

STARFINDER



FIRST CONTACT

STARFINDER MONSTERS IN PATHFINDER

Aballion
Security
Robot



Verces
Bloodbrother



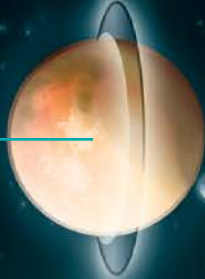
Golarion
Space
Goblin



Edox
Ellicoth
Necrovite



Liavara



Space
Pirate



Apostae



Castrovel
Ksarik



The Diaspora
Sarcesian



Bretheda
Haan



Akition
Contemplative



Triaxus

Sun

Aucturn
Drocoran



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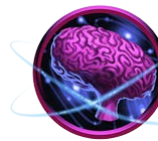


NEW MONSTER REFERENCE SYMBOLS



COMBATANT

These creatures are best suited to physical fighting, and can be good at range, in melee, or both.



EXPERT

These creatures tend to be better with skills and use them to their benefit in combat.



SPELLCASTER

These creatures rely primarily on spells or spell-like abilities to make them formidable in a fight.

Welcome to

STARFINDER



Launching August 2017, Starfinder is a stand-alone science fantasy roleplaying game that takes the world of Pathfinder thousands of years into a possible future where adventurers from races both familiar and alien travel between the stars to unravel the mysteries of an enigmatic universe. It's a game of spell-hacking technomages using magic to recode the universe; power-armored soldiers armed with laser cannons and enchanted energy blades; stealthy ratfolk assassins; and quick-thinking android mystics. And as in Pathfinder, one of its centerpieces is battling strange beasts!

In these pages, you'll find a dozen new creatures that give you a sneak peek into the weird and wonderful worlds of Starfinder! Fortunately, Starfinder monsters are designed to be easy to use in Pathfinder with minimal conversion, and vice versa, meaning there's no need to wait until August—you can easily drop any of these creatures into a Pathfinder game and start playing now!

WHAT'S DIFFERENT

Pathfinder RPG players will notice differences in rules and terminology used in Starfinder monster stat blocks. Most dramatically, monsters in Starfinder aren't built using the same rules as player characters. Instead, they're created using a system of benchmarks similar to those found in *Pathfinder RPG Pathfinder Unchained*, which allows even relatively new Game Masters to create interesting, balanced monsters to throw against their groups.

The following explains some elements that have changed, and how you can adapt these changes for Pathfinder.

ABILITY SCORES

Starfinder monsters don't have ability scores like player characters do; their ability scores are described in terms of the ability score modifiers familiar to players of the Pathfinder RPG. If you ever need a monster's exact ability score, assume it has the minimum ability score that corresponds to its modifier (a score of 16 for a modifier of +3, for example).

ARMOR CLASS

Starfinder monsters and characters now have two Armor Classes: Energy Armor Class (or EAC) and Kinetic Armor Class (or KAC). Weapons that deal energy damage (such as a laser pistol) target EAC, while weapons that deal physical damage (such as a longsword) target KAC. When converting these rules to Pathfinder, use the higher of the two values for normal AC and the lower for touch AC. If you need a monster's flat-footed AC, subtract the monster's Dexterity bonus from its normal AC.

FEATS

In the stat blocks in this book, feats are listed only if they're things a monster can *do*. Feats that would grant the monster a static bonus (such as Improved Initiative) are assumed to already be factored into its statistics.

WEAPONS AND GEAR

Some aliens carry sophisticated technological weapons and gear; the key information is given in stat blocks, while full details are presented in the *Starfinder Core Rulebook*. If you

need to use such items in a Pathfinder game, find a similar item in *Pathfinder Campaign Setting: Technology Guide*.

In general, weapons work similarly to those from the Pathfinder RPG, except when it comes to critical hits. Every Starfinder weapon scores a critical hit that deals double damage on a natural 20 (no confirmation roll is needed). Some weapons also inflict secondary conditions on a critical hit, as noted in the monster's attack entries; these are explained in greater detail on page 4.

Since the type of damage an attack deals is more important in Starfinder, it's been included in monster stat blocks as an abbreviation. There are still three types of physical damage: bludgeoning (B), piercing (P), and slashing (S), and five types of energy damage: acid (A), cold (C), electricity (E), fire (F), and sonic (So). If a weapon deals multiple damage types, those types are separated by a slash.

SENSES

In Starfinder, we've unified a variety of rules for unusual senses, reclassifying them as forms of either blindsense or blindsight (as described in any *Pathfinder RPG Bestiary* volume). When you're converting these rules to Pathfinder, the ksarik's blindsense (olfactory) ability functions as scent, the ellicoth's blindsense (life) and necrovite's blindsight (life) abilities function as lifesense, and the bloodbrother has traditional blindsight.

SPECIAL ABILITIES

Defensive, offensive, and noncombat ability entries list all the special abilities and qualities a monster has. If an ability has the same name as a universal monster rule from a *Pathfinder RPG Bestiary* volume, use that rule for that ability. Otherwise, if the ability isn't described at the end of the monster's stat block, it's part of the new rules for Starfinder and can be referenced starting below.

OTHER ELEMENTS

Some monsters in this book have the following elements, which are new or altered features in Starfinder.

Actions: A full action in Starfinder is equivalent to a full-round action in Pathfinder, while a reaction is similar to an immediate action.

Combat Maneuvers: Starfinder does not use CMB or CMD; combat maneuvers are simply melee attacks.

Disease and Radiation: In Starfinder, diseases and poisons use the alternative rules for those afflictions presented in *Pathfinder RPG Pathfinder Unchained*. If you don't wish to use those rules, you can substitute a modified version of filth fever for the ksarik's carrion spores (with the seedlings bursting forth after 1d4+4 days). You can use the rules for radiation presented in the *Technology Guide* to represent the ellicoth's aura.

Grafts: The new monster-building system in Starfinder uses grafts, which are sets of abilities related to things like type, subtype, and class that a GM can add to a creature to give

ALIENS AS PCS

Part of the fun of any science fantasy game is playing bizarre alien races, and in Starfinder, we want groups to have as many racial options as possible. As a result, several creature entries in this book include racial traits—rules players can use to build characters of these races. In many cases, these racial abilities are intentionally weaker than the full monster abilities—this allows us to present a wider array of potentially playable races, many of which would otherwise be too powerful. Even so, these abilities can still be complex, and it's always up to the GM to decide whether to allow player characters of these races.

Additionally, Starfinder uses a brand-new version of the point-buy character creation system. The modifiers listed in a creature's Ability Buy Points entry represent an entirely different system—points used to purchase abilities rather than direct increases to the ability. It's easy to adapt them to the traditional Pathfinder RPG racial traits. Simply replace the racial ability score modifiers listed here as -1 with -2, and those listed as +1 with +2; other values remain the same.

it flavor and abilities (see *Pathfinder Unchained*). For instance, the sarcesian presented on page 14 uses the operative graft to be an effective sniper without making the GM use the full class rules. Some grafts have specific requirements that must be fulfilled before they can be applied.

