Cosmic Threats A Bestiary of Alien Creatures

20

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Introduction

In

Greetings, spacefarers! This book contains a wide variety of strange, terrifying, and wonderful alien creatures from a wide variety of worlds. There is a monster for every CR from 1 to 20, providing several threats for characters of every level. Further, while the creatures in this book were conceived with the intention of being useful for games with a stronger sci-fi bent, nearly all of the monsters included in this book would also be at home as eldritch horrors from beyond this dimension, rather than cosmic horrors from beyond the stars.

Several of the creatures in this book come with special *alien tech*, which functions in most ways like a magic item. The secrets of creating these strange and wondrous devices are generally closely-guarded secrets, and, in fact, most alien tech is incredibly difficult for other races to use, let alone recreate, although the possibility exists for those who pursue the matter doggedly enough.

You will find that the individual monster descriptions all lack art. This not only allows us to provide more information about each creature, but also allows for us to see the creatures interacting with each other, in the various pieces of full-page art which show scenes involving several different alien races from the book interacting amongst themselves. This also helps illustrate the connections that these races have with one another, and creating a network of alien races that interact and interrelate to one another was one of the goals of this product.

We hope that you will enjoy this collection of strange, otherworldly creatures, and that they will help to fill some of the vast void of outer space with mystery, horror, action, and adventure in your game.

<u>Baaji</u>

The strange creature before you has a large spherical body, from which protrude three long and slender legs that propel it across the plains with great speed. A long horn juts out like a lance from the front of the sphere, while a highly dexterous and constantly mobile tentacle writhes and whips about from the top of the spherical monstrosity.

BAATI- CR10

XP 19,200

N Large vermin Init +3; Senses blindsight 60 ft.; Perception +3

DEFENSE

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, -1 size) hp 144 (17d8+68) Fort +14, Ref +8, Will +8 Immune mind-affecting effects

OFFENSE

Speed 50 ft. **Melee** gore +18 (2d6+7), tentacle +13 (1d8+7 plus grab) **Space** 10 ft.; **Reach** 5 ft. (10 ft. with tentacle) **Special Attacks** impale, powerful charge (gore, 4d6+14), strangling constriction

STATISTICS

Str 24, Dex 16, Con 18, Int —, Wis 16, Cha 1 Base Atk +12; CMB +20; CMD 33 (35 vs. trip)

ECOLOGY

Environment coast, desert, hills, or plains **Organization** solitary, pair, or herd (10-200) **Treasure** none

SPECIAL ABILITIES

Impale (Ex): Whenever a baaji successfully hits a creature with the grappled condition with its gore attack, it impales the target. If the baaji was not already grappling the target, it begins a grapple with the target and gains an additional +5 bonus on all checks made to maintain the grapple. Additionally, a baaji automatically deals gore damage to the creature he is impaling each round. While impaling a creature, a baaji cannot make gore attacks, it does not gain the grappled condition.

Strangling Constriction (Ex): Whenever a baaji successfully grapples a creature, it can attempt to strangle that creature with its tentacle. This occurs automatically if the baaji is grappling by using its grab ability; otherwise, it must succeed on a grapple check. A creature that is being strangled by the baaji suffers 1d8+10 points of bludgeoning damage and must hold his breath or begin to suffocate.

DATA

The baaji is a large, insectile creature named for the large horn on front of its body. Evolving from the bloodsucking water bugs of the cystok home world, the baaji has proven to be a remarkably adaptive creature, at home on many different worlds with diverse climates, gravities, and fauna. Originally rising to prominence as an apex hunter on their home world using their impressive natural gifts, the emergence of the cystok to the planet's surface saw their role shift dramatically due to their domestication by the powerful aquatic giants. Given their size and strength, baajis serve as potent threats for most lesser species, making them perhaps the most dangerous domesticated beasts in the galaxy.

In cystok society, baaji meat is consider a great delicacy, and the creature itself is a useful beast of burden suited for working in the fields, keeping slaves penned in, and even clearing land. Because of their usefulness in cystok culture, the baaji has made its way across the galaxy in the hands of chiefs and entrepreneurs looking to appease the powerful influential giants. Apart from this common use, on worlds where cystok forces are forced out, or which have been left abandoned, baajis are often left behind.

Left to their own devices, baajis roam the world looking for food with a mindless hunger and unappeasable appetite. Despite their predatory skills and vast hunger, baajis pose little threat to ecosystems when compared to other insectile beasts, such as terrani. This is owed primarily to the baajis' low fertility, which leads to a generally low population and thus little threat to local ecosystems. This means a baaji can satisfy its great appetite without damaging a local environment, meaning that baajis are rarely hunted unless they become a danger to settlers. Baajis are also considered to be a good solution to keep terrani populations in check. The terrani are too weak to harm the baajis, and the baajis are hungry enough to eat the terrani as they breed, resulting in stable populations.

Home World

The baaji evolved on Ausisquis, the cystok homeworld. Ausisquis is large world dominated by a single massive ocean filled with a seemingly endless number of small islands. While the cystok ruled the world beneath the waves, the baaji were the dominant creatures on many of the Ausisquis's islands, surviving in many of the myriad climates and ecosystems found on Ausisquis's land masses.

The isles of Ausisquis were formed almost exclusively due to hot spot activity and form massive chains thousands of miles long. Existing at all lattitudes, the climate on these islands varies somewhat, though the marine climates keep all but the most extemely-situated isles relatively temperate. The baaji are natually found on islands throughout their homeworld though are found in greatest numbers on those in the tropics. Baaji originally evolved from water insects, and while those found outside of their homeworld seem to have lost these traits, baaji found on Ausisquis can walk upon the surface of the water, allowing them to move from island to island in search of food.

Beaneath Ausisquis's waves, many forms of life can be found, from simple fish to the grand uraban centers of the cystok. Visitors to the cystok's cities will find them to be a mixture of modern tech and the grim monilithic structures of acient tradition. Visitors are also advised to avoid breaking any of the cystok's laws as punishment includes both death and enslavement.

Blichor

These subterranean plants are hyper-adaptive and exhibit limited intellect. Aside from these features, they resemble spongy bushes with affixed branch-like nodules. When stimulated, they sprout a number of long, serpentine stalks which exhibit different qualities depending on the situation, including firing explosive acid and creating grasping claws.

XP 2,400

N Huge plant Init +0; Senses low-light vision; Perception +15

DEFENSE

AC 20, touch 8, flat-footed 20 (+12 natural, -2 size) hp 67 (9d8+27) Fort +9, Ref +3, Will +6 Immune plant traits; Resist acid 10, fire 10

OFFENSE

Speed o ft. Melee bite +10 (2d6+9) Special Attacks grasping claw, launch pod Spell Like Abilities CL 9th At Will—dimension door

STATISTICS

Str 22, Dex 10, Con 16, Int 7, Wis 16, Cha 8 Base Atk +6; CMB +14; CMD 24 (can't be tripped) Feats Cleave, Great Cleave, Iron Will, Power Attack, Vital Strike Skills Perception +15 Languages Blichor SQ teleportation master

ECOLOGY

Environment underground **Organization** solitary or garden (3+) **Treasure** standard

SPECIAL ABILITIES

Grasping Claw (Ex): The hyper-adaptive blichor can sprout a long, vine-like tentacle, tipped with a razor-sharp grasping appendage made from an iron-hard carapace. It requires a standard action to grow a grasping claw. A grasping claw grants the blichor an additional claw attack at +10 which deals 1d8+6 points of slashing damage. A grasping claw lasts for 1d4+3 rounds. A blichor can have up to two grasping claws at any time.

Launch Pod (Ex): A blichor can grow a long, thin vine which it can use to expel a highly explosive digestive acid it produces in its body. It requires a standard action to grow a launch pod. A launch pod grants the blichor a ranged touch attack, which it can make in addition to its melee attacks, at a +5 bonus. If the attack hits, the target suffers 1d8 points of fire damage and 1d8 points of acid damage. A launch pod last for 1d4 +3 rounds. A blichor can only have 1 launch pod at a time. **Teleportation Master** (Ex): A blichor can act after it uses its *dimension door* spell-like ability, so long as it still has actions remaining.

DATA

The blichor are an adaptive species of subterranean plant which is capable of numerous forms of adaption, and possesses a limited intellect that some researchers believe hides greater or emerging intelligence. The blichor has a number of advanced biological adaptations which allow it to perform a wide variety of functions. While the blichor is generally stationary, they possess the ability to teleport a limited distance, which allows them to constantly be in the best position to acquire food and water.

The blichor are believed to have evolved on a singular planet with an extremely active subterranean ecosystem. Carnivorous and well-equipped to defend itself, the blichor has thrived in this environment. The plant has demonstrated a great ability to procure food without depleting potential food sources, even going so far as to sometimes fill the underground caves they inhabit with live prey animals. The blichor demonstrates these practical tendencies in both familiar environments and in unfamiliar, scientifically controlled settings.

The presence of blichor on different worlds is a matter of serious debate among scientists. While the blichor lacks any obvious ability to have breached the void of space, nonetheless they have been encountered on the underworld of many planets. Some theorize that their teleportation abilities were at one time far more advanced than they are today. Other schools of thought suggest that in ancient days, one or more spacefaring people seeded the galaxy with them for an unknown purpose. Whatever the case, the blichor have managed to become a prominent underground predator on a wide variety of planets, without being a threat to local ecosystems.

Home World

While the matter is still hotly debated by modern scientists, researchers belive that they have identified the rocky planet Reavus VI as the origin of the blichor. Evidence for this claim includes not only an abundance of blichor living in complex ecosystems below the planet's surface, but also the presance of especially advanced and diverse evolutions of blichor.

Reavus VI is the only planent in the Reavus system known to support life, and while acheologists have uncovered some evidence that the surface was once inhabited, nearly all traces of the race which once ruled there are long gone. Ancient chronicles left behind by those poeple mention a great shift in climate, rendering the surface uninhabitable, and forcing the great race to move undergound. When they did, they brought entire ecosystems with them in an attempt to recrate their beautiful surface world under the rocks. It is unclear how this might relate to the origins of the blihor, and whether this unknown race left their world in antiquity or were simply eaten by blichor.

Cystok

The amphibious giant before you has pale blue skin, four huge and exceptionally complex insectile eyes, and a mouth which opens vertically and is filled with needle-like teeth. In each of its six arms, it holds a pistol-like weapon which constantly emits black sparks.

GYSTOK SPACE ARER____//O-O- | CR14

XP 38,400

LE Huge humanoid (aquatic, giant, cystok) Init +8; Senses blindsight 120 ft.; Perception +27

DEFENSE

AC 23, touch 13, flat-footed 19 (+6 armor, +4 Dex, +1 dodge, +4 natural, -2 size) hp 190 (20d8+100) Fort +16, Ref +10, Will +6 Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 30 ft. Melee 6 slams +18 (1d8+5) Ranged 6 cystok blasters +17 (1 negative level) Space 15 ft.; Reach 10 ft. Special Attacks alien tech (cystok blaster, cystok reanimation ray)

STATISTICS

Str 20, Dex 19, Con 18, Int 10, Wis 10, Cha 20 Base Atk +15; CMB +22; CMD 37 Feats Alertness, Dodge, Great Fortitude, Improved Initiative, Improved Precise Shot, Lightning Reflexes, Point Black Shot, Power Attack, Precise Shot, Toughness Skills Perception +27, Sense Motive +24, Swim +13; Racial Modifiers +8 Swim Languages Cystok SQ amphibious

ECOLOGY

Environment aquatic

Organization solitary, pair, inquisition (5-15), or outpost (4-8 inquisitions, 30-300 slaves, 4 lieutenants [5th level or higher], and one necromancer [cleric or wizard 8th level or higher])

Treasure standard (*cystok blaster*, *cystok reanimation ray*, *cystok neural web*, other treasure)

SPECIAL ABILITIES

Alien Tech: A cystok spacefarer has the following pieces of advanced technology: a cystok blaster, a cystok reanimation ray, and a cystok neural web. Alien tech may be used by any creature, but only creatures of the subtype mentioned in the item's name are naturally proficient with that item.

