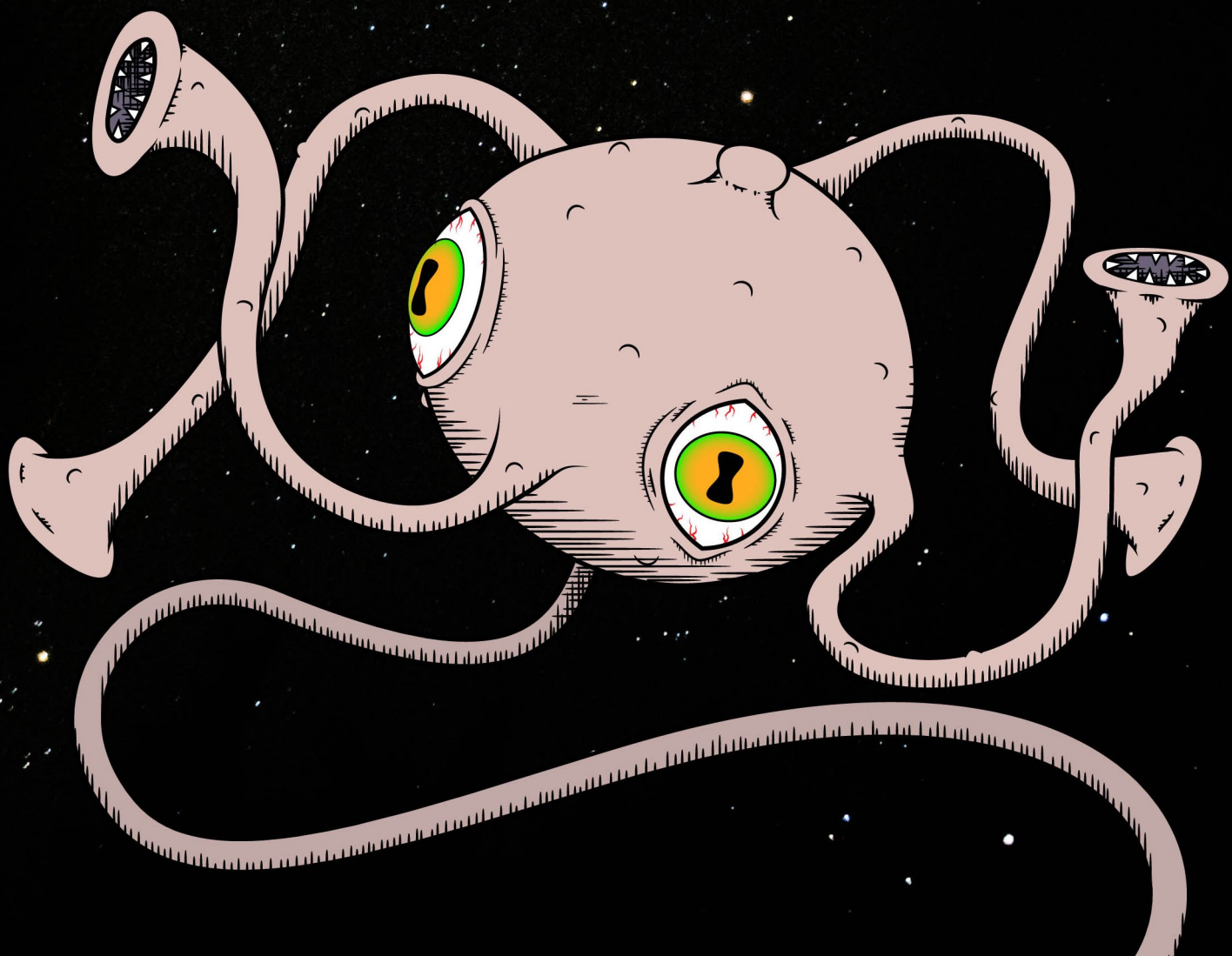


10 ALL-NEW

SPACE MONSTERS

Dungeonus  Octopus



Extraterrestrial Terrors for The Pathfinder Roleplaying Game



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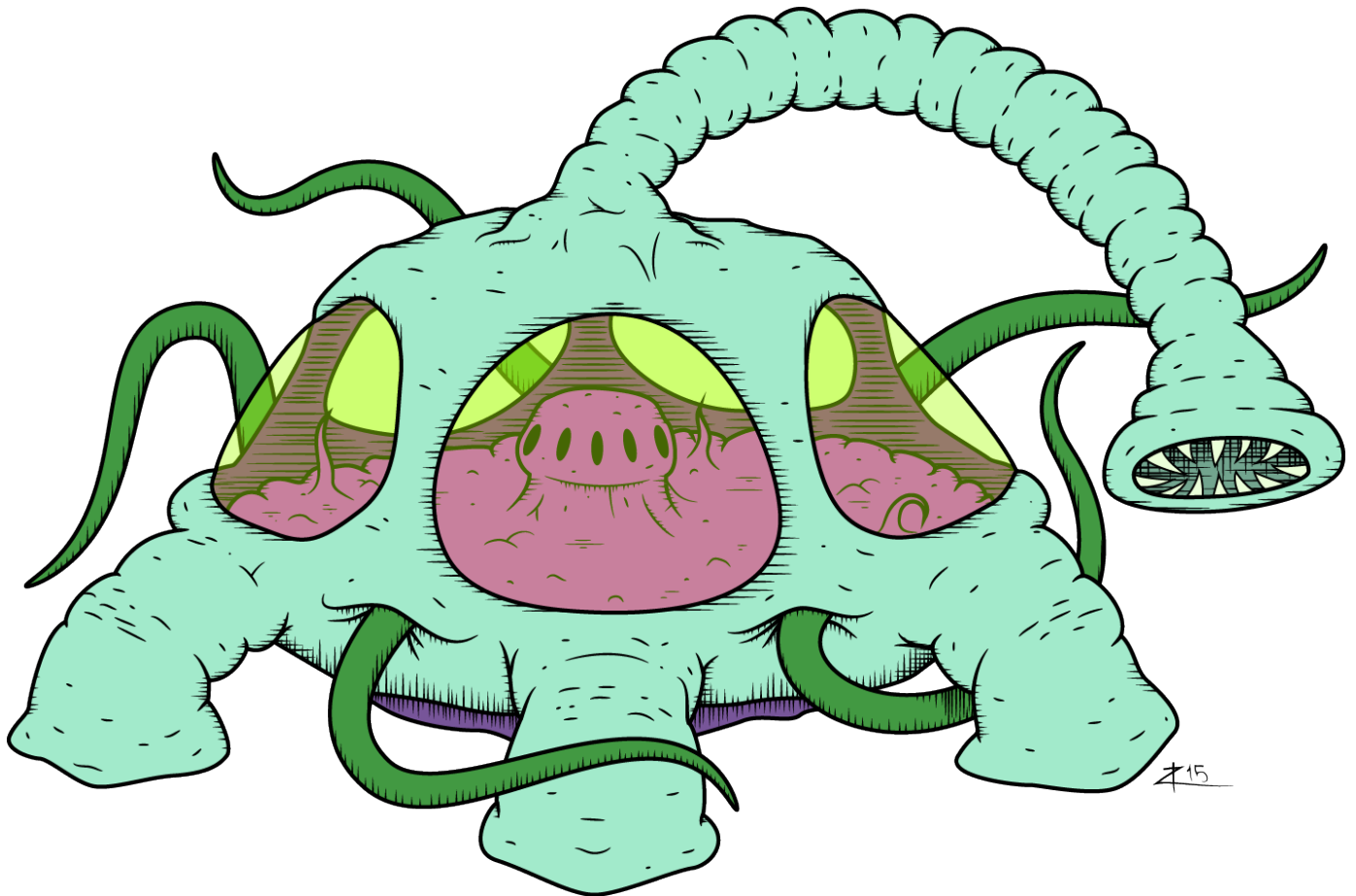


Dungeonus ctopus

10 All-New

Space Monsters

Extraterrestrial Terrors for The Pathfinder Roleplaying Game



“10 All-New Space Monsters”

Another unconventional product from



EST. 2013

Version 1.5

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Written, Edited, & Illustrated by Z Gosck “*The Mad Bard*”

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MONSTERS BY CHALLENGE RATING

CR 1	Saucer Man Scout Pilot
CR 2	Astro Zombie
CR 3	Saucer Man Invasion Scout
	Space Anemone
CR 4	Space Anemone Larva Swarm
CR 5	Amawyte
CR 6	Scout Saucer
	Space Anemone, Greater
CR 8	Gravity Beast
CR 10	Sky Fisher
CR 14	Owi Yozknyrr
CR 20	Living Star

GRAVITY BEAST

This thin, pale, creature moves with an unnatural grace that belies its awful power.

GRAVITY BEAST

CR 8

NE Medium aberration (extraterrestrial)

XP 4,800

Init: +6 | **Senses:** darkvision 60 ft., starvision

Perception: +15

Aura: gravity (30 ft.)

