study by dedicated xenobiologists, however, current wisdom maintains that though the creatures might strongly resemble the elemental inhabitants of those planes, they're simply silicon-based beasts that thrive in extreme heat.

Like some other silicon-based life-forms, thermatrods' chemical evolution didn't result in traditional sensory organs such as eyes and ears. However, fine crystalline matrices within the stone of a thermatrod's head allow it to sense even very fine tremors. The one typical sense organ it does have is its dripping maw, into which the beast crams loose stones for sustenance.

Pact Worlds scientists don't yet fully understand how a thermatrod's silicon core maintains its intense heat. Some believe that, like a planet, it must contain radioactive elements that decay to generate this energy. The fact that thermatrods appear more prevalent in warm areas that contain a larger percentage of naturally radioactive metals supports this theory, but some question why the creatures themselves aren't radioactive. Other xenobiologists posit that thermatrods might contain fragments of Hellfire that never cease burning, but no one has proven this hypothesis.



Thermatrods' method of reproduction adds to the mystery of their biology. They travel to a hot geographical location, such as volcano or a thermal spring, to undergo a kind of mitosis. A thermatrod's torso cracks open before spilling forth a portion of its molten core onto the ground. The exterior of this blob cools into the general shape of another thermatrod, which instinctively seeks out stone and metals to consume. If the surrounding area has an appropriate amount of sustenance, the newborn thermatrod grows to standard size within hours. Otherwise, the creature dies, leaving nothing behind but a strangely shaped rock, for which some collectors pay handsomely. In either case, the original thermatrod moves on long before the new one finishes developing.

On rare occasions, a severe disturbance in a planet's magnetic field can cause two thermatrods in the same place to completely expel their cores, forming a single new mass. This pile hardens into a huge, four-armed thermatrod that devours any and all nearby metal-laced stones and crystals. Known as a thermatrod caldera, this creature constantly seeks out more materials to consume, its burning appetite for ore almost impossible to sate. Unfortunate mining operations that happen to be in the same area as a caldera's feeding grounds usually get torn apart by the ravenous beast, often killing any workers caught in the way, as well as causing hundreds of thousands of credits worth in damages and lost profits. As such, mining companies that operate in areas of known thermatrod activity often spend extra resources on defensive barriers and equip their security with cryo weapons. Otherwise, these corporations must rely on freelancers to travel to an overrun mine and deal with any rampaging behemoths, which can often run up an even steeper bill.

MAGMA SLEDGE

Inspired by the red-hot stony body of a thermatrod, magma sledges are the larger cousins of the more agile magma blades (*Starfinder Armory* 38). At first glance, a magma sledge seems like an analog weapon with a steel shaft and a head of solid stone. However, when the weapon powers on, cracks form along the surface show the magma hidden within, held in place with powerful magnetic fields. When slammed into a target, the intense heat and force can send even the most powerful opponents reeling. Factory floors that mass produce magma sledges are often swelteringly hot.

MAGMA SLEDGES (TWO-HANDED ADVANCED MELEE WEAPON)

FLAME	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Magma sledge, rhyolite	5	3,100	1d10 B & F	Staggered	2	Powered (capacity 20, usage 2), reach, unwieldy
Magma sledge, andesite	9	13,800	3d10 B & F	Staggered	2	Powered (capacity 40, usage 2), reach, unwieldy
Magma sledge, basalt	15	112,000	7d10 B & F	Staggered	2	Powered (capacity 40, usage 2), reach, unwieldy
Magma sledge, plagioclase	20	850,000	12d10 B & F	Staggered	2	Powered (capacity 80, usage 2), reach, unwieldy

TRYZIARKA



TRYZIARKA
EXPLORER
CR 3
XP 800

TRYZIARKA
LEGACY-CAPTAIN
CR 12
XP 19,200

TRYZIARKA EXPLORER

CR 3

XP 800

Tryziarka operative
N Medium humanoid (tryziarka)

Init +4; Perception +9

DEFENSE

EAC 14; KAC 15

Fort +2; Ref +5; Will +6

Defensive Abilities evasion

HP 35



OFFENSE

Speed 40 ft.

Melee survival knife +7 (1d4+3 S)

Ranged semi-auto tactical pistol +9 (1d6+3 P)

Offensive Abilities stunt and strike^{COM}, stunts^{COM} (Culture; analyze, distracting blather)

Tryziarka Spell-Like Abilities (CL 3rd)

1/day—stabilize

STATISTICS

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

Skills Acrobatics +14 (+16 to escape grapple), Athletics +9, Culture +14, Stealth +9, Survival +14

Languages Common

Other Abilities operative exploit (without a trace^{COM}),

specialization (explorer), tattoo magic, tattoo transference

Gear graphite carbon skin, semi-auto tactical pistol with 18 small arm rounds, survival knife

ECOLOGY

Environment any

Organization solitary, pair, or quest (3–8)

SPECIAL ABILITIES

Tattoo Magic (Sp) Tryziarkas' magical ooze symbiotes can manifest in many forms. At character creation, a tryziarka chooses a 0-level spell from the mystic spell list and can cast it at will as a spell-like ability. Upon reaching 5th level, a tryziarka chooses a 1st-level mystic spell and can also cast it once per day as a spell-like ability. Their caster level for these spell-like abilities is equal to the tryziarka's character level, and Wisdom is the key ability score.

Tattoo Transference (Sp) Tryziarkas can temporarily tattoo parts of the magic held by their karakande (page 127) on other creatures. Once per day, a tryziarka spend 1 minute in physical contact with a willing creature to place some of their ooze-magic on that creature, granting that creature the tattoo magic ability (identical to the tryziarka's own); that creature loses this ability at the end of 24 hours. A creature can benefit from only one such ability at a time (not counting their own from being a tryziarka).

TRYZIARKA LEGACY-CAPTAIN

CR 12

XP 19,200

Tryziarka envoy/mystic
N Medium humanoid (tryziarka)

Init +5; Perception +22

DEFENSE

EAC 26; KAC 27

Fort +11; Ref +13; Will +15

HP 185

OFFENSE

Speed 30 ft. fly 20 ft. (Su, average; in space only)

Melee ultrathin dueling sword +21 (3d6+13 S)



TRYZIARKA

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Ranged perihelion laser pistol +23 (4d4+12 F; critical burn 2d4)

Tryziarka Spell-Like Abilities (CL 12th)

1/day—*mind thrust* (1st level, DC 18)

At will—*stabilize*

Mystic Spell-Like Abilities (CL 4th)

At will—*mindlink*

Mystic Spells Known (CL 4th)

2nd (3/day)—*darkvision*, *predict foe*^{COM}

1st (6/day)—*comprehend customs*^{COM}, *magic missile*,
mystic cure

0 (at will)—*detect magic*, *telepathic message*

Connection *star shaman*

STATISTICS

Str +1; **Dex** +5; **Con** +3; **Int** +4; **Wis** +5; **Cha** +7

Skills Acrobatics +22, Diplomacy +27, Mysticism +27, Piloting +22, Sense Motive +27

Languages Common

Other Abilities *envoy improvisations* (hidden agenda, improved get 'em, watch out), *starlight form* (4 minutes, DC 13), *tattoo magic*, *tattoo transference*, *walk the void*

Gear *kasatha microcord IV*, perihelion laser pistol with two high capacity batteries (40 charges each), ultrathin dueling sword

ECOLOGY

Environment any

Organization solitary or pair

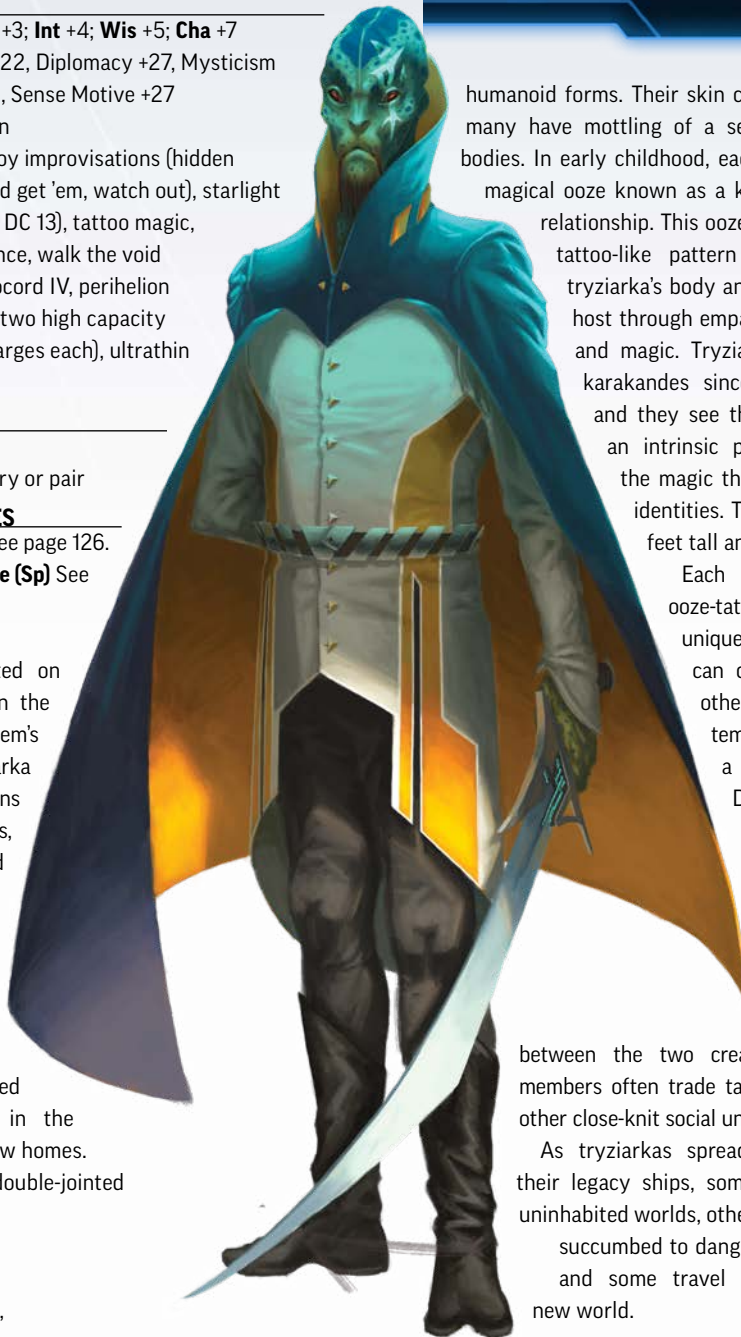
SPECIAL ABILITIES

Tattoo Magic (Sp) See page 126.

Tattoo Transference (Sp) See page 126.

Tryziarkas originated on the world Suron in the Vast. As their system's star died, the tryziarka nations built dozens of legacy starships, each of which served as a self-contained biosphere capable of supporting life for the indefinite future. In these legacy ships, tryziarkas scattered across the stars in the hopes of finding new homes.

Tryziarkas' double-jointed elbows and knees lend great flexibility to their tall, hairless,

**RACIAL TRAITS**

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

Hit Points: 4

Size and Type: Tryziarkas are medium humanoids with the tryziarka subtype.

Flexible: Tryziarkas are flexible, with double-jointed elbows and knees. They gain a +2 racial bonus to Acrobatics checks; this increases to +4 when trying to escape a grapple.

Tattoo Magic: See page 126.

Tattoo Transference: See page 126.

humanoid forms. Their skin comes in many hues, and many have mottling of a second color across their bodies. In early childhood, each tryziarka pairs with a magical ooze known as a *karakande* in a symbiotic relationship. This ooze forms a faintly glowing, tattoo-like pattern on the surface of a tryziarka's body and communicates with its host through empathetic pulses of emotion and magic. Tryziarkas have bonded with *karakandes* since their days on Suron, and they see their ooze companions as an intrinsic part of themselves, and the magic they grant as part of their identities. The average tryziarka is 7 feet tall and weighs 250 pounds.

Each individual tryziarka's ooze-tattoo manifests in its own unique design, and tryziarkas can choose to imbue trusted others with their design, temporarily granting them a piece the ooze's magic. Depending on the recipient species and the intent of both parties, the tattoo can become nonmagical and even permanent, serving as a symbol of friendship—and often something deeper—

between the two creatures. Tryziarka family members often trade tattoos, as do members of other close-knit social units.

As tryziarkas spread across the galaxy in their legacy ships, some found new homes on uninhabited worlds, others fatally crash landed or succumbed to dangerous stellar phenomena, and some travel still on a quest for a new world.

URSIKKA



URSIKKA
CR 10
XP 9,600

URSIKKA**CR 10****XP 9,600**

N Huge magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, blindsense (vibration) 30 ft.; **Perception** +19**DEFENSE****HP 165****EAC** 23; **KAC** 25**Fort** +14; **Ref** +14; **Will** +9**Defensive Abilities** ferocity; **Resistances** cold 20**OFFENSE****Speed** 40 ft., burrow 20 ft.; ice burrow**Melee** bite +23 (2d10+18 P plus freezing saliva) or claw +23 (2d10+18 S)**Space** 15 ft.; **Reach** 15 ft.**Offensive Abilities** coat claws, freezing saliva, spit**STATISTICS****Str** +8; **Dex** +3; **Con** +5; **Int** -3; **Wis** +1; **Cha** -3**Skills** Acrobatics +19, Athletics +24, Survival +19**Other Abilities** hibernation**ECOLOGY****Environment** any arctic (Triaxus)**Organization** solitary, pair, or hive (3-10)**SPECIAL ABILITIES**

Coat Claws (Ex) As a standard action, an ursikka can coat its pincerlike claws with freezing, viscous saliva. This coating lasts for 1 minute. Any creature hit by an ursikka's coated claws takes an additional 2d10 cold damage (Reflex DC 17 half).

Freezing Saliva (Ex) The saliva that drips from an ursikka's mouth is sticky as well as cold, and any creature hit by its bite or spit attack becomes entangled for 1d4 rounds (Reflex DC 17 negates). At the end of each turn they're entangled, a creature takes 2d10 cold damage. An entangled creature can end the entangled condition early with a successful DC 17 Acrobatics or Strength check as a standard action, or by dealing 15 points of fire or slashing damage to the saliva.

Hibernation (Ex) An ursikka can enter a prolonged state of hibernation by weaving a cocoon from its spittle. It takes 1 uninterrupted hour of work for an ursikka to create this cocoon and an additional 24 hours for the cocoon to fully harden, after which it has hardness 10 and 100 Hit Points. While hibernating, an ursikka doesn't need to drink or eat. As long as the cocoon remains intact, the ursikka remains unharmed in its hibernation. An ursikka must use its attacks to break free from its cocoon.

Ice Burrow (Ex) Ursikkas have evolved to thrive in icy climates that are inhospitable to most other creatures. In addition to dirt, ursikkas can burrow through solid ice and through packed snow of any density.

Spit (Ex) As a standard action, an ursikka can spit a 60-foot line of its saliva. Creatures in the area take 6d10 cold damage and become entangled. A successful DC 17 Reflex save halves the damage and negates the entangled condition.

Populating Triaxian children's horror tales, ursikkas roam the Triaxian wilderness during the wandering planet's winter years. These enormous, nightmarish praying mantises stretch 20 feet in length and stand as tall as 25 feet—mostly due to the long, slender walking legs on which they skitter with an eerie speed. Ursikkas' grasping forelimbs each end in sharp pincers capable of shearing flesh from bone, and their three-part maws can open wide enough to swallow humans whole. Freezing saliva drips from their gnashing mandibles, which can injure and trap prey.

Ursikkas are endlessly hungry creatures that act primarily on instinct. As such, they view all smaller creatures as food. During their planet's long winters, ursikkas terrorize Triaxus's extensive rural lands to secure the several tons of meat they need each week.





URSIKKA

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

to survive. They prefer to consume large, cold-blooded creatures, but hungry ursikkas pursue any viable prey, particularly victims that seem sluggish and easy to catch.

As winter draws to a close, ursikkas become especially ravenous as they prepare for a long hibernation in their summer abodes: cocoons constructed from their own freezing saliva. The cocoons' temperature resistance makes it an exceptional insulation material for delicate machinery, and Triaxian factories long ago devised chemical baths that make the cocoons more pliable. Freelance hunters can collect considerable bounties for these cocoons. Summerborn ryphorians actively seek and destroy slumbering ursikkas—not only to profit off their cocoons and hides, but also to cull the predators before they awaken the next winter and pose an active threat to communities. These local crews and hunting teams periodically join forces, each benefiting from the others' aid. Their joint hunting ventures are limited to the summer seasons. This is in part because ursikkas almost always consume their cocoons to recoup the expended nutrients when they emerge in winter, and also because hunting hibernating ursikkas is safer than tracking active ones. The creatures are still ferocious even in summer, but their saliva production slows considerably during hibernation, and unless an awoken ursikka can eat enough to build a new cocoon, it often dies from exposure. Disturbed ursikkas sometimes rampage in the verdant summer wildernesses, desperate to eat and then return to sleep.

Thanks to their tempestuous tempers and voracious appetites, ursikkas typically live solitary existences. However, where prey is abundant, ursikkas sometimes live in pairs or, rarely, in small hives. Even then, they typically hunt alone and fiercely guard their kills from their kin.

URSIKKA HIDE ARMOR

Some of the most intrepid hunters seek out ursikkas—and wily scavengers often search the tundra for fallen ursikka bodies—to harvest their hides. Ursikka hides are light, supple, and have an insulating quality that traps body heat, making them an ideal material for cold weather gear and clothes. Talented armorsmiths can create flexible light armor from this leather, which grants cold resistance in addition to the benefits listed on the table below. Basic ursikka hide armor provides cold resistance 10, and the resistance increases to 15 and 20 for advanced and elite suits respectively.