Spells: If a spell in a stat block isn't in the Pathfinder RPG, substitute a Pathfinder spell of the same level. For instance, you might replace the necrovite's 5th-level spells with *cone of cold* (*Advanced Player's Guide*), *flame strike*, and *mind thrust I* (*Occult Adventures*). The haan's ballooning racial ability references the 1st-level version of Starfinder's *flight* spell, which functions similarly to *feather fall*.

WHAT'S NEW

The following rules are new to Starfinder.

CLASS ABILITIES

These come from the operative and soldier classes.

Cloaking Field (Ex): The operative can bend light around herself and muffle the sounds of her breathing, heartbeat, and movements, allowing her to nearly vanish when she isn't moving. Even when she moves, she appears as only an outline with blurry features. This cloaking field doesn't make the operative invisible, but it does make it easier for her to sneak around. Activating the cloaking field is a move action. While the cloaking field is active, the operative can use Stealth to hide, even while being directly observed and with no place to hide. Attacking doesn't end the cloaking field, but it does end that particular attempt to hide. If the operative remains perfectly still for at least 1 round, she gains a +10 bonus to

Stealth checks (which doesn't stack with the bonus from *invisibility*) until she moves.

The operative's cloaking field lasts for up to 10 rounds before it becomes inactive. While inactive, the cloaking field automatically recharges from the kinetic energy of the operative's movements. As long as she is moving, it recharges at the rate of 1 round of cloaking per minute.

Debilitating Trick (Ex): At 4th level, the operative gains the ability to debilitate her foes. When she hits an enemy with a trick attack (see below), that enemy incurs a debilitating effect until the beginning of the operative's next turn. The operative can choose to make the creature flat-footed or off-target (–2 penalty to attack rolls).

Grenade Expert (Ex): This increases the range increment of the soldier's thrown grenades by the listed amount. The soldier can also spend 10 minutes to create any level 1 grenade without paying for it. Only the soldier can use this grenade—it's a dud for anyone else. The soldier can have only one grenade created by this ability at a time.

Trick Attack (Ex): The operative can trick a foe and then attack when that enemy drops his guard. As a full action, the operative can move up to her speed. Whether or not she moved, she can then make an attack with a small arm or a melee weapon with the operative special feature. Just before making the attack, the operative attempts a Bluff, Intimidate, or Stealth check with a DC equal to 20 + the target's CR or character level. If she succeeds, the target is flat-footed against that attack and the operative deals the listed amount of additional damage; even if the target is immune to being flat-footed, the operative still deals the extra damage. The operative can't use this ability with a weapon that has the slow-firing special feature or otherwise requires a full action to fire once.

Uncanny Mobility (Ex): When the operative uses the trick attack ability, her movement doesn't provoke attacks of opportunity from the target of her attack. In order to benefit from this ability, the operative must choose the target of her attack before she moves. Also, when the operative uses a standard action to move, she can choose one creature. She doesn't provoke attacks of opportunity from that creature for this movement.

RESOLVE

Like Starfinder PCs, an alien might have Resolve Points, a pool of grit and luck spent to fuel certain abilities. Up to once per day, an alien can regain spent Resolve Points by getting a full 8 hours of uninterrupted rest.

UNIVERSAL MONSTER RULES

The following rules apply to multiple monsters.

Limited Telepathy (Su): The creature can project its speech telepathically into the mind of any creature within the listed distance, but it can still communicate only in languages it knows.

Unliving (Ex): A construct or undead has no Constitution modifier and is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn't recover from damage naturally, but a construct can be repaired with the right tools. Spells like *make whole* can heal constructs, and negative energy can heal undead. An unliving creature with fast healing benefits from that ability. Unliving creatures don't breathe, eat, or sleep. They can't be raised or resurrected.

WEAPON ABILITIES

From standard abilities to critical hit effects, the following rules are associated with weapons.

Arc: On a critical hit, the attack's energy leaps to a second creature. This must be within 10 feet of the target creature and must be the nearest creature to it (if multiple creatures are equidistant, the wielder chooses the secondary target). The secondary creature takes the listed amount of damage of the same type the weapon deals.

Burn: On a critical hit, the target takes burn damage equal to the amount listed for an additional 1d4 rounds at the start of its turn. A burning creature can put out the fire as a full action.

Explode: Explosives have the explode ability, which lists the radius of the explosion, the amount of damage it deals, and the damage type. The user of a weapon with this ability aims at a grid intersection. Each creature within the blast radius takes the listed damage unless it succeeds at a Reflex save at the listed DC, in which case it takes half damage. Any penalties to weapon attack rolls reduce this DC.

These monsters were created using the Starfinder rules available at the time of writing, which may change in the final version of the game. The *Starfinder Core Rulebook* and the first *Starfinder Adventure Path* volume will be available August 2017 at paizo.com or your local game store.

BROODBROTHER

CR
7XP
3,200

NE Huge magical beast (cold)