DEFENSE

AC: 21 | **touch:** 15 | **flat-footed:** 18

Modifiers: +2 Dex, +2 deflection, +1 dodge, +6 natural

hp: 97 (13d8+39)

Fort: +7 | **Ref:** +6 | **Will:** +10

Defensive Abilities: gravity shield

Weaknesses: disease vulnerability –2

OFFENSE

Speed: 20 ft.

Melee: slam +9 (1d8+12)

Space: 5 ft. | **Reach:** 5 ft.

Special Attacks: crush +12 touch (6d6 DC 19)

Spell-Like Abilities: CL 20

1/day—*interplanetary teleport* (self only)

STATISTICS

Str: 16 | **Dex:** 14 | **Con:** 16 | **Int:** 15 | **Wis:** 11 | **Cha:** 4

Base Atk: +9 | **CMB:** +12 | **CMD:** 24 (26 versus trip)

Feats: Combat Reflexes, Dodge, Improved Initiative, Iron Will, Power Attack, Skill Focus (Intimidate), Skill Focus (Knowledge [astronomy])

Skills: Acrobatics +8, Climb +10, Intimidate +16, Perception +15, Spellcraft +10, Knowledge (astronomy), +32, Knowledge (planes) +10 | **Racial Modifiers:** Knowledge (astronomy) +8

Languages: Aklo and 2 unknown languages

ECOLOGY

Environment: any planetary

Organization: solitary

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Crush (Su): As a standard action, a gravity beast can attempt to apply intense gravitational force on an individual creature as a touch attack. If successful, the target takes 6d6 damage and is staggered for 1 round. A DC 19 Fortitude save halves the damage and negates the staggered condition. This ability can affect constructs, objects, or undead. Save DC is Strength-based.

Gravity Aura (Su): A gravity beast projects a 30-foot aura 30 feet high in which gravity is more than three times its normal strength

Creatures inside the aura suffer the following effects:

- All movement speeds reduced by half—excluding a dwarf's base speed.
- Maximum Dexterity bonus to AC reduced to +3.
- –2 penalty to Strength and Dexterity.
- Additional –2 penalty, and halved range on ranged attacks—applies to attacks made into the aura from outside as well.
- –4 penalty to the following skill checks: Acrobatics, Climb, Fly, and Swim.
- Casting a spell with somatic components within the gravity aura requires a concentration check with a DC equal to 13 + spell level.
- Falling damage within the gravity aura is calculated by 5-foot increments—as opposed to the standard 10-foot increments.
- Any flying creature who enters the gravity aura must make a DC 20 Fly check or plummet to the ground.

Creatures not affected by the normal pull of gravity—such as amawytes or ghosts—are immune to this effect.

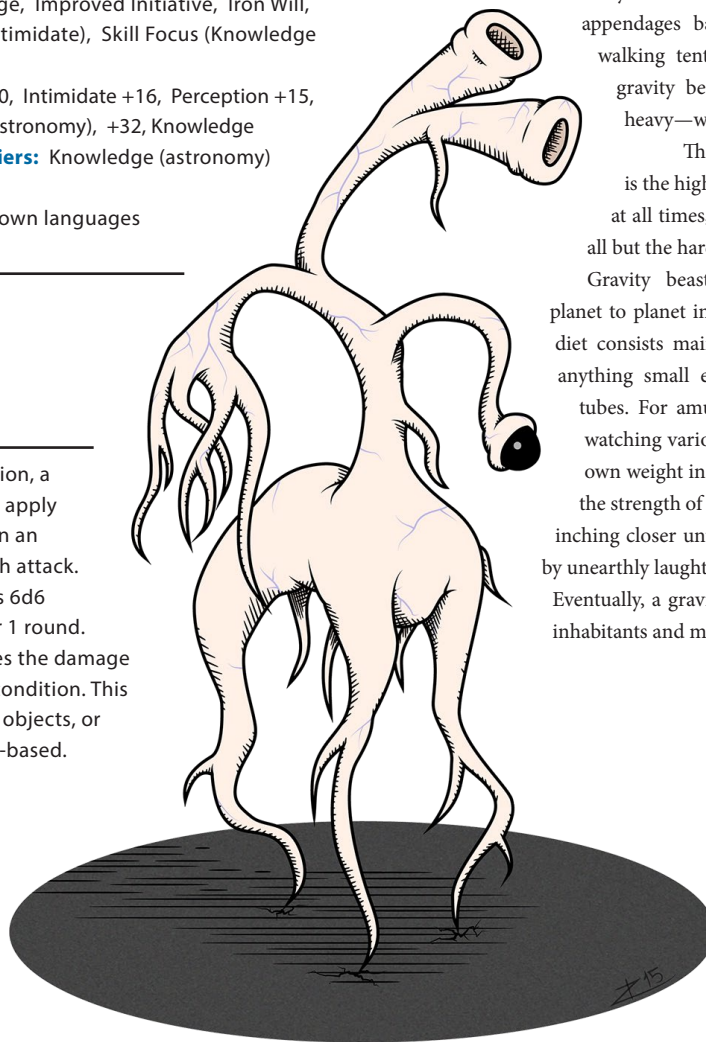
Gravity Shield (Su): A gravity beast's aura is especially strong in the area immediately around it granting a +2 deflection bonus to AC.

Gravity beasts appear as a tangled mass of fleshy appendages balanced delicately on the tips of its walking tentacles. Despite their lithe appearance, gravity beasts are quite strong and remarkably heavy—weighing up to a quarter ton.

The gravity beast's most remarkable ability is the high-strength gravity field that surrounds it at all times, providing an adequate defense against all but the hardest predators.

Gravity beasts spend their time traveling from planet to planet in search of food and amusement. Their diet consists mainly of very small creatures—generally anything small enough to be sucked into its feeding tubes. For amusement however, gravity beasts enjoy watching various creatures being crushed under their own weight in their gravity aura. They also like to test the strength of various structures they may find, slowly inching closer until the structures collapse accompanied by unearthly laughter.

Eventually, a gravity beast will gets bored with a planet's inhabitants and move on to another.



LIVING STAR

This flaming mass burns as brightly as the sun, but much closer.

LIVING STAR

CR 20

N Gargantuan outsider

XP 307,200

(extraterrestrial, native, space beast)

Init: +6 | **Senses:** blindsight 240 ft., starvision

Perception: +37

Aura: fire (20 ft., 3d6 fire)

DEFENSE

AC: 35 | **touch:** 9 | **flat-footed:** 32

Modifiers: +2 Dex, +1 dodge, +26 natural, –4 size

hp: 312 (25d10+175)

Fort: +16 | **Ref:** +18 | **Will:** +23

DR: 15/cold iron and magic | **Immune:** disease, fire, space beast traits | **SR:** 31

Weaknesses: water vulnerability

OFFENSE

Speed: 50 ft. | **fly:** 200 ft. (perfect) | **spaceflight:** hyper

Melee: 2 slams +25 (2d8+24 plus 6d6 fire plus burn)

Space: 20 ft. | **Reach:** 15 ft.

Special Attacks: burn (3d6, DC 28), flair (60-foot. cone, 10d10 fire damage, Reflex DC 28 for half, usable every 1d4 rounds)

STATISTICS

Str: 31 | **Dex:** 14 | **Con:** 23 | **Int:** 23 | **Wis:** 28 | **Cha:** 6

Base Atk: +25 | **CMB:** +39 (+41 to bull rush)

CMD: 51 (53 versus bull rush, cannot be tripped)

Feats: Ability Focus (vaporize), Awesome Blow, Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Great Fortitude, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (slam)

Skills: Bluff +31, Fly +24, Intimidate +31, Knowledge (arcana, dungeoneering, and planes) +33, Knowledge (astronomy) +42, Knowledge (all other) +10, Perception +37, Sense Motive +37, Spellcraft +31, Stealth –30, Survival +34

Racial Modifiers: Knowledge (astronomy) + 8, Stealth –20

Languages: telepathy unlimited

SQ: collapse, night to day, vaporize

ECOLOGY

Environment: any space

Organization: solitary

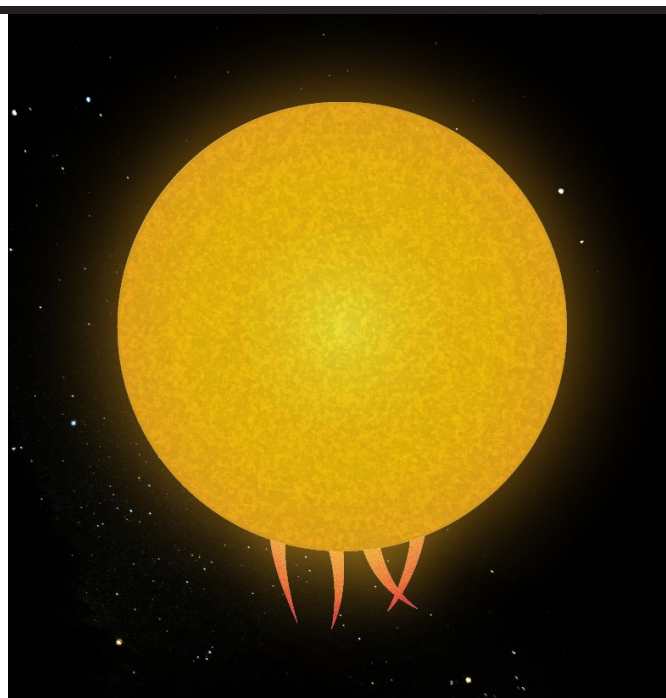
Frequency: nearly unique

Treasure: double (see collapse)

SPECIAL ABILITIES

Collapse (Ex): When a living star dies, it collapses in on itself in the process fusing into a large solid mass. This half-ton mass is composed largely of gold and silver, with other rare metals.