URSIKKA HIDE (LIGHT ARMOR)

ARMOR MODEL	LEVEL	PRICE	EAC BONUS	KAC BONUS	MAX DEX BONUS	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Ursikka hide, basic	9	12,500	+9	+9	7	—	—	1	L
Ursikka hide, advanced	13	46,500	+15	+16	7	—	—	2	L
Ursikka hide, elite	17	240,000	+20	+20	8	—	—	3	L



UTESRA



UTESRA
CR 5
XP 1,600

UTESRA PHYLARCH
CR 11
XP 12,800

UTESRA CR 5

XP 1,600

N Medium vermin

Init +5; **Senses** blindsense (vibration) 30 ft.; darkvision 60 ft.;**Perception** +11**DEFENSE** HP 70

EAC 17; KAC 19

Fort +7; **Ref** +9; **Will** +4**Resistances** electricity 5 (10 vs. nonlethal electricity)**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +14 (1d6+8 P) or

shock tendril +14 (1d6+5 E nonlethal plus grab; critical staggered)

Space 5 ft.; **Reach** 5 ft. (30 ft. with shock tendril)**Offensive Abilities** strobe**STATISTICS****Str** +3; **Dex** +5; **Con** +2; **Int** –; **Wis** +1; **Cha** –3**Skills** Stealth +11**ECOLOGY****Environment** any hill, mountain, or urban**Organization** solitary, pair, or scintillation (3–8)**SPECIAL ABILITIES****Shock Tendril (Ex)** An utesra can lash with its electrically charged dorsal stalk. This attack lets the utesra ensnare the target per the grab ability, though the

attack result is compared to the target's EAC to determine whether the creature is grappled or pinned. Anytime the utesra renews the grapple, it also deals the tendril's damage and repositions the target 5 feet closer to the utesra, plus 5 more feet for every 5 by which the attack exceeds the target's EAC + 4. If the target ends the forced movement within the utesra's normal reach, it can bite the target as a move action. A creature can sever a shock tendril by dealing 20 points of slashing damage to it (the tendril has the same AC as the utesra). An utesra can regenerate a severed tendril over the course of a week.

Strobe (Ex) As a standard action, an utesra can flicker one or more of its dorsal stalks until the beginning of its next turn, creating subtle, calming electromagnetic vibrations. The utesra can maintain this strobing each round as a move action. Any creature other than an utesra within 60 feet of the utesra and able to see the display becomes fascinated (Will DC 13 negates) for as long as the utesra continues to strobe, though threatening actions can potentially break the effect as normal. A creature that succeeds at this saving throw is immune to the strobe of utesras (but not utesra phylarchs) for 24 hours. The utesra can't concurrently use a stalk to create a shock tendril and to strobe.

UTESRA PHYLARCH CR 11

XP 12,800

N Large vermin

Init +3; **Senses**

blindsense

(vibration) 30

ft.; darkvision 60 ft.;

Perception +20**DEFENSE** HP 180

EAC 24; KAC 26

Fort +15; **Ref** +13;**Will** +10**Resistances**

electricity 10 (20 vs. nonlethal electricity)

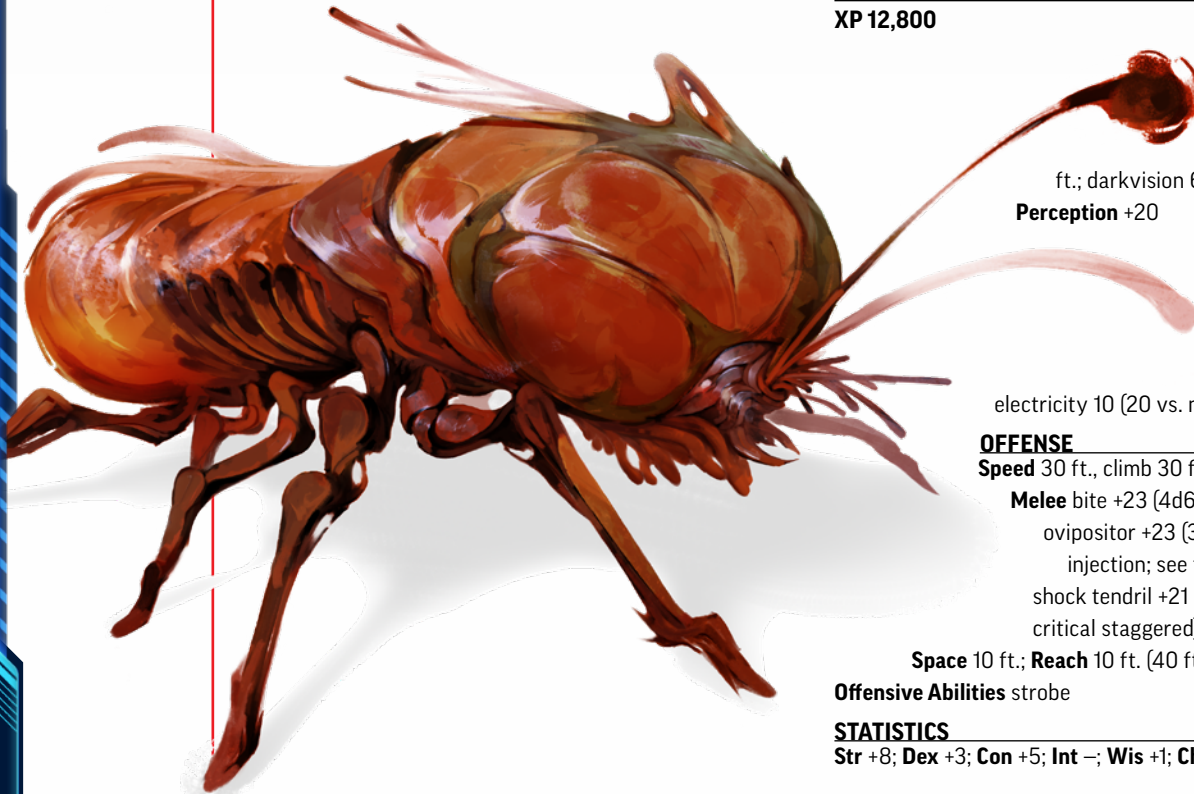
OFFENSE**Speed** 30 ft., climb 30 ft.**Melee** bite +23 (4d6+19 P) or

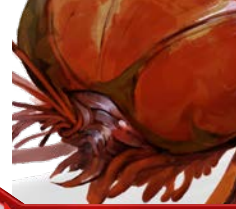
ovipositor +23 (3d8+11 P plus

injection; see text) or

shock tendril +21 (3d8+11 E nonlethal;

critical staggered)

Space 10 ft.; **Reach** 10 ft. (40 ft. with shock tendril)**Offensive Abilities** strobe**STATISTICS****Str** +8; **Dex** +3; **Con** +5; **Int** –; **Wis** +1; **Cha** –1



UTESRA

Skills Stealth +20

ECOLOGY

Environment any hill, mountain, or urban

Organization solitary, pair, or scintillation (1 phylarch plus 2–6 utesras)

SPECIAL ABILITIES

Injection (Ex) When an utesra phylarch hits a target with its ovipositor, it can attempt a second attack with a +23 bonus against the same target's EAC as a move action. If it hits, it deals 3d8+11 acid damage and exposes the target to utesra incubation (see below) by injecting a cluster of eggs into the target. Once an utesra phylarch deals this acid damage, it can't use its injection again for 2d6 hours.

Shock Tendril (Ex) See page 130.

Strobe (Ex) As page 130, but the Will save DC is 18.

UTESRA INCUBATION

Type disease (injury); **Save** Fortitude DC 18

Track physical; **Frequency** 1/day

Effect No latent state; if the infected creature dies, 1d4+3 juvenile utesras hatch and devour the corpse over the course of 1d4 days.

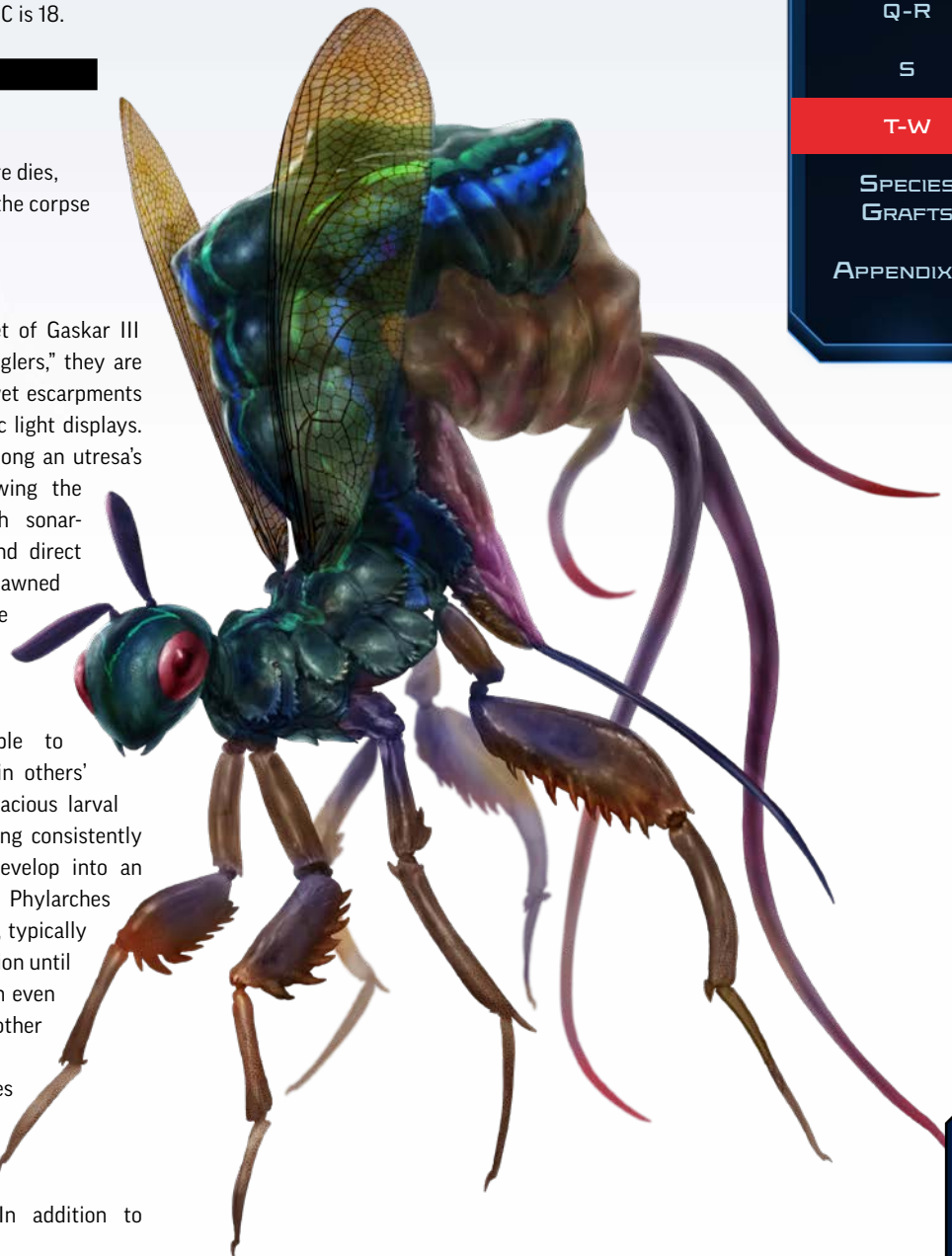
Cure 2 consecutive saves

Utesras evolved on the rain-ravaged planet of Gaskar III in Near Space. Often simply called “cliff anglers,” they are insectile predators adapted to clinging to wet escarpments and luring prey within reach using hypnotic light displays. A series of electrocyte-dense organs run along an utesra's thorax, head, and hunting tendrils, allowing the creature to sense its surroundings with sonar-like pulses, create soft flashes of light and direct painful shocks. The haunting lights have spawned cautionary tales that mirror those of the will-o'-wisp, warning travelers against wandering toward the promise of lights spotted in the rain and fog.

Utesras are obligate parasitoids, able to reproduce only by incubating their eggs in others' flesh. The common utesra is merely a voracious larval form of the organism, and only after feeding consistently and molting repeatedly does the larva develop into an adult, referred to as an utesra phylarch. Phylarches incapacitate larger prey to lay their eggs in, typically abandoning the host in a relatively dry location until the eggs can hatch. In rare cases a phylarch even shadows its hosts for days, chasing off other predators like an ill-intentioned guardian.

Although stealthy, utesras favor ambushes over patiently stalking victims. However, ongoing settlement of their longstanding habitat has led to an increase in aggressive and opportunistic behavior. In addition to

utesras increasingly breaking into small houses on Gaskar III, several medical evacuations of utesras' victims have accidentally spread the vermin beyond that planet. Most infamously, a crew of biological surveyors attempted to flee to Absalom Station after being attacked by a phylarch, but by the time the starship emerged from the Drift, juvenile utesras had hatched and overrun the ship, killing its crew. The ship later crashed into Akiton, and the surviving utesras have since spread along the planet's Edaio Rift as an invasive species—especially in the cliff city of Maro, where they prey upon humanoids. The creatures' affinity for cliffs has even resulted in their taking over old skyscrapers and other artificial structures to form deadly hunting platforms where their haunting lures blend in with other urban lights.



OVERVIEW

A-D

E-H

I-L

M-P

Q-R

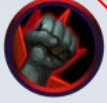
S

T-W

SPECIES
GRAFTS

APPENDIXES

VASPORAN



VASPORAN
CR 9
XP 6,400

VASPORAN
BROODLING
CR 4
XP 1,200

VASPORAN

CR 9

XP 6,400

N Large animal

Init +3; **Senses** blindsense (scent) 90 ft., low-light vision;**Perception** +17

DEFENSE

EAC 22; KAC 24

Fort +13; **Ref** +13; **Will** +8**Defensive Abilities** flash molt

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (Ex, average)**Melee** claw +21 (2d10+13 S)**Ranged** spines +18 (5d4+9 P)**Space** 10 ft.; **Reach** 10 ft.**Offensive Abilities** ambush strike

STATISTICS

Str +4; **Dex** +3; **Con** +6; **Int** -4; **Wis** +1, **Cha** +0**Skills** Acrobatics +17, Athletics +17 (+25 to climb), Stealth +22**Other Abilities** autotomous flight, gaseous flesh

ECOLOGY

Environment any sky (Old Ustavia)**Organization** solitary or pair

HP 145

SPECIAL ABILITIES

Ambush Strike (Ex) A vasporean deals 2d8 additional damage against any creature unaware of it.**Autotomous Flight (Ex)** A vasporean can molt specific parts of its skin to create sacs that catch wind currents or become filled with gases. In winds higher than a light wind (*Starfinder Core Rulebook* 399), a vasporean's fly speed increases by 15 feet.**Flash Molt (Ex)** As a reaction when hit by an attack that targets its KAC, a vasporean can molt its flesh to attempt to avoid the attack. The vasporean gains hardness 20 against the attack's damage and can take a guarded step. The vasporean can't use flash molt again for 1d4 rounds.**Gaseous Flesh (Ex)** A vasporean's flesh contains pockets of volatile gases trapped just beneath the surface. These pockets ignite and explode when a vasporean is hit by a melee attack that deals fire damage. This deals 2d6 fire damage to creatures adjacent to the vasporean. A creature can avoid this damage with a successful DC 16 Reflex save.**Spines (Ex)** As a standard action, a vasporean can eject thin spines as a ranged attack that targets KAC and has a range increment of 30 feet.

VASPORAN BROODLING

CR 4

XP 1,200

N Medium animal

Init +3; **Senses** blindsense (scent) 90 ft., low-light vision; **Perception** +10

DEFENSE

EAC 16; KAC 18

Fort +8; **Ref** +8; **Will** +3**Defensive Abilities** flash molt

HP 50

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (Ex, average)**Melee** claw +12 (1d6+5 S)**Ranged** spines +9 (1d6+4 P)**Offensive Abilities** ambush strike

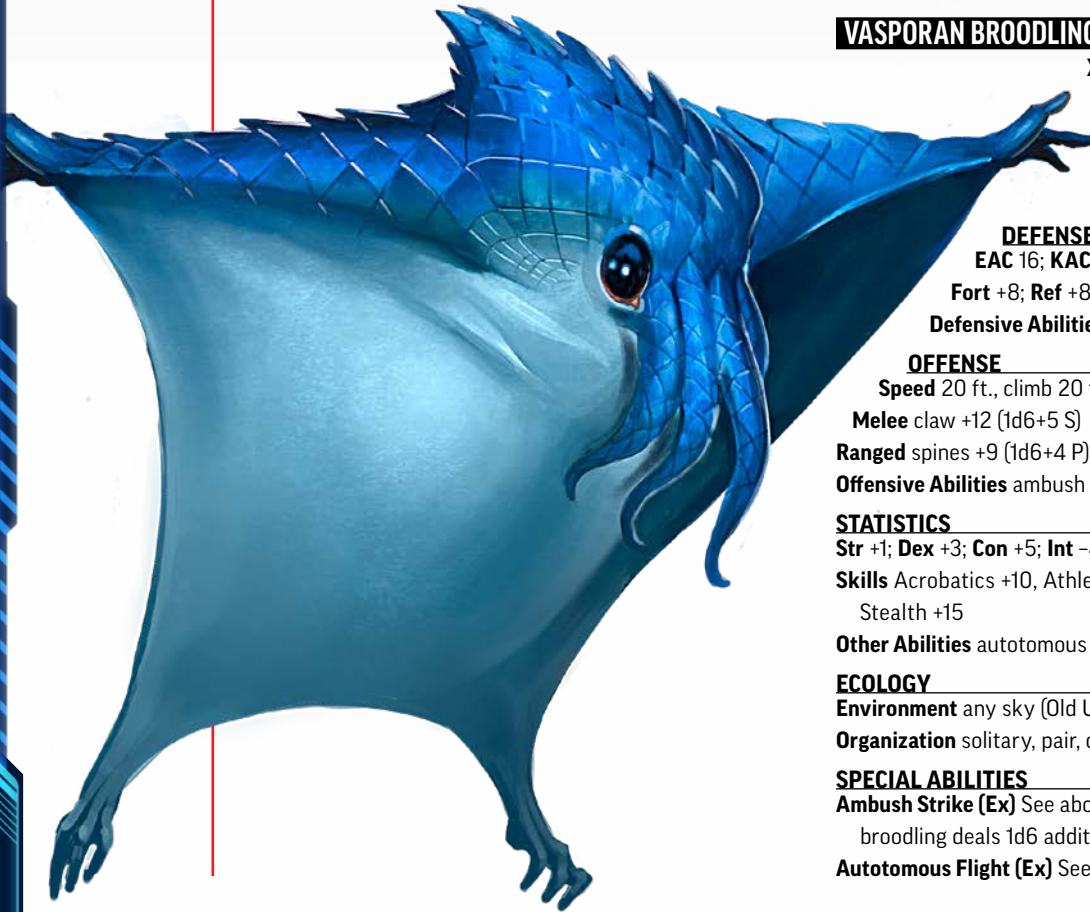
STATISTICS

Str +1; **Dex** +3; **Con** +5; **Int** -4; **Wis** +1, **Cha** +0**Skills** Acrobatics +10, Athletics +10 (+18 to climb), Stealth +15**Other Abilities** autotomous flight

ECOLOGY

Environment any sky (Old Ustavia)**Organization** solitary, pair, or brood (3-6)

SPECIAL ABILITIES

Ambush Strike (Ex) See above, except the vasporean broodling deals 1d6 additional damage.**Autotomous Flight (Ex)** See above.