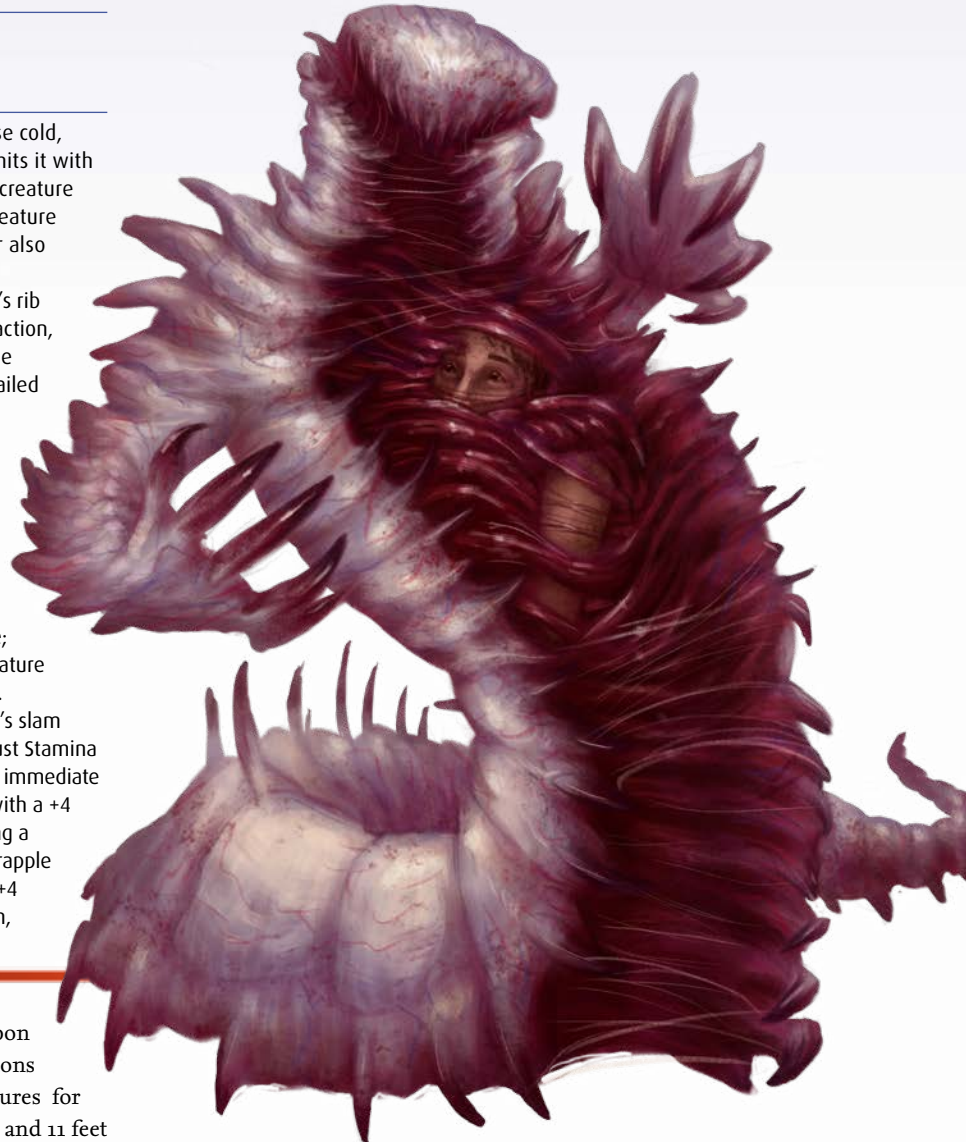
Init +2; **Senses** blindsight (thermal) 60 ft.; **Perception** +14**DEFENSE****HP** 107**EAC** 19; **KAC** 21**Fort** +11; **Ref** +11; **Will** +6**Defensive Abilities** fast healing 5; **Immunities** cold**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** slam +18 (2d6+12 B plus 1d6 C and seize)**Space** 15 ft.; **Reach** 10 ft.**Offensive Abilities** cold, rib cage prison, seize**STATISTICS****Str** +5; **Dex** +2; **Con** +4; **Int** +0; **Wis** +0; **Cha** +0**Skills** Athletics +19, Intimidate +14, Survival +14**Languages** Vercite (can't speak any language)**ECOLOGY****Environment** any cold (Verces)**Organization** solitary, pair, or clan (3-7)**SPECIAL ABILITIES**

Cold (Su) A bloodbrother's body generates intense cold, dealing 1d6 cold damage to any creature that hits it with a natural attack or unarmed strike, and to any creature the bloodbrother hits with its slam attack. A creature that begins its turn grappled by a bloodbrother also takes this damage.

Rib Cage Prison (Su) A creature in a bloodbrother's rib cage prison has the grappled condition. As a reaction, a bloodbrother can force a creature in its rib cage prison to attempt a DC 15 Fortitude save; on a failed save, the creature takes 1 point of Constitution damage. Any round that a creature in its rib cage prison takes this Constitution damage, the bloodbrother gains fast healing 5; the above statistics assume a bloodbrother has a Small, half-drained animal with a Constitution score of 5 trapped in its rib cage prison at the beginning of combat. A bloodbrother can have only one creature in its rib cage prison at a time; if it chooses to imprison a new creature, the creature currently in its rib cage is immediately released.

Seize (Ex) When the damage from a bloodbrother's slam attack deals Hit Point damage to a target (not just Stamina Point damage), the bloodbrother can attempt an immediate grapple combat maneuver against that target with a +4 bonus. If a bloodbrother begins its turn grappling a Medium or smaller foe, it can attempt another grapple combat maneuver as a standard action (with a +4 bonus) to place the foe within its rib cage prison, freeing its hands to make further slam attacks.

long from head to tail, a bloodbrother looks like a white-furred insect from the waist down, while its upper half resembles that of a muscular humanoid with a set of bony appendages protruding from a cavity in its chest. This pseudo rib cage can open like a fanged mouth, and when a bloodbrother places grabbed prey within it, the bones clamp down on the creature and the walls of the enclosure exude thin tendril-suckers. These suckers tap into the prey's circulatory system, but rather than simply drinking blood, the bloodbrother uses the trapped creature as an auxiliary heart, absorbing any blood-borne nutrients and using the prey's metabolism to help it heat and feed itself. Prey can be kept alive in this way for months, until all its stored energy has been used up and the bloodbrother lets the husk fall to the ground.



Usually confined to the glaciers that float upon the seas of Verces's Darkside, the abominations known as bloodbrothers hunt smaller creatures for their vital essences. Measuring over 15 feet tall and 11 feet

CONTEMPLATIVE

CR
2

XP
600



N Medium monstrous humanoid
Init +1; **Senses** blindsight (thought) 60 ft.; **Perception** +7

DEFENSE **HP** 18

EAC 13; **KAC** 12
Fort +1; **Ref** +3; **Will** +7 (+11 vs. mind-affecting effects)
Weaknesses atrophied

OFFENSE

Speed 5 ft., fly 30 ft. (perfect)
Melee claw +5 (1d4 S)
Ranged diode laser pistol +7 (1d4+2 F; crit burn 1d4)
Offensive Abilities applied knowledge
Spell-Like Abilities (CL 4th)
1/day—*detect thoughts* (DC 15), *mind thrust* (1st-level, DC 15)
At will—*daze* (DC 14), *detect magic*, *psychokinetic hand*

STATISTICS

Str -2; **Dex** +1; **Con** -1; **Int** +5; **Wis** +3; **Cha** +2
Skills Computers +7, Engineering +7, Life Science +12, Mysticism +12, Physical Science +7
Languages Akitonian, Common, Ysoki; telepathy 100 ft.
Gear diode laser pistol

ECOLOGY

Environment any urban (Akiton)
Organization solitary, pair, or band (3-7)

SPECIAL ABILITIES

Applied Knowledge (Ex) Once per day before attempting a skill check or saving throw against a creature, a contemplative can use its 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 its normal bonus.

Atrophied (Ex) A contemplative's limbs are practically vestigial. A contemplative can manipulate most tools and one-handed weapons (including small arms) without difficulty. A contemplative can't properly wield a two-handed weapon without dedicating its telekinetic powers to supporting the weapon, and even then it takes a -4 penalty to attack rolls. It also can't use its spell-like abilities or fly until it is no longer wielding that weapon.

RACIAL TRAITS

Ability Buy Points: +4 Int, +1 Cha, -1 Str, -1 Con
Hit Points: 2

Size and Type: Contemplatives are Medium monstrous humanoids.

Applied Knowledge: See Special Abilities.

Atrophied: See Special Abilities.

Blindsense: Contemplatives have blindsense—see the special ability in the *Starfinder Core Rulebook*.

Darkvision: A contemplative can see in the dark to a range of 60 feet.

Psychic Flight: Contemplatives fly psychically at a speed of 30 feet (average maneuverability), but their land speed is only 5 feet.



The entities now known as contemplatives of Ashok were once humanoids of extreme intelligence living on Akiton. Upon unlocking exceptional psychic powers, they deliberately evolved their brains—to the detriment of their bodies. Now, contemplatives float along using telekinesis, their atrophied bodies dangling from pulsating brain-sacs. Other creatures are often unsettled by their strange logic and habit of speaking as “we” rather than “I” when traveling in groups.