Flair (Su): In addition to the effects listed in the special attacks section, all objects and creatures in the cone's area are subject to the living star's vaporize ability.



Night to Day (Su): A living star emits light much like a non-living star. This functions as the daylight spell except that the range increments are 120 ft. For all purposes, the light created by this ability is treated as sunlight, and the area of bright light treated as if it were day—e.g. Destroying vampires or negating the effects of a full moon on lycanthropes. This ability cannot penetrate magical darkness.

Vaporize (Su): Any non-magical liquids exposed to the living star's aura are instantly vaporized, magical liquids get a DC 30 Fortitude save to negate this effect. Oozes and liquid-based creatures—such as water elementals—must succeed on a DC 30 Fortitude save or be destroyed.

Water Vulnerability (Ex): If the living star is completely submerged in water, its fire aura damage is reduced to 3d4 damage, but increases to 20 ft. Additionally, the save DCs for all its abilities are reduced by half. Underwater creatures do not need to save to avoid being set on fire by the living star's burn attack.

Living stars are impressive and exceedingly rare creatures, leading some to hypothesize it to be a single unique entity. Dwarfed by even the smallest true star, living stars measure only 80–100 feet in diameter. Several tentacles extending from within its burning orb leading to theories that there may be a solid body at the creature's core.

Living stars generally spend the entirety of their existence in space, seeking and feeding expelled energy from supernovas. With the exception of those with immense power—such as the great old ones—living stars show little to no interest in, or concern for, other creatures. This generally means anything in a living star's path risks being incinerated it cannot get out of the beast's way.

Owi Yozknyir

This beast resembles an elephant that got put together wrong.

OWI YOZKNYIR

CR 14

N Huge aberration (extraterrestrial, space beast)

XP 38,400

Init: +3 | **Senses:** darkvision 60 ft, starvision.

Perception: +10

DEFENSE

AC: 27 | **touch:** 7 | **flat-footed:** 27

Modifiers: -1 Dex, +20 natural, -2 size

hp: 210 (20d8+120)

Fort: +13 | **Ref:** +7 | **Will:** +14

Defensive Abilities: all-around vision | **DR:** 5/magic and slashing | **Immune:** fear effects, space beast traits

Weaknesses: disease vulnerability -1

OFFENSE

Speed: 40 ft. | **swim:** 50 ft. | **spaceflight:** limited

Melee: bite +23 (2d8+9 plus grab), 5 tentacles +21 (2d6+4/19-20)

Space: 15 ft. | **Reach:** 10 ft. (20 ft. with bite)

Special Attacks: swallow whole (6d6 acid damage, AC 20, 21 hp), vomit acid (30-foot line, 6d6 acid damage, DC 25 Reflex save negates, usable 5 times/day [see text])

STATISTICS

Str: 28 | **Dex:** 8 | **Con:** 21 | **Int:** 7 | **Wis:** 15 | **Cha:** 5

Base Atk: +15 | **CMB:** +26 (+30 to grapple) | **CMD:** 35 (41 versus trip)

Feats: Multiattack^B, Weapon focus (bite)^B

Skills: Climb +17, Knowledge (astronomy) +14, Perception +20, Survival +15, Swim +25

Racial Modifiers: Knowledge (astronomy) +8, Swim +8

ECOLOGY

Environment: any planetary or space

Organization: solitary

Frequency: very rare

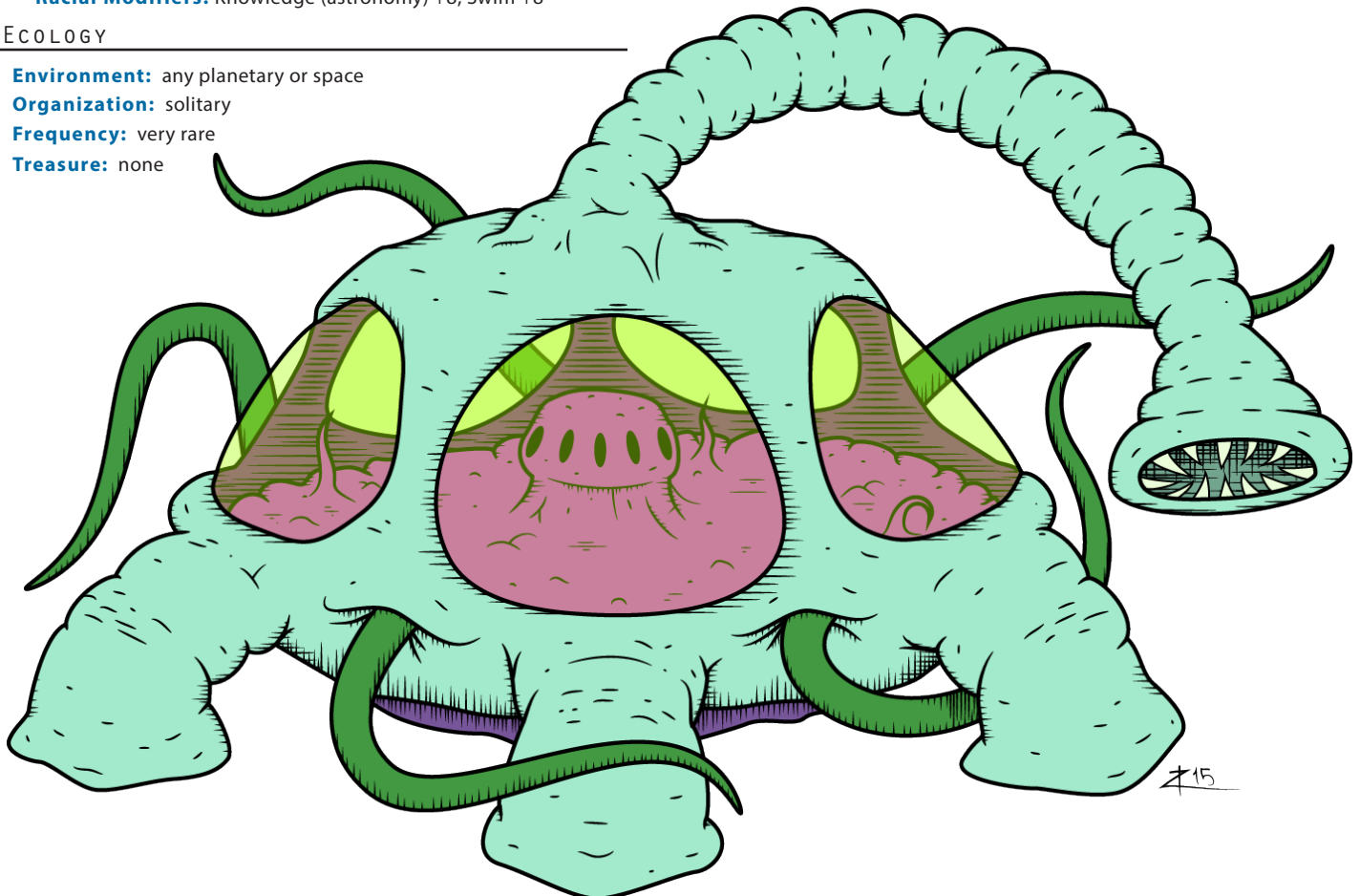
Treasure: none

SPECIAL ABILITIES

Space Pod (Ex): Over the course of 2d4 days, owi yozknyir can extrude a mucus coating that hardens to a stone-like shell. Once the pod is complete, a chemical reaction blasts the pod into space. Once in space, the owi yozknyir enters an inactive state that can last nearly indefinitely while it flies aimlessly through space at superior spaceflight speed. When the pod gets caught in a planet's gravitational pull, it crashes to the surface, obliterating anything within 30 feet. After landing, the owi yozknyir breaks out of the pod and almost immediately and begins feeding.