VASPORAN

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Flash Molt (Ex) See above, except the vasporean broodling gains hardness 10.

Spines (Ex) See page 132.

Vasporans are ambush predators capable of molting at highly accelerated rates. They use this molting ability for both offense and defense. A vasporean can molt select parts of its body to create large, balloon-like sacs it can use to catch air currents to fly. In environments where wind is minimal or unreliable, a vasporean can also produce internal gases to fill these sacs and thus create independent lift. The vasporean uses its flight to ambush creatures from a great height. In cases when its ambush fails or the vasporean itself is the subject of an attack, it molts as a means to escape injury. A vasporean can produce a reactive agent that causes its molted skin to instantly harden when exposed to air. This tough, molted shell serves as a distraction and can even intercept an attack in dire situations.

A vasporean's highly sensitive sense of smell warns it of approaching predators, and it's also useful in detecting prey from great distances between various layers of thick gases. In addition using their molting capabilities to escape, vasporeans molt their shells as a distraction. In most cases, vasporeans molt after a failed ambush to make it difficult for the would-be prey to know where the vasporeans have gone. The creatures also mark their territories with dozens of brittle moltings, both as a warning to other creatures and as an early detection system—a vasporean shell makes a distinct crackling and popping sound when it's stepped on or destroyed that can alert the former owner when danger is approaching.

In recent years, xenobiologists have posited that some particularly hardy specimens are able to produce a unique mix of gases that can both accelerate them to the high speeds needed to reach nearby planets and provide them with breathable air on the journey. Such exceptional vasporeans are thought to be rare, but vasporean broods on other planets are nonetheless becoming more common, and many species are now having to learn to contend with these dangerous creatures.



A typical vasporean is 11 feet long and weighs 750 pounds.

MOLTING COAT MODULES

These armor upgrades replicate the defensive flash molting of a vasporean by secreting a thin coat of enzymes and other materials that completely cover a piece of armor. The module is capable of shunting the coat, which instantaneously hardens when exposed to most atmospheres.

MOLTING COAT MODULE

ARMOR
UPGRADE

PRICE VARIES

LEVEL VARIES

ARMOR SLOTS 1

ARMOR TYPE ANY

BULK –

A molting coat module replicates the quick-molting skin of a vasporean. You can activate the module as a reaction when you are hit by an attack targeting your KAC while in an atmosphere. You reduce the attack's damage by an amount equal to 5 × the upgrade's mark number. This reduction applies only to the triggering attack and stacks with one other source of damage reduction or resistance. The module requires 1 hour to secrete a new coat before it can be used again.

UPGRADE	LEVEL	PRICE
Molting coat module, mk 1	5	2,700
Molting coat module, mk 2	11	23,000
Molting coat module, mk 3	17	225,000

VORAIJA

VORAIJA
TIER 1/2

VORAIJA

TIER 1/2

N Small starship magical beast

Speed 10; **Maneuverability** perfect (turn 0)**AC** 12; **TL** 12**HP** 35; **DT** –; **CT** 7**Shields** none**Attack (Forward)** basic ramming prow^{SOM} (2d4; 0 hexes)**Attack (Aft)** tail slap (1d4, ripper; 5 hexes)**Attack (Turret)** vocalization (1d8 plus EMP; 20 hexes)**Power Core** voraija heart (90 PCU); **Drift Engine** none;**Systems** basic computer, basic medium-range sensors, mk 1 armor, mk 1 defenses, extra weapon mount (aft arc);**Expansion Bays** none**Other Abilities** living starship, pod synergy, void adaptation**CREW ACTIONS****Gunner (1 action)** gunnery +3 (1st level)**Pilot (1 action)** Piloting +10 (1 rank)**Science Officer (1 action)** Computers +4 (1 rank)**ECOLOGY****Environment** any gas giant or vacuum**Organization** solitary, pair, or pod (3–30)**SPECIAL ABILITIES**

Living Starship (Ex) A voraija 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 the voraija takes critical damage.

D%	DAMAGE	MINIMUM SIZE
1-20	Sensory Melon	Condition applies to all science officer actions.
21-51	Weapons Array	Randomly determine one arc containing weapons; condition applies to gunner actions using weapons in that arc.
51-85	Propulsion	Condition applies to all pilot actions.
86-100	Brain	During the next round, each of the creature's attempted actions has a 25% chance of failure.

Pod Synergy (Ex) Members of a voraija pod communicate through microwave calls and can coordinate their attacks as a group. Treat all damage from vocalization attacks as if it came from a single attack for the purpose of overcoming a target's damage threshold. In addition, a pod of three or more voraijas can choose to roll a single Piloting check during the helm phase to determine their movement order, gaining a +1 circumstance bonus to the check for every three participating voraijas (maximum +5); each participating voraija uses the check's result.

Spines (Ex) A voraija's fins and body bristle with defensive spines. When rammed by an enemy or struck by an attack whose maximum range is 1 hex, the voraija deals 1d4 damage to the attacker.

The gregarious, cetacean-like creatures known as voraijas grow to lengths of 100 feet or more. Though rarely glimpsed in their void migrations, pods of these graceful beasts cavort effortlessly through the vacuum, singing to each other in microwave concerts that reverberate through starship hulls and light up planetary sensors. Their migrations, erratic and ponderous, trace paths across the stars such that a pod might only return to a system once every few centuries. On entering a system, voraijas swim up the solar wind currents in search of gas giant planets where they can rest and give birth. They often remain in these planets for months or even years, where they protect their young. Once the young voraijas can travel, the pod then spends several more months touring the system, sounding out each planet and moon with powerful microwave bursts to sense what has changed since their last visit.

Voraijas reach maturity at about 35 years of age, growing to lengths of 80 feet and weighing about 40 tons. Their lifespans encompass centuries, with some matriarchs surpassing the millennium mark. Voraija skin looks like a mix of warm colors, such as yellow, orange, and pink. This coloration provides little for concealment in open space, yet the creatures benefit from the camouflage mottling when hunting in the upper reaches of gas giants. Voraijas have specific patterns unique to each one, and every individual has a different pattern of metal-rich osteoderms that disrupt microwave radiation to generate a unique echo, which helps the pod identify members even across vast distances.

This variant of echolocation and their whale-like forms caused biologists to mistakenly classify voraijas as a subspecies of oma (*Starfinder Alien Archive* page 88), yet voraijas belong to a completely different species. Their version of starsong has only rudimentary telepathic undertones, conveying most of its power and meaning through electromagnetic waves. In contrast to omas' ethereal, mournful sonatas, playful riffs and forceful shouts characterize voraija vocalizations, carrying a vibrational component that most creatures feel as buzzing or heat—or that most starship sensors read as overpowering static.

This communication is key to voraijas' survival, as they coordinate closely to hunt in pods, favoring organic creatures native to gas giants. Using bursts of high-frequency waves, voraijas corral and stun comparatively small prey like cloud rays (page 20) before swallowing their targets whole. Voraija have fairly small teeth, ill-suited to inflicting lethal wounds. However, eyewitnesses attest that voraijas occasionally



VORAIJA

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

team up to hunt large prey, such as space tardigrades (*Starfinder Alien Archive 3* page 40) or omas; during these efforts, voraijas kill their targets with microwave bursts before biting into the carcass and rolling away for added leverage. When driving off threats, voraijas turn to their powerful rostrums and tails, both of which can inflict terrible bludgeoning blows.

A visiting voraija pod's songs can instigate serious communications disruption across a nearby planet's surface, much like being hit by a solar flare. Technologically advanced societies often send starship escorts to shepherd voraijas before the creatures cause too much damage. However, these encounters often result in misunderstanding and violence due to the voraijas' stubborn curiosity. Each death only enrages the creatures, for the emotional bonds within a family are powerful. The loss of an elder—especially a pod's matriarch—can leave the group disoriented and angry, spurring the voraijas to vindictively hunt and destroy any starships they can find in a system.

In the past, unscrupulous starship manufacturers hunted voraija (or paid bounties to independent outfits) and harvested their organs, including their brains and hearts, to install into existing systems as budget biotech upgrades. A dwindling number of elder voraijas bear the scars of this cruel practice, which often involved injecting transmitters into survivors to track the pod for future hunts. Today, Pact Worlds legislation explicitly forbids hunting voraijas, almost completely collapsing the industry. While most voraijas are docile and don't attack starships without provocation, a few ancient matriarchs remember how they

were once hunted, and actively assault any starships that get too close.

Entrepreneurs have explored a more humane way to profit off the creatures: voraija tours. In exchange for a substantial sum of credits, guides pilot voraija-spotting vessels—anything from luxurious liners to spartan shuttles—that carry tourists as close as possible to voraija pods to watch the creatures fly and sing. All too often, these starships draw too near, provoking the voraijas to lash out. Xenowardens and other activists have steadfastly opposed this growing industry, yet the practice shows no sign of slowing despite the dangers.

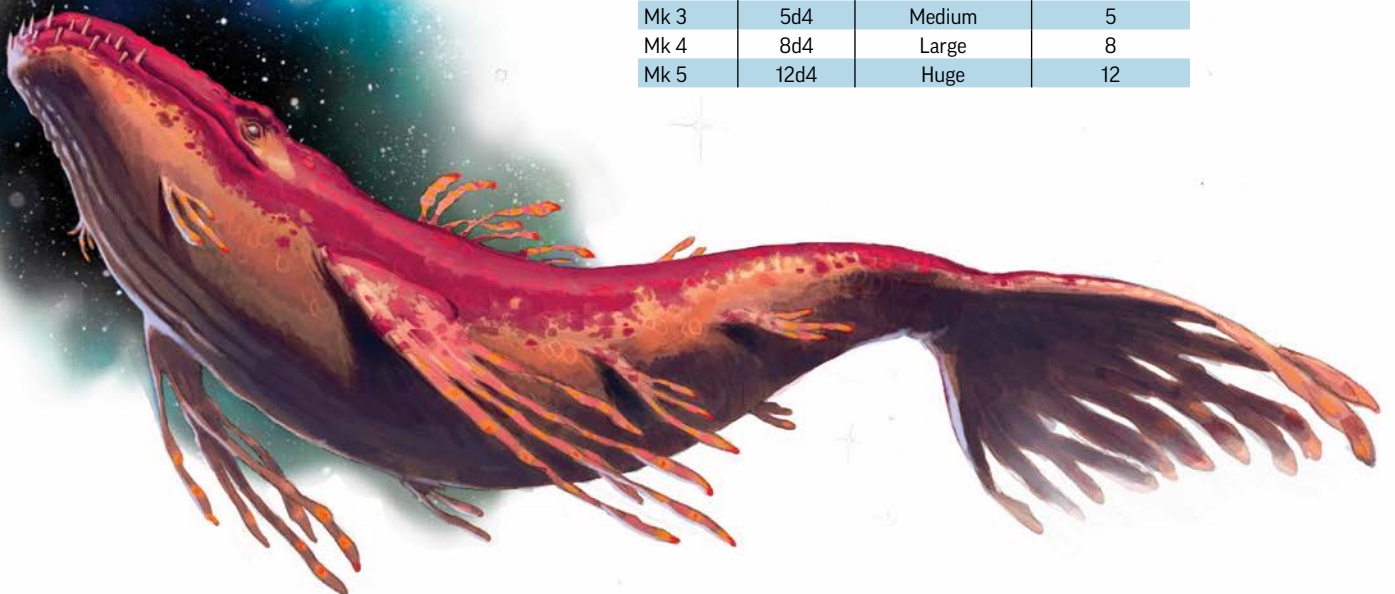
VORAIJA-INSPIRED SYSTEMS

Voraijas' natural weapons have long inspired starship manufacturers. Before voraija hunting became illegal in much of the galaxy, harvested parts formed the foundation of some starship-scale biotech. Since the protective legislation, though, manufacturers have jealously studied their rare intact cadavers to adapt ethical, artificial alternatives.

Starship Spines

Starship spines are a combination of rigid spikes, jagged blades, and long spines that can fend off nearby starships and creatures. When a starship outfitted with starship spines is rammed by another vessel (*Starfinder Starship Operations Manual* pages 16–17) or struck by an attack whose maximum range is 1 hex, that vessel provokes a free attack with the spines from the starship. The spines are a starship weapon that require no mount; they can attack any arc, can't be used to make any other attacks, and deal damage based on the spines' mark. Depending on their size, some spines can only be installed on starships of a minimum size.

MODEL	DAMAGE	MINIMUM SIZE	COST (IN BP)
Mk 1	1d4	—	1
Mk 2	3d4	—	3
Mk 3	5d4	Medium	5
Mk 4	8d4	Large	8
Mk 5	12d4	Huge	12



WARPSTITCHER



WARPSTITCHER
CR 14
XP 38,400

WARPSTITCHER

CR 14

XP 38,400

LE Large aberration

Init +4; **Senses** darkvision 60 ft.; **Perception** +25

DEFENSE
EAC 28; KAC 30

HP 225

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

Defensive Abilities resist reality

OFFENSE

Speed 40 ft., climb 40 ft.

Melee claw +27 (8d6+22 P plus warp suture; critical bleed 2d8)

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

Offensive Abilities warp suture

STATISTICS

Str +8; **Dex** +4; **Con** +3; **Int** +1; **Wis** +0; **Cha** +6

Skills Athletics +25, Bluff +30, Mysticism +25, Stealth +25

Languages Common; telepathy 100 ft., truespeech

ECOLOGY

Environment any land

Organization solitary or scolding (2-6)

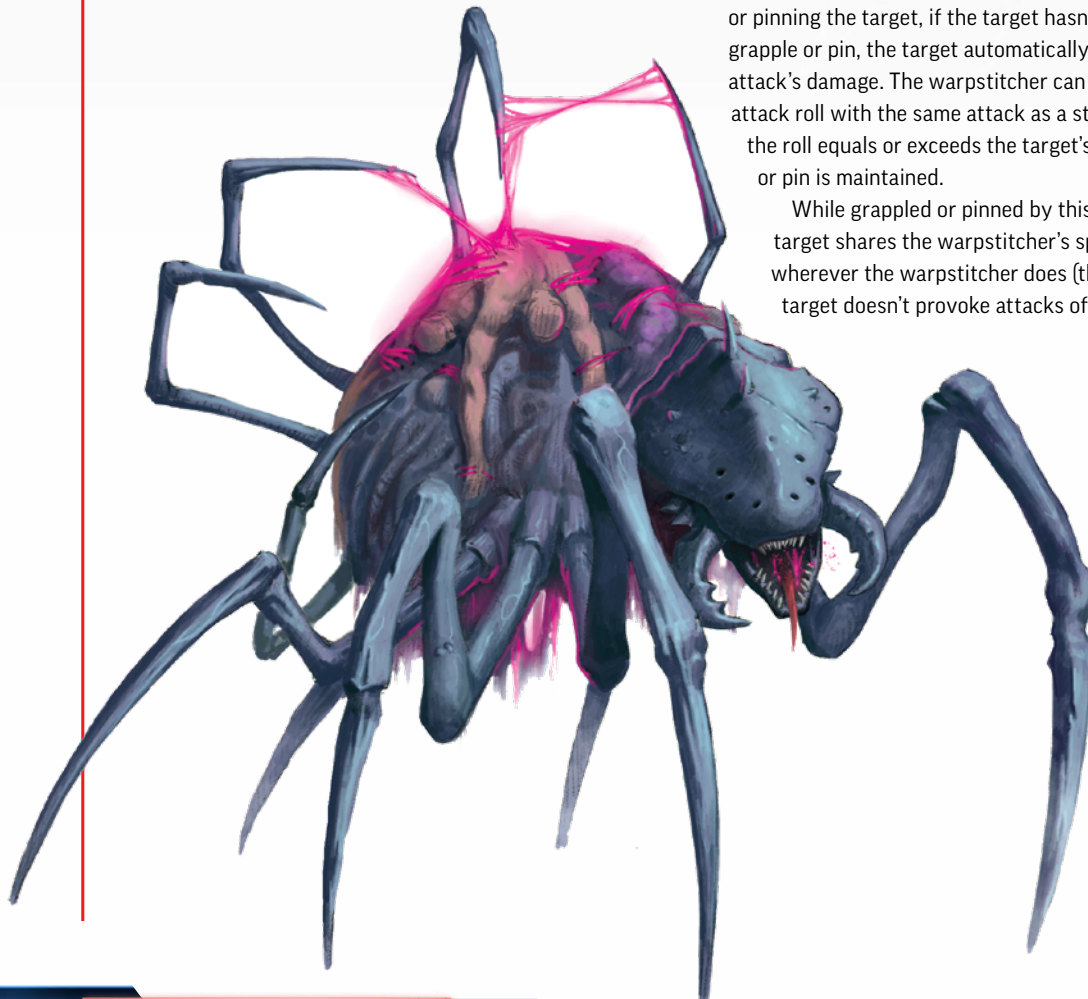
SPECIAL ABILITIES

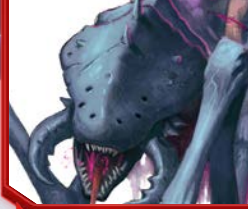
Resist Reality (Su) As a reaction, when the warpstitcher would take damage, it can gain resistance 10 against one of the damage types the triggering attack deals. This resistance applies to the triggering attack's damage and lasts until the beginning of the warpstitcher's next turn. The warpstitcher can't use this ability to reduce damage dealt to its warp sutures.

