



STRANGE WORLDS:
DESERT
PLANETS

Kim Frandsen



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>> CONTENTS

Introduction	4
Environment	4
Terrain	8
Mirages	8
Equipment	9
Creatures of the Desert	12

ABOUT FAT GOBLIN GAMES

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>> INTRODUCTION

A young farmer stares into the distance. It is morning and the twin suns have just risen over his planet, and he expects to spend the day helping his uncle collecting the all-important and life-sustaining water from the dew collectors, without which there would be no living for the colonists.

A spaceship orbits a planet, devoid of water. Devoid of life. Aboard the ship, a noble family, moved from their seat of power to this new inhospitable world. But a world that hides secrets, that hides power unimaginable, because without this planet, interstellar travel would come to a standstill.

The desert. A vast wasteland, devoid of water, devoid of life, with no respite within hundreds or thousands of miles. Or is it? The reality is that the desert hides life, hoards it like a miserly man hoards his coins, where no one sees or notices. And like that miserly man, it surrounds it with dangers, traps and the potential for disaster. But in its stark simplicity it hides beauty and sometimes power.

This series of books seeks to address some of the issues and challenges faced by players and gamemasters alike, when it comes to the matter of single biome planets, planets where a single environment dominates the rest. Please note that some of the information contained within is compiled from the *Starfinder Roleplaying Game: Core Rulebook*, to create a one-stop-shop for the information needed to run a game on a desert planet.

ENVIRONMENT

A desert is a complicated environment. Contrary to popular belief, it is not a simply a “really hot, really dry place,” but an area of contrasts. Blistering hot in the day, freezing cold in the night, and constantly shifting, with most landmarks consisting of dunes that might have moved by the next day. What does bring all deserts together is the lack of water or moisture. Whether that is through heat (the usual problem) or through cold and ice is dependent upon the placement of the desert in question. In this book, we have chosen to focus on those worlds hot enough to have reduced the environment to barren rock and scorching sand, removing readily available moisture from the surface.

Most planets of this kind will be dominated by their deserts (covering 80%+ of the surface), with a only small polar caps, if any (typically frigid deserts in their own right). Water is ‘farmed’ from deep underground reservoirs or harvested from the air in the hours before the sun takes full effect each morning.

TEMPERATURE

In deserts, it is not uncommon for temperatures to reach extremes of up to 160 degrees Fahrenheit in the middle of the day, and out of the shade. In those temperatures, it is natural for creatures to succumb to the danger of heatstroke and exhaustion. The following rules are from the *Starfinder Roleplaying Game: Core Rulebook* with only slight modification but are reprinted for ease of the reader.

Heat deals nonlethal damage to the victim. A character can’t recover from the damage dealt by a hot environment until she gets out of the heat and cools off.

A character in very hot conditions (above 90° F) must attempt a Fortitude saving throw each hour (DC = 15 + 1 per previous check) or take 1d4 nonlethal fire damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty to their saving throws. A character can attempt a Survival check to receive a bonus to this saving throw, and might be able to apply this bonus to other characters as well (see the *Survival* skill in Chapter 5 of the *Starfinder Roleplaying Game: Core Rulebook*).

In severe heat (above 110° F), a character must attempt a Fortitude saving throw once every 10 minutes (DC = 15 + 1 per previous check) or take 1d4 nonlethal fire damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty to their saves. A character can attempt a Survival check to receive a bonus to this saving throw and might be able to apply this bonus to other characters as well.

Extreme heat (air temperature over 140° F, boiling water, fire, and lava) deals lethal fire damage. Breathing air in extreme heat deals 1d6 fire damage per minute (no saving throw). In addition, a character must attempt a Fortitude saving throw every 5 minutes (DC = 15 + 1 per previous check) or take 1d4 nonlethal fire damage. Hotter environments can deal more damage at the GM's discretion.

A character who takes any damage from heat exposure suffers from heatstroke (same as the fatigued condition). These penalties end when the character recovers from the nonlethal damage she took from the heat.

Boiling water deals anywhere from 1d6 to 10d6 fire damage per round of exposure, depending on water temperature and level of immersion.

FOOD & WATER

The following rules are from the *Starfinder Roleplaying Game: Core Rulebook* with only slight modification but are reprinted for ease of the reader.