ELLICOTH

CR
9XP
6,400

N Gargantuan magical beast

Init +0; **Senses** blindsense (life) 60 ft., low-light vision;**Perception** +22**Aura** radiation (30 ft.)**DEFENSE****HP** 145**EAC** 22; **KAC** 24**Fort** +13; **Ref** +13; **Will** +8**OFFENSE****Speed** 50 ft.**Melee** gore +22 (2d10+15 P) or
soul drain +22 (see below)**Space** 20 ft.; **Reach** 20 ft.**Offensive Abilities** soul drain**STATISTICS****Str** +6; **Dex** +0; **Con** +4; **Int** -4; **Wis** +3; **Cha** +2**Skills** Athletics +17, Intimidate +17, Survival +17**Languages** Eoxian (can't speak any language)**Noncombat Abilities** no breath**ECOLOGY****Environment** any deserts or plains (Eox)**Organization** solitary, pair, or herd (3-6)**SPECIAL ABILITIES**

Aura of Radiation (Ex) Due to the environments in which they live, ellicoths absorb extreme levels of radiation and have evolved the ability to store and redirect this energy without being harmed by it. An ellicoth emanates medium radiation out to 15 feet and low radiation for an additional 15 feet.

Soul Drain (Su) As a standard action, an ellicoth can make an attack with its trunks against the KAC of a single living or undead target within its reach. If struck, the target takes 3d6+9 bludgeoning damage and is staggered for 1 round; the target can attempt a DC 16 Fortitude save to halve the damage and negate the staggered condition. If the target takes Hit Point damage, the ellicoth regains a number of Hit Points equal to that amount, though it can't have more than its maximum.

normal animals; rather, they siphon vital energy directly from other creatures to sustain their agonized existence. Ellicoths can survive just as easily on the necromantic energies animating undead as on the soul energy of living creatures, and most of their diet consists of ghosts, zombies, and other spontaneously generated undead in Eox's wastelands. Occasionally, however, a stampede of ellicoths will crash through the protective walls around Eoxian settlements and gorge in a feeding frenzy until the local military can mobilize to bring them down.



Standing 50 feet tall and weighing upward of 30 tons, an ellicoth resembles a two-trunked elephant perched on incongruously narrow, stilt-like legs. Its stocky form is covered with horns and growths, and its skin is blistered and cracked from the radiation it absorbs and stores within its body. While some of this radiation comes from cosmic rays that bombard Eox's surface, more is absorbed as the ellicoth roams Eox's radioactive wastelands.

Pre-Gap records indicate that ellicoths predate Eox's transformation, and that they were once gentle herbivores whose long legs and trunks allowed them to safely reach the fruits atop spike-trunked jicobalan trees. During Eox's cataclysm, however, the backlash of magical energy mutated several herds. Today, the mournful ellicoths no longer eat vegetation or even breathe like

GOBLIN, SPACE

CR
1/3

XP
135



NE Small humanoid (goblinoid)
Init +3; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

HP 6

EAC 11; **KAC** 12
Fort +0; **Ref** +2; **Will** +2

OFFENSE

Speed 35 ft.
Melee dogslicer +0 (1d4 S)
Ranged junklaser +3 (1d4 F; crit burn 1d4)
Offensive Abilities tinker, unstable junklaser

STATISTICS

Str +0; **Dex** +3; **Con** +0; **Int** +1; **Wis** +0; **Cha** +0
Skills Computers +7, Engineering +7, Stealth +7, Survival +3
Languages Common, Goblin
Gear tattered flightsuit, dogslicer, junklaser, makeshift engineering tools

ECOLOGY

Environment any
Organization gang (4–12) or tribe (13+ plus 100% noncombatants, 1 leader of CR 3–4, and 5–6 alien pets)

SPECIAL ABILITIES

Tinker (Ex) As a move action, a space goblin can remove the penalties associated with the broken condition from a single piece of equipment until the start of his next turn. The item then becomes unusable for 10 minutes (and retains the broken condition after that until it is fixed).

Unstable Junklaser (Ex) A space goblin's laser pistol is crafted from a mishmash of broken casings, leaking energy cells, and other random material. A junklaser is similar to a holdout laser pistol, except it has a range of only 60 feet. If the wielder of a junklaser rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junklaser gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a concussion grenade I (explode 20 feet, 1d8 B, Reflex DC 10 half); a result of 0 rounds means the junklaser explodes immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown junklaser has the same range increment as a grenade.

RACIAL TRAITS

Ability Buy Points: +4 Dex, –1 Cha

Hit Points: 2

Size and Type: Space goblins are Small humanoids with the goblinoid subtype.

Darkvision: Space goblins can see up to 60 feet in the dark.

Fast: Space goblins are fast for their size and have a base speed of 35 feet.

Scrounger: Space goblins receive a +2 racial bonus to Engineering, Stealth, and Survival checks.

Tinker: See Special Abilities.



Goblin legend claims that long ago, a tribe of goblins stowed away on a spacecraft leaving Golarion and made its way to Absalom Station, infiltrating the station's worst neighborhoods and setting up camps in its engineering passages. Over time, the goblins learned to build weapons and armor from scavenged parts, albeit without a great deal of proficiency. While goblins have since managed to hijack ships and spread to the stars, nowhere are they as prevalent as on Absalom Station—a fact for which all other worlds are grateful.

HAAN

CR
3XP
800

CN Large monstrous humanoid
Init +4; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE

HP 36

EAC 14; **KAC** 15
Fort +2; **Ref** +4; **Will** +8

OFFENSE

Speed 30 ft., fly 30 ft. (average)
Melee balloon +10 (see below) or
 claw +10 (1d4+5 S)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities firespray

STATISTICS

Str +2; **Dex** +4; **Con** +0; **Int** -1; **Wis** +1; **Cha** +0
Skills Acrobatics +13, Engineering +8, Piloting +13, Stealth +8
Languages Brethedan, Common

ECOLOGY

Environment any air (Bretheda)
Organization solitary, pair, or flotilla (3-10)

SPECIAL ABILITIES

Balloon (Ex) A haan can create and inflate a web balloon and attach it to an adjacent enemy as a melee attack. If the attack hits, the target immediately rises 30 feet off the ground in a straight line, and continues to rise at a speed of 30 feet each round on the haan's turn. Every round after the initial one, the target can attempt a DC 14 Reflex save in order to cut or break free of the web balloon—if this causes the creature to fall, it takes falling damage as normal. This ability does not function in a vacuum or zero gravity.

Firespray (Ex) As a standard action that provokes attacks of opportunity, a haan can spray its flammable lifting gases and light them with sparks, creating a 30-foot cone of flame. All creatures within the cone take 3d6 fire damage (Reflex DC 14 half).

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Str, -1 Int

Hit Points: 4

Size and Type: Haans are Large monstrous humanoids with a space and reach of 10 feet.