If the warpstitcher has at least one living creature grappled or pinned with warp suture (see below), this ability deals 5d8 force damage to one of those creatures (5d8+14 if the creature is pinned) unless it succeeds at a DC 20 Will save. If the creature fails this saving throw, the resistance granted by this ability this round increases by an amount equal to one-quarter the damage dealt.

Warp Suture (Su) A warpstitcher uses long claws threaded with strands of quintessence to sew its unfortunate victims into itself. If a warpstitcher's claw attack roll result equals or exceeds the target's KAC + 4, it automatically grapples the target. (If it equals or exceeds the target's KAC + 13, it instead pins the target). On the beginning of the warpstitcher's next turn after grappling or pinning the target, if the target hasn't escaped the grapple or pin, the target automatically takes the claw attack's damage. The warpstitcher can then make a new attack roll with the same attack as a standard action. If the roll equals or exceeds the target's KAC, the grapple or pin is maintained.

While grappled or pinned by this ability, a target shares the warpstitcher's space and moves wherever the warpstitcher does (though the target doesn't provoke attacks of opportunity for this movement).





WARPSTITCHER

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Creatures can attempt to cut the target free (EAC 28, KAC 26, 56 HP), though any attack that doesn't deal slashing damage deals only half its normal damage. Alternatively a sewn creature can attempt to wriggle free using the escape task of the Acrobatics skill (DC 36), or the creature can burst free with a successful DC 15 Athletics check as a standard action, though the latter deals 8d6+14 slashing damage to the target as it tears free.

A warpstitcher can grapple or pin up to two Medium creatures in this way (doubling the number of creatures it can bind for each additional size category by which these creatures are smaller). If a target dies while grappled or pinned by this ability, its body is absorbed into the warpstitcher and destroyed 1d3 rounds later.

A warpstitcher preys upon sapient creatures, targeting spellcasters who manipulate the fabric of the multiverse. Terrifying to behold, these aberrations have several barbed, insectile legs supporting a massive, bulbous torso that writhes and roils with the flesh of victims they've grafted into their bodies. The warpstitcher's back has five slender appendages that each taper into needle-like points of extraordinary sharpness. The creature's infamy and name stem from their hunting strategy: they pin down their victim, skewer its flesh, and use shimmering thread to sew the hapless creature into their bodies.

Those few who've survived being sewn to a warpstitcher claim the stitches pulse with energy that trigger disturbing visions, such as the victims' deaths in alternate realities. For most, the revelations prove so painful or incomprehensible that those survivors' minds suffer irreparable damage. A rare handful instead experience different visions entirely, emerging from the near-death experience with an ineffable sense of revelation and euphoria. This possibility has led desperate sensates to hunt down a warpstitcher on the off chance of attaining this strange enlightenment, as survivors sometimes achieve unprecedented witchwarping powers. Most die, however. Once a victim's consciousness has been utterly destroyed, a warpstitcher absorbs the body that continues to kick and contort from unseen nightmares. No one knows for certain if a warpstitcher feeds off its victims' flesh, thoughts, energy from other timelines, or something else entirely.

Warpstitchers hunt those who wield powerful magic or technology recklessly, believing such abuses create dimensional echoes that damage alternate realities. Upon identifying a target, warpstitchers stalk their quarry relentlessly, confirming their suspicions before striking. They favor targeting witchwarpers, whose magic frequently violates numerous warpstitcher taboos. Other potential prey for these aberrations include those who wield supernatural power, especially irreverent solarians and engineers of space-bending technologies. Warpstitchers hold a special

hatred for Drift engines, believing that starships that have them inflict terrible wounds on extraplanar ecosystems.

Although they're most often encountered as remorseless assassins, warpstitchers regularly communicate with others telepathically. In some cases, they might deliver a grim admonition to an amateur spellcaster practicing their first cantrips, only to disappear seconds later. More often, warpstitchers assert control over a group of weaker creatures through lies and manipulation, promising to tell their subordinates' futures or open a portal to extradimensional riches in exchange for obedience. For all the aberrations' power, they almost never have the capability to fulfill these promises. Instead they rely on coercing others into making up for their shortcomings, such as by transporting the warpstitchers to other worlds, providing magical support, or securing rare lore that might help the warpstitchers find their way home and undo the Gap's damage.

Warpstitchers' most dangerous lies, however, might be the ones they tell themselves. Many warpstitchers believe that eons ago, when the infinite fabric of the multiverse amounted to no more than a single thread, the gods created their kind to sew together the space between alternate realities. There, warpstitchers reinforced cosmic boundaries and mended tears resulting from interdimensional paradoxes. That is, until the Gap, when warpstitchers woke to find themselves ripped from their interstitial realms and condemned to live among mortal creatures. Many warpstitchers blame witchwarpers for the Gap and the warpstitchers' subsequent exile. The aberrations' own mythology insists these spellcasters greedily altered reality to eliminate warpstitchers and to access immense magical power before creating the Gap to erase the memory of their deeds and hide their betrayal.

WARPSHOT AMMUNITION

Made from razor-sharp fragments of warpstitcher claws housed within reinforced bullets, scattergun shells, or warheads, warpsnot transforms on impact into whatever would best devastate the target. If warpsnot ammunition hits a creature vulnerable to a particular damage type, the warpsnot ammunition's damage changes to that type. If warpsnot ammunition's damage would be reduced by the target's resistances, the ammunition's damage changes to force damage. This fusion never causes a weapon that normally targets KAC to target EAC. Due to the scarcity of warpstitchers and the dangers in harvesting the necessary material, warpsnot ammunition is incredibly rare.

SPECIAL AMMUNITION	LEVEL	PRICE	CARTRIDGES	BULK	SPECIAL
Warpshot scattergun shells	14	9,750	25	L	Force ^{AR}
Warpshot rounds, heavy	14	9,750	20	L	Force ^{AR}
Warpshot mini-rockets	14	9,750	10	L	Force ^{AR}

WORLANISI



WORLANISI
CR 1
XP 400

**WORLANISI
FORTUNAUT**
CR 9
XP 6,400

WORLANISI

CR 1

XP 400

CG Small humanoid (worlanisi)

Init +2; Perception +5

DEFENSE

EAC 11; KAC 12

Fort +1; Ref +3; Will +4; -1 vs. mind-affecting effects

Weaknesses psychic reverb

OFFENSE

Speed 30 ft., climb 20 ft.

Melee tactical baton +4 (1d4+1 B)

HP 17

Ranged pulsecaster pistol +6 (1d4+1 E nonlethal)

STATISTICS

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

Skills Acrobatics +10, Athletics +10 (+18 to climb), Bluff +10, Culture +5, Mysticism +5

Languages Common, Worlanisi; limited telepathy 60 ft.

Other Abilities multiarmed (4), worlanisi gamble, worlanisi luck

Gear flight suit stationwear, pulsecaster pistol with 2 batteries (20 charges each), tactical baton

ECOLOGY

Environment any (Worlan)

Organization solitary, pair, or fluke (3-5)

SPECIAL ABILITIES

Psychic Reverb (Ex) A worlanisi takes a -1 penalty to saving throws against mind-affecting effects and takes +1 damage per damage die from mind-affecting spells, weapons, and other effects.

Worlanisi Gamble (Ex) Once per day as a reaction when the worlanisi or an ally they can see within 15 feet rolls an attack roll, saving throw, or skill check, the worlanisi causes that creature to roll twice and take the better result.

Worlanisi Luck (Ex) The first time each day that a worlanisi rolls a natural 1 on a d20 roll, they treat it as a natural 20 instead.

WORLANISI FORTUNAUT

CR 9

XP 6,400

Worlanisi mechanic

CG Small humanoid (worlanisi)

Init +4; Perception +17

DEFENSE

EAC 22; KAC 23

Fort +10; Ref +10; Will +10; -1 vs. mind-affecting

Weaknesses psychic reverb

OFFENSE

Speed 30 ft., climb 20 ft.

Melee incapacitator +17 (3d4+11 B nonlethal)

Ranged persuader +19 (2d4+9 E & F; critical wound)

Offensive Abilities overload (DC 18), override (DC 18), target tracking

STATISTICS

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

Skills Acrobatics +17, Athletics +22 (+30 to climb), Computers +22, Diplomacy +17, Engineering +22

Feats Fusillade

Languages Common, Worlanisi; limited telepathy 60 ft.

Other Abilities artificial intelligence (exocortex), expert rig, mechanic tricks (holographic projector, neural shunt), miracle worker (1/day), multiarmed (4), remote hack (40 ft.), wireless hack, worlanisi gamble, worlanisi luck





WORLANISI

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

Gear d-suit III, incapacitator with 1 battery (20 charges), 4 persuaders^{AR} with 4 batteries (20 charges each)

ECOLOGY

Environment any (Worlan)

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

SPECIAL ABILITIES

Psychic Reverb (Ex) See page 138.

Worlanisi Gamble (Ex) See page 138.

Worlanisi Luck (Ex) See page 138.

Hailing from the Near Space planet of Worlan, worlanisi have become known across the galaxy for their preternatural luck. This luck seems to stem from some inborn trait, and worlanisi society has affirmed and integrated this luck into its collective mindset for generations. From an early age, worlanisi are taught to see the lucky side of virtually every event. Even situations that others might see as significant downturns in fortune, worlanisi typically interpret as blessings in disguise.

Despite (or perhaps because of) worlanisi's ubiquitous good fortune, many aspects of their culture account for or even offset luck, favoring meritocracy and egalitarian processes. Their most popular sports and games, including the strategic card game Seven Suns, have little to no element of luck—often the only kind of games that others play with worlanisi. In places where their lucky reputation precedes them, worlanisi earn steady work from those seeking an extra edge. Most such endeavors prove to be self-fulfilling prophecies, as associates commonly attribute fortunate outcomes to their worlanisi comrades—whether or not the latter's fate-bending knack played any role. This narrative has become so entrenched in popular culture that to “draw straws with a worlanisi” has since turned into a common expression meaning to accept one's fate. Disreputable worlanisi enjoy playing on this reputation and pushing it to its extreme, bilking the gullible by claiming to offer, for instance, excellent investment schemes that can't possibly go wrong.

Desna, goddess of luck and travelers, is a favorite patron among the worlanisi. Many of them take to the stars upon reaching early adulthood—often with

RACIAL TRAITS

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

Hit Points: 4

Size and Type: Worlanisi are Small humanoids with the worlanisi subtype.

Limited Telepathy: Worlanisi have limited telepathy with a range of 60 feet.

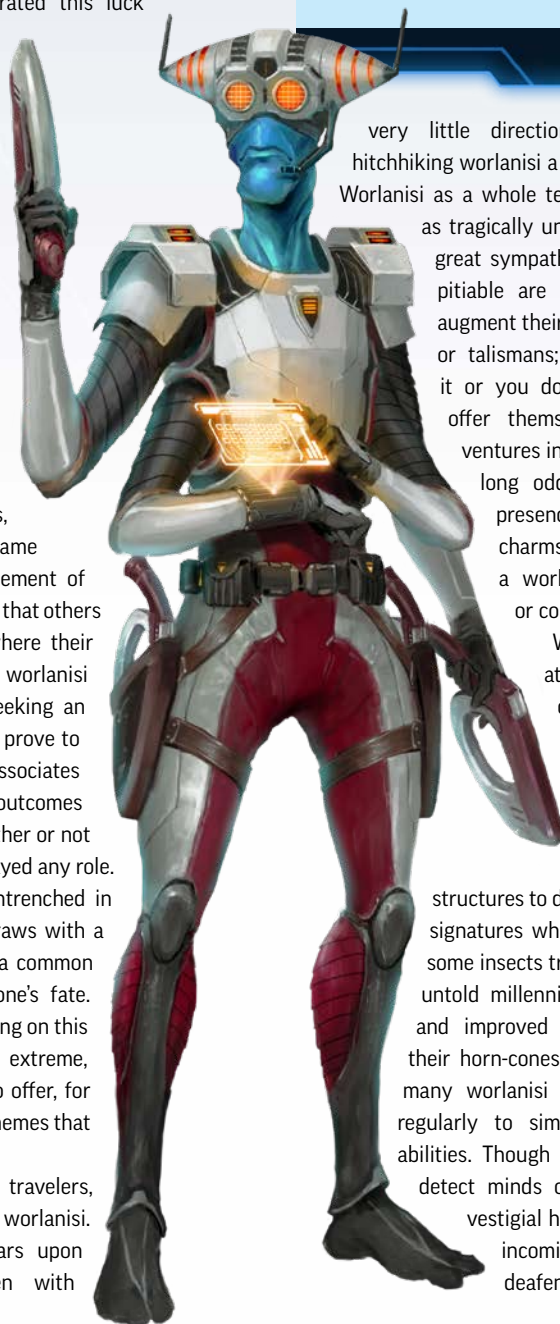
Multiarmed (4): See page 154.

Psychic Reverb: See page 138.

Worlanisi Gamble: See page 138.

Worlanisi Luck: See page 138.

Worlanisi Movement: Worlanisi have a land speed of 30 feet and a climb speed of 20 feet.



very little direction or preplanning—making a hitchhiking worlanisi a common sight in starship hubs. Worlanisi as a whole tend to look upon other species as tragically unfortunate, though usually with great sympathy for their plights. Even more pitiable are those individuals who try to augment their luck with superstitions, rituals, or talismans; to worlanisi you either have it or you don't. Some worlanisi cheerfully offer themselves for various dangerous ventures in the name of balancing a crew's long odds—some parties consider the presence of these four-armed good luck charms a boon while others interpret a worlanisi's confidence as reckless or condescending.

Worlanisi develop horn-cones at an early age, with additional concentric rings forming during puberty. These structures amplify both incoming and outgoing mental signals. In their distant evolutionary past, worlanisi used these structures to detect and follow faint telepathic signatures while on the hunt, similar to how some insects track pheromone trails. However, untold millennia of other selective pressures and improved technologies have diminished their horn-cones' size and functions. Presently, many worlanisi have to exercise their minds regularly to simply maintain their telepathic abilities. Though no longer sensitive enough to detect minds or parse others' thoughts, the vestigial horn-cones still painfully amplify incoming mental effects to psychically deafening levels.

SPECIES GRAFTS



This section introduces a new type of augmentation known as a species graft, giving you the ability to partially transcend your species by taking on the racial traits of other species. Species grafts follow the rules for augmentations (*Starfinder Core Rulebook* 208), in that they are installed in specific systems on your body. Once installed, they become a part of your body and generally can't be affected by abilities that destroy or disable objects. Most of these augmentations are installed into the more common systems.

Species grafts can be cybernetics, biotech, magitech, nanite enhancements, or any other form of augmentation. A specific species graft might describe its form, but that is merely an example. Your GM might decide what a species graft looks like when you purchase one or you might determine its specifics when you craft it. This doesn't affect how a species graft functions—only its appearance.

The benefits of a species graft don't stack with the benefits granted by a racial trait of the same name. For example, a vesk character can't benefit from the armor savant graft.

Species grafts are different from other augmentations in that they count as the racial trait mentioned in the name of the graft, and having one installed allows you to take feats and other player options that have that racial trait as a prerequisite. For example, if you have a limited telepathy graft installed, you count as having the limited telepathy racial trait

in order to satisfy the prerequisite for the Extended Telepathy feat (*Starfinder Pact Worlds* 191). You can't replace racial traits granted by species grafts with alternate racial traits, as those must be chosen at 1st level.

If you have a species graft removed, you no longer count as having the associated racial trait. If you have feats or other options with that racial trait as a prerequisite, you can no longer use them. You can replace a feat with a new one that has no prerequisites by spending a full week retraining (*Starfinder Character Operations Manual* 155).

The augmentations presented here represent racial traits from species from the *Starfinder Core Rulebook*, *Starfinder Pact Worlds*, and the first four *Starfinder Alien Archive* volumes.

ABSORB FORCE GRAFT

SYSTEM
All Hands

PRICE 1,350

LEVEL 3

Witchwyrds can catch magic missiles (from the spell of the same name), and mystical dampeners installed let you do the same. As a reaction, you can use any number of your free hands to catch magic missiles fired at you. Doing so absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free) until the beginning of your next turn. To use this ability, you must be aware of the incoming magic missiles and can't be flat-footed. This augmentation works best with the force bolt graft (page 144).