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids per day to avoid thirst and about a pound of decent food per day to avoid starvation; Small characters need half as much. In very hot climates, characters need two or three times as much water to avoid thirst.

A character can go without water for 1 day plus a number of hours equal to their Constitution score. After this time, the character must succeed at a Constitution check each hour (DC = 10 + 1 per previous check) or take 1d6 nonlethal damage.

A character can go without eating food for 3 days. After this time, the character must succeed at a Constitution check (DC = 10 + 1 per previous check) each day or take 1d6 nonlethal damage.

A character who has taken any damage from lack of food or water is fatigued. Damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores Hit Points heals this damage.

VISIBILITY & WINDS

Wind in a desert can run the normal gamut of strength of winds, but higher winds start to move the top layer of dust and sand around, which can cause trouble for anyone traversing the desert at that time. The deeper levels of sand are usually not affected, as they are much firmer in composition and may not have moved for thousands of years.

In general, the maximum distance in desert terrain at which a creature can succeed at a Perception check to detect the presence of others is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes sight-based Perception checks impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet. The scarcity of undergrowth or other elements that offer concealment or cover makes using Stealth more difficult.

RANDOM WEATHER

d%	Desert Weather
01–70	Hot, calm winds
71–80	Hot, moderate winds
81–90	Hot, strong winds
91–99	Duststorm
100	Downpour or special

HOT WEATHER

Between 85° and 160° Fahrenheit during the day, 10 to 90 degrees colder at night. On planets where there is more than one sun, or where the axial tilt is marginal compared to the sun, meaning that there are few seasonal

STRANGE WORLDS

variations on the planet, the temperature will be higher, and the variation between day and night will be less. The temperature will also increase if the planet is closer to the sun (usually a terrestrial planet will be within the “green belt,” i.e. the zone in which sustainable life can exist on the planet, but can be closer to the sun, though it bears thinking that a planet closer to the sun will have drastically different species and races, compared to one in the “green belt,” likely meaning that any humanoids encountered would not be mammalian in nature, but more likely to be cold-blooded, such as reptiles.)

CALM WINDS

Days with calm winds are days where the wind speeds are low, between 0 and 10 mph, giving a mild breeze at best. Visibility is good, but can be affected by heat waves, but there are no bonuses or minuses to Perception checks because of the winds, as they are not strong enough to kick up the sand and dust to any significant degree.

MODERATE TO STRONG WINDS

Winds exceeding 10 mph are common in deserts, and they begin to slowly affect Perception, depending on their strength, as they kick up the sands in the desert. Stronger winds also begin to affect flying craft and creatures, making it difficult to maneuver. Primitive ranged weapons and things like grenades might be affected (and would take a to hit penalty equal to the Piloting penalty). Not all starships and vehicles are affected. Only starships and vehicles who are of a size equal to or less than the checked size are affected. Starships and vehicles of the EXACT size listed, suffer only half the penalty as they are knocked about, but not pummeled quite as mercilessly as smaller craft. (i.e. a Large starship in a Tornado takes a -16 penalty to Piloting checks, but a Huge starship takes only -8). This means that Colossal and Gargantuan starships are never affected by wind. Perception checks take a similar penalty, as details are nearly impossible to make out in tornado level winds. (a -16 to Perception checks).

Wind Force	Wind Speed	Checked Size ¹	Blown Away Size ²	Piloting & Perception Penalty
Calm	0–10 mph	—	—	—
Moderate	11–20 mph	—	—	—
Strong	21–30 mph	Tiny	—	-2
Severe	31–50 mph	Small	Tiny	-4
Windstorm	51–74 mph	Medium	Small	-8
Hurricane	75–174 mph	Large	Medium	-12
Tornado	175–300 mph	Huge	Large	-16

¹ *Checked Size* Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Piloting skill check if airborne.

² *Blown Away Size* Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.

DUSTSTORM (CR 3)

These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Duststorms on desert planets last on average 2d4 hours, but can last longer if the GM wishes. (While they can happen on normal planets too, in their deserts, there they normally last 6d10 minutes).

Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning, except that a character with a scarf or similar protection across their mouth and nose does not begin to choke until after a number of rounds equal to 10 + their Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake. This is on top of any effects suffered due to the prevailing winds. (Please note that a duststorm CAN happen even in Calm weather. This merely means that the duststorm lasts for longer, adding another 1d4 hours to the storm's duration).

