

STAR LOG.EM-050

TEMPORAL THING



STARFINDER
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STAR LOG.EM-050

TEMPORAL THING

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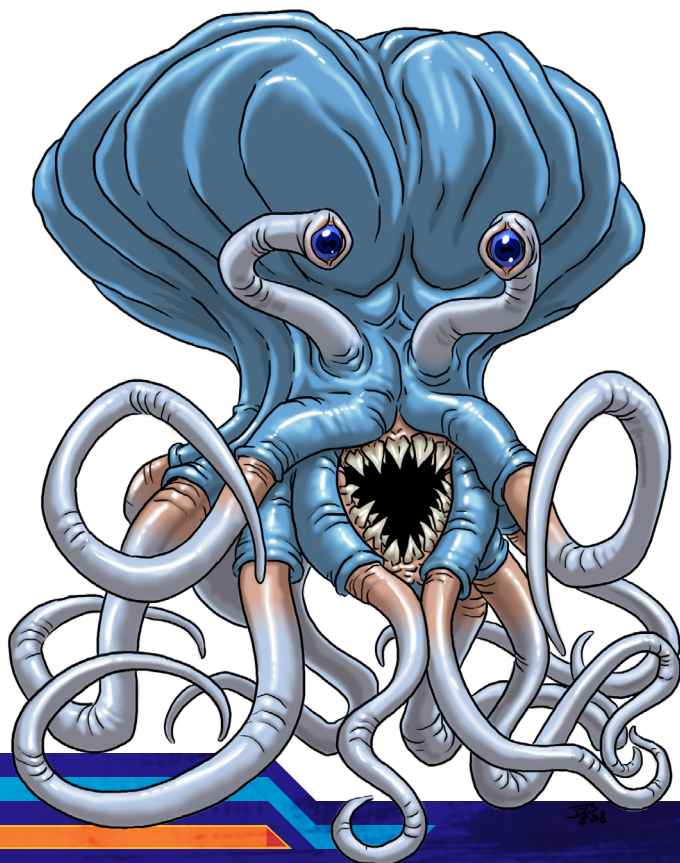
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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC



ACCESSING ARCHIVES QUERY: AGING DESCRIPTOR

Hello, and thank you for purchasing *SPECIES OF BLOOD SPACE 001: TEMPORAL THINGS!* Since so little is known about the temporal things across the galaxy, this section is instead dedicated to describing the unique type of magic associated with these beings: aging effects, specifically the aging descriptor. For more information about descriptors, see the Defining Effects section of Chapter 8 in the *STARFINDER CORE RULEBOOK*.

AGING

An aging effect manipulates the target's mental age, physical age, or both, catapulting their bodies or minds across time. A mental aging effect causes a target to act like it did or will, while a physical aging effect causes a target to look like it did or will. This doesn't allow the target to gain any abilities that it'll gain when its older; for example, aging a Toddler into a Young Adult doesn't grant it class levels unless specifically noted otherwise.

When a target's age category changes as a result of an aging effect, it replaces its current aging penalties, size category, and traits with those of its new age category unless noted otherwise by the effect. For example, a Young Adult that is regressed into an Infant gains the limitations described by the Infant age category's physical traits, physical aging modifiers, and is reduced in size to that of an Infant of its race.

Aging Effects and Equipment: Aging effects don't affect any equipment that a target is wearing unless specifically noted otherwise. If an aging effect changes a target's size category, they become entangled by their equipment until each item is adjusted (such as rolling up pant legs or tightening belts) or removed. Typically, this takes a move action per item unless the item has specific rules for donning or equipping it, such as armor. Items that are wielded rather than worn (such as weapons) don't need to be adjusted in this manner unless the GM notes otherwise. If a target's size is reduced by two or more categories due to an aging effect, removing worn items requires no action.

If a target's size category increases due to an aging effect, their sudden growth might cause worn equipment to tear or break from the added pressure of your growing body. Any equipment worn by the target gains the broken condition; hybrid or magic equipment can attempt a DC 10 Fortitude save to negate the effect. If the target grows two or more size categories as a result of an aging effect, its worn items are destroyed instead of broken.

Aging Effects and Duration: Aging effects with a duration of 1 round or longer (including permanent effects) don't stack, and the target stops aging. Only the most recent aging effect is used, but the target will not appear to age beyond what the confines of the aging effect for its duration (this doesn't stop the target from dying of old age, however). Aging effects with an instantaneous duration effectively reset the target's age as defined by the effect, and the target continues to grow and develop from the point determined by the effect as if it were their actual age.

TEMPORAL THING

The following creatures use the expert NPC array.