Cystok Blaster: A *cystok blaster* is the favored weapon of the cystok warrior and fires a beam of energy which damages fundamental life-force. The weapon functions like a hand crossbow, except that it never needs to be reloaded and has unlimited ammunition. Upon a successful hit, the weapon bestows one negative level on the target, unless he succeeds on a Fortitude save (DC 20).

Cystok Reanimation Ray: A cystok reanimation ray is a lens which is affixed to the electrical self-sustaining power belt of all cystok warriors. When activated as a standard action, the lens alters the electrical energy running through it to fall upon the body of a creature within 20 feet that died as the result of negative levels and provide sustaining energy to the target. The targeted creature is immediately returned to life as a zombie, which remains in service to the wearer of the *cystok reanimation ray*. Zombies created in this way do not lose their class levels. While there is no Hit Dice limit to the creature that can be raised this way, only one creature can be enslaved to a *cystok reanimation ray* at a time. When a new creature is enslaved by the belt, or the belt is destroyed, any existing zombie is destroyed.

Cystok Neural Web: A cystok neural web functions as a suit of +2 chain shirt, except that it also provides immunity to mind-affecting effects.

DATA

The cystok are an advanced race of amphibious giants of an insectile and ichthian nature. While the origins of the cystok are rooted in isolationism and infighting, in their long history the mighty cystok have unified their culture and emerged to become one of the most powerful and influential forces in the galaxy. Born in a cruel world dominated by tyrants and warlords vying for power, the cystok have developed sophisticated uses for magic and technology which reflect their brutal and cruel nature. Physically gifted with both size and incredible agility, the cystok make for exemplary warriors mages and scientists. Today, cystok rely on their power and vast technology out in the galaxy, while their mage kings remain at home, governing their vast empire from afar.

Modern cystok society began when the necromancer kings led by Killiah-ah rose up as the greatest warlords, subjugating all of their foes and enslaving their enemies in life or death. With a massive army gathered from the holdings of the necromancer kings, Killiah-ah led his people on a great war of conquest, each victory swelling his ranks. With the threat of a lifetime of enslavement hanging over their heads, cystok flew to the banner of the necromancer kings. Soon their whole world was unified before them. They then turned to advancing their science and expanding their influence in the worlds beyond their own. Using legions of slaves, they constructed vast pyramid ships constructed like ziggurats of dark iron, with banks of weapons manned by undead servitors placed on each ship's steps. Their weapons and armor are inspired by their necromantic heritage, draining the very life-force from their foes and creating devices to allow even the uninitiated to reanimate the dead.

In the ages since, the cystok have performed numerous deeds to expand their influence throughout the galaxy. Most notably, they enslaved the ixthilians, brought baajis to the galaxy and sharply ended zadar expansion into their sector.

Cyvistox

The hideous beast before you looks like nothing so much as massive, flat worm with hundreds or thousands of tiny legs propelling it upon the surface. It is wholly unclear what color it is, as its body shifts through endless hues of brown and orange. Bright purple lighting crackles about it constantly.

GYMISTOX O_____/O-OJ CR-TE

XP 25,600

LE Large magical beast Init +4; Senses blindsight 120 ft.; Perception +27

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size) hp 153 (18d10+54) Fort +16, Ref +13, Will +8 Defensive Abilities absorb energy lightning field: Imr

Defensive Abilities absorb energy, lightning field; **Immune** acid, blindness, electricity

OFFENSE

Speed 30 ft. Melee slam +18 (2d6 plus 6d6 electricity) Space 10 ft.; Reach 5 ft. Special Attacks arc lightning, stunning volt

STATISTICS

Str 10, Dex 10, Con 16, Int 6, Wis 10, Cha 20 Base Atk +18; CMB +19; CMD 29 (can't be tripped) Feats Ability Focus (arc lightning, stunning volt), Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam) Skills Perception +27 Languages Cyvistox

ECOLOGY

Environment plains or underground **Organization** solitary, pair, or nest (3-4) **Treasure** none

SPECIAL ABILITIES

Absorb Energy (Su): A cyvistox is able to absorb most types of energy in order to empower itself. Whenever the cyvistox would take acid, cold, fire, or electricity damage, it gains the benefits of a *haste* spell for 1 minute. In the case of acid and electricity damage, the cyvistox's immunity prevents it from actually taking that damage; however, in the case of cold or fire damage, the cyvistox still takes that damage, as normal.

Arc Lighting (Su): A cyvistox has the ability to project lightning from its body in chaotic arcs. It can unleash up to 5 arcs as a standard action in this way. The cyvistox can deal up to 30d6 points of electricity damage with each use of this ability, which it can divide among the arcs as it chooses in increments of 1d6. Each arc can deal up to 10d6 points of electricity damage. The cyvistox must wait at least 2d4 rounds before it can use this ability again.

Lightning Field (Su): Whenever a cyvistox uses the total defense action, its body generates an electrical field which deals 2d6 points of electricity damage any creature that ends its turn within 5 feet of the cyvistox, and also deals 2d6 points of electricity damage to any adjacent creature that successfully hits the cyvistox with a melee attack. A Reflex save (DC 26) halves the damage in both cases.

Stunning Volt (Su): Whenever a cyvistox deals at least 20 points of electricity damage with a single attack or with a single bolt of its arc lightning ability, the target must succeed on a Fortitude save (DC 26) or be stunned for 1 round.

DATA

The cyvistox is a subterranean omnivore which enjoys a relatively unchallenged status on many worlds. Evolving from a small worm which was highly resistant to electricity, the cyvistox is a much larger version of its common kin, growing up to 9 feet long and weighing up to 900 lbs. The cyvistox also has a highly efficient series of muscles, supercharged by the electricity which constantly runs through its body. The electrical field produced by a cyvistox is created by unique biological generators consisting of large, cancerous cell groupings which constantly give off charges of intense electrical energy. While the cyvistox is a brown and red color, reflective of its natural habitat, the camouflage effect is spoiled by the bright purple light given off by their near constant electrical discharges.

Luckily for the cyvistox, camouflage is not necessary. Using their exceptional muscle control in order to use their lighting as a weapon, very few subterranean creatures are able to stand against the cyvistox. Cyvistox have also demonstrated a strong intelligence, much akin to that of primitive humanoid races. This makes them far more cunning than most small prey animals. Cyvistox have crude and primitive tribal cultures, with a great emphasis on internal politics and civil warfare. Cyvistox often form alliances with other alien races, either seeking to dominate them through might or use them to elevate their status above their fellows.

Home World

Though the cyvistox have spread to many worlds, both throught he manipulation of spacefaring peoples and through attempts by some of those same peoples to cultivate the cyvistox as both a weapon and a food source, the cyvistox recognize Rexid II (which they call Cyvixia) as their home. While most of Rexid II is dominate by rolling planes, home to harmless herd animals and the creatures that prey upon them, a prominent feature of the planet is the presence of numerous sinkholes in which the cyvistox perfer to dwell.

While the cave and tunnel systems in which the cyvistox live are natural, the cyvistox themselves have formed crude cities and tribal settlements which attract vistors intrested in something other than spelunking. Cyvistox settlements consist of several nests seperated by crude fences or barriers errected painstakenly by moving rocks or stacking bone. Ocassionally, cyvistox contract outisders to improve their settlements, and such improved settlments might feature far more attractive accomidations. While cyvistox settlements don't include farms or pens they are genrally located near enough to the surface to allow for easy hunting.

CYX-002

Though the being before you appears to be a typical example of a humanoid construct, you can sense something different about it. It has a very thin, tall body with slender limbs made entirely from metal, and its head, lacking in typical human features, is slightly elongated, being taller at the top. Where human features would be are instead the perfect replicas of the features of a horrible and unknown alien creature with three mouths and no eyes.

CX-002

XP 12,800

N Medium construct (CYX) Init +3; Senses Perception +18

DEFENSE

AC 22, touch 14, flat-footed 18 (+1 dodge, +3 Dex, +8 natural) hp 102 (15d10+20) Fort +5, Ref +8, Will +8

Immune construct traits; DR 10/adamantine

OFFENSE

Speed 30 ft. **Melee** *CYX* sonic saber +20/+15/+10 (1d8+4/19-20 plus 1d8)

sonic)

Ranged 5 spikes +19 (1d8+4)

Special Attacks alien tech (*CYX sonic saber*), spines, warp metal

Spell-Like Abilities (CL 20th)

At Will—*animate* objects (metal objects only)

STATISTICS

Str 16, Dex 16, Con —, Int 16, Wis 16, Cha 16 Base Atk +15; CMB +18; CMD 32 Feats Combat Expertise, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (CYX sonic saber, spikes), Whirlwind Attack Skills Acrobatics +18, Diplomacy +18, Knowledge (local) +18, Perception +18, Sense Motive +18 Languages any 3 languages SQ merge into metal

ECOLOGY

Environment any

Organization solitary, pair, or squadron (5-10 plus 1 leader of 5^{th} level or higher)

Treasure double (CYX sonic saber, other treasure)

SPECIAL ABILITIES

Alien Tech (Ex): A CYX-002 has the following piece of advanced technology: a *CYX sonic saber*. Alien tech may be used by any creature, but only creatures of the subtype mentioned in the item's name are naturally proficient with that item.

CYX Sonic Saber: A *CYX sonic saber* is a longsword made from the same living metal as the CYX, and though it has not been allowed sentience, it vibrates continually. It is considered a +*1* longsword which deals an additional 1d8 points of damage, and a further 1d8 points of damage on a successful critical hit.

Merge into Metal (Sp): A CYX-002 can merge into any metal large enough to hold it. This functions like the spell *meld into stone*, except that it only functions on metal, whether natural or artificial in origin.

Spikes (Ex): A CYX-002 can create and launch five metal spikes from its arms as a standard action (make an attack roll for each spike). These spikes are treated as +1 weapons and have a range increment of 30 feet. A CYX-002 can create up to 100 spikes per hour.

Warp Metal (Sp): A CYX-002 can cause any metal it touches to warp and twist however it wishes. It can transform any unattended metal object into another object as though by the spell *polymorph any object*, except that the resulting object or creature is always made from metal. As a standard action that provokes attacks of opportunity, it can also cause any metal object it willfully touches to be affected by either *heat metal* or *rusting grasp*. This ability may require a touch attack, if the target is an attended object or is capable of moving. The saving throw DCs are Intelligence-based.

DATA

The CYX are a race of intelligent constructs, born from the use of sentient metal in the construction of golems by a group of spacefaring beings long since vanished from the galaxy. An ancient race, the CYX are named for the designation given to them by their creators, whose images and culture they reflect almost perfectly. A typical CYX model ooi or ooz resembles their vanished and forgotten creators, preserving their image, if not their memory or history. Humanoid in shape, these CYXs have three mouths and faces which most species find hideous, making them uncomfortable to look upon. Other CYX units resemble great beasts and monsters of their creators' fancy, coming in all sorts of terrible shapes.

In the long absence of their creators, CYXs have developed an egalitarian society devoted to the idea that all CYX are hewn from the same stone. In addition to the conquest of the worlds on which they were originally developed, CYXs often travel the galaxy in small numbers to further the collective knowledge of their society. Because of their unique natures, however, these wandering units have drawn unwanted attention from many races of the galaxy.

Scientifically enlightened cultures have relentlessly attempted to discover additional uses for the sentient mental of the CYX, and have made numerous incursions into their home territory in search of ore. The CYX have driven back all attempts at conquest through an uncanny strength of arms and natural resistance to many of the common tactics employed by would-be conquerors. CYXs have also been known to attack other alien societies relentlessly in order to recover even a small amount of ore removed from their core worlds.

Rumors persist of similar sentient ores existing on distant worlds. These rumors have drawn CYX scouts and soldiers in search of kindred, and perhaps a trace of their creators in distant stars.

Gleetch

This sickly, translucent creature resembles a horrible cross between a giant squid and a jellyfish. Its head is massive, with a large pulsing bell-like structure near the top. Dangling from the head is a mass of fine stinging tendrils, surrounded by immense tentacle arms. Eerie purple and red lights constantly stream through the creature's nearly transparent body, gleaming with malice.