Vomit Acid (Ex): As a standard action, an owi yozknyir can vomit it's stomach acid in a 30-foot line dealing 6d6 acid damage to all creatures who fail a DC 25 Reflex save. The owi yozknyir can use this ability 5 times per day without penalty, each use after decreases the damage dealt by the owi yozknyir's swallow whole attack by 1d6. Once this reaches 0, neither ability can be used for 24 hours. If the owi yozknyir's stomach is cut open by a swallowed creature—or is sundered from outside for 21 damage—1 daily use is lost, plus 1 every two rounds after. Save DC is Constitution-based.

Owi yozknyris (AH-wee-YAHZK-nyeer) are large, powerful creatures who drift through space seeking planets on which they can feed their insatiable hunger. Owi yozknyris are around 15 feet tall and 20 feet wide, with a distinctive windowed stomach which protects its set of omnidirectional eyes. Owi yozknyris also possess a long feeding tube extending from its top, 5 stout legs and 5 long tentacles protruding from squat its torso at regular intervals, and no discernible front or back.



SAUCER MEN

This stout, green humanoid carries several unusual items.

SAUCER MAN INVASION SCOUT

CR 3

Saucer Man Warrior 5

XP 800

LE Small humanoid (extraterrestrial)
Init: +3 | **Senses:** darkvision 60 ft. | **Perception:** +3

DEFENSE

AC: 16 | **touch:** 14 | **flat-footed:** 13
Modifiers: +2 armor, +3 Dex, +1 size
hp: 32 (5d10+5)
Fort: +3 | **Ref:** +4 | **Will:** +2
Resist: cold 2, fire 2, electricity 2
Weaknesses: disease vulnerability –2

OFFENSE

Speed: 20 ft.
Melee: plasma knife +9 (1d4 electricity and fire)
Ranged: needler +7 [semi-auto +5/+5] (1d4+4/18–20)
Space: 5 ft. | **Reach:** 5 ft.
Special Attacks: self detonator (DC 15, 2d6 fire damage)

STATISTICS

Str: 9 | **Dex:** 17 | **Con:** 12 | **Int:** 14 | **Wis:** 10 | **Cha:** 8
Base Atk: +5 | **CMB:** +3 | **CMD:** 16
Feats: Iron Will, Deadly Aim, Weapon Finesse
Skills: Acrobatics +6, Climb +5, Knowledge (astronomy and engineering) +8, Perception +3, Stealth +11.
Languages: Aklo, Common, Subtas, Outercommon

ECOLOGY

Environment: any planetary
Organization: solitary or squad (3–6)
Frequency: very rare
Treasure: standard (technological scrap)
Gear: 3 goo tubes, 4 batteries, needle clip, needler, plasma knife, microfiber armor (light), tracking harness.

ALL HAIL THE GREAT SUBTAS EMPIRE!

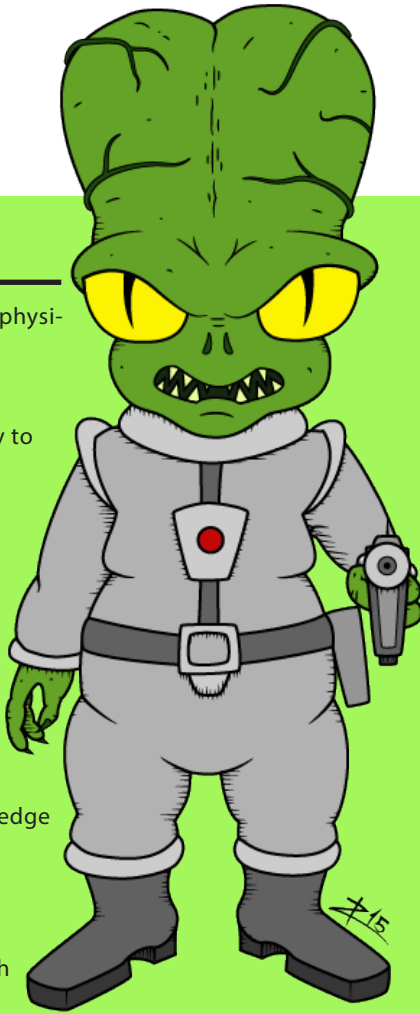
Standing no more than 3 feet in height, with their stubby limbs, bulging eyes, and roly-poly bodies, saucer men create a somewhat less than intimidating impression. However, these warriors of The Subtas Empire are ruthless invaders who have conquered countless worlds. Originally from the planet Subtas—and more properly known as Subtasians—saucer men acquired their common name from the saucer-shaped ships that make up their invasion forces.

What they lack in physical prowess they make up for with advanced technology and merciless tactics. Often attacking primitive worlds and using the native inhabitants as slave labor to gather whatever resources may be of use to The Empire.

The saucer man race is actually comprised of two distinct groups. The average, low-rank saucer man—those outlined in this book—is actually a genetically modified clones bred for battle in large numbers by the scientists of The Subtas Empire. These saucer men possesses little-to-no sense of individualism, and will fight and die for the Empire without question; even allowing themselves to be rigged with explosive charges to prevent enemies from extracting information from them or their equipment if they are killed or captured. High ranking saucer man however, are the original members of the subtasian race—true subtasians—and have full free will and lead lives of relative privilege and power within The Subtas Empire. By far, the most commonly encountered saucer men are cloned warriors—sub-subtasians—even on worlds completely under The Empire’s control true subtasians rarely show themselves, preferring to command from the safety of their saucers and outposts.

SAUCER MAN RACIAL TRAITS

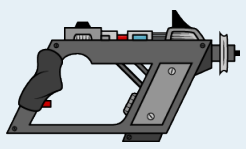
- +2 Dexterity, +4 Intelligence, –2 Strength:** Saucer men are agile and diabolically smart, but physically weak.
- Alien:** Saucer men are humanoids with the extraterrestrial subtype.
- Small:** Saucer men are small creatures and gain a +1 bonus to AC and attack rolls, a –1 penalty to combat maneuver checks and CMD, and a +4 bonus on Stealth checks.
- Slow:** Saucer men have a base speed of 20 ft.
- Darkvision:** Saucer men can see in the dark up to 60 feet.
- Arcane Deficiency:** Saucer men take a –2 penalty on Knowledge (arcana), Spellcraft, and Use Magic Device checks.
- Disease Vulnerability:** Saucer men take a –2 penalty to Fortitude saves against terrestrial diseases.
- Technological Superiority:** Saucer men gain a +2 racial bonus to all skill checks made to identify, craft, or repair technological items, a +2 racial bonus to Profession (pilot) checks made to pilot technological vehicles, and always treat Knowledge (astronomy), and Knowledge (engineering) as class skills.
- Weapon Familiarity:** Saucer men are proficient with needlers and treat all technological weapons—excluding heavy weapons—as martial weapons.
- Languages:** Saucer men begin play speaking Outercommon and Subtas. Saucer men with high Intelligence scores can choose any languages—excluding secret languages.



SAUCER MAN TECHNOLOGY

Note for GMs on saucer man equipment

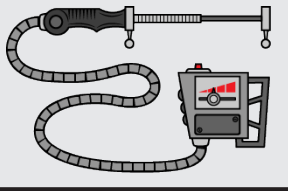
The new technological items in this section are designed for introducing technology into lower-level games. The value of the pre-generated saucer men's equipment is unusually high for their challenge rating. The self-destructing capabilities of their equipment is meant to offset this discrepancy.

NEEDLER			PRICE 2,000 GP
TYPE one-handed ranged		PROFICIENCY exotic (firearms)	
DMG (M) 1d6 pierc.	DMG (S) 1d4 pierc.	CRITICAL 18–20/x2	
RANGE 50 ft.	CAPACITY 10	USAGE 1/2 charge	
SPECIAL piercing, semi-automatic		WEIGHT 2 lbs.	
		<p>A needler fires small needle-like projectiles at incredible speed. The use of a physical projectile lets a needler use significantly less power than energy weapons. Needles are stored in a clip which holds enough</p> <p>for 50 shots, ejecting or inserting a clip is a move action. Needles are relatively cheap and easy to produce, making them common weapons for large fighting forces and low-class criminals.</p> <p>Piercing: On a miss, a needler will still deal half damage as long as it hits the target's touch AC. Additionally, damage from multiple attacks is added together before applying damage reduction.</p>	
CONSTRUCTION	CRAFT DC 18	COST 1,000 GP	
Craft Technological Arms and Armor, military lab			

Crafting Additional Needle Clips and Needles

The given construction requirements are for the creation of a needler and a single clip of needles. Additional clips have a cost of 100 GP, and a Craft DC of 15. Individual needles have a cost of 1 GP per 8—1 shot's worth—and Craft DC of 15, but does not require a military lab. It takes 1 minute to load enough needles into a clip for 10 shots.