Ballooning: As long as a haan is in an environment with atmosphere, it can slow its fall by quickly inflating a web balloon as a reaction. This functions as per *flight* cast at 1st level, except it isn't a magical ability.

Darkvision: Haans can see up to 60 feet in the dark.

Firespray: Once per day, a haan can use the firespray ability as described in Special Abilities.



The intelligent, arthropodan haans are native to Bretheda, where they soar through the skies by weaving balloons from their silken webbing and inflating them with buoyant gases expelled from tubes in their shells. Combining this lift with web sails and blasts from their gas tubes, haans are able to ride the winds of their homeworld, often just ahead of storm fronts. Once they locate prey, haans ignite their jets of flammable gas using sparks from specially evolved strike plates in their leg chitin, creating biological flamethrowers. The roasted prey is then caught and secured to a balloon of its own before it can fall away.

Though their society forbids all but the simplest tools, haans who leave Bretheda to travel the stars often become starship and aircraft pilots, finding themselves naturally suited to the tasks. Sadly, those who do so are shunned by their society and mourned as dead by their kin.

The average haan is 8 feet long and weighs 180 pounds.

KSARIK

CR
4

XP
1,200



N Large plant

Init +1; **Senses** blindsense (scent) 30 ft., low-light vision; **Perception** +10

DEFENSE

HP 52 RP 3

EAC 16; **KAC** 18

Fort +8; **Ref** +6; **Will** +3

Defensive Abilities fast healing 2; **Immunities** plant immunities

OFFENSE

Speed 40 ft., climb 40 ft.

Melee tentacles +12 (1d6+9 B plus ingested adaptation)

Ranged acid spit +9 (1d4+4 A) or thorn dart +9 (1d6+4 P plus carrion spores)

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

Offensive Abilities ingested adaptation

STATISTICS

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

Skills Acrobatics +10, Athletics +15, Survival +10

ECOLOGY

Environment temperate or warm forests (Castrovel)

Organization solitary, pack (2-5), or infestation (6-11)

SPECIAL ABILITIES

Acid Spit (Ex) Once every 1d4 rounds as a standard action, a ksarik can spit a glob of acid at a target within 60 feet.

Ingested Adaptation (Su) Whenever a ksarik deals Hit Point damage to a living creature with its tentacles, it siphons off a portion of the target's genetic code and psychic resonance, temporarily reshaping its own physiology and psychology to match its victim's. This grants the ksarik one of the following abilities (provided the target has it) for 1 minute: burrow (up to 40 feet), fly (up to 40 feet, with maximum average maneuverability), swim (up to 40 feet), blindsense (up to 60 feet), blindsight (up to 60 feet), darkvision (up to 60 feet), damage reduction (up to 5/-), resistance to one type of energy damage (up to 20 points), or water breathing. Alternatively, the ksarik can gain the ability to understand (but not speak) up to three languages the target knows, gain the target's weapon proficiencies (its tentacles can operate two-handed weapons in this state), or change the damage dealt by its acid spit ability to any one energy type dealt by one of the target's supernatural attacks. A ksarik can maintain only one adaptation at a time, and gaining a new adaptation ends the previous one. A ksarik can spend 1 Resolve Point to extend the duration of an ongoing benefit by 8 hours. It can also spend 1 Resolve Point to gain a second adaptation and sustain them both simultaneously.

Thorn Dart (Ex) A ksarik can fire one of its thorns as a ranged attack. The dart has a range of 100 feet, deals piercing damage, and exposes the target to carrion spores.

CARRION SPORES

Type disease, injury; **Save** Fortitude DC 13

Track physical; **Frequency** 1/day

Effect When an infected creature reaches the comatose state, 1d10+10 Diminutive ksarik seedlings burrow out of its flesh and wriggle away. This ends the disease and deals 1 piercing damage for each ksarik seedling.

Cure 2 consecutive saves

Twelve-foot-long quadrupeds with writhing feeding tendrils and leaflike sails on their backs, ksarikks evolved on Castrovel as mindless, mobile plants that sprouted seedlings within corpses. In recent decades, however, the plants have begun hunting in packs, preternaturally adopting their competitors' strengths. Some suspect the ksarikks developed this ability after exposure to psychic fallout from the now-concluded war between lashunta and formians.



NECROVITE

CR
13XP
25,600

NE Medium undead

Init +3; **Senses** blindsight (life) 60 ft.; **Perception** +23**Aura** fatigue (30 ft., DC 21)**DEFENSE****HP** 189 **RP** 5**EAC** 26; **KAC** 27**Fort** +12; **Ref** +12; **Will** +18**Defensive Abilities** fast healing 10, rejuvenation (1d8 days);**Immunities** cold, electricity, undead immunities**OFFENSE****Speed** 30 ft., fly 60 ft. (average)**Melee** *Eoxian wrackstaff* +18 (6d4+13 B; crit *inflict pain* [DC 19])**Ranged** dual ion laser pistol +22 (4d4+13 F; crit *burn* 3d4)**Offensive Abilities** flash teleport, undead mastery**Spells Known** (CL 13th)5th (3/day)—*call cosmos*, *heat leech* (DC 24),
mind thrust (DC 24)4th (4/day)—*corrosive haze* (DC 23),
dimension door, *enervation*, *hold monster* (DC 23)3rd (at will)—*dispel magic*, *explosive blast* (DC 22), *ray of exhaustion* (DC 22), *suggestion* (DC 22)**STATISTICS****Str** +0; **Dex** +3; **Con** —; **Int** +8; **Wis** +4;**Cha** +6**Skills** Bluff +28,
Computers +28,
Mysticism +28,

Sense Motive +28

Languages Common, Eoxian, Sarcesian; limited telepathy 30 ft.**Noncombat Abilities** unliving**Gear** d-suit IV with gray force field (20 temporary HP), *Eoxian wrackstaff*, dual ion laser pistol with 6 batteries, *spell gem of dominate person*, *spell gem of teleport***ECOLOGY****Environment**

any (Eox)

Organization solitary**SPECIAL ABILITIES****Fatigue Aura (Su)** Any creature that comes within 30 feet of a necrovite is fatigued (Fortitude DC 21 negates). A creature that is already fatigued

suffers no additional effect. A creature that successfully saves cannot be affected again by the same necrovite's aura for 24 hours.

Flash Teleport (Sp) As a move action, a necrovite can spend 1 Resolve Point to teleport up to 30 feet. It must have line of sight to its destination. This movement doesn't provoke attacks of opportunity.**Rejuvenation (Su)** When a necrovite is destroyed, its electroencephalon immediately begins to rebuild the creature's body nearby and download the necrovite's consciousness into it. After 1d8 days, the necrovite awakens fully healed (albeit without any gear it left behind on its old body).**Undead Mastery (Su)** As a standard action, a necrovite can cause one undead creature within 50 feet to fall under its control, as per *control undead* (Will DC 21 negates). This control is permanent for unintelligent undead; an undead creature with an Intelligence score can attempt an additional saving throw each day to break free. A creature that successfully saves cannot be affected again by the necrovite's undead mastery for 24 hours. A necrovite can control only a number of undead whose total CR is no greater than twice the necrovite's CR (26 for the typical necrovite).