TEMPORAL THING KETZER CR 7

XP 3,200

CN Large aberration

Init +0; **Senses** blightsight (vibrations), darkvision 60 ft., sense through (blindsight); Perception +14

DEFENSE HP 90

EAC 19; KAC 20

Fort +6; **Ref** +6; **Will** +12

Defensive Abilities temporal distortion; **Immune** aging

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee tentacle +15 (1d8+7 B plus temporal disjunction) or disintegrating touch +15 (1d20+7A)

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

Offensive Abilities temporal disjunction (Fort DC 23)

Spell-Like Abilities (CL 15th)

Constant—*blur*

At will—*baleful age alteration* (3rd-level)

3/day—*haste*, *make whole*, *slow* (DC 21)

STATISTICS

Str +4; **Dex** +0; **Con** +2; **Int** +5; **Wis** +2; **Cha** +2

Skills Athletics +14, Life Science +14, Mysticism +19, Perception +14, Physical Science +19, Sense Motive +19

Languages Aklo; telepathy

SPECIAL ABILITIES

Disintegrating Touch (Sp) A temporal thing's disintegrating touch is a natural weapon that resolves against the target's EAC instead of its KAC.

Temporal Disjunction (Ex) Temporal things are removed from space and time, causing creatures and objects that come into contact with them to become unstuck from the passage of time, aging or regressing them in an instant. Whenever a temporal thing hits a creature with a tentacle attack, that creature is affected as if by a 3rd-level *baleful alter age* spell (see page 8). Whenever a temporal thing hits an object, a nonliving creature, or a creature with the constructed racial trait (such as an android) with a tentacle attack, the object crumbles from the passage of time, taking 1d20 Hit Points of damage, or reconstruct itself to when it was newer, healing 1d20 Hit Points of damage.

Temporal Distortion (Su) Whenever a temporal thing is affected by an effect that isn't harmless that has a duration of 1 round or longer, each round counts as 1d6 rounds towards that effect's duration instead of 1 round.

TEMPORAL THING OMAZAR CR 15

XP 51,200

CN Huge aberration

Init +0; **Senses** blightsight (vibrations), darkvision 60 ft., sense through (blindsight); Perception +26

DEFENSE HP 255; RP 8

EAC 29; KAC 30

Fort +13; **Ref** +13; **Will** +20

Defensive Abilities temporal distortion; **Immune** aging

OFFENSE

Speed 30 ft., fly 60 ft. (Su, perfect)

Melee tentacle +26 (5d8+15 B plus temporal disjunction) or disintegrating touch +26 (3d10+15A)

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

Offensive Abilities temporal disjunction (Fort DC 23)

Spell-Like Abilities (CL 15th)

Constant—*displacement*

At will—*baleful age alteration* (6th-level), *make whole*

3/day—*disintegrate* (DC 24), *haste*, *slow* (DC 21)

STATISTICS

Str +7; **Dex** +2; **Con** +5; **Int** +9; **Wis** +4; **Cha** +4

Skills Athletics +26, Life Science +26, Mysticism +31, Perception +26, Physical Science +31, Sense Motive +31

Languages Aklo; telepathy

SPECIAL ABILITIES

Disintegrating Touch (Sp) As temporal thing ketzer.

Temporal Disjunction (Ex) As temporal thing ketzer, except a hit creature is affected as if by a 6th-level *baleful age alteration* spell (see page 8) and a hit object either recovers or takes 5d20 Hit Point damage, as appropriate. Whenever a creature fails its save against a temporal thing ketzer's *baleful age alteration*, the temporal thing ketzer can spend 1 Resolve Point to force that creature to attempt a Will save against the spell's DC. If it fails, its mental age category is also reduced for the spell's duration, otherwise acting as described by the *baleful alter age* spell.

Temporal Distortion (Su) As temporal thing ketzer.

Strange creatures that exist in a realm outside of time and space, temporal things are a race of philosophers and scientists who study the lives and technologies of time-bound creatures from beyond the veil of their fourth dimensional realm. Interacting briefly and sparsely with those they study, temporal things normally make contact with denizens from so-called "lesser dimensions" when seeking to experiment upon them or protect their scientific interests from their machinations. In many ways temporal things view creatures from dimensions outside of theirs with the indifference of a scientist commenting upon the condition of one of thousands of laboratory rats. The daily lives and concerns of those they meddle with mean little to them so long as their scientific data is gathered and studied, and the few cases in which a temporal thing has interacted with third-dimensional beings have typically involved them tampering with time's ebb and flow upon them, reducing grown men to small infants and aging young women into ragged ancients.