SPECIES GRAFTS

NAME	LEVEL	PRICE	SYSTEM
Applied knowledge graft	1	400	Brain
Balanced graft	1	350	All feet
Carbonic respiration graft	1	150	Lungs
Cold inured graft	1	150	Skin
Hold breath graft	1	200	Lungs
Nimble graft	1	375	All feet
Photosynthesis graft	1	300	Skin
Polymath graft	1	140	Brain
Bolt graft	2	750	All legs and feet
Bulwark graft	2	600	Spinal column
Desert stride graft	2	480	All legs
Electrolocation graft	2	750	All hands or all feet
Natural weapons graft	2	1,000	Hand, foot, or spinal column
Partner bond graft	2	480	Brain and throat
Skin mimic graft	2	450	Skin
Squirt blood graft	2	700	Eye
Stealthy swimmer graft	2	550	All legs
Absorb force graft	3	1,350	All hands
Defensive ball graft	3	1,300	Spinal column
Eternal hope graft	3	1,300	Brain
Heat tracker graft	3	1,225	All eyes
Limited telepathy graft	3	1,500	Brain
Lurker graft	3	1,250	Skin

SPECIES
GRAFTS

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDICES

Maze mind graft	3	1,200	Brain
Slow fall graft	3	1,200	Spinal column
Sneaky graft	3	1,300	All feet
Stonecunning graft	3	1,250	All eyes
Amplify graft	4	2,000	Skin
Beguiling glow graft	4	1,900	Skin
Celestial radiance graft	4	1,800	Skin
Elven immunities graft	4	2,100	Brain
Fiendish gloom graft	4	1,800	Skin
Hyper graft	4	2,125	Heart
Psychometry graft	4	1,875	Hand and brain
Retract graft	4	2,100	Spinal column
Tinker graft	4	1,800	Hand
Void flyer graft	4	2,000	Lungs and spinal column
Armor savant graft	5	3,000	Skin
Atmospheric alteration graft	5	2,750	Lungs
Communalism graft	5	2,800	Brain
Ferocity graft	5	3,000	Heart
Lashunta magic graft	5	3,200	All hands
Resist energy drain graft	5	2,800	Heart
Strix mobility graft	5	3,100	Spinal column
Upgrade slot graft	5	2,700	Arm, foot, hand, leg, or spinal column
Atmospheric adaptation graft	6	4,500	Lungs
Cheek pouches graft	6	3,900	Throat
Ferocious charge graft	6	4,250	All arms and legs
Force bolt graft	6	4,300	Brain
Impel truth graft	6	4,000	Brain
Kanabo magic graft	6	3,900	All hands
Rolling charge graft	6	4,400	All legs
Shielded thoughts graft	6	4,225	Brain
Snag graft	6	4,400	All arms
Dessamar magic graft	7	6,200	All hands
Buoy graft	8	9,500	Brain
Electrical affinity graft	8	9,500	All hands and skin
Hardened mantle graft	8	9,000	Skin
Lithic graft	8	8,500	Heart and lungs
Psychic shunt graft	8	9,000	Brain
Early stage adaptation graft	9	13,000	All arms and skin
Grave touch graft	10	17,000	All hands
Phase graft	10	17,500	Skin
Prehensile tail graft	11	24,750	Spinal column

AMPLIFY GRAFT

SYSTEM
Skin

PRICE 2,000

LEVEL 4

Shimreens can absorb and amplify energy within their crystalline bodies. Plates embedded in your skin allow you to do the same. Whenever you take energy damage, you can voluntarily take an additional 1d4 damage of the same type. The next time you hit with a melee attack, you release this energy, dealing an additional amount of damage equal to the extra damage you took (and of the same type). You can't take additional damage in this way again until you release your stored energy. If unused, the stored energy dissipates after 10 minutes. The amount of extra damage you take and deal

increase to 2d4 when you reach 8th level and to 3d4 when you reach 16th level.

APPLIED KNOWLEDGE GRAFT

SYSTEM
Brain

PRICE 400

LEVEL 1

Contemplatives can apply their extreme intelligence to just about any situation. This augmentation overstimulates your brain with tiny electrical charges when you need it most. Once per day before attempting a skill check or saving throw against a creature, you can use your bonus for the skill associated with that creature's type (such as Life Science for an ooze or Mysticism for an outsider) in place of your normal bonus.

**ARMOR SAVANT GRAFT**SYSTEM
Skin

PRICE 3,000

LEVEL 5

Some believe the way vesk optimize their armor is the result of cultural training, while others say it has something to do with their scales. Either way, microfibers woven throughout your skin mimic this racial trait. When wearing armor, you gain a +1 enhancement bonus to AC. When you are wearing heavy armor, decrease your armor check penalty by 1.

ATMOSPHERIC ADAPTATION GRAFTSYSTEM
Lungs

PRICE 4,500

LEVEL 6

Hanakans have evolved a symbiotic relationship with a bacteria in their lungs, allowing them to survive in the toxic environments of their homeworld. An modification to your lungs based on this symbiosis grants you immunity to inhaled poisons, and you are automatically acclimated to thin and thick atmospheres (*Starfinder Core Rulebook* 396).

ATMOSPHERIC ALTERATION GRAFTSYSTEM
Lungs

PRICE 2,750

LEVEL 5

As a fungus species, hortuses can modify the spores they emit to produce harmful toxins or beneficial gases. Using microscopic, spore-producing cells in your lungs (or similar organs), you can do the same. As a move action while in an atmosphere, you can spend 1 Resolve Point to release these spores into the air. When you use this ability, choose a type of saving throw (Fortitude, Reflex, or Will) and whether to enhance or penalize this save. If you choose to enhance, creatures within 20 feet of you gain a +2 enhancement bonus to saving throws of the chosen type for 1d4 rounds; if you choose to penalize, creatures within 20 feet of you take a -1 penalty to saving throws of the chosen type for 1d4 rounds. A creature can attempt a Fortitude saving throw (DC = 10 + half your character level + your Constitution modifier) before the bonus or penalty is applied to ignore this effect. This is an inhaled poison effect.

BALANCED GRAFTSYSTEM
All Feet

PRICE 350

LEVEL 1

The speedy aberrations known as bantrids roll about on their foot orbs with grace and agility. Gyrostabilizers within your own feet (or similar appendages) grant you a +2 enhancement bonus to your AC against trip combat maneuvers and allow you to stand up from prone as a swift action.

BEGUILING GLOW GRAFTSYSTEM
Skin

PRICE 1,900

LEVEL 4

Cephalumes communicate in part by controlling their bioluminescent skin and can use this natural ability to beguiling effect. Glowing filaments embedded within your skin allow you to create mesmerizing patterns as a standard action. Each sighted creature within 20 feet of you must succeed at a Will saving throw (DC = 10 + half your character level + your Wisdom modifier) or be fascinated for as long as you continue

this presentation (requiring a standard action each round). Creatures that understand Lumos (the racial language of cephalumes) are unaffected. This a sense-dependent effect.

BOLT GRAFTSYSTEM
All Legs and Feet

PRICE 750

LEVEL 2

Dromadas have developed significant natural adaptations from spending years as prey, giving them the ability to run at high speeds. Mechanisms within your legs (or similar locomotive appendages) stimulate your muscles to allow you similar movement. When you take the run full action, you can move up to five times your speed, change direction once during the movement, and cross difficult terrain (though such terrain requires extra movement as normal).

BULWARK GRAFTSYSTEM
Spinal Column

PRICE 600

LEVEL 2

Trox are intimidating creatures with sturdy, chitinous shells, and this augmentation grants you an artificial version of that armor which you can use to shield your allies. When you fight defensively or take the total defense action, you can grant half the bonus to AC granted by that action to an adjacent ally (who receives that bonus only as long as they remain adjacent to you).

BUOY GRAFTSYSTEM
Brain

PRICE 9,500

LEVEL 8

Most vlakas are acutely attuned to the emotional states of others, and with a well-timed word or a knowing glance they can bolster their allies. Augmentations to the empathic regions of your neural system emulate this trait, allowing you to identify the perfect time to encourage your allies. As a standard action, you can spend 1 Resolve Point to restore 1 Resolve Point to an ally within 30 feet. You can't use this ability again until you have taken a 10-minute rest to regain Stamina Points. This is a sense-dependent, mind-affecting effect.

CARBONIC RESPIRATION GRAFTSYSTEM
Lungs

PRICE 150

LEVEL 1

As plantlike creatures, khizaras have different respiratory functions than oxygen-breathing creatures. A complete overhaul of your own respiratory organs enables you to breathe in carbon dioxide and exhale oxygen. (Most atmospheres considered hospitable to life have an abundant supply of both.) In situations of slow suffocation, you reduce the number of effective creatures consuming oxygen by two, unless no oxygen-breathing creatures are present.

CELESTIAL RADIANCE GRAFTSYSTEM
Skin

PRICE 1,800

LEVEL 4

As the scions of angels and other celestial beings, aasimars can shed an almost holy light. With thousands of photon-producing cells embedded under your dermal layer (or similar system), you can also glow brightly. As a standard



SPECIES GRAFTS

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES GRAFTS

APPENDIXES

action, you can cause light within 20 feet of you to increase two steps (up to bright) and light for 10 more feet beyond that to increase one step (up to normal). This lasts for 1 minute, but you can dismiss it as a swift action. Magical darkness can decrease the light level in this area only if it's from an item or creature of a level or CR higher than your level. You can use this ability once per day, plus a number of additional times equal to half your level.

CHEEK POUCHES GRAFTSYSTEM
Throat

PRICE 3,900

LEVEL 6

Ysoki's cheeks are remarkably stretchy, and they use this to their advantage. Durable skin implanted in your own cheeks affords you the same benefit. You can store up to 1 cubic foot of items weighing up to 1 bulk in total in your new cheek pouches, and you can transfer a single object between hand and cheek as a swift action. You can disgorge the entire contents of your pouches onto the ground in your square as a move action that doesn't provoke attacks of opportunity.

COLD INURED GRAFTSYSTEM
Skin

PRICE 150

LEVEL 1

Esprakas' home world is a small, frigid planetoid. Chemical warmers embedded within your skin allow you to be comfortable in similar environments. You treat severe cold as cold and extreme cold as severe cold.

COMMUNALISM GRAFTSYSTEM
Brain

PRICE 2,800

LEVEL 5

Shirrens are used to working with others as part of a team, and subtle rewiring of your neural pathways adjusts your thought processes to approach collaboration similarly. Once per day, as long as an ally is within 10 feet, you can roll a single attack roll or skill check twice and take the higher result.

DEFENSIVE BALL GRAFTSYSTEM
Spinal Column

PRICE 1,300

LEVEL 3

Bolidas can protect themselves in combat by rolling into a nearly impenetrable ball. This augmentation segments your own spinal column (or similar system) to allow you similar flexibility. As a move action, you condense your body into a spherical shape. While rolled up in this way, you can only uncurl as a move action or take the total defense action (whereupon the bonus you receive to your AC increases to +5). This augmentation works well with the rolling charge graft (page 146), though that augmentation isn't required.

DESERT STRIDE GRAFTSYSTEM
All Legs

PRICE 480

LEVEL 2

Having evolved on a desert world, kasathas have little trouble traversing such terrain. Struts installed within your legs or fibers laced within your leg muscles (or similar locomotive appendages) allow you to move through nonmagical difficult terrain in deserts, hills, and mountains at your normal speed.

DESSAMAR MAGIC GRAFTSYSTEM
All Hands

PRICE 6,200

LEVEL 7

Whether imago or instar, dessamars have intrinsic magical abilities. Technology-infused runes carved into your hands (or similar appendages) allow you to cast *charm person* once per day, as well as *detect magic* and *telepathic message* at will as spell-like abilities. The caster level for these effects is equal to your level.

EARLY STAGE ADAPTATION GRAFTSYSTEM
All Arms and Skin

PRICE 13,000

LEVEL 9

Even the youngest barathus have control over their mutable bodies. A series of extendable plates, elastic filaments, and reflective layers are installed throughout your skin and arms to provide you similar benefits. Once every 1d4 rounds as a swift action, you can reshape part of your body and adjust your chemistry to gain one of the following qualities. The adaptation lasts until the beginning of your next turn.

- You can add an additional amount of damage to melee attacks equal to your Strength modifier.
- You gain a +1 enhancement bonus to AC.
- You gain resistance 2 against a single energy type (acid, cold, electricity, fire, or sonic).
- Your reach is extended by 5 feet.

ELECTRICAL AFFINITY GRAFTSYSTEM
All Hands and Skin

PRICE 9,500

LEVEL 8

Having evolved on electrically active Arkanen, not only are dirindis unharmed by minor electrical effects, but they can also channel that energy into magic. Microresistors implanted under your dermal layer channel electrical energy to emitters in your hands (or similar appendages). You gain resistance 5 to electricity. In addition, you can cast *jolting surge* once per day and *energy ray* (electricity only) at will as spell-like abilities. The caster level of these effects is equal to your level.

ELECTROLOCATION GRAFTSYSTEM
All Hands or All feet

PRICE 750

LEVEL 2

Urogs, which are silicon-based, can feel the presence of other creatures through conductive surfaces. Sensors installed in your hands or feet (or similar appendages) can do the same. When you are in contact with a crystalline or metallic surface, you can detect the presence of other creatures within 60 feet that are also in contact with the same surface, even through walls and other obstacles. This otherwise functions as blindsense (electricity).

ELVEN IMMUNITIES GRAFTSYSTEM
Brain

PRICE 2,100

LEVEL 4

A species steeped in magic, elves have natural resistance to certain magical effects. Thanks to an implant in your brain, you become immune to magic sleep effects and gain a +2 enhancement bonus to saving throws against enchantment spells and effects.

**ETERNAL HOPE GRAFT**SYSTEM
Brain

PRICE 1,300

LEVEL 3

Most gnomes have a boundless capacity for optimism, and this graft adjusts your neural pathways to facilitate positive thinking. You gain a +2 enhancement bonus to saving throws against fear effects. In addition, once per day when you roll a 1 on a d20, you can reroll the die and use the second result.

FEROCIOUS CHARGE GRAFTSYSTEM
All Arms And Legs

PRICE 4,250

LEVEL 6

Uplifted bears can charge at their foes to knock them down. This augmentation strengthens the muscles in your extremities and allows you to attempt a trip combat maneuver in place of a normal melee attack at the end of a charge. In addition, you can charge without taking the normal penalties to your attack roll or AC. If you have another ability that allows you to charge without taking these penalties (such as the charge attack ability from the soldier's blitz fighting style), you also gain the ability to charge through difficult terrain.

FEROCITY GRAFTSYSTEM
Heart

PRICE 3,000

LEVEL 5

Orcs, half-orcs, and shobhads are known for fighting even after their wounds should otherwise have brought them down. A series of tiny pumps within your heart fill it with chemicals allowing you to stay upright when you would otherwise be knocked unconscious. Once per day, when you are brought to 0 Hit Points but not killed, you gain the dying condition (following the normal rules for death and dying) but can continue to act normally until the end of your next turn, when you become unconscious as normal. If you take additional damage before that, you cease to be able to act and fall unconscious.

FIENDISH GLOOM GRAFTSYSTEM
Skin

PRICE 1,800

LEVEL 4

As the descendants of fiendish beings, tieflings can cloak an area in an almost unholy darkness. With thousands of gravitonic light-dampening cells embedded under your dermal layer, you can also weave a similar gloom. As a standard action, you can cause light within 20 feet of you to decrease one step. This lasts for 1 minute, but you can dismiss it as a swift action. Nonmagical light sources can't increase the light level in this area. Magical light can increase the light level in this area only if it's from an item or creature of a level or CR higher than your level. You can use this ability once per day, plus a number of additional times equal to half your level.

FORCE BOLT GRAFTSYSTEM
Brain

PRICE 4,300

LEVEL 6

Witchwyrds can create arcane projectiles out of the force they absorb into their hands. You must have the absorb force graft augmentation (page 140) to take advantage of this augmentation, which allows you to manipulate the same energy. The force you absorb into your free hands with the

absorb force graft now lasts for 6 rounds. As a standard action during that time, you can throw a magic missile (as the spell of the same name; 1d4+1 damage with the force descriptor) from each hand that has absorbed a missile, to a maximum of two missiles per round, expending the energy. You can throw additional force bolts from each hand that has absorbed a magic missile (maximum of two additional bolts per round), also expending that energy.

GRAVE TOUCH GRAFTSYSTEM
All Hands

PRICE 17,000

LEVEL 10

Varculaks are undead beings, amnesiac souls locked away in barely living bodies. With undead flesh grafted onto your hands (or similar appendages) or arcane mechanisms generating negative energy installed in your palms, your melee weapons become wreathed in darkness. You impart the leech critical hit effect (*Starfinder Armory* 31) to any melee weapon you wield, but the saving throw DC is 10 + your character level + your 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, you regain a number of Hit Points equal to half its CR or level. If the weapon already has a critical hit effect, you must choose which to apply on a critical hit.

HARDENED MANTLE GRAFTSYSTEM
Skin

PRICE 9,000

LEVEL 8

Ijtikris are protected by stone-like shells on their heads and lower mantles. Your own skin has been strengthened with nanofibers or mystical alloys, granting you a +4 enhancement bonus to saving throws against critical hit effects. In addition, you reduce the damage you take from a critical hit by an amount equal to your character level + your Constitution bonus to a minimum of 1, or to 0 if you also have another means of reduction.

