



# TERRORNOMICON: LOCARI

## BACKGROUND

This creature resembles a man-sized insect, its chitin mottled with dark browns and grays. Its features hint at the moth, the mantis and the wasp, though it has no visible wings and its stance is undeniably humanoid.

The locari are a young race, a race of killing machines whose origins are shrouded in mystery – unlike the deadly danger they pose to all of Exodus, about which no rational being has the slightest doubt.

In poor lighting, a locari can pass for a humanoid shrouded by a heavy coat or cloak, but even a cursory inspection reveals its monstrous form. It resembles a giant insect standing on its rear legs, and its shape and

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armaments partake of many different arthropod ancestors.

Locari communicate with each other by means of a complex language of sounds, gestures and pheromones. Exceptionally intelligent specimens (Int 10+) have been known to convincingly ape humanoid languages.

## LOCARI-CR2

### LE Medium Monstrous Humanoid (*Locari*)

**Init:** +2 Senses Darkvision 60 ft.; Listen +1, Spot +1

**Languages:** Locari

**AC:** 17, touch 12, flat-footed 15 (+2 *Dex*, +5 *natural*)

**hp:** 17 (3 *HD*)

**Saves:** Fort +2, Ref +5, Will +4

**Spd:** 40 ft. (8 *squares*)

**Melee:** Claw +5 (1d4+2)

**Melee:** Stinger +5 (1d3+1 *plus implant*)

**Melee:** 2 claws +3 (1d4+2) and stinger +3 (1d3-1 *plus implant*)

**Space:** 5 ft; Reach 5 ft.

**Base Atk:** +3; Grp +5

**Atk Options:** Implant, pounce.

**Abilities:** Str 15, Dex 14, Con 13, Int 7, Wis 12, Cha 6

**Feats:** Ability Focus (*Implant*), Multiattack.

**Skills:** Climb +4, Jump +4, Swim +4.

**Implant (Ex):** When a locari deals damage with its stinger attack, it can attempt to implant an egg as a swift action. The victim must make a Fortitude save (*DC 14*) or become the host of a locari egg. The DC is Constitution-based.

A locari egg lies dormant in the victim for 1d6 days before disgorging a locari larva into the host's body. The larva deals 1d4 points of Con damage per hour until its host dies, at which point it emerges from the broken body as a locari larva.

During the incubation period, the egg can be removed by a cure disease or heal spell or by a DC 25 Heal check. The hatched larva requires a heal spell or a DC 30 Heal check to remove, after which the Con damage heals as normal.

**Pounce (Ex):** A locari can make a full attack after charging.

## COMBAT

Created for the battlefield, locari make unsurprisingly fearless and formidable combatants. Since they have little or no instinct for individual survival, they happily throw themselves en masse against even the most stalwart defense, hoping to overwhelm more skilled foes with numbers and ferocity.

The initial frenzied assault of a locari band is bad enough; far worse is the aftermath. Anyone stung by a locari risks becoming a host to its offspring, and the creatures willingly throw their lives away if they can sting a foe. Often, the implanted egg goes undetected until it is too late for medics or clerics to remove.

Locari seem to lack the intelligence and initiative to employ more complicated tactics, yet they have occasionally been known to employ them; like many aspects of these enigmatic terrors, the source of their occasional tactical expertise lies outside the knowledge of the wisest sages.

## ADVANCEMENT

Locari grow stronger and tougher with time.

Advanced locari can reach 6 *HD (Medium)* or 9 *HD (Large)*.

## LOCARI LARVA-CR HALF

### CN small vermin

**Init:** +2 Senses Blindsight Listen +1, Spot +1

**AC:** 14, touch 12, flat-footed 12 (+2 *Dex*, +2 *size*)

**hp:** 2 (1 *HD*)

**Save:** Fort +2, Ref +5, Will +4

**Spd:** 20 ft. (8 *squares*); Climb 20ft.

**Melee:** bite +2 (1d4 *plus 1 Constitution*)

**Space:** 5 ft; Reach 5 ft.

**Base Atk:** +3; Grp –

**Attack Options:** Blood drain, improved Grab

**Abilities:** Str 5, Dex 14, Con 12, Int –, Wis 10, Cha 2

**Feats:** Weapon Finesse

**Skills:** Climb +4, Jump +4, Swim +4.

**Improved Grab (Ex):** To use this ability, a locari larva must hit an opponent of any size with a bite attack. It then buries its head beneath the opponent's flesh and before attempting to start a grapple as a free action without provoking an attack of opportunity.