MICROFIBER ARMOR (LIGHT)		PRICE 100 GP
TYPE light	WEIGHT 5 lbs.	AC BONUS +2
MAX DEX +8	PENALTY 0	FAILURE 5%
SPEED (30 FT.) 30 ft.	SPEED (20 FT.) 20 ft.	
Microfiber armor is made from multiple layers of super strong synthetic microfiber material, creating a durable, lightweight armor. Because of its insulating properties, microfiber armor grants its wearer resistance to cold, fire, and electricity equal to its armor bonus—including additional magical enhancements. Microfiber armor is silver but may be made black by increasing the construction cost by 20 GP and DC by +2. Black microfiber armor grants a +2 circumstantial bonus to stealth checks made to hide in low-light conditions.		
CONSTRUCTION	CRAFT DC 20	COST 50 GP
Craft Technological Arms and Armor, military lab		

PLASMA KNIFE		PRICE 3,000 GP
TYPE light melee		PROFICIENCY improvised
DMG (M) 1d6 E and F	DMG (S) 1d4 E and F	CRITICAL x2
CAPACITY 10	USAGE variable (see text)	
SPECIAL touch, variable		WEIGHT 2 lbs.
		<p>A plasma knife is a handheld cutting tool tethered to a wearable power supply which creates an arc of plasma between two nodes on its extendable "blade," allowing it to cut through almost any material—ignoring hardness and dealing full damage to objects—excluding those protected by magic or force fields. While originally intended as a tool, plasma knives have become popular as improvised melee weapons.</p> <p>Variable: A plasma knife has 2 power setting—low and high—which can be changed as a swift action. On its low setting, a plasma knife consumes 1 charge when activated and an additional charge every minute after. On the high setting, it consumes 1 charge/round and deals x2 damage. A plasma knife may be modified to deal x3 damage at the cost of 2 charges/round, but will critically fail if a natural 1 is rolled on its attack roll, dealing its current damage output to itself and its wielder.</p> <p>Note: The Improvised Weapon Mastery feat does not increase the damage dealt by a plasma knife.</p>
CONSTRUCTION	CRAFT DC 28	COST 1,500 GP
Craft Technological Item, production lab		

TRACKING HARNESS		PRICE 6,000 GP
SLOT chest	WEIGHT 3 lbs.	
CAPACITY 20	USAGE 1 charge/hour	
<p>Tracking harnesses are used by the subtasian empire to track and—if need be—dispose of their operatives to prevent information and technology from falling into enemy hands.</p> <p>Communication: Users can communicate verbally each other or others with subtas ships within a range of up to 1 mile—subtas ships are generally equipped with signal boosters allowing for communication up to 2 miles.</p> <p>Monitoring: Allows subtas monitoring computers to determine the wearer’s physical status and location—accurate to 1d4×100 feet—within a range up to 5 miles.</p> <p>Self Destruction: As a standard action, a tracking harness can be set to self destruct. This can be activated manually, set to activate automatically if the wearer dies, or activated remotely from a monitoring station. 1 round after activation, the harness explodes, dealing 6d6 damage to the wearer and their equipment and 2d6 fire damage to any adjacent creatures—DC 15 Reflex save to half damage for adjacent creatures. Users may or may not be aware of this function.</p>		
CONSTRUCTION	CRAFT DC 30	COST 3,000 GP
Craft Technological Arms and Armor, military lab		

SCOUT SAUCER

This strange, silvery creature flies with amazing speed and no obvious means of propulsion, natural or otherwise.

SCOUT SAUCER

CR 6

N Large construct (vehicle)

XP 2,400

Init: +2 | **Senses:** blindsight 60 ft., darkvision 120 ft.

Perception: +9

DEFENSE

AC: 17 | **touch:** 11 | **flat-footed:** 15

Modifiers: +2 Dex, +6 armor, -1 size

hp: 63 (6d10+30)

Fort: +2 | **Ref:** +4 | **Will:** —

DR: 5/adamantine | **Immune:** construct traits

OFFENSE

Speed: fly 100 ft. (good) | **spaceflight:** superior

Ranged: laser cannon +9 touch, range 100 ft. (5d6 fire)

Space: 10 ft. | **Reach:** 0 ft.

Special Attacks: self destruct (DC 15, 6d6 fire damage)

STATISTICS

Str: 20 | **Dex:** 14 | **Con:** — | **Int:** — | **Wis:** — | **Cha:** —

Base Atk: +6 | **CMB:** +12 | **CMD:** 24 (cannot be tripped)

Skills: Fly +10, Perception +9, Stealth +2

Pilot Modifiers: Fly +6, Perception +7, Stealth +6

Technological Modifiers: Perception +2

SQ: manual control, vehicle traits

CAPACITY

Crew: 1 small creature (pilot)

Passengers: none

Cargo: none

ECOLOGY

Environment: any planetary or space

Organization: solitary

Frequency: very rare

Treasure: standard (technological scrap)

SPECIAL ABILITIES

Manual Control (Te): Once per round, a scout saucer's pilot can make a DC 15 Profession (pilot) check to gain a +1 bonus on a single Reflex save or Fly check. This bonus increases by +1 for every 5 points the check result is above DC.

Scanners (Te): A scout saucer's scanners grant its pilot effective darkvision 120 ft. and blindsight 60 ft.

This ability can only be used while the scout ship is active and is lost in the event of a system's failure.

Self Destruct (Te): If the scout saucer is critically damaged—reduced to 0 hit points or fewer—its self destruction mechanism will automatically activate. After one round it will detonate, dealing 12d6 fire damage to the saucer—and any inhabitants—and 6d6 fire damage to any adjacent creatures—DC 15 Reflex save to half damage for adjacent creatures. This ability can be activated by the pilot—or remotely—as a standard action.

Systems Failure (Te): Systems failure on a scout saucer renders the scanners and laser cannon inoperative. This effectively blinds the pilot.

A scout saucer is a 15-foot wide, metal saucer with 5-foot domes protruding from the top and bottom. The saucer's anti-gravity propulsion system is remarkably quiet, producing only a low-frequency humming and a slight vibration detectable on the ground below.

Scout saucers are generally sent out from an orbiting mothership to gather topographical data and assess the combat abilities of a planet's inhabitants prior to a full-scale invasion.

SAUCER MAN SCOUT PILOT

CR 1

Saucer Man Expert 3

XP 400

LE Small humanoid (extraterrestrial)

Init: +1 | **Senses:** darkvision 60 ft. | **Perception:** +7

DEFENSE

AC: 14 | **touch:** 12 | **flat-footed:** 13

Modifiers: +2 armor, +1 Dex, +1 size

hp: 13 (3d8)

Fort: +1 | **Ref:** +2 | **Will:** +4

Resist: cold 2, fire 2, electricity 2

Weaknesses: disease vulnerability -2

OFFENSE

Speed: 20 ft.

Melee: unarmed strike +1 (1d2-2 nonlethal)

Ranged: needler +4 [semi-auto +2/+2] (1d4/18-20)

Space: 5 ft. | **Reach:** 5 ft.

Special Attacks: self detonator (DC 15, 2d6 fire damage)

STATISTICS

Str: 6 | **Dex:** 12 | **Con:** 11 | **Int:** 17 | **Wis:** 12 | **Cha:** 9

Base Atk: +2 | **CMB:** -1 | **CMD:** 10

Feats: Exotic Weapon Proficiency (weapon systems), Skill Focus (Profession [pilot])

Skills: Escape Artist +7, Fly +7, Knowledge (astronomy, engineering, and geography) +9, Perception, +7, Profession (pilot) +12, Stealth +7, Survival +7

Racial Modifiers: Profession (pilot) +2

Languages: Aklo, Common, Subtas, Outercommon, Zeta Reticulan

ECOLOGY

Environment: any planetary

Organization: solitary

Frequency: very rare

Treasure: standard (technological scrap)

Gear: 2 goo tubes, 2 batteries, needle clip, needler, microfiber armor (light), tracking harness.

QUICK RULES FOR VEHICLE CREATURES

Pilot must use a full-round action each turn to control.

Pilot and vehicle act on vehicle's initiative.

Treated as a robot for effects related to subtype.

No combat maneuvers other than bull rush.

Profession (pilot) check required if bonus not at least equal to vehicle's CR. DC equal to vehicle's CR +10.

SKY FISHER

This friendly stranger seems more-or-less harmless. But for some reason they won't come inside.

SKY FISHER

CR 10

CE Large aberration (extraterrestrial, space beast)

XP 9,600

Init: +5 | **Senses:** darkvision 60 ft., starvision

Perception: +20

DEFENSE

AC: 22 | **touch:** 10 | **flat-footed:** 21

Modifiers: +1 Dex, +12 natural, -1 size

hp: 136 (16d8+64)

Fort: +9 | **Ref:** +8 | **Will:** +13

Defensive Abilities: invisibility | **Immune:** space beast traits

Weaknesses: disease vulnerability -2

OFFENSE

Speed: fly 40 ft. (perfect) | **spaceflight:** superior

Melee: 4 bites +17 (1d8+5)

Space: 10 ft. | **Reach:** 10 ft.