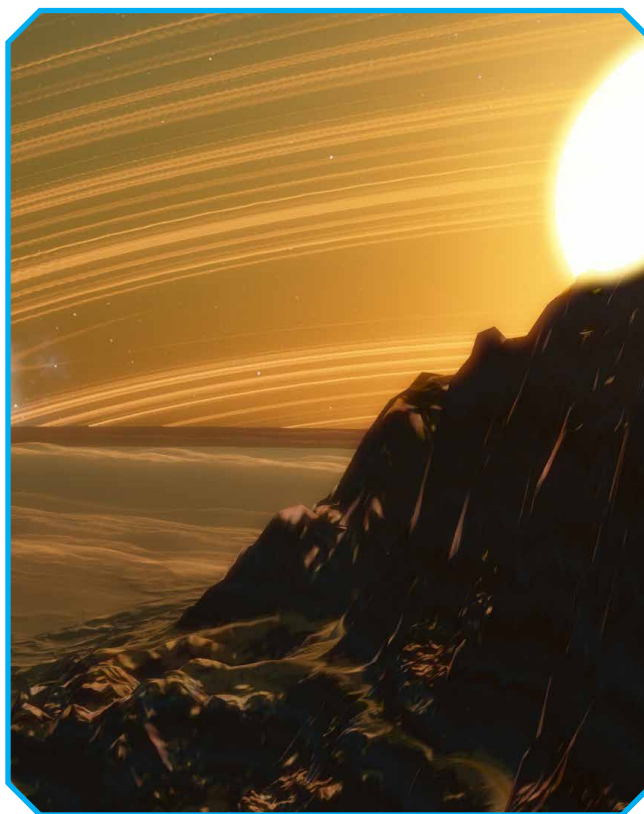
SPECIAL WEATHER

Special weather on any planet can be assigned by the Gamemaster, and should be adjudicated as such. It could be things like an actual rainstorm or downpour (which on a desert planet would be extremely unusual) or it could be something of a supernatural nature, like a swarm of insects or desert animals that is so large, dense and fast that it might flense the flesh from your very bones in a matter of seconds, or even a meteor shower. Only the limits of the Gamemaster set the boundaries for the possibilities here.

Here though, we present to you the **Flesh-Eater Swarm**, which is a wind driven swarm of insects, so small that they appear to be sand, but which are a swarm of ravenous beasts, feasting on any creature that they catch, eating the flesh and drinking up any bodily fluids allowing them to live on. They are so small that they are treated as a hazard, instead of a creature, and can be avoided as such.

FLESH-EATER SWARM (CR 4)

Only encountered in low winds (less than 30 mph, as they take refuge deep in the sand, during stronger winds), the swarm appears as a gigantic cloud stretching across the horizon. A Perception check DC 10 will enable a creature to note that there's a loud, distinctly unwind-like, buzzing sound, from millions of wings. The swarm moves at the speed of the wind and anyone caught in the open without shelter (though heavy and powered armor also protects against the pests. They chew through light armor, taking in a matter of minutes, equal to its item level, i.e. a tier 10 armor takes 10 minutes for it to eat through), suffers 2d6 points of damage every minute that they're caught in the open. It takes 3d10 minutes for Flesh-eater swarm to pass, as they're blown further on their path. Finally, anyone caught in the swarm takes a –10 penalty to Perception checks as they block visibility. Starships take a –5 penalty to Piloting checks if caught in the Flesh-eater swarm, but the hull of these ships is much too strong for them to chew through, resulting (at worst) in some damage to the paint job.



TERRAIN

Terrain in the typical single-biome desert planet can be divided into four categories: shallow sand, deep sand, rocky terrain, and sand dunes.

SHALLOW SAND

Shallow sand is most often flat ground, having no effects on movement or piloting. It can get into everything and maintenance in these areas of weapons, armor and so on would take longer than normal. These areas are normally where most people would settle barring any outside factors (such as gigantic worms), and cities and dwellings would be far apart with moisture farms taking up huge tracts of lands, to support even small amounts of citizens.