XP 102,400

LE Gargantuan aberration (aquatic)

Init +4; **Senses** blindsight 120 ft., darkvision 60ft., telepathic senses; Perception +27

DEFENSE

AC 30, touch 10, flat-footed 26 (+4 Dex, +20 natural, -4 size) hp 270 (20d8+180) Fort +15, Ref +12, Will +16

Immune electricity, mind-affecting effects, poison

OFFENSE

Speed 20 ft., swim 60 ft.

Melee 2 arms +22 (2d8+10 plus grab), 10 tentacles +17 (1d8+5 plus poison)

Space 20 ft.; Reach 20 ft. (25 ft. with arms)

Special Attacks bioelectric shock, constrict (2d8 + 10), nightmare ink, poison, sea transport, telepathic incursion

Spell-Like Abilities (CL 17th)

At Will—control water

3/day—chain lightning (DC 21), suggestion (DC 18), telekinesis (DC 20)

1/day—dominate monster (DC 24)

STATISTICS

Str 30, **Dex** 18, **Con** 28, **Int** 18, **Wis** 18, **Cha** 20 **Base Atk** +15; **CMB** +29 (+34 grapple); **CMD** 44 (can't be

tripped)

Feats Ability Focus (bioelectric shock, nightmare ink), Cleave, Great Cleave, Improved Critical (arm, tentacle), Lightning Reflexes, Power Attack, Weapon Focus (arm, tentacle)

Skills Knowledge (arcana) +24, Knowledge (dungeoneering) +24, Knowledge (geography) +27, Knowledge (planes) +24, Knowledge (religion) +24, Perception +27, Sense Motive +24, Swim +41; Racial Modifiers: +8 Swim Languages Gleetch, telepathy 100 ft. SQ amphibious

ECOLOGY

Environment any ocean Organization solitary or pair Treasure none

SPECIAL ABILITIES

Bioelectric Shock (Ex): A gleetch's body constantly produces a high voltage electrical current which it can release in a burst of electrical radiance. Once per minute, as a standard action, the gleetch can release this electrical current that affects all creatures within 5 feet. Adjacent creatures suffer 10d6 points of electricity damage, but creatures in a grapple with the gleetch instead suffer 10d10 points of electricity damage. In either case, a successful Reflex save (DC 31) halves this damage. The save DC is Constitution-

based.

Nightmare Ink (Ex): A gleetch's psychic nature causes the ink produced by its body to have a terrifying psychological impact on any creature it comes into contact with. As a full-round action, the gleetch can release a 200-foot cone of jet black ink, which obscures vision beyond 5 feet (creatures within 5 feet have concealment) and persists for 1d4 rounds. Creatures beginning their turn in the ink cloud must succeed on a Will save (DC 27) or have their heads filled with terrible nightmares. This has the effect of dealing 1d10 points of damage and causing the affected creature to become frightened for 1d4 rounds. A creature which succeeds on its Will save is shaken for as long as it remains within the ink cloud, instead. A gleetch can use this ability 3 times each day, but must wait at least 1 minute between uses. This is a mind-affecting fear effect.

Poison (Ex): A gleetch's venomous tentacles carry a poison which blocks chemical receptors in the brain, slowing muscle reactions and draining the target of his will to fight back.

Tentacle—injury; *save* Fort DC 29; *frequency* 1/round for 2 rounds; *effect* 1d4 Str, Dex, Int and Wis; *cure* 1 save.

Sea Transport (Sp): A gleetch possesses vast knowledge of ancient alien magic and is able to travel the planets by creating a cosmic connection between the sea of one world and another. In order to use this ability, the gleetch must spend a full week submerged at a depth of at least 2,000 feet and must spend at least 4 hours a day concentrating on its ritual. At the completion of this ritual, the gleetch can create a mystical portal which functions as a *gate*, but connects to any location in any sea or ocean on any planet on the material plane. This portal lasts for 1d4 weeks before closing.

Telepathic Incursion (Su): A gleetch possesses a strong telepathic field which allows it to influence the lives of individuals around it. As a full-round action, whenever the gleetch is at a depth of 1,000 feet or less, it can extend the range of its telepathy to 1,000 miles. Additionally, it can use its *suggestion* spell-like ability on any creature it makes telepathic contact with.

Telepathic Senses (Su): A gleetch is aware of the exact position of any creature within the range of its telepathy, and it can pinpoint such creatures even if it cannot see them.

DATA

The gleetch is a curious creature, hailing from a now-destroyed ocean planet. Considered to be an offshoot of the kraken species, the gleetch is both extremely intelligent and extremely cruel and powerful. While the gleetch lack any kind of technology, they are well known to be among the universe's most accomplished explorers, using secret magic in order to transport themselves from one ocean to another, regardless of the world it's on. In this fashion, the gleetch move from world to world, using their vast psychic powers to control the events of the world around them and secretly enslave entire systems to their will.



Infester

Though roughly humanoid in shape, the grey-green creature before you is clearly alien, lacking a visible nose or mouth on its elongated, hairless head. It has a row of 3 black eyes on either side of its head and a single tube erupting from the center of that ovoid shape, which chirps shrilly. Its body is hairless and smooth, but it lacks hands, instead having a pair of barbed and open semi-translucent tubes filled with fishlike eggs.

XP 9,600

CE Medium monstrous humanoid Init +2; Senses sense life; Perception +11

DEFENSE

AC 25, touch 13, flat-footed 22 (+2 Dex, +1 dodge, +12 natural) hp 133 (14d10+56) Fort +8, Ref +11, Will +10 Immune disease, poison, sonic

OFFENSE

Speed 30 ft. Melee 2 claws +20 (1d6+5 plus grab) Special Attacks bloodletting, inject, screech

STATISTICS

Str 20, Dex 14, Con 18, Int 8, Wis 12, Cha 6 Base Atk +14; CMB +19; CMD 32 Feats Ability Focus (inject, screech), Combat Reflexes, Dodge, Mobility, Power Attack, Weapon Focus (claw) Skills Acrobatics +16, Climb +22, Swim +22 Languages Infester SQ sense life

ECOLOGY

Environment any **Organization** solitary, pair, or invasion (3-10) **Treasure** none

SPECIAL ABILITIES

SPECIAL ABILITIES

Bloodletting (Ex): Whenever an infester releases a target from a grapple for any reason, including the target escaping the grapple, the infester releases a chemical into the target's blood which causes him to bleed, suffering 2d6 points of bleed damage.

Inject (Ex): Whenever an infester is in control of a grapple, instead of doing damage, it can choose to inject the target with an infester egg. The target may attempt a Fortitude save (DC 23) to resist the effect. If the target fails to resist, he is infected with an egg which deals 2d4 points of damage to the target every round for 4 rounds, after which time the egg is destroyed. If the target dies while it has one or more eggs in it, the eggs rapidly utilize the target's failing bodily processes to reach maturity, and explode from the target's body as an equal number of young infesters 1d6 rounds later. A young infester reaches maturity in 7 days if well fed.

Screech (Ex): The vile tube-like appendage sprouting from the infester's face can emit a high-pitched shriek which is both unnerving and damaging to most creatures. All creatures within 100 feet of the infester suffer 4d6 points of sonic damage and must succeed on a Will save (DC 23) or be frightened for 1d4 rounds, and must also succeed on a Fortitude save (DC 23) or be deafened for 1d4 rounds. An infester can use this ability once every 2d4 rounds.

Sense Life (Ex): An infester is capable of sensing living organisms with exceptional ease. This ability functions as the scent special quality, except that it only functions on living creatures, and an infester can pinpoint the location of any living creature within 200 feet as a swift action.

DATA

The infester is the terrible result of genetic weapon experimentation by a zadar biologist and a xexid scientist who were secretly enslaved by a vodoch colony. These terrifying creations are actually an offshoot of the myrot and were devolved for a similar purpose: in order to clear enemy starships and space stations of life before scavengers and researchers could move in and take what they would from the life devoid hull. The chief weapons of the infester are the two tubular devices which can be used to transmit their eggs into an unwilling host. Infester eggs reach maturity very quickly, and, if the victim is close enough to death, can hatch within moments, creating new infesters to continue their work. As a biological weapon they were highly successful, and initial tests proved extremely promising. In fact, the infester was so successful that it would soon become much more than a genetically engineered weapon.

Because of the infesters' unique weapon, a small amount of their victim's DNA is synthesized as part of the fertilization process, and due to the frequency with which their masters attacked highly developed and often cruel alien cultures, the infesters soon devolved a rudimentary intellect. It was not long after that that the infesters turned on their masters, attacking them en masse and earning their freedom in a single bloody crusade. In the time since, infesters using zadar starships have plundered the galaxy, spreading their progeny in a storm of violence. Eventually, infesters developed their own specialized ship for invading other ships. While an uncommon alliance of alien cultures has managed to significantly reduce the threat posed by infesters, they remain a danger to all star-bound travelers, and have the potential to overtake the entire galaxy if left unchecked.

Home World

While the creaturs known as infestors don't call any world home, having been born in a space aboard a Zadar research vessel, in the time since their creation, a few infestors have broken free of their kin and founded colonies on a number of dangerous and hostile planents. Of these the colony at Zetira XI is the most prominent.

Formerly an outpost of the Zadar, infestors are but one of a number of dangers now native to the world. Originally the zadar used the planent's diverse and hostile ecosystems to observe dangerous creatures they had captured. The zadar were killed by a swarm of infestors, which have come to dominate the harsh world.

Ixthilian

Living both on land and in the water, this strange plant-like being is composed of a mass of rubbery tendrils surrounding a central hard bulb, which houses the creature's organs. A series of funnel-like tubes atop the bulb produce a variety of toxic gasses used for self-defense and communication.

XP 1,200 N Medium plant (aquatic) **Init** +6; **Senses** low-light vision; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 45 (7d8+14) Fort +6, Ref +4, Will +2 Immune plant traits; Resist fire 10

OFFENSE

Speed 20 ft., swim 20 ft. Melee 4 tentacles +8 (1d4+2) Special Attacks blazing torpedo, spew gasses

STATISTICS

Str 14, Dex 14, Con 12, Int 14, Wis 10, Cha 12 Base Atk +5; CMB +7; CMD 19 (can't be tripped) Feats Combat Expertise, Combat Reflexes, Improved Initiative, Toughness Skills Diplomacy +8, Perception +10, Stealth +12, Swim +17; Racial Modifiers +8 Swim Languages Ixthilian SQ amphibious, limited telepathy

ECOLOGY

Environment aquatic, coast, or swamp **Organization** solitary, pair, band (4-5), colony (50-60 plus 150–200 non combatants and 1 leader [wizard level 3-5]) **Treasure** standard

SPECIAL ABILITIES

Blazing Torpedo (Ex): As a full-round action while underwater, an ixthilian can move forward at tremendous speed, while spewing forth burning toxic gasses from the cones which surround its head. While doing this, the ixthilian moves forward up to 40 feet in a straight line and attempts to overrun any creature in its path. Creatures cannot choose to move out of the way, but may attempt an attack of opportunity. Any creature the ixthilian attempts to overrun suffers 2d6 points of fire damage and is exposed to the ixthilian's poison (see below), regardless of whether the attempt is successful or not. An ixthilian is fatigued after using this ability.

Limited Telepathy (Ex): An ixthilian possesses a limited telepathic ability to understand any creature within 100 feet, though it cannot communicate with such creatures unless they can understand the ixthilian's strange nonverbal gas-based language, typically requiring a *comprehend languages* spell.

Spew Gasses (Ex): The strange alien body of the ixthilian produces a burning gas, which it uses to speak

and attack. As a standard action, an ixthilian can unleash a cloud of this gas which affects adjacent creatures. While underwater, the gasses react violently with the hydrogen in the water, causing it to explode and dealing 1d10 points of fire damage. The gasses are toxic to creatures both above and below the water's surface.

Poison—inhaled; *save* Fort DC 14; *onset* immediate; *frequency* 1/round for 3 rounds; *effect* 1d3 Dex damage; *cure* 1 save.