STATISTICS

Str: 20 | **Dex:** 12 | **Con:** 18 | **Int:** 17 | **Wis:** 20 | **Cha:** 14

Base Atk: +12 | **CMB:** +18 | **CMD:** 29 (cannot be tripped)

Feats: Alertness, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Bluff), Skill Focus (Disguise), Weapon Focus (bite), Weapon Focus (slam)

Skills: Bluff +18, Disguise +10, Fly +20, Knowledge (astronomy) +20, Knowledge (local) +11, Knowledge (all other) +7, Linguistics +13, Perception +20, Sense Motive +17, Stealth +10 | **Racial Modifiers:** Knowledge (astronomy) +8

Languages: Aklo, Common, Outercommon, and 10 or more other languages (mostly unknown).

SQ: lure, mind drain

ECOLOGY

Environment: any planetary or space

Organization: solitary

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Invisibility (Su): As a standard action, a sky fisher can make itself invisible. This works as the *invisibility* spell with the following differences: the duration is unlimited, the sky fisher can choose to leave its lure visible, and the sky fisher can make attacks with its lure while remaining invisible—although it will end invisibility on the lure. For the purpose of this ability the tether connecting the lure is considered to be part of the sky fisher's main body, not the lure.

Lure (Ex): A sky fisher possesses a fleshy lure at the end of a 30-foot tether which it uses to attract prey. Although mostly treated as a separate creature, the lure is only a part of the sky fisher and has no mind of its own. The lure acts on the sky fisher's turn, either before or after the sky fisher. The sky fisher can see, hear, and speak through its lure.

Mind Drain (Su): If a sky fisher eats the brain of a recently dead—or living—intelligent creature, it can absorb a portion of that creature's memory. The sky fisher gains any languages—as well as general information—known by the creature. This provides the sky fisher with the necessary information needed to choose an appropriate form for its lure, and behavior for attracting, and interacting with, prey. The statistics provided assume the sky fisher has already drained the mind of at least one intelligent, native inhabitant of the planet on which it is encountered.

SKY FISHER LURE

CE Medium aberration (extraterrestrial, space beast)

Senses: low-light vision | **Perception:** +20

DEFENSE

AC: 23 | **touch:** 11 | **flat-footed:** 22

Modifiers: +1 Dex, +12 natural

hp: 30

Fort: — | **Ref:** +8 | **Will:** —

Defensive Abilities: split damage

Immune: space beast traits

OFFENSE

Speed: 30 ft. | **fly:** 30 ft. (perfect)

Melee: slam +18 (1d6+5)

Space: 5 ft. | **Reach:** 5 ft.

STATISTICS

Str: 20 | **Dex:** 12 | **Con:** 18 | **Int:** 17 | **Wis:** 20 | **Cha:** 14

Base Atk: +12 | **CMB:** +17 | **CMD:** 28 (cannot be tripped)

Feats, Skills, and Languages: same as sky fisher.

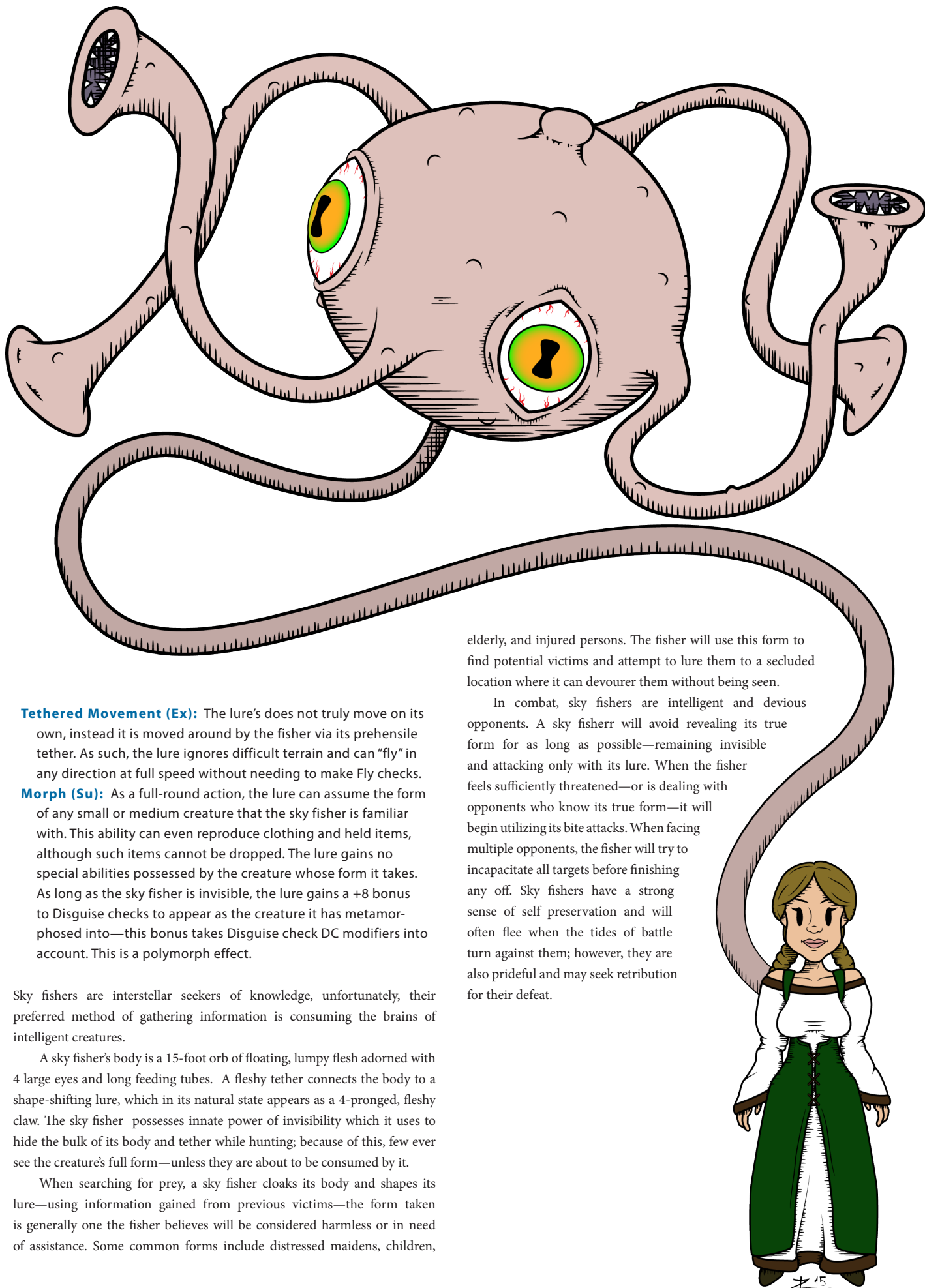
SQ: linked, morph, tethered

SPECIAL ABILITIES

Linked (Ex): The lure and sky fisher are treated as a single creature for the purposes of any effect requiring a Fortitude or Will save; such effects can use the sky fisher's body, or the lure as a target. Reflex saves are made and affect the body and lure individually, even if it could result in the fisher being subjected to the target effect twice. If the sky fisher is killer or rendered unconscious, so too is the lure, regardless of its current hit points.

Split Damage (Ex): Any damage dealt to the lure is split equally between the lure and the sky fisher. When reduced to zero hit points, the lure is destroyed. A damaged or destroyed lure is only healed when the fisher receives healing above its maximum hit points. Healing spells cast on the lure split the healing evenly between the fisher and lure.

Tethered (Ex): The lure cannot move more than 30 feet away from the sky fisher. If the sky fisher moves beyond this limit, the lure is pulled with it. The tether itself has 27 hit points, an AC of 22, and can be attacked directly with a slashing weapon. If the tether is severed, the lure will gain the confused condition and continue to act for 4 rounds dying. Damage to the tether is not affected by the split damage ability.



Tethered Movement (Ex): The lure's does not truly move on its own, instead it is moved around by the fisher via its prehensile tether. As such, the lure ignores difficult terrain and can "fly" in any direction at full speed without needing to make Fly checks.

Morph (Su): As a full-round action, the lure can assume the form of any small or medium creature that the sky fisher is familiar with. This ability can even reproduce clothing and held items, although such items cannot be dropped. The lure gains no special abilities possessed by the creature whose form it takes. As long as the sky fisher is invisible, the lure gains a +8 bonus to Disguise checks to appear as the creature it has metamorphosed into—this bonus takes Disguise check DC modifiers into account. This is a polymorph effect.

Sky fishers are interstellar seekers of knowledge, unfortunately, their preferred method of gathering information is consuming the brains of intelligent creatures.

A sky fisher's body is a 15-foot orb of floating, lumpy flesh adorned with 4 large eyes and long feeding tubes. A fleshy tether connects the body to a shape-shifting lure, which in its natural state appears as a 4-pronged, fleshy claw. The sky fisher possesses innate power of invisibility which it uses to hide the bulk of its body and tether while hunting; because of this, few ever see the creature's full form—unless they are about to be consumed by it.