DEEP SAND (CR 3)

Deep sand slows down movements for both people on foot (making movement take up 1-1/2 times more than normal, i.e. 20 feet of movement would take up 30 feet of movement, with no effect on movement of less than 10 feet), and starships and vehicles taking a -2 penalty to Piloting checks. These areas can also hide areas of siltsand, that has no strength or resistance and causing creatures to fall down and drown in the sand itself (as per the Suffocation and Drowning rules in Chapter 11 under Environments in the *Starfinder Roleplaying Game: Core Rulebook*), but with an additional -5 penalty on the Constitution check, due to the weight of the sand. A creature can escape on its own with a DC 20 Acrobatics check, and characters wearing armor or equipment with its own air supply can survive until the air supply runs out.

ROCKY TERRAIN

Rocky terrain is rare on older worlds, as the prevailing winds on a desert planet will eventually wear down even the strongest stone, but on younger worlds, these areas are seen as attractive places to live, and in these areas civilization still clings on. Further out into the desert, nomads tend to reign, but in the rocky deserts, people settle down against the awesome forces of nature that surround them in their arid home.

SAND DUNES

Created by the action of wind on sand, dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of feet. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

MIRAGES

Mirages are naturally occurring optical illusions that result from light refraction and produce the appearance of false images on the horizon. Though they are not magical, mirages can function as illusion spells, generally *holographic terrain*, though they can impart a natural concealment (20% miss chance). Unlike magical illusions, mirages cannot be dispelled, though they can be disbelieved. Mirages take two primary forms: the traditional mirage and the phenomenon known as heat haze.

Traditional mirages are long-distance phenomena in which hazy images appear on the distant horizon, often in the shapes of rock formations, flat pools of reflective water, or oases and city walls. These mirages pose the greatest threat to travelers suffering from dehydration (whose desperation may persuade their minds to believe in an otherwise obvious mirage), or to those using the desert's few landmarks as navigation aids. When navigating in the desert, the existence of a mirage imposes a -2 penalty on Survival checks to keep from getting lost.

Because mirages are created by light refraction and

not magical manipulation of the environment, they're very difficult to distinguish from true structures or terrain features without the aid of magical divination, surveying equipment, or trial and error. Spells such as *true seeing*, which reveal things as they truly are, indicate a mirage's true nature but can't reveal what the mirage is obscuring because of the distance (generally several miles) at which the phenomena are observed.

Outside of magical means of detecting a mirage, a character must interact with the illusion to disbelieve it. A character who makes a successful DC 15 Survival check while observing a mirage can estimate the perceived distance to the image. When the character has traveled the estimated distance toward the mirage, they may attempt a DC 10 Will save to disbelieve the illusion. Scanners without magical divination effects can still be fooled by a mirage because of how the light is literally being manipulated, though special-made versions of scanners can exist designed to notice and highlight when a mirage is present but it does not "remove" the mirage's effect.

Heat haze appears in areas where the air close to the surface of the desert is heated to a significantly higher temperature than the air above it. During the day's hottest points, when hot air rises and cooler air above it sinks, this causes the air to appear to shimmer. This type of mirage can be seen from as little as 30 feet away. In conditions of heat haze, creatures beyond 30 feet appear indistinct and blurred, gaining concealment against ranged attacks. Effects and abilities that would allow a character to ignore this concealment, such as blindsight and *true seeing*, negate this effect. Heat haze has no effect on navigation and cannot be disbelieved.

>> EQUIPMENT

Below you'll find equipment that has been designed for use on, or created on, desert planets, usually in defense against the environment itself, but in some cases, they represent a unique twist from the culture in question.

DEW COLLECTOR

Dew collector are fairly large machines, consisting of a four-meter tower, with a three-meter tube inside it. The dew collectors are capable of drawing moisture from the air about them, by ionizing a layer of inner tubing, cooling the inner surface to the dewpoint, allowing for dew to form, and the water to run down the surface collecting in a specialized bowl at the bottom of the dew collector tower, which can store up to 5 gallons. The dew collectors remain effective down to a relative air moisture content of 1.5%, in which it is capable of drawing half a gallon of water per day from a one-square-mile area around the collector, or enough to sustain a Medium sized creature. In areas where the air moisture content is higher, it draws proportionally more water, while the filtration system in the bowl allows the dew collector to remove any toxins or contaminants from the water (similar to casting a *remove affliction* on the contents of the bowl, as a 5th level caster). Creatures sometimes have entire farms of dew collectors, allowing for small businesses to thrive on worlds that lack water.