DATA

The ixthilians are an intelligent, generally benign, race of aquatic plant creatures. While the ixthilians lack the ability to vocalize, they have a complex language based on the emission of gasses which can be interpreted by other ixthilians. Having been isolated on their home world for a long period of time, the ixthilians have serious trouble communicating with other races and cultures, which make their generally peaceful intent difficult to convey. Because of their bizarre appearance and because their very act of speaking can prove deadly to other races, most cultures attack ixthilians on sight.

While the ixthilians flourished for many generations on their home world without incident or conflict, owing to a lack of competition with most other species and abundant natural resources, there came a time when the cystok, an underwater race of six-armed giants, found their home world. They easily overpowered the ixthilians and enslaved them, performing terrible experiments upon them which included numerous hideous and horrible violations of the rights inherent to every living creature.

This period did leave the ixthilians with a useful trait, and it is because of cystok interference that the ixthilians have developed a limited form of telepathy, which allows them to communicate with other creatures to some degree. As cystok turned their attention elsewhere, the ixthilians staged a massive rebellion, forcing their oppressors from the seas and into the skies. Today, the ixthilians wage a constant war of liberation against the mighty cystok empire.

Home World

The ixthilians are a common presence throughout the galaxy, having spread from their home planet of Ixthios at the brutal hands of spacefaring slavers, and then, after a hard battle for freedom, expanding peacefully through the stars. Ixthios is a lush tropical world of relatively small size, dominated by marshy continents split by truly impressive rivers running into vast shallow fresh- and salt-water seas.

Nearly all of Ixthios is home to exotic plant matter of all kinds. The ixthilians are evolved from a partially aquatic plant which thrives in ixthilios's many estuaries. Ixthilian cities are made from stone or mud bricks and tend to lack fortifications. The ixthilion are found in equal abundance on the planet's tropical surface near to rivers and lakes, and under the seas. Modern ixthilions have improved a number of the planet's features, expanding their rivers, and creating great ports for friendly visitors.

Kerth

The armored figure before you is humanoid in shape, but savage and bizarre in appearance. Where visible, its gently glowing violet skin is covered with fibrous green and brown cords, which twitch about on their own. Its face is cruel and full of malice, with three tiny black spheres at almost the crest of its face serving for eyes. The dominate feature of its face is a mouth which opens upward, rather than down, to reveal a series of smaller cord-like tubes which suck violently at the air.

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KIERTUHI WARRIOR

XP 1,600

CN Medium monstrous humanoid (kerth) Init +3; Senses darkvision 120 ft.; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex) hp 60 (8d10+16) Fort +4, Ref +9, Will +6 Defensive Abilities exceptional conditioning; Immune blindness, sonic

OFFENSE

Speed 30 ft.

Melee *kerth energy blade* +11/+6 (1d8+5/19-20) and *kerth pulse hammer* +11 (1d6+5/x3)

Special Attacks alien tech (*kerth energy blade, kerth pulse hammer*)

STATISTICS

Str 20, Dex 16, Con 14, Int 8, Wis 10, Cha 10 Base Atk +8; CMB +13; CMD 26 Feats Double Slice, Power Attack, Step Up, Two-Weapon Fighting Skills Intimidate +11, Perception +11, Stealth +14 Languages Kerth SQ alien tech (*kerth stealth suit*) ECOLOGY

ECOLOGI

Environment any

Organization solitary, pair, company (6-10), or army (10 companies plus 1 general [level 5-15 fighter]) **Treasure** standard (*kerth energy blade, kerth pulse hammer, kerth stealth suit*, other treasure)

SPECIAL ABILITIES

Alien Tech (Ex): A kerth warrior possesses the following pieces of advanced technology: a *kerth energy blade*, a *kerth pulse hammer*, and a *kerth stealth suit*. Alien tech may be used by any creature, but only creatures of the subtype listed in the item's name are naturally proficient with those items.

Kerth Energy Blade: This weapon functions like a longsword, except that the damage it deals is not subject to damage reduction.

Kerth Pulse Hammer: This functions as a light hammer, except that it does 1d6 damage instead of 1d4 damage. Additionally, on a successful critical hit, the target is pushed back 5 feet. *Kerth Stealth Suit:* This functions as a masterwork breastplate, except that it does not apply its armor check penalty to Stealth rolls.

Exceptional Conditioning (Ex): A kerth warrior's training requires exceptional conditioning, which enables it to better shrug off ill effects. Once per day, the kerth warrior may roll a single saving throw twice and take the better result. It must declare that it is using this ability before the roll ismade.

DATA

L-CR5

The kerth are a powerful race of warriors and slavers who operate throughout the galaxy. Known colloquially as space barbarians throughout more "civilized space," the kerth have a prominent culture devoted to their most ancient traditions. A gruff and warlike people, the kerth seek honor on the battlefield and care little where they get it. Possessed of advanced technology, the kerth still prefer more simple weapons and armor, and use their great strength to transform such simple devices as war hammers and longswords into powerful and deadly tools of modern warfare. Their armors are strong and light, which allows them to approach their foes in absolute silence.

Stealth warfare is the favored tactic of any kerth commando, believing that if one can surprise his foe, that one has outwitted him utterly and thus has earned great honor on the battlefield. In addition to the cultural implication, kerth revel in the ease that the combination of stealth and overwhelming strength allows them against their foes. Unlike other honor-bound warrior cultures, the kerth do not believe in ritual duels, instead preferring a sort of hunt to prove the superior warrior. Two warriors are positioned at opposite ends of a large wild territory and given three days to find each other and kill the other. If neither party finds the other, both gain honor; if one party discovers the other and kills him unaware, then the victor gains greater honor. While the victor of a straight fight between two parties who discover each other gains some honor, the exercise is rarely considered to have been worth it if both parties discover each other. Refusing to participate in such a battle is disgrace worthy of exile.

Kerth travel the stars in small warships which are heavily armed, but rarely feature more than a few kerth warriors, setting out to raid other ships and helpless planets. Kerth ships come equipped with devices which project invisibility fields, making them difficult to detect until it's too late. The exception is when the kerth go to war. A kerth war fleet consists of gigantic gleaming battleships, armed with plasma cannons and lightning projectors. Thousands of stealthy kerth warriors swarm their foes from all directions when they begin a ground offensive.

Home World

The kerth hail from Krax, a world of harsh and rapidly changing environments. Much of any natural beauty Krax once had has been stripped away by the kerth to make room for shipyards and fortress cities. Known as the jewel of the Kerth empire, it offers a variety of modern luxuries.

<u>M.E.C.H.</u>

You hear the hum of machinery even though you can't quite see it, and suddenly have the feeling of thousands of tiny pricks as microscopic machines bore into your flesh and begin to take control of your body. Even as you fight the electrical impulses surging through you, you see the shambling shape of a thousand assorted alien machines, which speaks in your own voice, "Greetings. We are M.E.C.H."

MILCH O CRID

XP 204,800

NE Fine construct (swarm)

Init +4; **Senses** darkvision 60 ft., lowlight vision; Perception +4

DEFENSE

AC 18, touch 18, flat-footed 18 (+8 size) hp 110 (20d10) Fort +8, Ref +8, Will +6 Immune swarm traits; Vulnerabilities exceptional electricity weakness

OFFENSE

Speed 20 ft., fly 60 ft. (perfect) **Melee** swarm attack (4d6) **Space** 20 ft.; **Reach** 0 ft. **Special Attacks** distraction, electrical manipulation, machine conspiracy

STATISTICS

Str 10, Dex 10, Con —, Int 10, Wis 10, Cha 10 Base Atk +20; CMB —; CMD —

Feats Alertness, Great Fortitude, Hover, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Intimidate, Sense Motive), Wingover

Skills Fly +16, Intimidate +26, Perception +4, Sense Motive +30

Languages intuitive speech

SQ corrupted program, nanoscale construction

ECOLOGY

Environment any

Organization solitary, pair, conspiracy (4 or more, with 2d10 enslaved objects or creatures per M.E.C.H) **Treasure** none

SPECIAL ABILITIES

Corrupted Program (Ex): The M.E.C.H suffers from corrupted programming which has infused it with a pure desire to do great evil; as such, it is affected by *protection from evil* and *magic circle against evil* as though it were an evil outsider. Either of these abilities prevents the M.E.C.H from using its electrical manipulation ability to control a creature protected by that power, as though it were a possession ability. Additionally, a successful *atonement* spell cast upon the M.E.C.H can change its alignment to neutral good, even though the M.E.C.H would normally be immune to *atonement* (since it is a spell with a single target).

Electrical Manipulation (Ex): The M.E.C.H can attempt to infiltrate the body of creature within its space in lieu of doing swarm damage. If it does, the target must succeed on a DC 20 Fortitude save or suffer 1 point of

Intelligence drain. A creature reduced to o Intelligence in this fashion becomes host to the M.E.C.H and falls under its control until the M.E.C.H is expelled, either with a successful *regeneration* spell or by dealing 100 points of damage to the occupied creature. A creature which is occupied by the M.E.C.H is under the M.E.C.H's perfect telepathic control, obeying its every command without fail, including suicidal or morally opposed actions. A creature which succeeds on 10 saving throws against this ability destroys the part of the M.E.C.H within them, dealing 25 points of damage to the M.E.C.H and becoming immune to this ability for 24 hours.

Exceptional Electricity Weakness: Any attack which deals electricity damage to the M.E.C.H. deals three times as much damage as it otherwise would.

Intuitive Speech (Ex): The M.E.C.H does not have any language of its own, but is able to speak and understand any languages known by a creature whose square the M.E.C.H is currently occupying. The M.E.C.H gains this knowledge by leeching off the creature's thoughts and intellect, and does not actually learn the languages or retain the ability to speak or understand any language after leaving the creature's square.

Machine Conspiracy (Ex): The M.E.C.H can also use its electrical manipulation on any object or machine which is powered by electricity, affecting it as though by the spell *animate objects*, except that all objects animated in this way serve the M.E.C.H perfectly and without fail, obeying its every mental command.

Nanoscale Construction (Ex): The M.E.C.H is constructed at an atomic scale, rendering them invisible to normal vision. They are constantly invisible, but since this is an inherent effect of their construction and not because of a magical or supernatural power, spells such as *see invisibility* and *true seeing* do not affect the M.E.C.H and the affect cannot be dispelled. Blindsense, *glitterdust*, scent, and other abilities which allow a creature to detect creatures they could not normally see affect the M.E.C.H normally.

DATA

A manmade mechanical terror from another galaxy, the M.E.C.H (which stands for Microscopic Enhanced Computerized Help) are nanomachines created to perform all the essential functions of life. Initially, the M.E.C.H were the perfect solution to their creators' problems, and could performed many taks, enabling lives of carefree bliss.

A demon lord, angry at the people's lack of sacrifices and utter belief in themselves and the power of their machines, infused the M.E.C.H with his evil influence, meaning to visit great damage on the people. However, the sentient machines far outstripped the demon's wildest dreams: not only did they destroy their creators' society, but they took complete control of the creators and their machines and began a campaign of galactic conquest and unbridled evil. The M.E.C.H proved unstoppable, and they completely enslaved their galaxy, sending probes out in order to continue their vile work in other parts of space.

Myrot

Gliding through an alien sky, these airborne creatures are far from the typical avian, having an elongated body ringed with oscillating fins which provide its propulsion. Long, spiny tendrils drape lazily between its many rows of green gellike eyes, which gaze unblinkingly at a world so different from your own.

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L-CR8

MAROT \\\\Q

XP 800 N Medium aberration **Init** +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 27 (6d8) Fort +2, Ref +4, Will +6 Immune disease

OFFENSE

Speed 15 ft., fly 30 ft. (average) Melee 2 tentacles +7 (1d4+2 plus attach) Special Attacks attach, disease cloud, fluid exchange

STATISTICS

Str 14, Dex 14, Con 10, Int 8, Wis 12, Cha 6 Base Atk +4; CMB +6 (+10 grapple); CMD 18 Feats Ability Focus (disease cloud), Flyby Attack, Hover Skills Fly +11, Knowledge (dungeoneering) +8, Perception +10 Languages Aklo, Myrot SQ carrier

ECOLOGY

Environment any **Organization** solitary, pair, plague (4-32) **Treasure** standard

SPECIAL ABILITIES

Carrier (Ex): A myrot is immune to diseases, but can still carry and transmit them. When encountered, a myrot is typically infected with 1d4 diseases, chosen at random. All diseases carried by the myrot have a saving throw DC of 13 in order to resist the initial contraction, due to the unique genetic structure of the myrot and the effects it has on the disease in question. The DC of subsequent saving throws to resist the disease is the disease's normal DC.