When the atmosphere of Eox was destroyed, many residents turned to undeath to survive. A necrovite stores its soul in a technomagical relic called an electroencephalon.



OROCORAN

CR
6

XP
2,400



CE Medium aberration
Init +5; **Senses** darkvision 60 ft., *see invisibility*;
Perception +13

DEFENSE HP 93

EAC 18; **KAC** 20
Fort +8; **Ref** +8; **Will** +7 (+9 vs. mind-affecting effects)
Defensive Abilities all-around vision

OFFENSE

Speed 30 ft.
Melee proboscis +13 (1d8+6 P plus 1d6 bleed)
Ranged projectile vomit +16 (1d10+6 A plus hallucinate)
Spell-Like Abilities (CL 6th)
1/day—*augury*
Constant—*see invisibility*

STATISTICS

Str +0; **Dex** +5; **Con** +3; **Int** -1; **Wis** +1; **Cha** +2
Skills Mysticism +13, Stealth +18, Survival +13
Languages Aucturnian (can't speak any language); limited telepathy 60 ft.

ECOLOGY

Environment any (Aucturn)
Organization solitary or brood (2-9)

SPECIAL ABILITIES

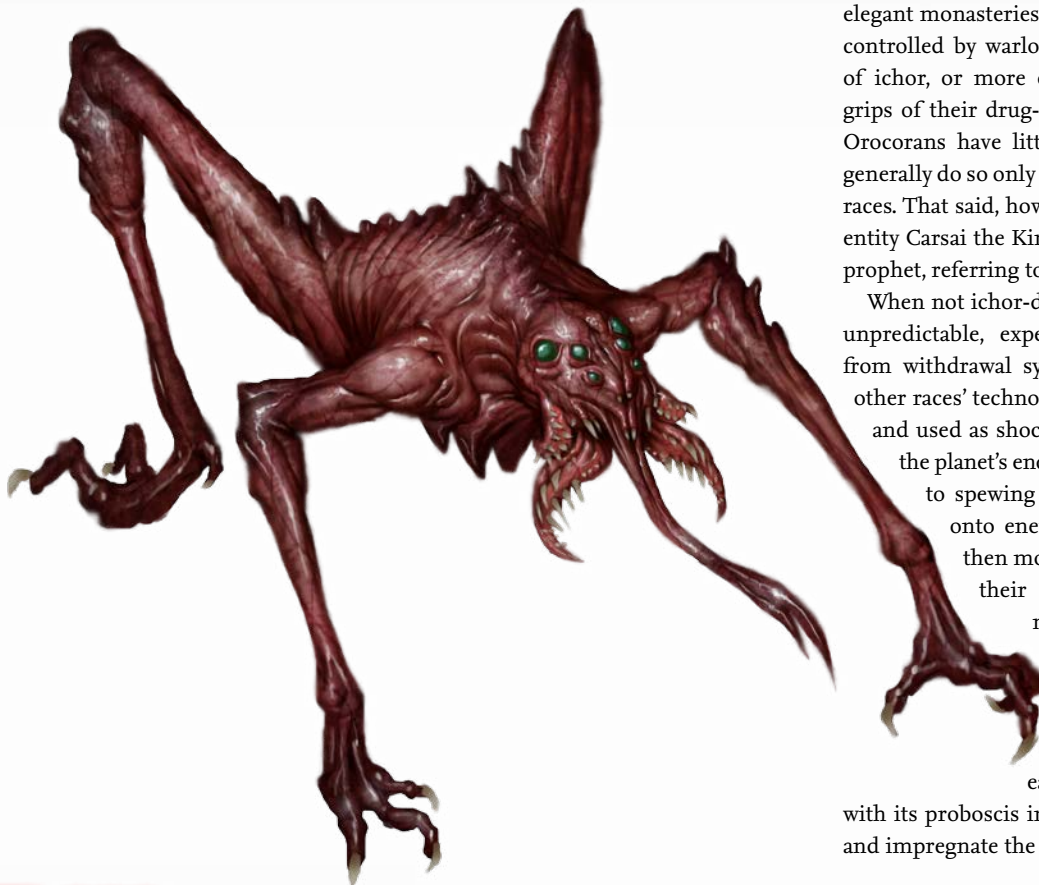
Hallucinate (Ex) An orocoran's stomach fluids are laced with the narcotic black ichors of Aucturn. A creature hit with the

orocoran's projectile vomit must succeed at a DC 16 Will save or be confused (as per *confusion*) for 1d4 rounds.

Projectile Vomit (Ex) As a standard action, an orocoran can spew a thin stream of vomit at a target within 30 feet. In addition to taking damage, a creature hit with this spray is subject to the orocoran's hallucinate ability.

Orocorans are native to Aucturn—perhaps even predating the coming of the Old Cults and the Dominion of the Black—and remain one of that world's most populous intelligent races. Parasites who prey on the living planet, orocorans seek out the pulsing veins of black ichor that run beneath parts of Aucturn's surface, drawing it out with their mosquito-like proboscises. In addition to feeding the orocorans, these eldritch fluids also act as a powerful narcotic, filling the orocorans with euphoric hallucinations. Orocorans call the resulting dream state *kirpa*, or "womb mind," and believe that it allows them to commune directly with the gestating consciousness of the planet. Indeed, there may be some truth to this idea, as even those orocorans not actively dreaming can use the ichors still in their system to tap into this mystical consciousness and receive vague, prophetic advice regarding their actions. Orocorans can usually be found wherever the veins of ichor flow thickest, either in elegant monasteries ruled by powerful oracles, fortresses controlled by warlords who've monopolized the supply of ichor, or more often simply lying sprawled in the grips of their drug-induced stupors. Slothful by nature, Orocorans have little desire to create civilization, and generally do so only when forced into it by more powerful races. That said, however, most recognize the mysterious entity Carsai the King as something between ruler and a prophet, referring to him as the First Dreamer.

When not ichor-dreaming, orocorans are irritable and unpredictable, experiencing constant low-grade pain from withdrawal symptoms. Though capable of using other races' technology, and frequently armed for battle and used as shock troops by more organized races in the planet's endless wars, orocorans generally default to spewing their own madness-inducing fluids onto enemies and letting it rot their minds, then moving in to exsanguinate victims with their proboscises. While orocorans are nearly 6 feet tall when standing upright, they prefer to run on all fours, and usually weigh around 150 pounds. Orocorans have no gender, and mating involves each party piercing the other's torso with its proboscis in order to share genetic information and impregnate the other.