HEAT TRACKER GRAFTSYSTEM
All Eyes

PRICE 1,225

LEVEL 3

Phentomites have the ability to see heat signatures. You can bring down a reactive, transparent film installed as a second set of eyelids so that you can see the same signatures as a full action. You can then detect the latent heat trails left by passing creatures, allowing you to use the Perception skill to perform the follow tracks task of the Survival skill; this also functions as the tracking universal creature rule. While this ability is active, you take a -1 penalty to Reflex saving throws. You can deactivate this ability as a move action.

HOLD BREATH GRAFTSYSTEM
Lungs

PRICE 200

LEVEL 1

Brenneris' home world, Varturan, is covered in vast waterways, so they are acclimated to aquatic environments. Pressure stabilizers within your lungs (or similar respiratory organs) allow you to hold your breath for 10 minutes and taking actions doesn't reduce this duration.

HYPER GRAFTSYSTEM
Heart

PRICE 2,125

LEVEL 4

Skittermanders are known for their boundless enthusiasm and willingness to help. A microprocessor implanted in your heart (or similar organ) can temporarily increase your heart rate and give you the energy to do more. Once per day, you can take an extra move action.

IMPEL TRUTH GRAFTSYSTEM
Brain

PRICE 4,000

LEVEL 6

Many sazarons have developed a magical way to deal with their cohabitants—tale-spinning dirindi fabulists—in order to reach the truth of certain matters. A psychic implant in your brain grants you the ability to cast *zone of truth* once per day as a spell-like ability. The caster level of this effect is equal to your character level.

KANABO MAGIC GRAFTSYSTEM
All Hands

PRICE 3,900

LEVEL 6

As the children of ja noi oni, most kanabos have innate magical powers. This augmentation allows you to cast *disguise self* and *supercharge weapon* once per day each as spell-like abilities. The caster level for these effects is equal to your level.

LASHUNTA MAGIC GRAFTSYSTEM
All Hands

PRICE 3,200

LEVEL 5

Most lashuntas have the ability to cast minor spells, even if they haven't formally studied spellcasting. With tiny attuned crystals or magically aligned plates in your palms, you can cast *daze* and *psychokinetic hand at will* and *detect thoughts* once per day as spell-like abilities. The caster level for these effects is equal to your level.

LIMITED TELEPATHY GRAFTSYSTEM
Brain

PRICE 1,500

LEVEL 3

Many creatures, such as lashuntas, shirrens, and entu colonies and symbiotes (page 34), are capable of partial telepathic contact with other creatures, and this augmentation mimics that racial trait. You can telepathically communicate with any creature within 30 feet with whom you share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak at the same time.

LITHIC GRAFTSYSTEM
Heart and Lungs

PRICE 8,500

LEVEL 8

As silicon-based creatures, quorlus' internal anatomy differs greatly from that of most carbon-based life-forms. This augmentation reinforces parts of your heart and lungs (or similar vital organs) with silicon plates and nets, making you immune to disease and poison. However, you can never benefit from drugs, medicinals, or similar nonmagical substances. You also gain a +2 enhancement bonus to saving throws against bleed effects. You don't need to breathe and you don't suffer the normal effects of being in a vacuum.

LURKER GRAFTSYSTEM
Skin

PRICE 1,250

LEVEL 3

Connected to the Negative Energy Plane, draeliks can almost disappear in areas of shadow. Pigmentation filters applied to your skin allow you to do the same. You gain a +4 enhancement bonus to Stealth checks in dim light or darker conditions.

MAZE MIND GRAFTSYSTEM
Brain

PRICE 1,200

LEVEL 3

Most nuars have a naturally strong sense of direction. Several microchips installed in your brain help you make similar connections, granting you a +2 enhancement bonus to Piloting and Survival checks (as long as you have 1 or more ranks in those skills). In addition, you can attempt a special level-based Wisdom check (1d20 + your level + your Wisdom modifier) instead of using your total bonus in the Piloting skill to navigate or your total bonus in the Survival skill for orienteering.

NATURAL WEAPONS GRAFTSYSTEM
Hand, Foot, Or Spinal
Column

PRICE 1,000

LEVEL 2

Many species have natural weapons such as tusks or a powerful tail. You have a similar augmentation that grants you the natural weapons universal creature rule (page 154); you choose the damage type of this natural weapon (bludgeoning, piercing, or slashing) when you install this augmentation.

NIMBLE GRAFTSYSTEM
All Feet

PRICE 375

LEVEL 1

The catlike pahtra are agile and graceful, even in low or zero gravity. Small hoverjets in your feet (or similar appendages) afford you similar responsiveness. When you are knocked off-kilter, you don't gain the flat-footed condition or take the normal penalty to attacks. In addition, you can steady yourself as a swift action instead of a move action.

PARTNER BOND GRAFTSYSTEM
Brain and Throat

PRICE 480

LEVEL 2

Dragonkin have a long history of allying with humanoids and other species, forming bonds so close the two sometimes seem to think as one. With a small implant in your voice box (or similar organ) controlled by a microscopic chip in your brain (or similar organ), you can form a similar connection. Once this augmentation is installed, you can form a permanent bond with one willing non-dragonkin creature. Once this bond is made, you can't form another partner bond unless your current partner dies. You and your partner can communicate with each other as if you both had telepathy with a range of 100 feet. In addition, if combat begins with you and your partner within 30 feet of each other, both of you roll separate initiative checks but treat the higher result as both of your results.

PHASE GRAFTSYSTEM
Skin

PRICE 17,500

LEVEL 10

Grays can walk through solid objects. Thousands of charged

SPECIES
GRAFTS

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDICES



filaments threaded throughout your skin give you the ability to shift yourself out of phase with this reality. As a reaction to being attacked, you can gain a 20% miss chance against that attack. You can use this ability a number of times per day equal to your Constitution modifier (minimum 1).

PHOTOSYNTHESIS GRAFT

SYSTEM
Skin

PRICE 300

LEVEL 1

Like ghorans' skin, your skin can undergo photosynthesis, providing you with nutrition without the need to eat (though you can eat if you wish). You can go without light (either sunlight or UV light, such as from starships) for 3 days, after which you must attempt Constitution checks to avoid starvation.

POLYMATH GRAFT

SYSTEM
Brain

PRICE 140

LEVEL 1

Osharus teach their young from an early age to appreciate the vast amounts of knowledge to be learned everywhere. This augmentation helps to supercharge your neural pathways to quickly retrieve anything you might have learned. Once per day, you can automatically succeed at an attempt to aid another on an Intelligence-based skill check.

PREHENSILE TAIL GRAFT

SYSTEM
Spinal Column

PRICE 24,750

LEVEL 11

Maraquoi, huitz'plinas (page 46), and others have evolved to be able to use their tails as additional limbs. This augmentation grants you a tail that is as effective as a hand at manipulating objects and lets you wield and hold an additional hand's worth of weapons and equipment. This doesn't increase the number of attacks you can make during combat.

PSYCHIC SHUNT GRAFT

SYSTEM
Brain

PRICE 9,000

LEVEL 8

As two coherent souls bonded as one, shakaltas can suppress certain effects by diverting them to the non-dominant soul. With an arcane contrivance in your brain (or similar organ), you can accomplish a similar feat. Once per day as a reaction when you fail a saving throw against a mind-affecting effect, you can divert the effect into the recesses of your mind. You are unaffected by the effect, but for the duration of that effect, you have the off-target condition and take a -2 penalty to skill checks. However, spells can still be cast on you to remove the mind-affecting effect.

PSYCHOMETRY GRAFT

SYSTEM
Hand and Brain

PRICE 1,875

LEVEL 4

In order to drive off an army of daemons, ancient shatoris performed a complex ritual that saved their lives but exposed them to energies of the Boneyard that irrevocably changed them. Powerful sensors in your fingertips (or similar appendages) connecting to a relay in your brain allow you glimpses into the inner workings of creatures and objects, much in the same way shatoris are connected to the past. By taking a standard action to touch a creature or object,

you gain a +4 enhancement bonus to your next skill check to identify the creature, your next skill check to recall knowledge about the creature or object, or your next Sense Motive check against the creature. To touch an unwilling creature, you must succeed at a melee attack roll against the creature's EAC.

RESIST ENERGY DRAIN GRAFT

SYSTEM
Heart

PRICE 2,800

LEVEL 5

As unique forms of corporeal undead who retain slivers of their souls, borais are not easily affected by certain negative energy effects. Arcane shielding around or slivers of necromantically infused undead flesh woven into your heart (or similar cardiac muscle) protect you in much the same way. You take no penalties from energy drain effects, though you are still destroyed if you accrue more negative levels than you have class levels. Any negative levels you have taken are removed after 24 hours without the need for an additional saving throw.

RETRACT GRAFT

SYSTEM
Spinal Column

PRICE 2,100

LEVEL 4

Tortoise-like creatures, telias can retract their heads and limbs into their shells for protection. Compressors within your skeleton grant you a similar defense. When you take the total defense action, you gain a +6 bonus to your Armor Class (instead of the usual +4 bonus), and also gain the unflankable universal creature rule until the start of your next turn.

ROLLING CHARGE GRAFT

SYSTEM
All Legs

PRICE 4,400

LEVEL 6

Once rolled into a ball, bolidas can knock down or push aside their foes. You must have the defensive ball graft augmentation to take advantage of this augmentation. While curled into a defensive ball, you gain the ability to charge without taking the normal penalties to your attack roll or AC, and you gain a +5 circumstance bonus to AC against attacks of opportunity during your movement. At the end of your movement, you can't make a normal melee attack, but you can instead attempt either a bull rush or reposition combat maneuver against your target with a +4 circumstance bonus to the attack roll. Once you make a rolling charge, you can't use this ability again until you take a 10-minute rest to regain Stamina Points.

SHIELDED THOUGHTS GRAFT

SYSTEM
Brain

PRICE 4,225

LEVEL 6

Embri have evolved unusual ways of thinking that protect them from certain magic. With this augmentation, arcane-charged filaments form a cage around your brain (or similar organ), granting you immunity to magical charm effects and a +2 enhancement bonus to saving throws against enchantment spells and effects.

SKIN MIMIC GRAFT

SYSTEM
Skin

PRICE 450

LEVEL 2

Verthani can naturally alter the pigments in their skin,

SPECIES
GRAFTS

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDIXES

usually to create bright decorative patterns but sometimes to blend into their surroundings. With mere thought, you can control traces of potentiometric dye that have been injected throughout your skin. If you stay stationary for 1 round, you gain a +10 enhancement bonus to Stealth checks (this bonus doesn't stack with the *invisibility* spell and similar effects). If you take any action, you lose this bonus until you once again spend 1 round remaining still. If you wear clothing or armor that covers more than one-quarter of your body, you can't use this ability.

SLOW FALL GRAFTSYSTEM
Spinal Column

PRICE 1,200

LEVEL 3

The arthropodan haans can quickly weave their self-produced webbing into powerful balloons. A mechanism implanted at the base of your spinal column (or similar structure) can be used in a similar fashion. As a reaction, you can spin a web balloon to slow your fall in an environment with atmosphere. You fall at a rate of just 60 feet per round and take no damage upon landing while the balloon is inflated (which is for 1 round per level you have or until you land, whichever comes first).

SNAG GRAFTSYSTEM
All Arms

PRICE 4,400

LEVEL 6

A feathery, fibrous material grows from the forelimbs of wrikreechees. This augmentation, made of either artificial or biotech substitutes, provides you with your own "arm baleen." You gain a +4 enhancement bonus to attack rolls when attempting to grapple a creature smaller than yourself. As a full action, you can make two attempts to grapple such a creature with a -4 penalty to the attack rolls.

SNEAKY GRAFTSYSTEM
All Feet

PRICE 1,300

LEVEL 3

Many halflings have developed stealth skills as a tool for survival. Soft pads installed in the soles of your feet (or similar appendages) make you stealthier. You gain a +2 enhancement bonus to Stealth checks. In addition, you reduce the penalty for using Stealth while moving by 5 and reduce the Stealth check penalty for sniping by 10.

SQUIRT BLOOD GRAFTSYSTEM
Eye

PRICE 700

LEVEL 2

Ikshtis have developed a unique deterrent and a small sac installed behind one of your eyes affords you a similar ability. As a move action, you can squirt blood from your eye at a foe within 30 feet. Make a ranged attack against the target's KAC. A successful hit grants the next ally who attacks that foe the benefit of harrying fire. You can use this ability once per day, plus one additional time per day for every 5 character levels you have.

STEALTHY SWIMMER GRAFTSYSTEM
All Legs

PRICE 550

LEVEL 2

As aquatic humanoids, many kalo know how to quietly dart

through the water. Sonic dampeners installed in your legs grant you a +4 enhancement bonus to Stealth checks when in water.

STONECUNNING GRAFTSYSTEM
All Eyes

PRICE 1,250

LEVEL 3

Although many dwarves now live in space stations, on starships, and in gleaming metal-and-glass buildings, they are still known for their ancestral ability to spot the smallest of flaws in worked stone. Your optical sensors are altered to provide the same benefit. You gain a +2 enhancement bonus to Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such features whenever you pass within 10 feet of them, whether or not you are actively looking.

STRIX MOBILITY GRAFTSYSTEM
Spinal Column

PRICE 3,100

LEVEL 5

Strix are known for their massive feathery wings, and you have a similar pair of appendages (either organic or mechanical) attached to your back. This grants you an extraordinary fly speed of 30 feet with average maneuverability, though it does decrease your land speed by 10 feet due to your wings' size and bulk.

TINKER GRAFTSYSTEM
Hand

PRICE 1,800

LEVEL 4

Space goblins are inveterate tinkerers, sometimes not always for the best. Retractable tools in the digits of one of your hands (or similar appendage) allow you to temporarily fix objects in a hurry. As a move action, you can remove the penalties associated with the broken condition from a single piece of equipment until the start of your next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until it is fixed).

UPGRADE SLOT GRAFTSYSTEM
See Text

PRICE 2,700

LEVEL 5

Androids can gain the benefits of certain armor upgrades by simply installing them into their bodies. This augmentation usually consists of a metallic recess in or attached to a chosen system (an arm, foot, hand, leg, or at the base of the spinal column). Regardless of whether you are wearing physical armor, you can install any one armor upgrade into this slot that could be installed into light armor. Regardless of the system, you can have only one upgrade slot graft installed.

VOID FLYER GRAFTSYSTEM
Lungs and Spinal Column

PRICE 2,000

LEVEL 4

Sarcesians are adapted to surviving in a vacuum as they fly among asteroids. This augmentation allows you to go 1 hour per day without breathing while also ignoring the harmful effects of a vacuum. When in a vacuum, you automatically grow wings made from pure energy, granting you a supernatural fly speed of 60 feet with average maneuverability.

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. Appendixes 1 and 2 on the following pages present creature subtype grafts and class 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*.

Agathion

Agathions are celestials, or good outsiders, native to Nirvana.

Traits: Low-light vision; +4 to saving throws against poison; immunity to electricity and petrification; resistance 5 to cold and sonic (CR 3+; increases to 10 at CR 7, 20 at CR 11, 30 at CR 15); healing channel (as per the healer mystic connection power); truespeech; speak with animals (below).

Speak with Animals (Su): An agathion can communicate with animals and use language-dependent effects on them.

Android

This subtype is applied to androids and creatures related to androids.

Traits: Most creatures with this subtype gain darkvision 60 ft. and low-light vision; if the NPC is of the android race (*Starfinder Core Rulebook* 42), it also gains the constructed, flat affect, and upgrade slot racial traits.

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.

Copaxi

This subtype is applied to copaxi and creatures related to copaxi.

Traits: If the NPC is of the copaxi race (page 22), it gains blindsense (scent) 30 ft. and the gravity adjustment racial trait.

Daemon

Daemons are fiends, or evil outsiders, native to Abaddon.

Traits: Immunity to acid, death effects, disease, and poison; resistance 5 to cold, electricity, and fire (CR 3+; increases to 10 at CR 7, 20 at CR 11, 30 at CR 15); summon allies; telepathy.

Entu Symbiote

This subtype is applied to entu symbiotes and creatures related to entu symbiotes.

Traits: If the NPC is of the entu symbiote race (page 34), it gains blindsense (emotion) 30 ft., limited telepathy with a range of 30 ft., and the limited augmentations and symbiotic enhancement racial traits.

Extraplanar

This subtype is applied to any creature when it's 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.

Hadrogaan

This subtype is applied to hadrogaans and creatures related to hadrogaans.

Traits: If the NPC is of the hadrogaan race (page 42), it gains blindsense (vibration) 30 ft. and the dual nervous systems racial trait.

Incorporeal

Creatures with this subtype have no physical bodies.

Traits: Incorporeal.

Protean

Proteans are serpentine outsiders of pure chaos native to the Maelstrom.

Traits: Blindsight (distance and sense varies by protean type); immunity to acid; resistance 5 to electricity and sonic (CR 3+; increases to 10 at CR 7, 20 at CR 11, 30 at CR 15); supernatural flight speed; amorphous; change shape; grab ability with its natural attacks.

Psychopomp

Psychopomps are neutral outsiders who preserve the cycle of life and death.

Traits: Blindsight (life) 60 ft.; low-light vision; immunity to death effects, disease, and poison; DR 5/adamantine (CR 3+; increases to 10 at CR 9, 15 at CR 15); resistance 5 to cold and electricity (CR 3+; increases to 10 at CR 7, 20 at CR 11, 30 at CR 15); spirit touch (below).

Spirit Touch (Su): Weapons wielded by a psychopomp (including natural weapons) function as if they have the *ghost killer* weapon fusion.



Shapechanger

This subtype is applied to creatures that can dramatically alter their forms.

Traits: Change shape (with specific details depending upon the creature).

Spectra

Spectra are neutral outsiders native to the Drift.

Traits: void adaptation; DR 5/chaotic, evil, good, or law (CR 8+; increases to 10 at CR 13, 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 (below); truespeech; slip drive (below); spaceflight (Mysticism).