Disease Cloud (Ex): As a means of reproduction, myrot are capable of exuding a cloud of spores which can infect a target with their prodigy, as well as exposing the target to any diseases the myrot is currently carrying. Unleashing this cloud is a standard action. The cloud is created in a single square of the myrot's choice within 30 feet, and lingers there for 1d4 rounds before dissipating. Any creature which enters or begins its turn in a square with a disease cloud must succeed on a Fortitude save (DC 15) or become infested with the myrot's spores, and be exposed to any diseases the myrot is suffering from (DC 13 to resist contracting diseases). Every 24 hours after contacting the myrot's spores, the victim must succeed on a Fortitude save (DC 15) or suffer 1 point of Constitution drain. If a creature is reduced to o Constitution in this way, the myrot's spores reach maturity and begin to devour each other as they escape their host, destroying the host's body in 1d4 hours and creating two young myrots, which flee each other's company immediately.

The myrot can use this ability as often as it likes each day, but must wait 1d6 rounds between uses.

Fluid Exchange (Ex): While attached to a target, a myrot can exchange fluids with them in order to restore its health. While attached to the target, as a standard action, a myrot can inflict id6 points of damage to the target, and heal a like amount of its own damage. The target is also exposed to any diseases the myrot is carrying at this time. The myrot cannot use this ability to gain hit points in excess of its maximum hit point total.

DATA

Myrots are the terrible results of scientific experimentation with disease going out of control. Essentially, the myrot is an evolved virus and reproduces by infection. As such, the myrot lacks many of the usual basic genetic structures that diseases attack, which makes it a perfect host for carrying diseases of all sorts. In addition to their own deadly procreative virus, most myrots also carry a variety of strange diseases. Despite their deadly nature, most myrots are easily contained if well-prepared for, and planets which share a population with myrots will often keep far afield of them or drive them off using advanced weapons.

Myrots do make it into new planets and civilizations from time to time, and can be a serious and deadly threat to any population. Generally, myrots are deployed as a biological weapon by advanced and evil-aligned alien civilizations, such as the zadar, in order to easily eradicate large populations. Within a few short years, most primitive civilizations can be utterly destroyed by the myrots, which, lacking hosts for reproduction, will die off soon afterward, allowing the zadar or another civilization to move in with little effort. Other times, the myrots might be deployed in order to control other aggressive populations, such as a terrani swarm. Additionally, many cultures value the myrots as a scientific specimen, believing that the secrets of diseases and their cure may be coming to culture within the myrots.

Home World

The myrot genetic experiment began on the barren planet of Danti VIII, a formerly inhabited world destroyed by a combination of nuclear and germ warfare. The abundance of weaponized viruses remaining on Danti VIII made it the perfect choice for the Genex corperation's experiments.

Today Dani VIII is home to over 10 billion myrot floating dormant in the disease-ridden skies and caves. Because of the myrot infestation, the entire Danti system is under quarantine, and it is recomended that spacefarers avoid Danti at their own peril. Occasionally, spacefarers will attempt to brave Danti VII in search of myrots to use to their own ends, however the strain of myrot found on Danti VII has undergone centuries of mutation, and is very dangerous.

Phase Slime

This strange, silver slime seems to slip in and out of reality at every moment, its very body serving as a puddle which can leave the unwary stranded in another world.

PHASE STIME O_____/O-O-1 9 - CR.

XP 51,200

N Medium ooze Init -5; Senses blindsight 120 ft.; Perception +0

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex) hp 319 (22d8+220) Fort +17, Ref +2, Will +7 Defensive Abilities dimensional shift; Immune ooze traits

OFFENSE

Speed 30 ft.

Melee slam + 24 (1d8+12 plus 2d6 acid) **Special Attacks** acidic burn, dimensional ambush, dimensional portal

STATISTICS					
Str 26 Dex 1, Con 30, Int —, Wis 10, Cha 28 (can't be tripped) Base Atk +16; CMB +24; CMD 29					
ECOLOGY					
Environment any, outer space Organization solitary Treasure none					
SPECIAL ABILITIES					

Acidic Burn (Ex): Creatures which suffer damage as a result of the phase slime's slam attack suffer an additional 2d6 points of acid damage on the following round.

Dimensional Ambush (Su): When the phase slime shifts from the Astral Plane to the Material Plane, it gains a +4 bonus on attack and damage rolls until the end of its next turn.

Dimensional Portal (Sp): Whenever the phase slime confirms a critical hit, or whenever an adjacent creature attacks the phase slime with a melee attack, there is a 5% chance that the creature is teleported to a random location on the Astral Plane. This chance is doubled for any creature using the overrun action against a phase slime

Dimensional Shift (Sp): As a move action, the phase slime can move between the Material Plane and the strange dimension from which they originate.

DATA

The phase slime is a creature out of phase with our own dimension. They hail from the border between the Material Plane and the Astral Plane, existing primarily in a sort of twilight world which physically mirrors the Material Plane, but which is inhabited by a number of unusual and abhorrent creatures. Mercifully, most of these beings seem trapped out of phase, unable to transit between one plane and the other, likely unaware of the existence of the other realities. The phase slime, however, for one reason or another, is able to freely transit between their own dimension, the Material Plane, and the Astral Plane, and frequently does so, in search of food or sometimes simply by accident. Thankfully, the vast majority of the realm the phase slimes inhabit borders empty space in both the Material Plane and the Astral Plane, meaning that they encounter very little before simply slipping out of phase once again. Unfortunately, this does mean that they occasionally happen upon passing starships, where they can pose an immediate and intense danger to the crew.

While apparently small in size, the phase slime is incredibly resilient, leading many researchers to believe that some part of their body must at all times exist in the interdimensional space they call home. More worrying still, the slimes are highly aggressive and persistent hunters, pursuing live prey with devious and mindless cunning, often appearing and disappearing at random in order to confuse and easily pick off their prey. Despite having no brain or other thinking organ, these slimes display a surprising grasp of tactics, leading some to theorize that phase slimes have some form of hive mind or other external controlling force. Some believe the slimes to be a sentient, naturally occurring phenomenon or a type of inter-dimensional weather, manipulated by magic they don't understand which can occur at weak points between realities. Others believe the slimes are not exactly creatures, but rather to be the fabric of the space between dimensions (which is inaccessible and visible only through the most advanced use of magic or science). These individuals believe the phase slimes appear when they fall out of that border and need nutrients in order to rejoin the planar boundary. While early researchers mocked this theory, the fact that one can travel to the Astral Plane by stepping into the phase slime lends some credence to the idea that the slime creatures are comprised of a dimensionally soluble substance. As phase slimes are incredibly powerful creatures and difficult to destroy, however, few have ever been studied for long, a fact that their caustic nature and penchant for phasing out after death has not made easy.

Home World

The phase slime hails from a strange parrellel dimension which serves as a border between the material and astral planes. While this extra-dimensional space is not in istelf truely another plane, being in fact a portion of the material plane which is metaphysically close to the astral plane and drawn out of phase, it is completly seperate from the rest of material reality; though it is always there, it is incapable of influenceing the 'real' world. Phase slimes seem to be the one exception to this rule and can travel between the two phase-shifted realms at will.

While many find the phase slime to be terrifying in itself, those who have glimpsed the realm from which they came describe it as nightmarish and full of abominations that they dare not truly remember. Even those who have traveled through a phase slime and somehow made it home are reluctant to comment on this other dimension, and most claim to remember little of the experiance.



Rubber Man

The hideous and alien creature before you only resembles a man in the loosest sense, as its body is a sphere which serves as both the creature's head and torso, containing a single, vile red eye and a ring-shaped mouth which opens outward in a grotesque folding motion. From the head, five spindly rubbery arms tipped with 6 fingers serve as legs and arms for the beast, who moves with an exceptional human-like dexterity.

RUBBER MAN

XP 600 CE Medium aberration Init +3; Senses low-light vision; Perception +8

DEFENSE AC 13, touch 13, flat-footed 10 (+3 Dex) hp 26 (4d8+8) Fort +3, Ref +4, Will +4 Defensive Abilities agility

OFFENSE

Speed 40 ft. Melee slam +4 (1d4 +1 plus grab) Special Attacks eye ray, invade mind

STATISTICS

Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 4 Base Atk +3; CMB +6 (+10 grapple); CMD 19 Feats Alertness, Combat Reflexes Skills Acrobatics +10, Knowledge (arcana) +8, Perception +9, Sense Motive +6, Survival +7 Languages Aklo, Rubber Man SQ agility

ECOLOGY

Environment any **Organization** solitary, pair, or colony (50-450 plus 20-600 humanoid slaves) **Treasure** standard

SPECIAL ABILITIES

Agility (Ex): A rubber man adds its Dexterity score to its CMB and CMD, instead of its Strength score.

Eye Ray (Su): A rubber man's single glowing red eye can be used to produce a beam of scarlet light, which causes extreme pain and discomfort. As a standard action, once per day, a rubber man can produce a 30-foot line which causes all creatures in the area to succeed on a Fortitude save (DC 13) or suffer 2d4 points of nonlethal damage and become sickened for 1 minute. The saving throw DC is Intelligence-based.

Invade Mind (Su): A rubber man can invade the mind of any creature he makes physical contact with. Whenever the rubber man is in control of a grapple he can forgo his normal actions in order to invade the mind of a creature he is grappling. Unless the creature succeeds on a Will save (DC 13), the rubber man can read the surface thoughts of the creature he is grappling as though by the spell *detect thoughts*, except that it remains in effect only so long as the rubber man retains physical contact. If the rubber man successfully invades the thoughts of a creature for 3 consecutive rounds, it gains mental control over that creature, as though by the spell *dominate person*, for 24 hours.

DATA

CR2

The rubber man is a crafty creature which has evolved from a highly successful parasite. It secretes a slime from its slick and sticky body which forms a bond with its victim's skin, allowing it to take over a victim's mind. It is by this method that the rubber man rose to prominence and eventually managed to spread throughout the galaxy. It was the hapless crew of a spacefaring exploration who first encountered the strange creatures on a warm and fruitful planet.

The crew remarked at the prominence of symbiotic life forms, believing that the creatures of this world relied on each other for nutrient exchanges, and desired to understand this connection. The crew's science officer removed one of the larger parasites from its host and brought it back to the lab for further study, believing the creature dead. In truth, the cunning rubber man was only feigning death, and was instead waiting for the science officer to be alone so that it could exert its will over this strange new creature. Catching the science officer unaware, the rubber man easily enslaved the eager scientist and forced it to seek out more of its fellows in order to affect the crew when they were sleeping. The plan worked and the crew was quickly enslaved. They brought a bevy of the rubber men into the stars, where they slowly began to infiltrate advanced civilizations, taking control of their leadership and creating cults devoted to themselves. Eventually, their plot was discovered and the rubber men were hunted to the brink of extinction. Even after this purge, the rubber men remain a quiet and ever-present threat to a galaxy which is slowly forgetting about them. To this day, it is unknown what the race call themselves, and so other races continue to refer to them by their descriptive nickname.

Home World

Telemicus Prime is widely considered to be the home world of the rubber man, as that was the world on which they were first encountered, as well as the world found most thoroughly in their grasp. However like the rubber men's own name for their race, the creatures have never revealed the truth of their origins, and some wonder if they may heve come to Telemicus Prime from elsewhere.