ROBOT, SECURITY

CR
4XP
1,200

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision;
Perception +10**DEFENSE****EAC** 16; **KAC** 18**Fort** +4; **Ref** +4; **Will** +1**Immunities** construct immunities**Weaknesses** vulnerable to critical hits, vulnerable to electricity

HP 52

OFFENSE**Speed** 30 ft.**Melee** 2 slams +9 (1d6+7 B each)**Ranged** integrated arc rifle +13 (2d4+4 E; crit arc 1d6)**Offensive Abilities** jolting arc, nanite repair**STATISTICS****Str** +3; **Dex** +5; **Con** —; **Int** +1; **Wis** +0; **Cha** +0**Skills** Acrobatics +15, Computers +10, Intimidate +10**Languages** Common**Noncombat Abilities** unliving**Gear** integrated arc rifle**ECOLOGY****Environment** any urban**Organization** solitary, pair, or patrol (3-7)**SPECIAL ABILITIES****Jolting Arc (Ex)** Once every 1d4 rounds as a standard action, a security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).**Nanite Repair (Ex)** A security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

Security robots are built in many varied forms by an array of different companies, but the ones most commonly seen on Absalom Station were engineered by AbadarCorp to help station security forces keep the peace and respond to violent threats. Usually humanoid in shape, though with a head that resembles a torus, these security robots are 6 feet tall with

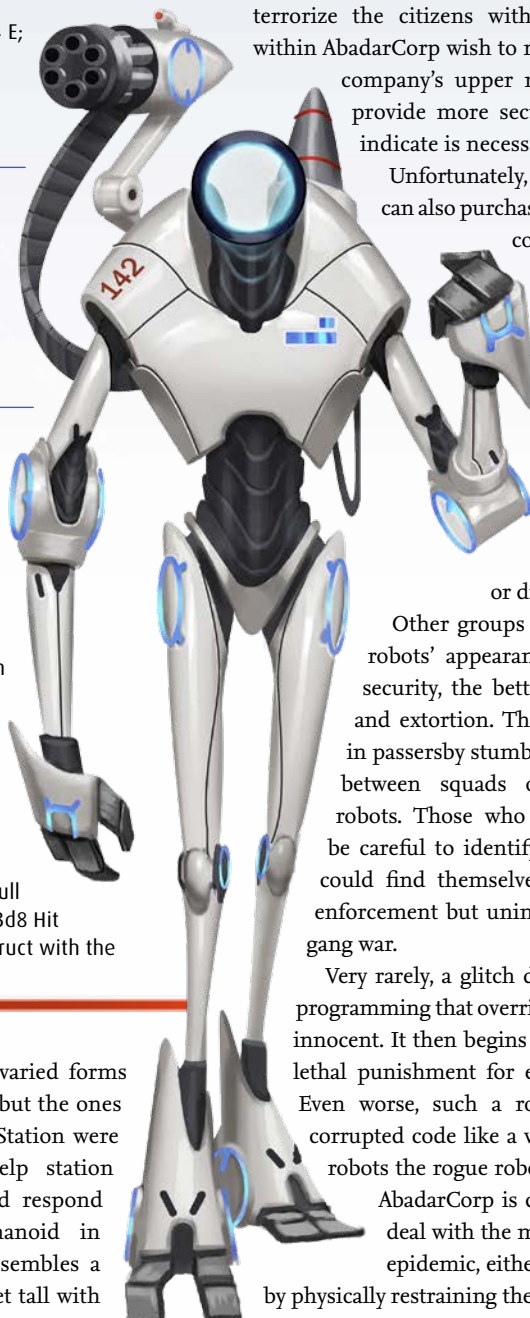
shoulder-mounted armaments, keeping the robots' hands free to apprehend offenders and engage in close combat. However, most licensed security robots are programmed to respond with force only when met with force.

The security robots with the most advanced weaponry and the shiniest armor plating are found in Absalom Station's wealthiest neighborhoods, while those few assigned to poorer neighborhoods are not maintained as well. Many Absalom Station residents are aware of this discrepancy and call for the station's government to correct it, especially in areas where dangerous gangs terrorize the citizens with impunity. A few factions within AbadarCorp wish to respond to this crisis, but the company's upper management is reluctant to provide more security than their projections indicate is necessary.

Unfortunately, certain unscrupulous types can also purchase these robots, albeit at a high cost. They then employ hackers to crack the robots' code, allowing them to be used to attack other criminals or guard precious wares. Such security robots are frequently marked by their owners to show their "allegiance"; many have had their heads removed and replaced with gang symbols or disturbing mannequin busts.

Other groups intentionally maintain their robots' appearances as members of station security, the better to carry out kidnappings and extortion. These latter occasionally result in passersby stumbling across pitched firefights between squads of similar-looking security robots. Those who wish to get involved must be careful to identify each side's master, as they could find themselves trying to assist local law enforcement but unintentionally taking sides in a gang war.

Very rarely, a glitch develops in a security robot's programming that overrides its protocol to protect the innocent. It then begins a bloody rampage, executing lethal punishment for even the smallest infraction. Even worse, such a robot's nanites can carry its corrupted code like a virus, infecting other security robots the rogue robot touches. When this occurs, AbadarCorp is quick to hire "contractors" to deal with the menace before it turns into an epidemic, either by destroying the robots or by physically restraining them to inject new, clean code.



SARCESIAN

CR
5

XP
1,600



Sarcesian operative
LN Large humanoid (sarcesian)
Init +5; **Senses** low-light vision; **Perception** +17

DEFENSE

HP 64 RP 4

EAC 17; **KAC** 18
Fort +4; **Ref** +9; **Will** +8

OFFENSE

Speed 40 ft.
Melee dueling sword +10 (1d8+5 S)
Ranged tactical sniper rifle +12 (1d810+5 P) or frag grenade II +12 (explode 20 ft., 2d6 P, DC 13)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities cloaking field, debilitating trick, evasion, trick attack +3d8, uncanny mobility

STATISTICS

Str +0; **Dex** +5; **Con** +0; **Int** +3;
Wis +0; **Cha** +2
Skills Acrobatics +17, Bluff +12, Computers +12, Stealth +17, Survival +12
Languages Common, Sarcesian
Noncombat Abilities void flyer

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Cha, -1 Str

Hit Points: 4

Size and Type: Sarcesians are Large humanoids with the sarcesian subtype and a space and reach of 10 feet.

Low-Light Vision: Sarcesians can see twice as far as humans in conditions of dim light.

Skilled: Sarcesians gain an additional skill rank at 1st level and each level thereafter.

Void Flyer: Sarcesians can go 1 hour without breathing and can exist in a vacuum without suffering the associated environmental effects. When in a vacuum, they automatically grow wings made from pure energy that grant them a fly speed of 60 feet (average maneuverability), but that work only in vacuum.

Gear Estex suit II, dueling sword, frag grenades II (4), tactical sniper rifle

ECOLOGY

Environment any low-gravity (Diaspora)

Organization solitary, pair, or squad (3-5)

SPECIAL ABILITIES

Void Flyer (Ex) A sarcesian can go 1 hour without breathing and can exist in vacuum without suffering the associated environmental effects. By spending a Resolve Point, a sarcesian can extend this duration to a number of hours equal to her CR, or double that by spending 2 Resolve Points. When in vacuum, sarcesians automatically grow wings made from pure energy that grant them a fly speed of 120 feet (average maneuverability), but that work only in vacuum.