Machine Telepathy (Ex): A spectra can communicate with and through technological devices within a certain range (usually 100 ft.) 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 enables 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 needs to remain stationary for only 1 round (6 seconds) before engaging its slip drive.

Swarm

This subtype is applied to any collection of Fine, Diminutive, or Tiny creatures that act as a single creature. A swarm has a single pool of Hit Points, a single initiative modifier, and a single EAC and KAC. It attempts saving throws as a single creature. A single swarm usually occupies a square (if it's made up of nonflying creatures) or a cube (if it's made up of flying creatures) 10 feet on a side, but its reach is 0 feet. A swarm can move through cracks or holes large enough for its component creatures to fit through.

In order to attack, a swarm moves into an opponent's space, which provokes attacks of opportunity. Spellcasting or concentrating on spells within the area of a swarm requires a successful caster level check (DC = 20 + spell level). Using skills that involve patience and concentration, such as Computers, within the area of a swarm requires a successful DC 20 Will save.

Traits: Swarm defenses, swarm immunities, distraction, swarm attack.

Tryziarka

This subtype is applied to tryziarkas and creatures related to tryziarkas.

Traits: If the NPC is of the tryziarka race (page 126), it gains the tattoo magic and tattoo transference racial traits.

Worlanisi

This subtype is applied to worlanisi and creatures related to worlanisi.

CREATING MONSTERS AND OTHER NPCs

Starfinder Alien Archive 4 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*.

Traits: If the NPC is of the worlanisi race (page 138), it also gains the limited telepathy, multiarmed (4), psychic reverb, worlanisi gamble, and worlanisi luck racial traits.

APPENDIX 2: CLASS GRAFTS

The following section adds class graft information for the three new classes introduced in the *Starfinder Character Operations Manual*. For more information on applying class grafts, see page 137 of *Starfinder Alien Archive*.

As mentioned in that appendix, you should use either the adjustments entry for the creature type graft or the adjustments entry from the class graft—not both.

Class Graft Entries

A class graft entry begins with a brief description of the class and then moves on to the following sections.

Special Rules: If the graft requires some tinkering beyond the normal rules for class grafts, the graft has a special rules entry describing those modifications.

Required Array: This entry lists which array an NPC has to use to receive the class graft.

Adjustments: These adjustments change some of the statistics provided by the array.

Skills: The class graft might also list skills, categorized as master or good, that count toward the skills granted by the NPC's array.

Ability Score Modifiers: This lists the ability score modifiers that are usually highest for this class. They're in order from highest to lowest, but you can mix them as you see fit.

Gear: Most NPCs with class grafts use gear rather than relying on natural attacks. This entry gives guidelines for assigning weapons, armor, and other significant equipment to members of the class, listing the level of the gear. Gear has a minimum level of 1 and a maximum level of 20. For example, if a creature's CR is 1 and the graft suggests an item of "CR – 1," you would give it level 1 gear. As a reminder, you can skew the creature's gear by a few levels, though you might need to make other adjustments to its statistics if you do so.

Abilities by CR: Depending on the NPC's CR, it gains a certain number of class features from the chosen class and potentially some special abilities of your choosing; these replace the special abilities the creature receives from the array. The NPC's CR corresponds to its effective class level, so for instance, a CR 3 creature would be a 3rd-level mechanic.



The list begins with abilities that NPCs of all CRs have; those abilities aren't restated in other entries. Apply those abilities plus the abilities that match your NPC's CR or the next-lowest CR. For instance, if you're creating a CR 4 NPC and the class graft lists abilities for only CR 3 and CR 5, use the CR 3 entry. Apply only one CR entry. Class features that have a DC use the ability DC from the NPC's array or, if you prefer, the base spell DC.

Usually, a class graft gives an NPC more options than it would normally get from the array. Still, if there are special abilities your NPC absolutely needs, you can add them in. Just be careful not to make your NPC too powerful for the CR you chose.

When you pick a class feature that improves another class feature, the NPC is assumed to also have all the prerequisites. For example, if you took improved evasion for a CR 10 vanguard, the NPC would be considered to have evasion as well. If a class feature option has a level requirement, you can pick one from the lower-level set of options if you so choose. For instance, if a class graft grants an 8th-level biohacker theorem, you can choose a 2nd-level biohacker theorem instead.

Biohacker Class Graft

Biohackers use complex catalysts and fringe medical knowledge to augment their allies and inhibit their foes, often using injection weapons.

Special Rules: Choose a primary field of study (biohacker NPCs of CR 7+ receive a secondary field of study, while biohacker NPCs of CR 13+ also receive a tertiary field of study); the NPC gains access to the boosters and inhibitors of chosen fields of study. At appropriate CRs, the NPC also receives the breakthrough of the listed chosen field of study. Any boosters, inhibitors, or breakthroughs that aren't relevant to the biohacker NPC don't need to appear in its stat block.

Required Array: Expert.

Adjustments: +2 to Fortitude saving throws.

Ability Score Modifiers: A biohacker NPC should arrange its ability score modifiers depending on its scientific focus (though this has no mechanical effect for the NPC's abilities).

Instinctive: Wisdom, Dexterity, and Intelligence.

Studious: Intelligence, Dexterity, and Wisdom.

Gear: Light armor (item level = CR), small arm with injector weapon special property (item level = CR), basic melee weapon (item level = CR - 1), two grenades (item level = CR - 1), and medicinal and/or poison (item level = CR)

Abilities by CR

ALL CRs: Biohacks, custom microlab.

CR 2: One 2nd-level theorem.

CR 4: Two 2nd-level theorems.

CR 5: Primary field breakthrough, two 2nd-level theorems.

CR 8: Primary field breakthrough, one 2nd-level theorem, one 8th-level theorem.

CR 10: Primary field breakthrough, two 8th-level theorems.

CR 11: Primary field breakthrough, secondary field breakthrough, two 8th-level theorems.

CR 14: Primary field breakthrough, secondary field breakthrough, one 8th-level theorem, one 14th-level theorem.

CR 16: Primary field breakthrough, secondary field breakthrough, two 14th-level theorems.

CR 17: Primary field breakthrough, secondary field breakthrough, tertiary field breakthrough, two 14th-level theorems.

CR 20: Primary field breakthrough, secondary field breakthrough, tertiary field breakthrough, superserum, and two 14th-level theorems.

Vanguard Class Graft

Experts at close combat, vanguards have supernatural control over the power of entropy and can speed, slow, or alter how energetic reactions occur.

Special Rules: Choose a vanguard aspect (vanguard NPCs of CR 8+ also choose a secondary vanguard aspect); the NPC's aspect insight, embodiment, catalyst, and finale must come from the primary aspect, while it receives only the insight and embodiment of its secondary aspect at higher CRs.

A vanguard NPC's entropic strike ability deals the standard melee damage for the NPC's CR from its array but otherwise follows the standard rules for entropic strike.

Required Array: Combatant.

Adjustments: None.

Skills: Good or master skills listed in the aspect insights of the chosen vanguard aspects.

Ability Score Modifiers: Constitution, Strength, and Dexterity.

Gear: Heavy armor (item level = CR), shield (item level = CR), advanced melee weapon (item level = CR), and small arm (item level = CR - 1).

Abilities by CR

ALL CRs: Aspect insight, entropic pool, entropic strike.

CR 2: One 2nd-level vanguard discipline.

CR 3: Mitigate, reactive 1/day, and one 2nd-level vanguard discipline.

CR 4: Aspect embodiment, mitigate, reactive 1/day, and two 2nd-level vanguard disciplines.

CR 5: Aspect embodiment, entropic attunement, mitigate, reactive 1/day, and two 2nd-level vanguard disciplines.

CR 6: Aspect embodiment, entropic attunement, mitigate, reactive 1/day, one 2nd-level vanguard discipline, and one 6th-level vanguard discipline.

CR 7: Aspect embodiment, entropic attunement, mitigate, reactive 1/day, uncanny agility, one 2nd-level vanguard discipline, and one 6th-level vanguard discipline.

CR 8: Aspect embodiment, second aspect insight, entropic attunement, mitigate, reactive 1/day, uncanny agility, and two 6th-level vanguard disciplines.

CR 9: Aspect embodiment, second aspect insight, entropic attunement, mitigate, reactive 2/day, uncanny agility, and two 6th-level vanguard disciplines.



CR 10: Aspect embodiment, second aspect insight, entropic attunement, mitigate, reactive 2/day, uncanny agility, one 6th-level vanguard discipline, and one 10th-level vanguard discipline.

CR 11: Aspect embodiment, second aspect insight, entropic attunement, flashing strikes, mitigate, reactive 2/day, uncanny agility, one 6th-level vanguard discipline, and one 10th-level vanguard discipline.

CR 12: Aspect embodiment, aspect catalyst, second aspect insight, entropic attunement, flashing strikes, mitigate, reactive 2/day, uncanny agility, and two 10th-level vanguard disciplines.

CR 14: Aspect embodiment, aspect catalyst, second aspect insight, entropic attunement, flashing strikes, mitigate, reactive 2/day, uncanny agility, one 10th-level vanguard discipline, and one 14th-level vanguard discipline.

CR 15: Aspect embodiment, aspect catalyst, second aspect insight, entropic attunement, flashing strikes, mitigate, reactive 3/day, uncanny agility, uncanny speed, one 10th-level vanguard discipline, and one 14th-level vanguard discipline.

CR 16: Aspect embodiment, aspect catalyst, second aspect insight, entropic attunement, flashing strikes, mitigate, reactive 3/day, uncanny agility, uncanny speed, and two 14th-level vanguard disciplines.

CR 17: Aspect embodiment, aspect catalyst, second aspect insight, second vanguard embodiment, entropic attunement, flashing strikes, mitigate, reactive 3/day, uncanny agility, uncanny speed, and two 14th-level vanguard disciplines.

CR 18: Aspect embodiment, aspect catalyst, aspect finale, second aspect insight, second vanguard embodiment, entropic attunement, flashing strikes, mitigate, reactive 3/day, uncanny agility, uncanny speed, one 14th-level vanguard discipline, and one 18th-level vanguard discipline.

CR 19: Agent of change, aspect embodiment, aspect catalyst, aspect finale, second aspect insight, second vanguard embodiment, entropic attunement, flashing strikes, mitigate, reactive 3/day, uncanny agility, uncanny speed, one 14th-level vanguard discipline, and one 18th-level vanguard discipline.

CR 20: Agent of change, aspect embodiment, aspect catalyst, aspect finale, second aspect insight, second aspect embodiment, entropic attunement, flashing strikes, invulnerability, mitigate, reactive 3/day, uncanny agility, uncanny speed, and two 18th-level vanguard disciplines.

Witchwarper Class Graft

Witchwarper are powerful spellcasters who draw their magic from alternate realities and can pull bubbles of those existences into their current realities.

Special Rules: Spells must come from the witchwarper spell list.

Because an NPC spellcaster doesn't receive the same number of spell slots as a PC spellcaster at higher CRs, a witchwarper NPC only expends spell slots to power their infinite worlds ability for spell levels at which they receive specific numbers of spell slots per day. For spell levels they can cast at will or don't have listed, the NPC effectively has three spell slots of

each level that can only be used to power their infinite worlds ability. For example, a CR 10 witchwarper NPC effectively has three 2nd-level spell slots and three 1st-level spell slots for their infinite worlds ability.

Required Array: Spellcaster.

Adjustments: +2 to Reflex saving throws, -2 to Will saving throws.

Skills: Master Mysticism.

Ability Score Modifiers: Charisma, Dexterity, and Intelligence.

Gear: Light armor (item level = CR), small arm (item level = CR), basic melee weapon (item level = CR - 1), and two grenades (item level = CR - 1).

Abilities by CR

ALL CRs: Infinite worlds (3/day).

CR 1: One special ability.

CR 2: One 2nd-level paradigm shift.

CR 5: One 2nd-level paradigm shift and one 5th-level paradigm shift.

CR 6: Alternate outcome 1/day, one 2nd-level paradigm shift, and one 5th-level paradigm shift.

CR 8: Alternate outcome 1/day, one 5th-level paradigm shift, and one 8th-level paradigm shift.

CR 11: Alternate outcome 1/day, one 8th-level paradigm shift, and one 11th-level paradigm shift.

CR 12: Alternate outcome 2/day, one 8th-level paradigm shift, and one 11th-level paradigm shift.

CR 14: Alternate outcome 2/day, one 11th-level paradigm shift, and one 14th-level paradigm shift.

CR 17: Alternate outcome 2/day and two 14th-level paradigm shifts.

CR 18: Alternate outcome 3/day and two 14th-level paradigm shifts.

CR 20: Alternate outcome 3/day, reality stutter, and two 14th-level paradigm shifts.

APPENDIX 3: 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 Eater (CR 3+)	116
Air Elemental Starship	31
Anacite Simulacrum	81
Cryo Dragon (CR 3+)	101
Desolation Endling	32
Djezet Eater (CR 3+)	117
Earth Elemental Starship	31
Fire Elemental Starship	31
Horacalcum Eater (CR 3+)	117
Inubrix Eater (CR 3+)	117
Invasion Endling	33



Itmi Vruh (CR 3+)	53
Lacunal	67
Laser Dragon (CR 3+)	101
Nanotech Golem Simulacrum	81
Noqual Eater (CR 3+)	117
Plague Endling	33
Plasma Dragon (CR 3+)	101
Projectile Dragon (CR 3+)	101
Robot Simulacrum	81
Siccitate Eater (CR 3+)	117
Silicon Mummy (CR 4+)	75
Water Elemental Starship	31

APPENDIX 4: 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 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*).

Amorphous (Ex)

The creature's body is malleable and shapeless. It doesn't take double damage from critical hits, but it's affected by critical hit effects normally.

Format: **Defensive Abilities** amorphous.

Amphibious (Ex)

The creature has the aquatic subtype or water breathing (page 157), 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's 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's 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.

Change Shape (Su)

The creature has the ability to assume the appearance of a specific creature or type of creature, but it retains most of its own physical qualities. If the form assumed has any of the following abilities, the creature gains them while in that form: blindsight (scent), darkvision, low-light vision, and swim 30 feet. The creature can retain its own breathing ability, or it can assume the ability to breathe in any environment the assumed shape can breathe in (including the no breath ability, which enables it to survive in the vacuum of space). If the ability doesn't specify what the creature can change shape into, it can assume the form of any creature of the humanoid type, but it can't mimic a specific humanoid. Change shape grants a +10 bonus to Disguise checks to appear as a creature of the type and subtype of the new form, and the DC of the creature's Disguise check isn't modified as a result of altering major features or disguising itself as a different race or creature type.

A creature can assume a form that's one size category smaller or larger than its original form and become that size. Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures can transform into unique forms



with special modifiers and abilities. These creatures adjust their ability scores, as noted in their description.

Format: **Other Abilities** change shape (humanoid); creatures with a unique form also have an entry in Special Abilities.

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 stun.
- 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.

Distraction (Ex)

The creature can nauseate targets that it damages. A living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; the target can negate the effect with a successful Fortitude save at the listed DC.

Format: **Offensive Abilities** distraction (DC 15).

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's engulfed, is in danger of suffocating if it doesn't have environmental protections, and is trapped within the engulfing creature's body until it's no longer pinned. An engulfed creature moves with the engulfing creature; this movement doesn't provoke attacks of opportunity against the engulfed creature. A creature can engulf one creature that's 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 doesn't 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.

Ferocious Charge (Ex)

When the creature charges, it can attempt a trip combat maneuver in place of the normal melee attack. In addition, the creature can charge without taking the normal charge penalties to its attack roll or AC. If the creature has another ability that allows it to charge without taking these penalties (such as the charge attack ability from the soldier's blitz fighting style), it also gains the ability to charge through difficult terrain.

Format: **Offensive Abilities** ferocious charge.

Ferocity (Ex)

When the creature is brought to 0 Hit Points, it can keep fighting 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.

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. This ability usually has a range of 30 feet. Opponents within 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 can't 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're 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 doesn't 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).

Light Blindness (Ex)

The creature is blinded for 1 round when first exposed to bright light, such as sunlight, and it's dazzled for as long as it remains in an area of bright light.

Format: **Weaknesses** light blindness.

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 can attack with a special unarmed strike that deals lethal damage, doesn't count as archaic, and threatens squares. They also gain a special version of the Weapon Specialization feat with this unarmed strike at 3rd level, allowing them to add 1-1/2 × their character level to their damage rolls for this unarmed strike (instead of just adding their character level as usual).

No Breath (Ex)

The creature doesn't breathe, and it's immune to effects that require breathing (such as inhaled poison). This doesn't 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 stun.
- 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 stun.

Format: **Immunities** plant immunities.

Pounce (Ex)

When this creature charges, it can make a full attack in place of the normal melee attack.

Format: **Offensive Abilities** pounce.

Regeneration (Ex)

The creature regains Hit Points at the start of its turn, as with fast healing (page 153), 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're 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 doesn't have total immunity. See page 264 of the *Core Rulebook* for more details.

Format: **Resistances** acid 10.

See in Darkness (Su)

The creature can see perfectly in darkness of any kind, including magical darkness.

Format: **Senses** see in darkness.

Sightless (Ex)

The creature doesn't 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're assumed to be able to operate as well as a creature with normal vision unless the creature's description says otherwise.

Format: **Senses** sightless.

Solar Adaptation (Ex or Su)

The creature can survive within a star despite the luminance, pressure, radiation, and convection currents. In addition, while within a star, the creature can move as if it had a supernatural fly speed equal to its fastest speed.

Format: **Other Abilities** solar adaptation.

Guidelines: A creature with solar adaptation should also have the fire subtype or immunity to fire.

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 (page 157).

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 hasn't 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's 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 doesn't deal slashing damage deals only half its normal damage. If a target cuts its way out of the creature, the creature can't use swallow whole again until that damage is healed.