Telemicus is a warm and fruitful world dominated by plants and a wide varirty of animals. At the time of the discovery of the rubber man, the entire planet was in their quiet grasp, enslaved to their will. One of the main reasons it is thought that rubber man evolved on Telemicus Prime is that while on the planet, the parasites seemed to be relatively harmless and dormant, but when they were first encountered by sentients, they immediately began a campaign of enslavment and conquest. In the time since leaving Telemicus, rubber men have been forced into hiding, living where they can; often in sewers or aboard derilect star ships waiting for their chance to retake the galaxy.

Stellaran

The being before you is magnificent beyond words, humanoid in shape but clearly from beyond the realms of mortality. It shines with the brightness of a newborn star and its features are flawless. The details of the creature are difficult to make out, enshrouded by light, but it is clearly armed with a staff and garbed in a shimmering robe.

STIERT-ARAIN Q______ O-O-1 CR-18

XP 153,600

LG Medium outsider (good, lawful, native, stellaran) Init +10; Senses Perception +26

DEFENSE

AC 35, touch 21, flat-footed 24 (+10 Dex, +1 dodge, +14 armor) hp 207 (18d10+108)

Fort +13, Ref +23, Will +18

Defensive Abilities total immunity; **Immune** death effects; **SR** 29

OFFENSE

Speed 40 ft.

Melee *stellaran star staff* +23/+18/+13 (1d6+15) **Ranged** *stellaran star staff* +28 (5d10 plus 5d10 fire damage/

Special Attacks alien tech (*stellaran star staff*), blinding radiance

STATISTICS

Str 20, Dex 30, Con 20, Int 10, Wis 20, Cha 30 Base Atk +18; CMB +23; CMD 44

Feats Deadly Aim, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Toughness

Skills Acrobatics +31, Diplomacy +31, Knowledge (geography) +21, Knowledge (planes) +21, Perception +26, Sense Motive +26

Languages Celestial

SQ alien tech (*stellaran star robe*, *stellaran star sail*), vacuum adaptation

ECOLOGY

Environment outer space

Organization solitary, squad (2-4), or enclave (10-20 plus 5d4 random good-aligned outsiders of CR 14+) **Treasure** standard (*stellaran star robe*, *stellaran star sail*, *stellaran star staff*, other treasure)

SPECIAL ABILITIES

Alien Tech (Ex): A stellaran has the following pieces of advanced technology: a *stellaran star robe*, a *stellaran star sail* and a *stellaran star staff*. Alien tech may be used by any creature, but only creatures of the subtype mentioned in the item's name are naturally proficient with that item.

Stellaran Star Robe: This shimmering robe functions as a suit of +5 full plate, except that it has no maximum Dexterity bonus and its armor check penalty does not apply to Acrobatics checks.

Stellaran Star Sail: This wondrous device resembles a pole with a sail, apparently made from sunlight, which allows anyone grasping it to activate the *stellaran star sail* as a standard action in order to travel the void of space safely and at extreme speeds. If multiple creatures grasping the pole attempt to direct the device in different directions, those creatures make opposed Charisma checks to determine which of them is able to successfully direct the stellaran star sail. During travel, creatures grasping the pole become insubstantial and pass harmlessly through any obstacles they may encounter on the journey (for example, there is no risk of slamming into an asteroid or passing spaceship). Anyone grasping the pole is protected from the harmful environmental effects of outer space and can travel at a rate of 1 light-year per minute. Travel using a stellaran star sail must be continuous and cannot exceed more than 24 hours. After each use, a *stellaran star sail* must recharge for 1 week per hour spent traveling with it (minimum 1 week) before it can be used again. A *stellaran star sail* cannot carry creatures against their will, even if they are in contact with it when it is used.

Stellaran Star Staff: A stellaran star staff is both a ranged and melee weapon. In melee, it functions as a quarterstaff, except that the wielder adds his Charisma bonus to damage in addition to his Strength. As a ranged weapon, it has a range increment of 30 feet and deals 5dio points of damage, plus an additional 5dio points of fire damage on a successful hit, with a critical multiplier of x3. In either configuration, the *stellaran star staff* overcomes damage reduction as though it were a +6 weapon, even though it does not actually possess an enhancement bonus to attack or damage. When used as a range weapon, the staff can only be used to make one attack per round.

Blinding Radiance (Su): A stellaran shines with the brightness of a sun. As a full-round action, a stellaran can emit a radiant glow which causes creatures within 10 feet to be blinded for 1d4 rounds, unless they succeed on a Will save (DC 29). Creatures which succeed on their Will save are dazzled for 1d4 rounds, instead.

Total Immunity (Su): A stellaran can tap the intense and overwhelming power of the cosmos for a brief time to become immune to all forms of harm. As a swift action, a stellaran can activate this ability once each day in order to gain immunity to physical damage and unbeatable spell resistance for 2 rounds.

Vacuum Adaptation (Ex): A stellaran can survive in the vacuum of space with no difficulties, and suffers no penalties from existing in environments of high or low pressure. Stellarans do not need to breathe.

DATA

Stellarans are a race of good-aligned outsiders, tied to the very stars themselves and charged with the protection of the cosmos by divine forces. For millennia, the stellarans watched over the galaxy. They assured that peace and stability reigned throughout the cosmos. In recent centuries, however, the stellarans seem to have largely withdrawn from the universe, leaving its denizens to manage their own affairs. Whatever the reason, the mysterious stellarans now only appear in times of great peril, fighting enemies far too great for others to face unaided. For now, however, the stellarans are silent, and the villains of the galaxy go about their business largely unimpeded.

<u>Terrani</u>

The rocky ground suddenly comes alive as dozens of hideous insectile creatures, covered in crystalline chitin, rise from the ground. They scuttle towards you on eight spindly legs, while three fleshy claws dripping acid thrash in front of its gaping maw.

TERRANI

XP 400 N Small magical beast **Init** +1; **Senses** Perception +0

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) hp 11 (1d10+6) Fort +5, Ref +3, Will +0 Immune acid

OFFENSE

Speed 40 ft. Melee 3 claws +3 (1d3+1 plus 1 acid damage) Special Attacks caustic acid, leap, rush

STATISTICS

Str 12, **Dex** 12, **Con** 16, **Int** 3, **Wis** 10, **Cha** 6 **Base Atk** +1; **CMB** +1; **CMD** 12 (24 vs. trip) **Feats** Toughness **Skills** Climb +5

ECOLOGY

Environment deserts, hills, mountains, or plains **Organization** solitary, pair, or herd (5d10 plus 2 terrani broods) **Treasure** incidental

SPECIAL ABILITIES

Caustic Acid (Ex): A terrani exudes a particularly caustic acid which burns through objects exceptionally well. Whenever a terrani uses its claws to damage an object, it deals an additional 2 points of acid damage instead of 1. This acid always overcomes hardness.

Leap (Ex): A terrani's legs are exceptionally wellsuited to performing high jumps. As a standard action, a terrani can leap 30 feet vertically or horizontally.

Rush (Ex): A terrani is exceptionally fast for a creature of its size and is capable of surging forward at incredible speeds. As a standard action, a terrani can rush forward 100 feet in a straight line.

DATA

The terrani is an insect-like creature which evolved on a rocky planet far from civilization. Capable of eating almost anything, the terrani produce a natural acid which drips from the three claws located under their mouths, which they use to soften hard materials such as stone for their food. While lacking any intellect, the terrani's fierce hunger and large numbers caused them to overwhelm all other living creatures on their home planet, eating everything in sight. The terrani then proceeded to devour the outer crust of their planet and had reduced its size dramatically when they were first discovered by intelligent spacefaring peoples.

Terrani Brood

The large creature before you is conical in appearance, being wide at the base and narrow at the top. From the base, innumerable tiny insectile legs propel the monster with incredible speed. Solid steel armor of unusual appearance enshrouds the creature's girth, leaving it mostly featureless, while slick chitinous arms flex menacingly from its body, each gripping a menacing ball of energy.

XP 4,800

L-CR1

N Small magical beast (troop) Init +5; Senses Perception +0

DEFENSE

AC 14, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +1 natural, +1 size) hp 104 (16d10+16)

Fort +12, **Ref** +11, **Will** +5 **Immune** acid, troop traits

OFFENSE

Speed 40 ft. Melee troop attack (3d4 +3 plus 1d6 acid damage) Space 20 ft.; Reach 5 ft. Special Attacks brood attack, brood swarm, caustic acid, trample (4d6+1, DC 19)

STATISTICS

Str 12, Dex 13, Con 10, Int 3, Wis 10, Cha 6 Base Atk +16; CMB +16; CMD 28 can't be bull rushed, grappled, or tripped Feats Blind-Fight, Dodge, Great Fortitude, Improved Great Fortitude, Improved Initiative, Mobility, Run, Toughness Skills Climb +20

ECOLOGY

Environment deserts, hills, mountains, or plains **Organization** solitary, pair, brood swarm (5-10) **Treasure** incidental

SPECIAL ABILITIES

Brood Attack (Ex): Every square of the terrani brood that is adjacent to a creature within threat range grants the terrani brood an additional 3 claw attacks which must be used against that creature.

Brood Swarm (Ex): Because of the terrani brood's massive size and numbers, they are far better than most creatures of their size at overwhelming and overrunning their foes. A terrani brood is treated as a Gargantuan creature for the purposes of what size of creatures it can trample.

Caustic Acid (Ex): A terrani exudes a particularly caustic acid which burns through objects exceptionally well. Whenever a terrani uses its claws to damage an object, it deals an additional 2d6 points of acid damage instead of 1d6. This acid always overcomes hardness.

Vhrekel

This hideous spherical beast scuttles about on a half dozen chitinous legs. It has no clearly differentiated head or torso, with a single toothless, gaping mouth at one end of its rotund body being the only indication of a normal body structure. Ten crimson tendrils cascade down the beast's back, providing a stark contrast in color from the bland grey of the beast's lumbering form.

VHIREKEEL

XP 76,800 N Huge aberration

Init +1; Senses blindsight 120 ft.; Perception +0

DEFENSE

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size) hp 252 (24d8+144) Fort +14, Ref +11, Will +14 Immune mind-affecting effects

OFFENSE

Speed 30 ft. Melee 10 tentacles +26 (1d8+4/19-20) Space 15 ft.; Reach 20 ft. Special Attacks acid bomb, corrosive web, devour prey (2d6 acid damage, AC 21, 150 hp), web (+17 ranged, DC 30, 24 hp)

STATISTICS

Str 28, Dex 12, Con 22, Int 8, Wis 10, Cha 8 Base Atk +18; CMB +29; CMD 40 (48 vs. trip) Feats Ability Focus (acid bomb, web), Bleeding Critical, Combat Reflexes, Critical Focus, Critical Mastery, Improved Critical, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Staggering Critical, Weapon Focus (tentacle)

Skills Intimidate +26, Knowledge (geography) +26, Survival +27

Languages Aklo	
SQ weak tentacle	s

ECOLOGY

Environment any Organization solitary, pair, or horde (5-10) Treasure none

SPECIAL ABILITIES

Acid Bomb (Ex): As a standard action, a vhrekel can expel a large ball of acidic mucus at any creature within 60 feet. If there are any creatures within the vhrekel as a result of its devour prey ability, they are automatically expelled when the vhrekel uses its acid bomb ability, landing adjacent to one another and 10 feet from the vhrekel. Any expelled creature, as well as the target of the attack, suffers 20d6 points of acid damage. A successful Reflex save (DC 30) halves this damage. A vhrekel can use this ability once every 1d4 rounds.

Caustic Web (Ex): A vhrekel's web is highly corrosive, and any creature caught in the web suffers 2d6 points of acid damage each round he remains within the web. A vhrekel's web also deals 2d6 points of acid damage to any weapon that damages it. **Devour Prey (Ex):** A creature that is hit by at least 6 tentacles can be scooped up and devoured by the vhrekel. This functions similarly to the swallow whole universal monster ability, with a few exceptions. In order to cut its way free, a devoured creature must deal 150 points of damage to the vhrekel's insides. Additionally, because the vhrekel's stomach has a unique structure consisting of four chambers, it can only devour creatures of Medium size or smaller, but can contain up to 4 Medium creatures in its stomach at one time, depositing each in a different chamber.