MOBILE FORTRESS HOME

The mobile fortress home is a Gargantuan vehicle, in essence a house on tank treads, outfitted with everything needed to survive in harsh conditions. The mobile fortress home comes in many configurations, one

Name/Model	Level	Price	Hands	Bulk	Capacity	Usage
Dew Collector	1	6,000	—	30	—	—
Mobile Home Fortress	10	26,740	—	—	—	—
Moisture-suit	5	5,000	—	L	3	1/day
Sand Knife	5	4,000	1	L	—	—
Solar Panel Recharger	4	6,000	—	20	20	1/minute (see below)

Armor Model	Level	Price	EAC Bonus	KAC Bonus	Maximum Dex Bonus	Armor Check Penalty	Speed Adjustment	Upgrade Slots	Bulk
Moisture Suit	5	5,000	+5	+5	+6	—	—	1	L

for each extreme environment that it might encounter. While any fortress home can survive in most extremes, they become better when adjusted for the individual environment where they are expected to function, such as by having air-condition and dew collectors pre-installed for a desert variant (and heating for a cold planet, etc.).

Slow and lumbering, as well as heavily armored, the mobile fortress home makes its way across the while a family resides in relative comfort inside the confines of the vehicle itself, using enercycle to explore the area around it.

The mobile fortress is set as three floors, with the lower floor containing two basic enercycles for use by the family living in the mobile fortress, with the central floor containing the living area or a family of six. Finally, at the top of the mobile fortress home is a landing pad for emergencies, as well as a light machine gun emplacement for use in self-defense, should the home come under attack.

MOBILE FORTRESS HOME

LEVEL 10

Price 26,740

Gargantuan land vehicle (40 ft. wide, 50 ft. long, 30 ft. high)

Speed 10 ft., full 200 ft., 22 mph

EAC 18; **KAC** 18; **Cover** total cover

HP 160 (80); **Hardness** 20

Attack (Collision) 11d10 (DC 13)

Attack (Front) light machine gun (2d10 piercing, ammo 60)

Modifiers -6 Piloting, -4 attack (-8 at full speed)

Systems autopilot (Piloting +11), dew collector, light machine gun, planetary comm unit, solar panel recharger; **Passengers** 6

MOISTURE-SUIT

A moisture-suit is a tight-fitting armor-style coverall, created from materials that are designed to absorb moisture and repel heat. Through numerous vents, channels, and tubes in the suit, it channels the heat away from the body of wearer. The heat and the residual energy from the movements of the wearer is channeled to a power unit, that drives a filter that cleans and filtrates the moisture, making it into pure drinkable water. While it cannot sustain a user indefinitely, it can sustain them for several days without the need for water from an outside source. Each moisture-suit contains 3 filters, each filter capable of keeping the user with water for a day, represented in the charges of the armor. Replacing all 3 filters costs 150 credits. The moisture-suit is only created in a light armor version, as the fabric used is not strong enough for a heavier armor.

SAND KNIVES

Created from sand that have been left to turn to glass in the devastating heat of the desert sun, these glass knives are created only by master craftsmen, and only for individuals. As each sand knife is created specifically for one user, that user automatically counts as having Weapon Proficiency in the sand knife, while any other user suffers the same penalty as using an improvised weapon (-4 to hit).

The sand knives are hollow, designed to transfer any poison into the victim of a strike. This allows the wielder of the sand knife to deliver contact, ingested, and injury poisons directly into the bloodstream of an enemy, thereby increasing the save DC of the poison by 2.

The sand knives are consecrated in mystic rituals making them almost incapable of harming the original owner (causing only 1 point of damage), and refusing to release any poison that has been stored in the blade.

One-Handed Weapons	Level	Price	Damage	Critical	Bulk	Special
Sand Knife	5	5,000	1d8 P	Injection DC +2	L	Analog, injection, operative

SOLAR PANEL RECHARGERS

Solar panel rechargers are a slow, but reliable method of restoring power while living on a desert planet. They consist of a central hub, with several solar panels extending out from the center body of the recharger. The center is festooned with various plugs and connectors, allowing for up to 6 items to be charged at once. The solar panel recharger allows 6 units to

recharge 1 charge per 10 minutes that they are hooked up, provided the sun is visible. It can also store charges (up to 20, that cannot be charged at the same time as other units are hooked up) and transfer these when the user wishes (or if there is no sun visible), at a rate of 1 charge per minute.