Smaller temporal things—known as temporal thing ketzers by the few occultbiologists who know of their existence—are approximately 12 feet tall and weigh 900 lbs., while larger temporal things—omazars—are 20 feet tall and weigh 6 tons.

NEW SPELLS

The following spells are available to characters who meet their prerequisites.

ALTER AGE

Classes cleric 1-6, mystic 1-6, wizard 1-6, witch 1-6

School necromancy (aging)

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Targets one willing living creature

Duration see text

Saving Throw Fortitude negates (harmless); **Spell**

Resistance yes (harmless)

You alter the passage of time on the target's body, aging or regressing them one or more physical age category, up to a total number of age categories equal to the spell's level. You determine the target's precise age, down to the day. The target gains the appropriate physical aging penalties and physical traits for their new age category, as detailed in *STAR LOG: DELUXE: AGING RULES*. A creature that becomes a Mature Adult gains a physical aging penalty of -2, an Old Adult gains a penalty of -4, and a Venerable Adult gains an aging penalty of -6. If the target already has an aging penalty that's higher than the penalty imposed by the spell, it uses its own aging penalty instead. The duration of the spell is determined by the spell's level.

1st: 1 round/level (D)

2nd: 1 minute/level (D)

3rd: 10 minutes/level (D)

4th: 1 hour/level (D)

5th: 1 day/level (D)

6th: permanent

BALEFUL ALTER AGE

Classes cleric 1-6, mystic 1-6, wizard 1-6, witch 1-6

School necromancy (aging)

Casting Time 1 round

Range close (25 ft. + 5 ft./2 levels)

Targets one living creature

Duration see text

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

You forcibly alter the target's age, progressing or regressing them as you see fit. A target that fails its Fortitude save becomes a number of years older or younger (your choice), as determined by its race. The number of years that this spell ages or regresses the target is equal to the variable component of its race's maximum age.

The target's physical age category instantly adjusts to reflect its new age, granting the target the physical aging modifiers, size category, and physical traits of its new age category. A creature that becomes a Mature Adult gains a physical aging penalty of -2, an Old Adult gains a penalty of -4, and a Venerable Adult gains an aging penalty of -6. If the target already has an aging penalty that's higher than the penalty imposed by the spell, it uses its own aging penalty instead.

The spell's duration, the number of years that the spell ages or regresses its targets, and the number of age categories older or younger that the target can become are determined by the spell's level. To determine the number of years older or younger that the target becomes, roll the dice associated with the maximum age of a member of the target's species the number of times indicated by the spell's level and combine the results. Regardless of the number of years rolled, you cannot change the target's age category by more than the number of categories described by the spell's level, and you can't make the target older than its maximum age or younger than 0 years old unless noted otherwise. For example, humans have a maximum age of 80 + 2d20, so a human affected by the 1st-level version of this spell is aged or regressed by 2d20 years. If the human is normally 20 years old (a Young Adult), then even if the result of the 2d20 is 40, the human cannot be aged or regressed by more than one age category, to a minimum of 12 years (the minimum age for the human Adolescent age category) or a maximum of 40 years (the maximum age for the human Mature Adult age category). If precise information isn't available for a specific creature, use the following: very short-lived (1d10), short-lived (1d20), average (2d20), long-lived (3d20), very long-lived (5d20), impossibly long-lived (1d%). The GM can adjust these values as needed based on the creature's type and subtypes, and higher level versions of the spell might age or regress the target multiple increments of this value, as noted in the spell's description.

1st: The spell's duration is 1 round/level (D). It can adjust a target's age by up to one age category and aging dice are rolled once.

2nd: The spell's duration is 1 minute/level (D). It can adjust a target's age by up to two age categories aging dice are rolled once.

3rd: The spell's duration is 10 minutes/level (D). It can adjust a target's age by up to three age categories and aging dice are rolled once.

4th: The spell's duration is 1 hour/level (D). It can adjust a target's age by up to four age categories and aging dice are rolled once.

5th: The spell's duration is 1 day/level (D). It can adjust a target's age by up to five age categories aging dice are rolled twice and combined together.

6th: The spell's duration is permanent (D). It can adjust a target's age by up to five age categories and aging dice are rolled twice and combined together. The spell can age the target until it dies of natural causes or regress the target's body into nonexistence. If the target's age would be increased above its maximum age or reduced below 0 years, the target must attempt a second Fortitude save with a +4 bonus against the spell. If they succeed, they don't die and instead are aged to their maximum age or regressed to 0 years, as determined to how the spell was cast. If they fail, the target dies and cannot be raised from the dead except by divine intervention or extremely powerful magic, as determined by the GM.

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