When searching for prey, a sky fisher cloaks its body and shapes its lure—using information gained from previous victims—the form taken is generally one the fisher believes will be considered harmless or in need of assistance. Some common forms include distressed maidens, children,

elderly, and injured persons. The fisher will use this form to find potential victims and attempt to lure them to a secluded location where it can devour them without being seen.

In combat, sky fishers are intelligent and devious opponents. A sky fisher will avoid revealing its true form for as long as possible—remaining invisible and attacking only with its lure. When the fisher feels sufficiently threatened—or is dealing with opponents who know its true form—it will begin utilizing its bite attacks. When facing multiple opponents, the fisher will try to incapacitate all targets before finishing any off. Sky fishers have a strong sense of self preservation and will often flee when the tides of battle turn against them; however, they are also prideful and may seek retribution for their defeat.

SPACE ANEMONE, COMMON

This unearthly creature's tentacles flail about wildly.

SPACE ANEMONE

CR 3

N Medium vermin (extraterrestrial, space beast)

XP 800

Init: +4 | **Senses:** darkvision 60 ft., starvision, tremorsense 20 ft. | **Perception:** +1

DEFENSE

AC: 15 | **touch:** 14 | **flat-footed:** 11

Modifiers: +4 Dex, +1 natural

hp: 30 (4d8+12)

Fort: +7 | **Ref:** +5 | **Will:** +2

Immune: mind-affecting effects, space beast traits

Weaknesses: disease vulnerability -2

OFFENSE

Speed: fly 30 ft. (good) | **burrow:** 5 ft. | **spaceflight:** hyper

Melee: 5 tentacles +5 (1d4 plus poison)

Space: 5 ft. | **Reach:** 5 ft.

Special Attacks: ambush, constrict (2d4 plus poison)

STATISTICS

Str: 11 | **Dex:** 18 | **Con:** 17 | **Int:** — | **Wis:** 13 | **Cha:** 4

Base Atk: +3 | **CMB:** +3 (+5 to grapple) | **CMD:** 17
(19 versus grapple, cannot be tripped)

Feats: Improved Grapple[®], Multiattack[®], Weapon Finesse[®]

Skills: Fly +8, Knowledge (astronomy) +3, Stealth +12

Racial Modifiers: Knowledge (astronomy) +8, Stealth +8

ECOLOGY

Environment: any planetary or space

Organization: solitary or pod (3-12)

Frequency: rare

Treasure: none

SPECIAL ABILITIES

Ambush (Ex): By burrowing into the ground and remaining still, a space anemone can take 20 on stealth checks made to hide. When attacking from this unseen position, a space anemone can take a full set of actions during a surprise round. Due to its slow burrow speed, a space anemone requires two move actions to bury itself completely.

Poison (Ex): Tentacle—contact or injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex damage; *cure* 2 consecutive saves; *special* a space anemone can deliver its poison on contact as long as its attack hits the target's touch AC. Creatures with natural armor of +2 or higher, or who are protected by a force effect—such as *mage armor*—cannot be affected by contact.

The most commonly encountered type of space anemone is actually an intermediate life stage. During this stage the space anemone seeks a suitable habitat in which to metamorphose into its ultimate form and reproduce.

A "common" space anemone is around 6 feet in length, mostly green in color, and possesses 5 poisonous tentacles for paralyzing and ensnaring its prey. Space anemones fly by expelling gasses from tube-like vents at their posterior end.

Unlike the larval and greater forms, the common space anemone possesses hyperspace flight, allowing them to easily distribute themselves across multiple star systems.



Space Anemones: Greater, Larva, and Common.

SPACE ANEMONE, GREATER

A mass or writhing tentacles tops this lumpy pillar of flesh.

GREATER SPACE ANEMONE

CR 6

N Large vermin (extraterrestrial, space beast)

XP 2,400

Init: +1 | **Senses:** darkvision 60 ft., tremorsense 60 ft.

Perception: +2

DEFENSE

AC: 20 | **touch:** 10 | **flat-footed:** 19

Modifiers: +1 Dex, +10 natural, -1 size

hp: 67 (9d8+27)

Fort: +9 | **Ref:** +4 | **Will:** +5

Defensive Abilities: hyperhemostasis

Immune: bleed, mind-affecting effects, space beast traits

OFFENSE

Speed: 30 ft. | **climb:** 10 ft.

Melee: bite +11 (1d8+6), slam +11 (2d6+6), tentacles +10 (1d6+3 plus grab and pull)

Space: 10 ft. | **Reach:** 5 ft. (10 ft. with tentacles)

Special Attacks: pull (tentacles, 4 ft.), swallow whole (2d6 acid damage, AC 15, 7 hp fast healing 2)

STATISTICS

Str: 22 | **Dex:** 12 | **Con:** 17 | **Int:** — | **Wis:** 14 | **Cha:** 5

Base Atk: +6 | **CMB:** +13 (+17 to grapple) | **CMD:** 24

(28 versus bull rush and reposition, cannot be tripped)

Feats: Multiattack⁸, Weapon Focus (tentacles)⁸

Skills: Climb +33 | **Racial Modifiers:** Climb +16

ECOLOGY

Environment: any planetary

Organization: solitary or patch (2–6)

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Feeding Tentacles (Ex): Greater space anemones can attempt a swallow whole maneuver against an adjacent creature grapples by its tentacles.

Hyperhemostasis (Ex): A greater space anemone's wounds close up almost instantly, granting it immunity to bleed damage and fast healing 2 to its interior—this fast healing does not affect normal hit points, only damage dealt by swallowed creatures' escape attempts.

Suction (Ex): A greater space anemone can traverse vertical and inverted surfaces at its listed climb speed as if under the effects of the spider climb spell. Additionally, it gains a +4 bonus to CMD versus bull rush and reposition attempts. This ability is lost while on heavily porous, or loose material—e.g. sand.

Once a space anemone finds a suitable planet, it metamorphose into its adult form. After the transformation, it loses its ability to fly and its poisonous stings, but gains considerable size—reaching up to 15 feet tall—and the ability to produce large broods of larvae from the lumpy brood sacks all over its body.

SPACE ANEMONE LARVA SWARM

Thousands of pale, chubby, four-inch larvae swarm through the air, each tipped with a set of flesh-boring mandibles.

SPACE ANEMONE LARVA SWARM

CR 4

N Diminutive vermin

XP 1,200

extraterrestrial, space beast, swarm)

Init: +3 | **Senses:** darkvision 60 ft. | **Perception:** +0

DEFENSE

AC: 17 | **touch:** 17 | **flat-footed:** 14

Modifiers: +3 Dex, +4 size

hp: 38 (7d8+7)

Fort: +5 | **Ref:** +5 | **Will:** +2

Immune: swarm traits, weapon damage, space beast traits

Weaknesses: disease vulnerability -4

OFFENSE

Speed: fly 20 ft. (good) | **spaceflight:** normal

Melee: swarm (2d6 plus bore)

Space: 10 ft. | **Reach:** 0 ft.

Special Attacks: distraction (DC 14)

STATISTICS

Str: 1 | **Dex:** 16 | **Con:** 12 | **Int:** — | **Wis:** 10 | **Cha:** 1

Base Atk: +5 | **CMB:** — | **CMD:** —

Skills: Fly +13

ECOLOGY

Environment: any planetary or space

Organization: solitary or infestation (2–6 swarms)

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Bore (Ex): Any time a creature is damaged by the space anemone larvae's swarm attack it must make a DC 8 Fortitude save or take 1d2 Constitution damage as the larvae bore into their flesh. If the initial save is failed, the creature must continue to make Fortitude saves at the beginning of each turn or take 1 additional Constitution damage—even if they leave the swarm's area. Failing additional initial saves—saves made due to the swarm attack—increases the save DC by +2. This effect can be automatically ended as a full-round action—by the affected creature or an ally—with an opposed Strength check against the larvae. Save DC is Strength-based.

After emerging from a greater space anemone's brood sacks, space anemone larvae immediately seek out a host to parasitize, burrowing deep into the host's flesh and consuming them from within. When the host is consumed they will move on to other—often larger—hosts until they have grown large enough to metamorphose into their sub-adult form.

ZOMBIE, ASTRO

This withered humanoid carries a strange gleaming blade.

ASTRO ZOMBIE

CR 2

CE Medium undead (extraterrestrial)

XP 600

Init: +1 | **Senses:** darkvision 60 ft., starvision | **Per:** +7

DEFENSE

AC: 14 | **touch:** 11 | **flat-footed:** 13

Modifiers: +2 armor, +1 Dex, +1 natural

hp: 22 (4d8+4)

Fort: +2 | **Ref:** +2 | **Will:** +2

Defensive Abilities: channel resistance +4

DR: 5/bludgeoning or slashing | **Immune:** cold, holy water, atmospheric pressure, undead traits

OFFENSE

Speed: 30 ft.