» CREATURES OF THE DESERT

Below you'll find sample creatures for you to use in your games. There are three creatures of low-, medium-, and high CR ratings, so that you have an opportunity to challenge players of any level with these creatures of the desert.

Desert Stalker CR 7 Combatant

N Medium animal

Init +5; **Senses** low-light vision; **Perception** +14

DEFENSE

HP 105

EAC 19; **KAC** 21

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

Defensive Abilities fast healing 5

OFFENSE

Speed 50 ft.

Melee claws +17 (2d6+11 S plus poisoned claws)

Offensive Abilities poisoned claws, pounce

STATISTICS

Str +4; **Dex** +5; **Con** +1; **Int** -4; **Wis** 0; **Cha** 0

Skills Acrobatics +14, Perception + 14, Stealth +19, Survival +14

ECOLOGY

Environment deserts (arid and dry areas)

Organization solitary or pack (2-5)

SPECIAL ABILITIES

Poisoned claws (Ex)

Type poison (injury); **Save** Fortitude DC 17

Track Constitution; **Onset** 1 minute; **Frequency** 1/round for 6 rounds

Cure 2 consecutive saves

Pounce (Ex) If a desert stalker charges, then on the first turn, it may make 2 normal claw attacks instead of the normal 1.

Standing 5 feet tall at the shoulder, the desert stalker is a 6-legged feline, adapted for life in the desert. Hunting and preying on small animals, it is ferocious and not afraid to attack humanoids, such as any travelers that may enter its domain. Fiercely territorial, the desert stalkers only gather in small numbers, but these are strong enough to take down most threats in their area. Due to the desert heat, the desert stalkers are nocturnal, burying themselves beneath the sand or sleeping in caves during the day, and coming out to hunt at night.

Desert stalkers are prized for their fur, which is silky smooth and worth upwards of 500 credits to the rich and famous around the galaxy. Rumors abound that some hunters have trained desert stalkers to assist them in hunts, but training one of these stubborn animals would be incredibly difficult and dangerous. More nefarious creatures find use for the poison that covers the desert stalker's claws, as it is odourless, tasteless, and mention deadly.



Dust Rat**CR 1** **Combatant**

N Small animal

Init +2; **Senses** blindsight (scent), low-light vision;
Perception +5**DEFENSE****HP** 20**EAC** 11; **KAC** 13**Defensive Abilities** scrounger**Fort** +3; **Ref** +3; **Will** +1**OFFENSE****Speed** 30 ft., burrow 10 ft**Melee** bite +8 (1d6+2 S)**STATISTICS****Str** +1; **Dex** +2; **Con** +4; **Int** -5; **Wis** 0; **Cha** 0**Skills** Athletics +5, Perception +5, Stealth +5,
Survival +10**ECOLOGY****Environment** deserts (arid and dry areas)**Organization** pack (2-5) or infestation (20+)**SPECIAL ABILITIES**

Scrounger (Su) Dust rats can incorporate most of what they eat into their body, and are able to survive on almost anything. If a dust rat kills a creature wearing heavy or powered armor (or has spent more than 3 days eating away at a building), it's KAC is increased by +2 for the next 24 hours, as the various mineral composites form a protective layer around its body.

Dust rats are vermin, and an infestation of them can lay waste to even the sturdiest buildings as they chew through steel, concrete, or worse. While technically omnivorous they far prefer the taste of meat, and will tunnel through walls and eat through doors just to get to a tasty meal. Young farmers often hone their skills shooting these creatures, helping to clear infestations from their homesteads and houses. As they present skittish targets, these kids often become quite proficient with the weapons or vehicles that they use to exterminate the dust rats, and they are able to take these skills with them into the galaxy beyond.