Weak Tentacles (Ex): While numerous and exceptionally long, a vhrekel's tentacles are fairly weak and unwieldy. While the vhrekel's tentacles have a reach of 20 feet, the vhrekel only adds half its Strength modifier to the damage dealt by each successful tentacle attack.

DATA

Vhrekels are dangerous, semi-intelligent monsters hailing from a frozen, starless wasteland in the middle of space. They live on an artificial planet whose creators have long been lost to the galaxy. Likely the results of genetic experimentation with similar lifeforms, the vhrekel is by far the most dangerous of the uncivilized beasts of the galaxy. Merciless hunters of great size, vhrekels storm across their desert home world, looking for anything to devour. As they quickly exhausted the populations of other life forms on their home, this has led vhrekel to feast on their own kind, particularly on their young.

Vhrekels are surprisingly intelligent and form large clans, which war constantly with one another in a cruel, never-ending quest for food and territory. In addition to the obvious tools of their tentacles and teeth (which prove deadly to any being foolish enough to get close to them), the vhrekel naturally produce a large volume of deadly caustic liquid which they can expel in great gouts or use to infuse a sticky, web-like substance they use to entrap and ultimately disable their foes.

The vhrekel home world still bears some signs of other inhabitation, and though the great beasts have been quick to establish their presence in the subterranean vaults and abandoned cities, the shape and scale of such buildings strongly indicates that they were not built for the vhrekel themselves. Numerous attempts have been made to resettle this world, though none have met with success. The most recent owners of the vhrekel home world use it as a prison for their most hated and powerful foes leaving them for the vhrekel to deal with. A very few dangerous individuals have managed to obtain a vhrekel from this world for use as a powerful minion, and rumors persist of a secret plan to start vhrekel colonies on other worlds for use as bioengineered weapons.

Vodoch

The great beast before you is unlike anything occurring naturally, resembling a large, slightly misshapen sphere of dull red flesh covered in hex-shaped depressions. It quivers tremendously, emitting an odd, piercing wail in a whirring and complex language beyond reckoning. While the creature bears no weapons or obvious means of causing you harm, the air is filled with dangerous potential and lethal violence seems inevitable.

VODOCH

XP 6,400

NE Huge aberration Init -1; Senses blindsight 200 ft.; Perception +19

DEFENSE

AC 25, touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size) hp 138 (12d8+84)

Fort +10, Ref +5, Will +12

Defensive Abilities incomprehensible mind, void resistant; **Immune** blindness

OFFENSE

Speed 30 ft. **Melee** slam +12 (2d6+7) Space 15 ft.; Reach 5 ft. Special Attacks consume, manifest violence, mind control

STATISTICS

Str 20, Dex 8, Con 22, Int 28, Wis 18, Cha 26 Base Atk +9; CMB +16; CMD 25 (can't be tripped) Feats Ability Focus (mind control), Cleave, Lightning Reflexes, Power Attack, Toughness, Vital Strike Skills Bluff +20, Climb +20, Fly +10, Intimidate +23, Knowledge (arcana) +21, Knowledge (dungeoneering) +24, Knowledge (engineering) +21, Knowledge (nature) +21, Knowledge (planes) +21, Perception +19, Sense Motive +16, Spellcraft +24, Swim +20, Use Magic Device +20 Languages Vodoch

SQ cosmic flight, fleshy vulnerability, limbless

ECOLOGY

Environment outer space

Organization solitary, pair, or colony (15-30 plus 5 times that many slaves) Treasure incidental

SPECIAL ABILITIES

Consume (Ex): A vodoch can absorb a deceased humanoid as a standard action, destroying the body but leaving behind any gear or other possessions the target had on hand. When it uses this ability, the vodoch recovers 5 hit points per Hit Dice the target possesses, and it is cured of any bleed damage it is currently suffering from.

Cosmic Flight (Ex): While in an environment without gravity or pressure, such as outer space, the vodoch can fly at a speed of 100 feet with perfect maneuverability.

Fleshy Vulnerability (Ex): A vodoch's large fleshy body is exceptionally vulnerable to powerful hits, which can damage its poorly protected vital organs. Any critical

hit confirmed against a vodoch deals damage as though the critical multiplier of the weapon were 1 higher than it actually is, and inflicts 1d6 points of bleed damage to the vodoch.

Incomprehensible Mind (Ex): A vodoch's strange mind allows it to use its complex thoughts to resist attacks of the mind. A vodoch rolls all Will saves twice, taking the better result.

Limbless (Ex): A vodoch has no limbs, and because of this it has a reach of only 5 feet, despite its size.

Manifest Violence (Su): A vodoch's will to cause harm allows it to create a raw manifestation of violence within a 15-foot radius, 15-foot high cylinder of the vodoch as a standard action. The vodoch may place this cylinder anywhere within 30 feet of itself. This manifestation of violence deals 9d6 points of damage. The vodoch may deal all this damage to a single creature or divide it out as he chooses in 1d6 increments among several different creatures.

Mind Control (Su): A vodoch can attempt to control the minds of living creatures. As a standard action, the vodoch and the target each make an opposed Intelligence check. If the vodoch succeeds on the check, the target falls under its control, as though by the spell dominate monster. The target receives a Will save each round (DC 26) to negate the effect. A vodoch can only affect a given creature with this ability once.

Void Resistant (Ex): A vodoch is adapted to life in the void of space and can live in such environments indefinitely. A vodoch does not need to eat, sleep, or breathe, and is unaffected by changes in pressure and the effects of radiation.

DATA

The vodoch is a terrible abomination, born in the harshest reaches of deep space which lie between galaxies. A creature without many of the traditional anatomical features common to life found elsewhere, vodoch rely almost entirely on mental power in order to accomplish their ends. To most races of the galaxy, the vodoch are beings without reason and seem to act purely out of desire to cause suffering. Many have thus concluded incorrectly that a vodoch is some form of demon or other lower-planar creature, bound to commit acts of torment and destruction because of its nature.

In fact, vodoch are natural biological creatures which evolved from the cells of cosmic travelers in the void between galaxies. This has lead radical zadar biologists to assume that the creatures may have evolved from some form of space demon, extradimensional terror, or even from the maddened minds of early space travelers stranded between galaxies. Whatever the case, vodoch are a terror upon the galaxy, descending upon civilized words to inflict great pain and enslave intelligent beings to torture at a later date.

Void Lord

In the emptiness of space, suddenly there appears a great, grey-skinned horror. Like a classical devil of immense size, this roughly humanoid creature has armor-like scales, black wings which stand apart from the blackness of space and three bleak horns. Its features are bestial and carnivorous, and its eyes shine with hatred for all things.

VOID LORD

XP 307,200

CE Colossal outsider (chaotic, evil) Init +8; Senses Perception +28

DEFENSE

AC 36, touch 10, flat-footed 28 (+8 Dex, +26 natural armor, -8 size)

hp 510 (20d10+400) Fort +26, Ref +20, Will +17

DR 20/good; Immune fear, mind-affecting effects; SR 31

OFFENSE

Speed 100 ft., fly 100 ft. (average) **Melee** 2 claws +30 (3d8+17/19-20), bite +30 (4d8+17), 2 wings +25 (2d6+8), tail slap +25 (3d6+8) **Space** 30 ft.; **Reach** 30 ft.

Special Attacks cosmic fire, stop time, temporal acceleration

STATISTICS

Str 44, Dex 26, Con 50, Int 10, Wis 20, Cha 40

Base Atk +20; CMB +45; CMD 63 Feats Blinding Critical, Critical Focus, Deafening Critical, Improved Critical (Claw), Improved Natural Attack (bite, claw), Weapon Focus (bite, claw, tail slap, wing) Skills Intimidate +38, Knowledge (arcana) +23, Knowledge (geography) +23, Knowledge (planes) +23, Perception +28, Sense Motive +28 Languages Abyssal SQ space teleport, void resistant

ECOLOGY

Environment outer space **Organization** solitary **Treasure** double

SPECIAL ABILITIES

Cosmic Fire (Su): As a standard action, a void lord can project a line of cosmic fire which deals 10d6+30 points of fire damage to all creatures in a 200-foot line. A successful Reflex save (DC 35) halves this damage.

Space Teleport (Sp): As a move action, the void lord can use *teleport* as a spell-like ability. The void lord can only use this ability so long as he is within outer space. Void lords can survive in the vacuum of space without difficulty, and does not need to breathe.

Stop Time (Su): Void lords are the masters of time and space, and can stop time for a single individual creature as a full-round action. When he uses this ability, a single individual is removed from the time stream, as though by the spell *temporal stasis*, for 1d4 rounds, unless the target succeeds on a Will save (DC 35). **Temporal Acceleration (Su):** Once per minute, as a swift action, a void lord can slow down his local time in order to take 2 rounds' worth of additional actions that turn.

DATA

The void lord is a creature of pure cosmic evil, born in the space beyond the universe's reaches. Technically not a creature of the Material Plane, hailing from just beyond its reaches, the void lords are older than can be imagined, having witnessed the universe's creation and much of the time before. In all their time, the void lords have known only cold hatred for all things, and have only desired to see utter destruction in the universe. Their motives seem inscrutable, and though quite capable of conveying their thoughts, the beasts never speak to any but their own kind. Some have suggested their actions and thuggish nature to be an indication of a small or animal intelligence, though many researchers reject the idea that such a powerful being could be anything but incredibly complex and deep.

In fact, a void lord is not particularly smarter than the average human being, though his mind is capable of containing vast and terrible knowledge that would destroy a mortal's mind, and his great age has given him a vast knowledge to call upon. The idea that a void lord is more physically impressive than mentally powerful is certainly not without merit. It has been posited that the void lord's inability to mentally grasp his own great existence is what causes his intense anger and fuels his hatred.

Whatever the case, the void lord has only one desire: to destroy everything that exists. It would seem that as a collective, the void lords desire nothing other than the end of the universe and everything in it. For generations, the void lords have been kept in check by the stellarans and other outsiders, but in recent decades the mighty void lords have been making more and more progress into the real universe, using a mastery of time and space in order to bring ruin wherever they go. Worse still, the void lord's main obstacle to destruction, the stellarans, have turned inward, committing fewer and fewer resources to destroying the cosmic threat.

Home World

The void lords hail from a time before the creation of the universe and come from a great void that streches beyond what is known and what could possibly be. Rumors persist that the void isn't entriely empty, but is home to relics from the time of creation or to objects cast from parellel universes, and that the void lords are gaurdians of these vaults, relics, and artifacts beyond imagining.

Many claim the void lords hail from another plane entirely: an unknown hell or some part of the Abyss which is close to the material world. Others still insist that the mateiral plane istelf is merely a part of this hell or abyss from which the void lord came.

Whatever the case, the void lords do not make it a habit of discussing their origins, and though it is thought that the Stellaran's might know more, they are equally closemouthed on the subject.



<u>Xexid</u>

The large creature before you is cone-shaped in appearance, being wide at the base and narrow at the top. From the base, innumerable tiny spidery legs propel the monster with incredible speed. Solid steel armor of unusual appearance enshrouds the creature's girth, leaving it featureless, while slick chitinous arms flex menacingly from its body, each gripping a deadly ball of energy.

XP 3,200

LE Large aberration Init +4; Senses low-light vision; Perception +17

DEFENSE

AC 25, touch 9, flat-footed 25 (+9 armor, +6 natural, -1 size) hp 82 (11d8+33) Fort +8, Ref +3, Will +12 DR 5/-Immune critical hits, mind-affecting effects

OFFENSE

Speed 20 ft. Melee 2 claws +11 (2d6+4) Space 10 ft.; Reach 5 ft. Special Attacks energy projector

STATISTICS

Str 18, Dex 10, Con 16, Int 14, Wis 16, Cha 20 Base Atk +8; CMB +13; CMD 23 (can't be tripped) Feats Combat Expertise, Great Fortitude, Improved Disarm, Improved Initiative, Improved Iron Will, Iron Will Skills Bluff +16, Climb +12, Intimidate +19, Knowledge (dungeoneering) +16, Perception +17, Sense Motive +14 Languages Xexid, telepathy 100 ft. SQ mind reading

ECOLOGY

Environment underground **Organization** solitary, pair, or nightmare (6-12) **Treasure** standard (non-humanoid full-plate, other treasure)

SPECIAL ABILITIES

Energy Projector (Su): A xexid has an implanted energy projector which allows it to project energy in one of two ways. As a standard action, a xexid can fire one or more bolts of energy which each deal 2d8 points of energy damage; the xexid can choose which type of energy (acid, cold, electricity, fire, or sonic) that each bolt deals, although each bolt fired in a single round must be of a different energy type. The xexid can fire up to 5 of these bolts each round, but can't fire more than one bolt at an individual target.