Supposedly descended from the inhabitants of the two planets whose destruction long ago formed the Diaspora asteroid belt, sarcesians have adapted to low-gravity and thin-air environments. Standing between 10 and 15 feet tall with bulbous eyes and spindly, elongated limbs, a sarcesian is able to adapt her physiology to survive in space by suspending her respiration and growing a pair of butterfly-like wings made of pure light. The wings act as solar sails, catching “currents” of radiation to propel her between the handful of sarcesian creche worlds within the Diaspora.

Sarcesians who leave the asteroid belt are sometimes hired as mercenaries, specializing in surveillance and marksmanship. These sarcesians hone their innate patience in order to lie in wait for their targets for days atop bluffs, in dilapidated apartments, or even in the vacuum of space outside docking slips.



SPACE PIRATE

CR
VARIESXP
VARIES**SPACE PIRATE CREW MEMBER** CR 1

XP 400

Human soldier
NE Medium humanoid (human)
Init +8; Perception +5

DEFENSE HP 20

EAC 11; KAC 13
Fort +3; Ref +3; Will +3

OFFENSE

Speed 30 ft.
Melee survival knife +5 (1d4+3 S)
Ranged tactical semi-auto pistol +8 (1d6+1 P) or
cryo grenade I +8 (explode 10 ft., 1d6 C plus staggered,
DC 10)
Offensive Abilities grenade expert (+10 ft.)

STATISTICS

Str +2; Dex +4; Con +1; Int -1; Wis +0; Cha +0
Skills Acrobatics +5, Athletics +5, Intimidate +5, Piloting +10
Languages Common, Sarcesian
Gear second skin, cryo grenade I (2), survival knife, tactical
semi-auto pistol with 20 rounds

ECOLOGY

Environment any
Organization solitary or crew (3-6 plus space pirate captain)

SPACE PIRATE CAPTAIN CR 4

XP 1,200

Human soldier
NE Medium humanoid (human)
Init +7; Perception +11

DEFENSE HP 52

EAC 16; KAC 18
Fort +6; Ref +6; Will +5

OFFENSE

Speed 35 ft.
Melee dueling sword +12
(1d8+9 S)
Ranged static arc rifle +9 (1d12+4 E; crit arc 1d6) or
frag grenade II +9 (explode 20 ft., 2d6 P, DC 13)

STATISTICS

Str +5; Dex +3; Con +1; Int +0; Wis +0; Cha +1
Feats Opening Volley
Skills Acrobatics +11, Athletics +11, Intimidate +16, Piloting +11
Languages Common, Sarcesian
Gear defrex hide, dueling sword, frag grenade II (2), static
arc rifle

ECOLOGY

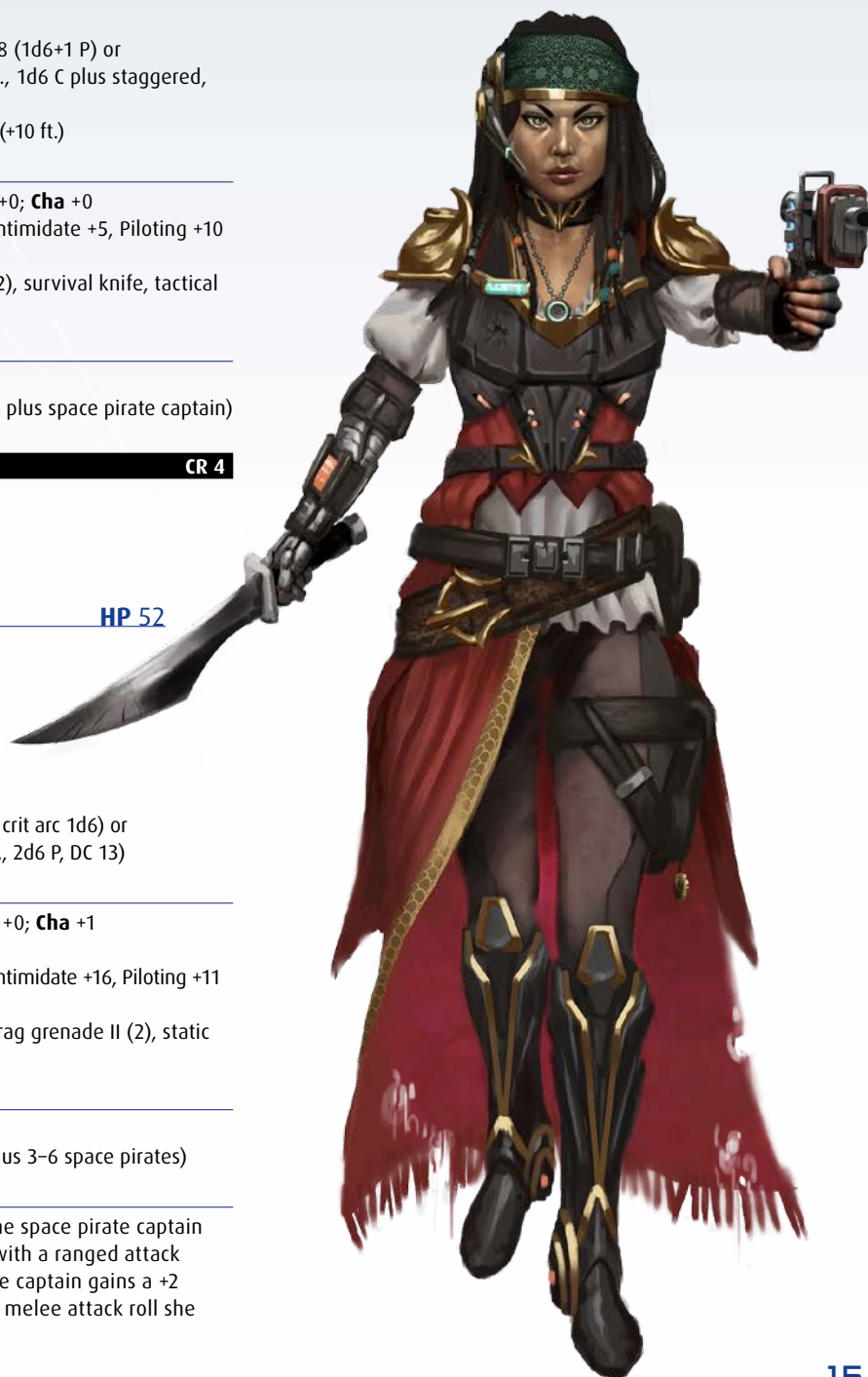
Environment any
Organization solitary or crew (1 plus 3-6 space pirates)

SPECIAL ABILITIES

Opening Volley (Ex) Whenever the space pirate captain deals damage to an opponent with a ranged attack on her first turn in a combat, the captain gains a +2 circumstance bonus to the next melee attack roll she

makes against that opponent. This attack must occur before the end of the captain's next turn.

Space pirates roam the spacelanes of the Pact Worlds and beyond, preying on poorly armed ships in search of cargo to plunder or hostages to kidnap and ransom. They might be members of the Free Captains, privateers sailing under planetary letters of marque, or desperate freebooters.



STARFINDER

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STARFINDER

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