STRANGE WORLDS

Sand Annelid

CR 20 Combatant

Colossal magical beast

Init +6; **Senses** blindsight (vibration), darkvision 60 ft, low-light vision; **Perception** +34

DEFENSE

HP 465

EAC 35; **KAC** 37

Fort +23; **Ref** +21; **Will** +19

Defensive Abilities Damage Reduction 20/-

OFFENSE

Speed 50 ft., burrow 50 ft

Melee bite +35 (11d10+29 B plus swallow whole)

Space 60 ft.; **Reach** 20 ft.

Offensive Abilities swallow whole (11d10+29 B, EAC 35, KAC 33, 116 hp), trample (11d10+29 B, DC 25)

STATISTICS

Str +9; **Dex** +6; **Con** +12; **Int** -4; **Wis** 0; **Cha** 0

Skills Acrobatics +34, Athletics +5, Perception + 34, Survival +39

ECOLOGY

Environment deserts (arid and dry areas)

Organization solitary

SPECIAL ABILITIES

Vibration movement (Ex) The signs of a nearby sand annelid are easy to detect, and any creature who makes a DC 5 Perception check can feel the vibrations of an oncoming sand annelid, giving plenty of preparation time. Creatures with blindsight (vibration) or blindsense (vibration) can tell how far away a sand annelid is up to a distance of one mile, as well as how fast the creature is moving. Similarly, a sand annelid is drawn to vibrations from up to a mile away, being able to feel creatures moving.

Extended reach (Ex) If a sand annelid charges, it doubles its reach to 40 ft. for the 1st round of combat.



Sand annelids are the apex predators of their desert environments, larger than many vehicles and utterly intolerant of any other creatures in its territory. Thankfully they are usually only found in the deepest reaches of the desert, and stay away from rocky terrain, as they are unable to burrow through these areas and unable to sense the vibrations within them, unlike their normal hunting methods in the desert. Impervious to lesser attacks, many choose to simply run from the creatures, or to use starships or vehicles to eliminate the threat.

Most sand annelids encountered by humanoids are smaller specimens around 60 feet, but rumors abound of larger specimens as well as some that might be able to survive in the vacuum of space. Rumors about sand annelids abound as claims regarding the numerous uses of their bodies and even their waste products are common spacer gossip after one too many drinks.

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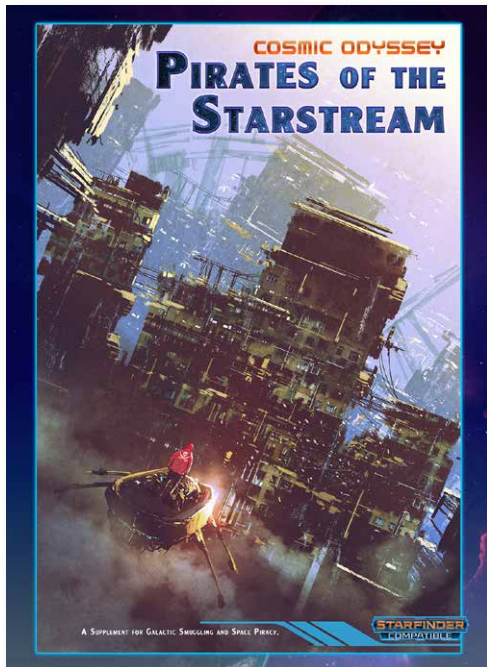
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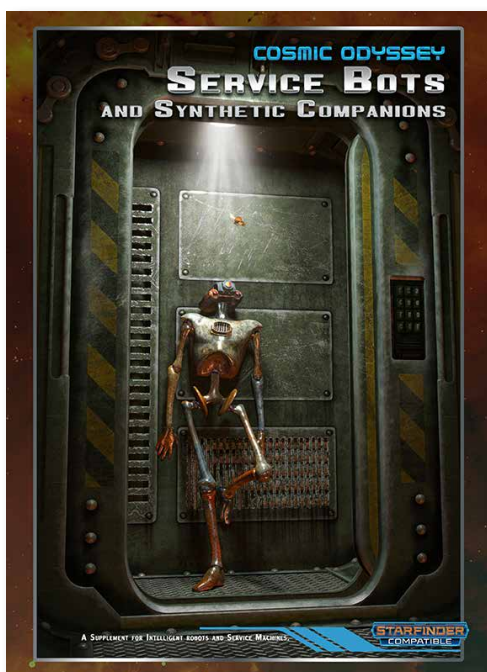
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