The second function of the energy projector allows the xexid to create a potent energy shield which encircles it. The shield provides the xexid acid, cold, electricity, fire, and sonic resistance 10. Additionally, any adjacent creature that successfully hits the xexid with a melee attack suffers 2d8 points of damage of a random energy type, from among those five. While using this version of the energy projector, the xexid cannot use the energy projector to fire energy bolts. Activating this function of the energy projector is a move action, but cannot be used in any round in which the energy projector was used to fire energy bolts.

Mind Reading (Ex): A xexid can telepathically communicate with any creature that has a language. Any creature which responds to the xexid's communication opens itself to the xexid's mind reading ability. This functions as the spell *detect thoughts*, except that the xexid does not need to maintain concentration to use it and gains instant access to the target's thoughts. Additionally, as a move action, the xexid can delve into the target's memories, learning its past. A xexid can process approximately 1 week of memories whenever it does this.

DATA

The xexid is a terrible monster of great size that has long been a terror to the galaxy. While these aberrant monsters appear as simple beasts, they are in fact possessed of a vast intellect, superior mental powers, and advanced technology stolen from the kerth and zadar. They can read minds and absorb memories in order to further their own knowledge, which is their apparent objective. Though their actual motives are inscrutable to other races, they seem to desire the accumulation of knowledge and power for themselves. While the xexid lack a formal government and thus lack any form of empire, they are an influential force throughout the galaxy and are the dominant power of many worlds.

Slavers and tyrants, worlds upon which xexid have taken control suffer the most brutal oppression. Slavery and genocide are common themes of their rulership, with great thinkers and scholars being robbed of all their thoughts before meeting their ends at the internalized energy weapons of their xexid masters. The presence of the internalized weapons systems is something of a mystery, and has lead some theorists to wonder with horror whether or not the xexid weren't created as some form of weapon by an even more powerful and wicked race.

Home World

The Xexid home world is thought to be the planet Valcurian in the Lost Cluster, a massive belt of astroids orbiting several small, aborted stars. This is however nothing more than speculation: the Xexid are certainly the dominat race on that world, and all the enslaved races have known origins, but the Xexid's word on the subject is to be trusted only with extreme caution.

Valcurian is a cold world without vegitation, heavily dominated by the featureless stone strucutres and deep vaults the Xexid favor. Massive circular stone arenas play home to massive orgies of ritualistic violence apparently without purpose.

While many consider Valcurian to be a horrible place unworthy of visitation, it does play host to perhaps the finest library in the known galaxy, containing both digital and traditional texts on a wide varirty of subjects from science to magic. Gaining access to the library, however, is nearly an impossible task.

<u>Zadar</u>

The creature standing before you stands a little over 5 feet tall. About a third of this height is from its oversized head, which has soft features and a pair of huge midnight-black eyes which shine with infinite depth. It is otherwise humanoid in shape, and is dressed in a shimmering suit of a strange, black material, which fits its slender form like a glove.

ZADAR INFIDERATION SPECIALIST / O-O-1 9 - CR8

XP 4,800

N Medium humanoid (zadar) Init +7; Senses Perception +0

DEFENSE

AC 22, touch 12, flat-footed 14 (+11 armor, +1 Dex) hp 97 (13d8+39) Fort +6, Ref +7, Will +10 DR 5/— and 15/piercing; Immune sonic

OFFENSE

Speed 20 ft.

Melee zadar shock stick +10/+5 (1d4+2 plus stun) **Ranged** zadar light box +13/+8 touch (2d6 plus 2d6 per previous hit)

Special Attacks alien tech (zadar light box, zadar radio plastic armor, zadar shock stick) awe, scientific attacks

STATISTICS

Str 10, Dex 16, Con 14, Int 14, Wis 10, Cha 12 Base Atk +9; CMB +9; CMD 22 Feats Improved Initiative, Iron Will, Skill Focus (Craft [alien tech], Knowledge [geography]), Toughness, Weapon Focus (zadar light box, zadar shock stick) Skills Craft (alien tech) +24, Intimidate +14, Knowledge (geography) +21, Knowledge (planes) +15 Languages Zadar SQ tech specialist ECOLOGY

Environment any **Organization** solitary, pair, or science team (4-12 plus 1 expert of 6th level or higher) **Treasure** standard (*zadar light box, zadar radioplastic armor, zadar shock stick*, other treasure)

SPECIAL ABILITIES

Alien Tech (Ex): A zadar infiltration specialist possesses the following pieces of advanced technology: a zadar light box, zadar radio plastic armor, zadar shock stick, and has a 50% chance of having one other piece of alien tech, determined at random. Alien tech may be used by any creature, but only creatures of the subtype mentioned in the item's name are naturally proficient with that item.

Zadar Light Box: This weapon resembles a box and must be held in two hands. When a shutter on the front is opened, a beam of pure white light is emitted from the box, requiring a ranged touch attack to hit the target. The beam has a range of 100 feet. If the beam hits, it deals 2d6 points of damage + 2d6 points of damage for each previous consecutive hit with the light box against that target, to a maximum of 10d6. This damage is never reduced by damage reduction, and ignores hardness. A zadar light box can fire 100 times before it burns out.

Zadar Radioplastic Armor: This armor functions as a suit of +2 full plate, except that it also provides the wearer with DR 15/piercing. In addition, the suit constantly emits vibrations that render the wearer immune to sonic attacks.

Zadar Shock Stick: This short baton functions as a dagger, except that it deals bludgeoning damage and stuns any creature it deals damage to, unless the target succeeds on a Will save (DC 10).

Awe (Su): A zadar is an alien being which can inspire a potent sense of awe in those who see it for the first time. Whenever a creature gazes upon a zadar, he must succeed a Will save (DC 18) or be dazed for 1d4 rounds. A creature that succeeds his saving throw is immune to this ability for 24 hours. The saving throw DC is Intelligence-based.

Scientific Attacks (Ex): A zadar uses its vast intellect and gathered knowledge of anatomy to damage its foes by striking precisely, and adds its Intelligence modifier to melee damage rolls and to its CMB. This damage is precisionbased damage.

Tech Specialist: A zadar is unusually skilled in both the creation and use of alien technology and is proficient with all forms of alien tech. Additionally, a zadar can create a piece of any alien technology it has been able to study for at least one hour, using Craft (alien tech). The DC for this check is equal to 15 + the CR of the creature mentioned in the name of that piece of alien tech. Creating a piece of alien tech in this way costs a zadar 2,000 gp in raw resources and takes 1 week to construct.

DATA

The zadar are a powerful spacefaring race which has achieved a great deal of cultural dominance in their exploration of the galaxy. Driven by cruel science and cold reason, the zadar are an unfeeling and wicked group of aliens which command some of the most powerful starships in the galaxy. Though physically unexceptional, the zadar make up for it with powerful technology; whether it's their dreaded light box or their radioplastic armor, even a zadar science officer is more than a match on the battlefield for most warriors of lesser civilizations.

The zadar are driven by a curiosity untempered by empathy, and their desire to unlock the secrets of the universe has led them to perform some of the most heinous acts in the recorded history of the galaxy. Zadar abduct members of other species in order to perform scientific experiments without any regard for the other species' sentience, and it is not unheard of for zadar to destroy entire civilizations in order to study a rare mineral or plant found on the same planet.

Appendix: Monster Demographics

The following section provides a breakdown of the monsters in this book, organizing them by CR, name, terrain, and type.

Monsters by Terrain

The following section lists the monsters in this book by the terrain in which they appear. Within each terrain type, the monsters are presented in alphabetical order.

Any: CYX-002, infester, kerth, M.E.C.H., myrot, phase slime, rubber man, vhrekel, zadar.

Aquatic: cystok, ixthilian.

Coast: baaji, ixthilian.

Deserts: baaji, terrani, terrani brood.

Hills: baaji, terrani, terrani brood.

Mountains: terrani, terrani brood.

Ocean: gleetch.

Outer Space: phase slime, stellaran, vodoch, void

lord.

Plains: baaji, cyvistox, terrani, terrani brood.

Swamp: ixthilian.

Underground: blichor, cyvistox, xexid.

Table 1-1: Monsters by Name

Monster	CR	Page
Baaji	12	3
Blichor	6	4
Cystok	14	5
Cyvistox	13	6
СҮХ-002	11	7
Gleetch	17	8
Infester	10	10
Ixthilian	4	11
Kerth	5	12
M.E.C.H.	19	13
Myrot	3	14
Phase Slime	15	15
Rubber Man	2	17
Stellaran	18	18
Terrani	1	19
Terrani Brood	8	19
Vhrekel	16	20
Vodoch	9	21
Void Lord	20	22
Xexid	7	24
Zadar	8	25

New Terrain: Outer Space

This terrain represents the vacuum of empty space. Creatures that can naturally survive in this void, and can generally be found here, have this terrain entry. Note that unlike most terrains, a creature with "any" is not assumed to be found in outer space, unless outer space is listed separately.

Monsters by Type

The following section lists the monsters in this book by their creature type. Within each creature type, the monsters are presented in alphabetical order.

Aberration: gleetch, myrot, rubber man, vhrekel, vodoch, xexid.

Construct: CYX-002, M.E.C.H.

Humanoid: cystok, zadar.

Magical Beast: cyvistox, terrani, terrani brood.

Monstrous Humanoid: infester, kerth.

Ooze: phase slime.

Outsider: stellaran, void lord.

Plant: blichor, ixthilian.

Vermin: baaji.

Table 1-2: Monsters by CR

Monster	CR	Page
Terrani	1	19
Rubber Man	2	17
Myrot	3	14
Ixthilian	4	11
Kerth	5	12
Blichor	6	4
Xexid	7	24
Terrani Brood	8	19
Zadar	8	25
Vodoch	9	21
Infester	10	10
СҮХ-002	11	7
Baaji	12	3
Cyvistox	13	6
Cystok	14	5
Phase Slime	15	15
Vhrekel	16	20
Gleetch	17	8
Stellaran	18	18
M.E.C.H.	19	13
Void Lord	20	22

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Close Encounters of Every Kind!

Whether you're encountering them on a distant planet in a faroff nebula, or they've come to you, and are abducting innocent villagers for nefarious purposes, there's nothing quite like a strange, alien race to help breathe some life into your galaxyand your game. Some Pathfinder products have explored the idea of alien life in the past, and space ships and ray-guns have had

their place in fantasy roleplaying games nearly from the beginning. This book, however, is devoted entirely to populating the stars with strange, terrible, and fascinating alien races of every sort, who can serve to breathe life into your game. Since most of these creatures will fit into the average fantasy dungeon at least as well as the froghemoth, the violet fungus, and the roper, even those who aren't interested in the stars can still find plenty of use for the creatures in this tome.

From the insectoid, spindly-legged, and yet somehow graceful baaji (CR 12) known for impaling their victims on massive horns and treated as livestock by a variety of alien races, to the inscrutable zadar (CR 8), a race of grey-skinned humanoids with a wide variety of impressive alien technology, and mysterious, unknown goals, this book contains creatures of every CR from 1 to 20. The terrani(CR 1), a race of insectoid aliens driven into frenzy by hunger and lacking higher intelligence, are largely harmless when encountered individually, but if allowed to form into terrible terrani broods (CR 8) they can become a serious threat. The phase slime (CR 15) on the other hand is a bizarre phenomenon, whose body actually serves as a gateway to another dimension. All these creatures and many more can be found within this tome!