Alternatively, a swallowed target 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 Attack (Ex)

The creature automatically deals the listed damage to each creature whose space it occupies at the end of its turn with no attack roll needed. Swarm attacks aren't subject to a miss chance for concealment or cover.

Format: **Melee** swarm attack (1d6+2 P).

Guidelines: To determine the amount of damage a creature of CR 6 or lower deals with swarm attack, use the value listed in the CR 6 Three Attacks entry on its appropriate array table (*Alien Archive* 129–132), lowering the additional damage from that CR to match its actual CR. For all other creatures, use the Four Attacks entry for its CR in the corresponding array table.

Swarm Defenses (Ex)

Swarms take damage from weapons differently depending on how the weapon targets them.

A swarm is immune to attacks and effects that target a single creature (including single-target spells), with the exception of mind-affecting effects if the swarm has an Intelligence score and an ability similar to a formian's hive mind (*Alien Archive* 50).

A swarm takes half again as much damage (+50%) from effects that affect all targets in an area, such as grenades, blast and explode weapons, and many evocation spells.

A swarm takes normal damage from an attack or effect that affects multiple targets (including lines and fully automatic mode attacks). For the purpose of automatic fire, the swarm counts as five targets. For example, if an automatic attack is made using 12 rounds of ammunition, it can attack a maximum of six targets, so it can damage a swarm normally. However, if two other targets are closer to the attacker than the swarm, they must be attacked first, leaving only four attacks to target the swarm, so it takes no damage.

Format: **Defensive Abilities** swarm defenses.

Swarm Immunities (Ex)

Swarms are immune to the following effects, unless the effect specifies it works against swarms.

- Bleeding, critical hits, flat-footed, off-target, pinned, prone, staggered, and stunned.
- Combat maneuvers—swarms can't be affected by and can't perform combat maneuvers, unless the swarm's description says otherwise.
- Flanking—swarms are unflankable.
- Dying—a swarm reduced to 0 Hit Points breaks up and ceases to exist as a swarm, though individual members of it might survive.

Format: **Immunities** swarm immunities.

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 stun.
- 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 doesn't grant any bonuses, and abilities that only function against a creature that's flanked don't 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 (page 153) 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)

A creature with void adaptation is inured to the void of outer space and has the following abilities.

- Immunity to cosmic rays.
- Immunity to the environmental effects of vacuum.
- No breath (page 154).

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 (page 152).

Format: **Other Abilities** water breathing.

APPENDIX 5: 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: domesticated ravenous drake, entu colony, klikharp hatchling, osifern sprout, polyphonic gel

1: astriapi defender, copaxi socialite, erabryth (psychopomp), grioth, ixtangi, lacunal initiate, murzzilat bantling, vicunal (agathion), worlanisi

2: common swamp strider, dawn sun-scrapper (dawn beetle), feral ravenous drake, jububnan traveler, kaion, lumocantha, monitor-class infiltration robot (robot)

3: arabuk yearling, atlapak juvenile, epokasite fixer, hadrogaan hyper-analyst, huitz'plina youngling, kiirinta guard, koruvi endling (endling), psacynoid custodian, thermatrod, tryziarka explorer

4: alucidaemon (daemon), copaxi special ops, murzzilat, polyphonic plasm, radiation drake slasher, sapient purple orb, vasporan broodling

5: abysium eater (starmetal eater), ancient lumocantha, harpy jasmine, ignurso burrower, itmi vruh, klikharp mount, supenga pup, utesra larva

6: astriapi warden, carrion wheel, claustral (agathion), cloud skate, green rageshkor, grioth eclipse seer, kiirinta shaman, quyu

7: exterminator-class infiltration robot (robot), ixtangi disruptor, khulan, mordagast, nelentu (entu colony)

8: arabuk, brain collector, epokasite runner, jububnan raconteur, lumyr sombrian, osifern enigma

9: adult radiation drake, atlapak, huitz'plina, psacynoid gallant, vasporan, worlanisi fortunaut

10: crested swamp strider, dawn core diver (dawn beetle), hadrogaan smart-merc, hulsa, itmi vruh reminiscent, thermatrod caldera, ursikka

11: animated quartz swarm, ignurso mason, kaion multipole, lacunal collector, morrigna (psychopomp), sapient purple orb luminant, wyspiria (spectra), utesra phylarch

12: alorbidaemon (daemon), assault laser dragon (robot dragon), deadfall stalker, khulan ascendant, mummified

prophet (mummy), rock rageshkor, the Seen, tryziarka legacy-captain

13: cloud ray, horacalcum eater (starmetal eater), mordagast butcher, skarak, solmyr sombrian

14: gray goo, ichor wheel (carrion wheel), plasmalisk, sondria (spectra), warpstitcher

15: stormghost, supenga titan

16: durgastr (protean)

17: planashar

18: shipkiller bulb

19: many-miened one

Starships: *Tier 1/2:* elemental (immense), voraija, *Tier 4:* elemental (gigantic), *Tier 10:* elemental (titanic)

APPENDIX 6: CREATURES BY TYPE

Listed below are all the creatures in this book, organized alphabetically by type or subtype, as well as starships.

Aberration: brain collector, carrion wheel, ichor wheel (carrion wheel), quyu, sapient purple orb, sapient purple orb luminant, the Seen, warpstitcher

Animal: arabuk, arabuk yearling, cloud ray, cloud skate, common swamp strider, crested swamp strider, green rageshkor, kaion, kaion multipole, mordagast, mordagast butcher, murzzilat, murzzilat bantling, nelentu (entu symbiote), osifern enigma, osifern sprout, rock rageshkor, vasporan, vasporan broodling

Construct (magical): many-miened one

Construct (magical, technological): animated quartz swarm, planashar

Construct (technological): exterminator-class infiltration robot (robot), gray goo, monitor-class infiltration robot (robot)

Dragon: adult radiation drake, assault laser dragon (robot dragon), domesticated ravenous drake, feral ravenous drake, radiation drake slasher

Fey: epokasite fixer, epokasite runner, hulsa, khulan, khulan ascendant, kiirinta guard, kiirinta shaman, lumyr sombrian, solmyr sombrian

Humanoid: copaxi socialite, copaxi special ops, hadrogaan hyper-analyst, hadrogaan smart-merc, tryziarka explorer, tryziarka legacy-captain, worlanisi, worlanisi fortunaut

Incorporeal: itmi vruh, itmi vruh reminiscent, khulan, khulan ascendant, koruvi endling (endling)

Magical Beast: deadfall stalker, huitz'plina, huitz'plina youngling, ignurso burrower, ignurso mason, plasmalisk, skarak, thermatrod, thermatrod caldera, ursikka

Monstrous Humanoid: astriapi defender, astriapi warden, grioth, grioth eclipse seer, ixtangi, ixtangi disruptor, jububnan traveler, jububnan raconteur, psacynoid custodian, psacynoid gallant, stormghost

Ooze: abysium eater (starmetal eater), entu colony, horacalcum eater (starmetal eater), polyphonic gel, polyphonic plasm

Outsider: erabryth (psychopomp), morrigna (psychopomp), sondria (spectra), wyspiria (spectra)

Outsider (Chaotic): durgastr (protean)



Outsider (Evil): alorbidaemon (daemon), alucidaemon (daemon)
Outsider (Good): claustral (agathion), vicunal (agathion)
Plant: ancient lumocantha, harpy jasmine, lumocantha, shipkiller bulb, supenga pup, supenga titan
Starship: immense elemental, gigantic elemental, titanic elemental, voraija
Swarm: animated quartz swarm, gray goo
Undead: koruvi endling (endling), itmi vruh, itmi vruh reminiscent, lacunal collector, lacunal initiate, mummified prophet (mummy)
Vermin: atlapak, atlapak juvenile, dawn core-diver (dawn beetle), dawn sun-scrapper (dawn beetle), klikharp hatchling, klikharp mount, utesra, utesra phylarch

APPENDIX 7: RULES OPTIONS

The following list indexes all of the rules options in this book, including creature companions, equipment, feats, and more.

Rules Option	Page
cloud ray (creature companion)	21
contortion coat (magic item)	77
cytoguard (medicinal)	79
digital shield (spell)	37
dye grenade	69
electromagnetic deflection (mechanic trick)	61
emotion enhancement (augmentation)	17
enlightened medicinals	7
frequency modulation graft (augmentation)	85
geomagnetic charge (mechanic trick)	61
gravity grenade (weapon)	109
hailstorm (spell)	119
ignurso knuckles (weapon)	51
inflamm (spell)	19
jinxing (weapon fusion)	113
kaleidoscopic (weapon fusion)	49
klikharp (creature companion)	65
magma sledge (weapon)	125
many-mien shield	71
mogrant drugs	45

VITAL STATISTICS BY RACE

RACE	PAGE	AVG. HEIGHT OR LENGTH	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Astriapi	12	5-1/2 to 6-1/2 ft.	120 to 150 lbs.	6 years	60 + 1d20 years
Copaxi	22	5 to 7 ft.	150 to 300 lbs.	5 years	40 + 1d10 years
Entu colony	34	3 to 4 ft.	300 to 500 lbs.	5 years	200 + 5d20 years
Entu symbiote	34	Varies by animal	Varies by animal	5 years	30 + 1d20 years
Hadrogaan	42	7-1/2 to 8-1/2 ft.	250 to 300 lbs.	30 years	150 + 5d20 years
Huitz'plina	46	4 to 5 ft.	100 to 200 lbs.	15 years	80 + 2d20 years
Ixtangi	54	6 to 8 ft.	250 to 350 lbs.	13 years	50 + 1d20 years
Jububnan	56	5 to 6 ft.	150 to 250 lbs.	16 years	50 + 1d20 years
Kiirinta	62	3 to 4 ft.	30 to 50 lbs.	30 years	200 + 3d% years
Psacynoid	88	5-1/2 to 6-1/2 ft.	80 to 200 lbs.	18 years	75 + 2d20 years
Tryziarka	126	6 to 7 ft.	200 to 300 lbs.	15 years	90 + 2d20 years
Worlanisi	138	2-3/4 to 3-1/2 ft.	30 to 45 lbs.	8 years	100 + 2d20 years

molting coat module (armor upgrade)	133
nanite capsule (technological item)	39
neuro-sensory sac (augmentation)	17
phase blade (spell)	73
polyphonic buffer (augmentation)	85
plasma paint (armor upgrade)	83
prismatilate (medicinal)	79
purple core (special material)	105
quantum (weapon fusion)	107
quartz refractor (armor upgrade)	9
quyu eye (augmentation)	93
radioactive (weapon fusion)	95
rageshkor shield	97
ravenous drake (creature companion)	99
reverberation amplifier (armor upgrade)	11
sclerite harpooner (weapon)	59
silicon armor casing (armor upgrade)	75
singularity cannon (weapon)	29
snap whip (weapon)	15
soul reap (spell)	91
starship spines (starship system)	135
sun-scrapper beetle (creature companion)	27
supenga pup (creature companion)	121
swamp strider (creature companion)	123
ursikka hide (armor)	129
Vidgame Aficionado (feat)	25
voidglass (special material)	41
warpslot (ammunition)	137
warpwave (spell)	87

APPENDIX 8: PLAYABLE RACES

The table below lists 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*.

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Managing Developer • Adam Daigle
Organized Play Managing Developer • Linda Zayas-Palmer
Developers • James Case, Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Patrick Renie, and Jason Tondro
Starfinder Lead Designer • Joe Pasini
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APPENDICES

OVERVIEW

A-D

E-H

I-L

M-P

Q-R

S

T-W

SPECIES
GRAFTS

APPENDICES

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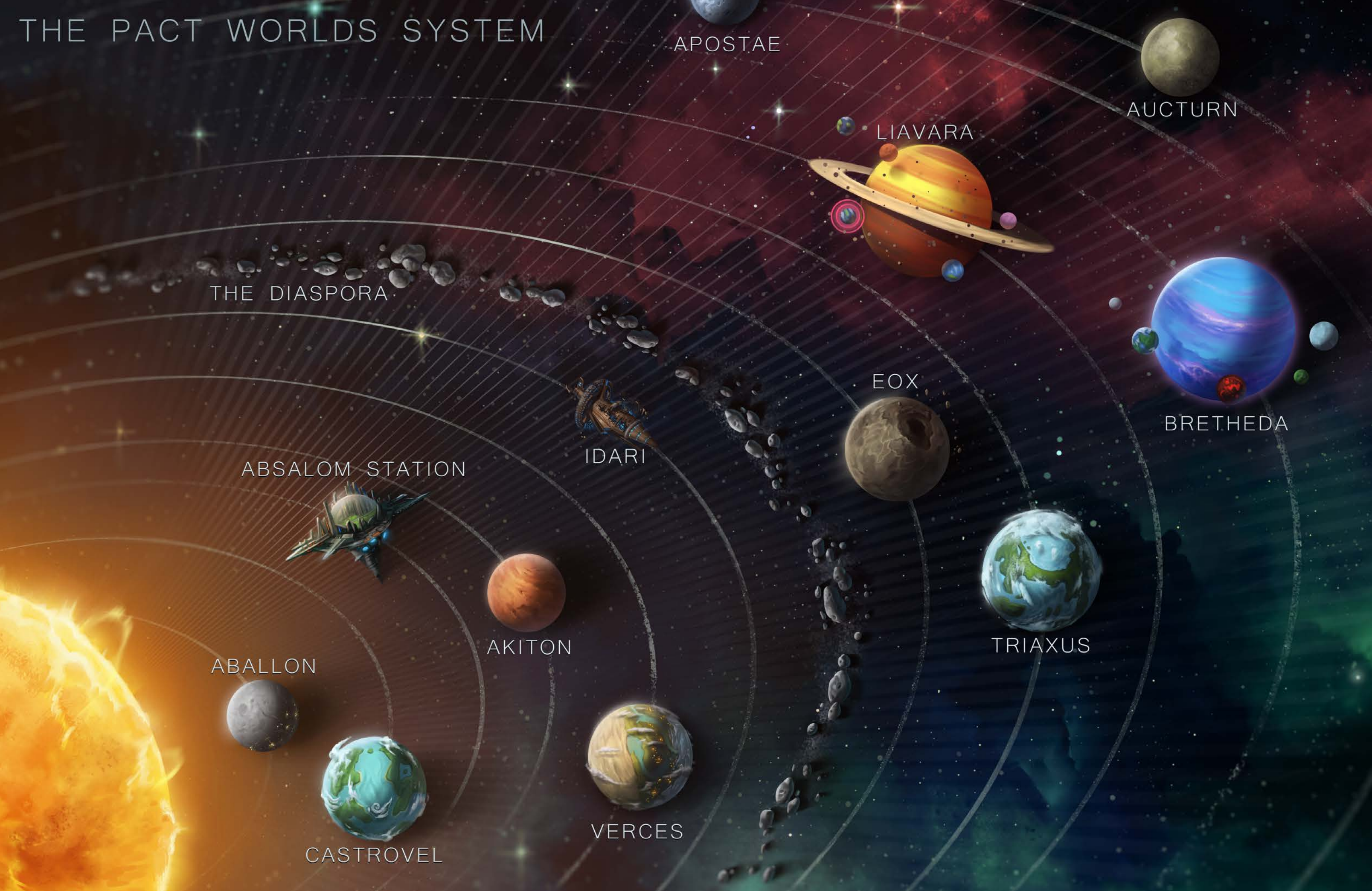
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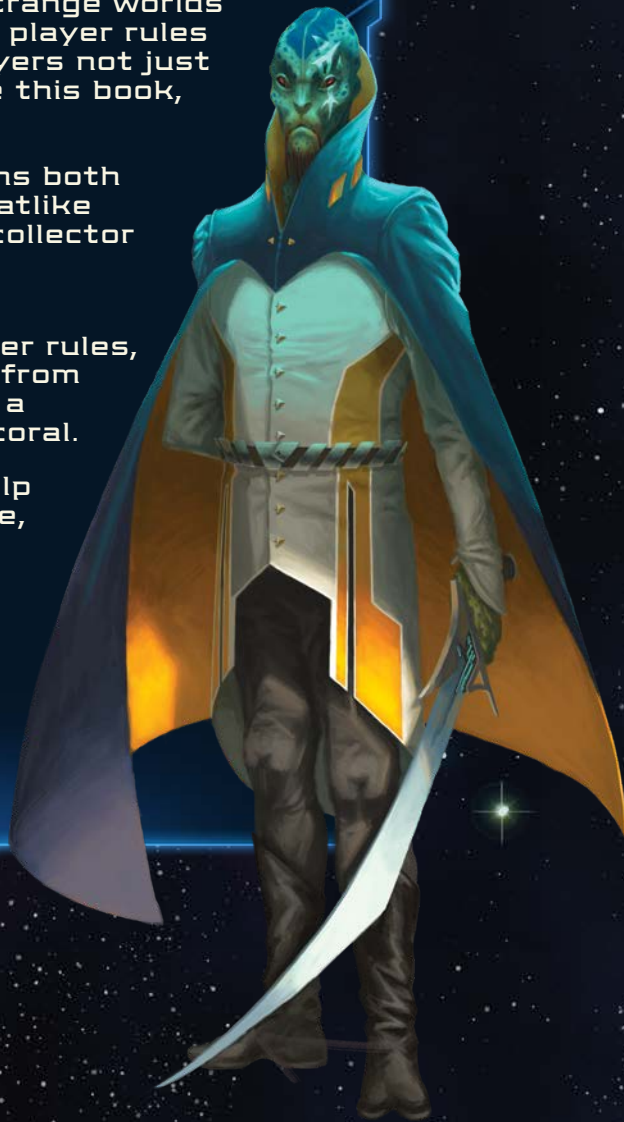
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