**Blood Drain (Ex):** A locari larva drains blood from a grabbed opponent, dealing 1 point of Constitution



damage each round it maintains the hold. This ability does not affect elementals, plants, or creatures that lack a Constitution score.

Growing larva instinctively thirst for blood, parasitically lodging their tick-like heads into large mammals and feeding until they drain them dry. After several months, the bloated larva stores enough blood to enter the next stage of its life cycle. It retreats deep into an underground hive, usually monitored and protected by other queen locari (*though scholars infrequently report males and females of the species engaging in cannibalism*). Once it chooses a spot, it spins a cocoon. It remains dormant in this state for an average of three months before reemerging as a fully grown locari. However, in times of drought, extremely cold weather or other unusual circumstances, the larva can remain in the cocoon for several years.

Gliding towards you a ravenous horde of rat-sized caterpillars with oversized gullets lined with thousands of razor-sharp teeth.

## LOCARI LARVA SWARM

### CR2

**CN** tiny vermin (swarm)

**Init:** +2 Senses Blindsight Listen +1, Spot +1

**AC:** 13, touch 12, flat-footed 12 (+2 Dex, +1 size)

**hp:** 27 (5 HD)

**Immune:** swarm immunities

**Save:** Fort +2, Ref +5, Will +4

**Weakness:** swarm vulnerabilities

**Spd:** 40 ft. (8 squares); Climb 40ft.

**Melee:** swarm +2 (2d6 plus 1d4 Constitution)

**Space:** 5 ft; Reach 5 ft.

**Base Atk:** +3; Grp –

**Attack Options:** Improved Grab, Blood Drain

**Abilities:** Str 5, Dex 14, Con 12, Int –, Wis 10, Cha 2

**Feats:** Weapon Finesse

**Skills:** Climb +4, Jump +4, Swim +4.

**Blood Drain (Ex):** A locari larva swarm drains blood from a grabbed opponent, dealing 1d4 points of Constitution damage each round it maintains the hold. This ability does not affect elementals, plants, or creatures that lack a Constitution score.

**Distraction (Ex):** Fortitude DC 13, nauseated 1 round. The save DC is Constitution-based.

**Improved Grab (Ex):** To use this ability, a locari larva swarm must hit an opponent of any size with a bite attack. It then buries its head beneath the opponent's flesh and before attempting to start a grapple as a free action without provoking an attack of opportunity.

Under natural circumstances, a locari rarely implants more than a single egg in a single occupant. However when a single target is over implanted with locari eggs (usually the result of arcane or surgical manipulation), a Locari Larva Swarm forms. Swarms consist of hundreds of stunted larva. Though they feed voraciously as properly developed larva, they never reach the next stage of development.

## HALF FORMED LOCARI

### CR1

**LE** Medium Monstrous Humanoid (Locari)

**Init:** +2 Senses Darkvision 60 ft.; Listen +1, Spot +1

**Languages:** Locari

**AC:** 12, touch 12, flat-footed 10 (+2 Dex)

**hp:** 12 (2 HD)

**Save:** Fort +2, Ref +5, Will +4

**Spd:** 40 ft. (8 squares)

**Melee:** 2 claws +3 (1d4+2) and stinger +3 (1d3-1)

**Base Atk:** +3; Grp +5

**Atk Options:** pounce.

**Abilities:** Str 15, Dex 14, Con 13, Int 7, Wis 12, Cha 6

**Feats:** Ability Focus (Implant), Multiattack.

**Skills:** Climb +4, Jump +4, Swim +4.

**Pounce (Ex):** A locari can make a full attack after charging.

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