Melee: space sword +4 (1d8+6/18–20)

Space: 5 ft. | **Reach:** 5 ft.

Special Attacks: burning hand +5 touch (4d4 fire)

STATISTICS

Str: 15 | **Dex:** 12 | **Con:** — | **Int:** 13 | **Wis:** 11 | **Cha:** 14

Base Atk: +3 | **CMB:** +5 | **CMD:** 16

Feats: Combat Reflexes, Power Attack

Skills: Climb +5, Intimidate +9, Knowledge (astronomy) +13, Perception +7, Stealth +4

Racial Modifiers: Knowledge (astronomy) +8

Languages: Basic Sign Language, Outercommon

SQ: radioactive, transformation

ECOLOGY

Environment: any planetary

Organization: solitary, hoard (4–12), or plague (13+)

Frequency: rare

Treasure: none

Gear: broken spacesuit, space sword

Space Sword: exotic one-handed melee weapon

Dmg: 1d8 (1d6 for small) | **Crit:** 18–20, x2 | **Weight:** 1.5 lbs.

Special: Creatures with Weapon Finesse may apply their

Dexterity bonus to attacks made with a space sword.

SPECIAL ABILITIES

Burning Hand (Su): As an attack action, an astro zombie can make a touch attack dealing 1d4/hit die fire damage.

Radioactive (Su): Any creature who starts their turn adjacent to 2 or more astro zombies is exposed to a low dose of radiation. This increases to a medium dose when adjacent to 4 astro zombies, and a high dose when adjacent to 8. Any effect that neutralizes radiation deals 1d6/CL—or equivalent—damage to an astro zombie.

Transformation (Su): Any creature that dies while under the effects of an astro zombie's radiation—or one who is slain by an astro zombie's burning hand attack—will rise as an astro zombie 1d4 hours later. Creatures that have already died can also be transformed, but require continuous exposure for 1d3 hours. Creatures Immune to—or shielded from—radiation or immune to effects requiring a Fortitude save cannot become astro zombies.

Astro zombies are bodies of the recently deceased reanimated by cosmic radiation. Because of their cosmic origins, astro zombies tend to be members of space-faring races, and often have a dry, mummy-like appearance caused by exposure to open space—essentially freeze drying them. Astro zombies created on the planet where they are encountered generally lack these characteristics and are virtually indistinguishable from normal zombies.

To become an astro zombie, one need only be exposed to cosmic radiation shortly before—or after—death. A single astro zombie emits enough radiation to raise others, allowing them to rapidly increase their numbers.

Astro zombie breakouts often start on poorly shielded ships which are quickly overrun and flown to populated planets or outposts where the astro zombies can greatly increase their numbers. Astro zombies are dependent on spacecraft—or other technological or magical means—for interstellar travel. Astro zombies generally retain enough memories to operate vehicles and items that they knew how to use when they were alive.



This armor-plated creature plods along on hooved legs, licking the air as it goes. It's horrific appearance and strange behavior made all the more unsettling by the fact that it's walking on the ceiling.

AMAWYTE

CR 5

CE Medium aberration (extraterrestrial)

XP 1,600

Init: +7 | **Senses:** blindsight 60 ft., taste | **Perception:** +10

DEFENSE

AC: 21 | **touch:** 17 | **flat-footed:** 14

Modifiers: +7 Dex, +4 natural

hp: 38 (7d8+7)

Fort: +3 | **Ref:** +9 | **Will:** +7

Defensive Abilities: evasion | **Immune:** cold, scent-based effects, sight-based effects

OFFENSE

Speed: 20 ft. | **fly:** 50 ft. (average) | **spaceflight:** normal

Melee: bite +11 (1d10+5), gore +10 (1d6+5 plus poison)

Special Attacks: lick

STATISTICS

Str: 13 | **Dex:** 25 | **Con:** 12 | **Int:** 6 | **Wis:** 14 | **Cha:** 4

Base Atk: +5 | **CMB:** +6 (+12 disarm and trip, +14 sunder)

CMD: 13

Feats: Combat Reflexes, Improved Sunder, Power Attack, Weapon Finesse

Skills: Fly +17, Perception +10, Stealth +12

Languages: Amawyte

SQ: poison sense, sharp teeth pretty teeth, wall walking

ECOLOGY

Environment: underground, cold forests, or space

Organization: solitary, pack (4–8), or coven (20–50)

Frequency: very rare

Treasure: 20 teeth (30gp each), tongue (400gp)

SPECIAL ABILITIES

Lick (Su): As a standard action, an amawyte can lick a creature as a touch attack. On a successful attack, the amawyte acquires the creature's flavor, granting it a +1 bonus to AC, attack rolls, and CMD, against the target. The amawyte also gains effective blindsense to locate the creature within the range of its taste ability. An amawyte can only hold the flavor of 1 creature at a time, if it licks another creature the previous flavor is lost.

Poison (Ex): Gore—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d3 Str; cure 1 save.

Poison Sense (Su): An amawyte can detect the presence and location—but not type—of poison within 5 feet. This ability can not detect poisons in sealed containers but can detect creatures capable of producing poison.

Sharp Teeth Pretty Teeth (Su): An amawyte's teeth are super-naturally sharp and hard. This allows an amawyte to ignore a number of points of damage reduction or hardness equal to its hit dice total on bite attacks. On a critical hit, the amawyte's bite attack does ×3 damage to an unarmored opponent, armored opponents take ×2 damage and an additional ×1 damage to their armor. Additionally, an amawyte's bite attack is treated as if it were masterwork.

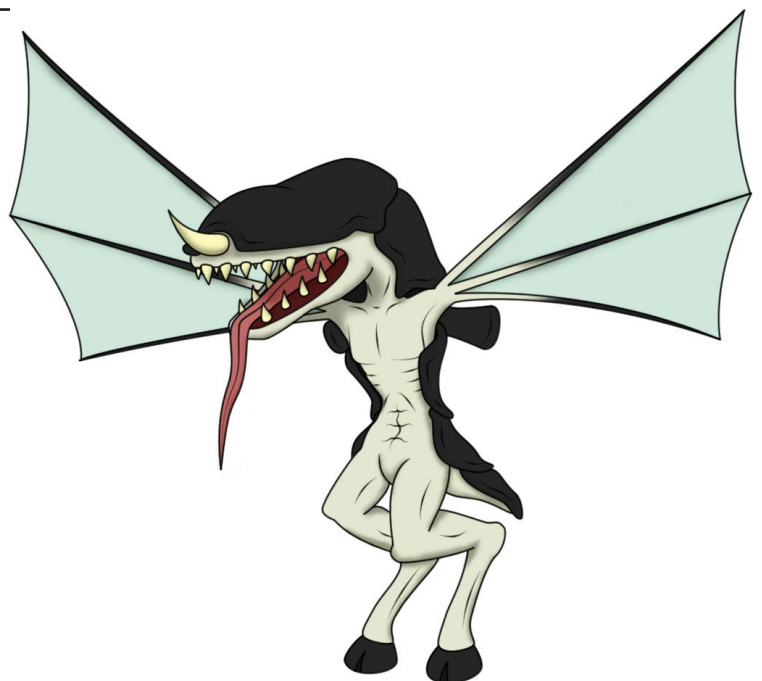
Taste (Ex): This ability functions as the scent ability with a range of 120 feet. This ability functions in space.

Wall Walking (Su): Amawytes can stand and walk on any solid surface. The amawyte does not climb, but rather distorts gravity to pull itself in the desired direction. An amawyte must be touching a surface to orient its gravity, this is done at will, and requires no action. If the amawyte leaves the surface—via jumping, flying, or involuntarily—it remains gravitationally oriented in that direction until it reorients itself. If the surface can not support the amawyte's weight, it will break through, just as it would on a horizontal surface.

Although their exact origins are unknown, legend states amawytes to have come from “somewhere beyond the stars.” Grotesquely unsettling creatures, amawytes are both blind and anosmic—rendering them immune to effects based on sight or smell—but compensate by having the most advanced sense of taste of any known creature. Despite their bloodthirsty nature and heavy chitinous plating, amawytes are remarkably agile and possess a surprising level of intelligence.

Amawytes spend days in their subterranean homes and venture out during the night to hunt. Although normally solitary hunters, amawytes will sometimes hunt in packs. Their preferred pack tactic is to attack large groups, and then break up to chase down the scattering members. Little-to-nothing can stand between an amawyte and its prey. For a creature who can chew through solid stone, wooden walls and doors are more of an annoyance than anything else. Perhaps even more remarkable is the amawyte's ability to distort the flow of gravity, allowing it to walk on walls and ceiling as easily as the ground. An average amawyte stands 5-1/2 feet tall and weighs 200 pounds.

An amawyte's tongue and teeth can have considerable value to the right buyer—one who doesn't mind dealing in parts of sapient creatures. The tongue can be used to make a poison-detecting charm, and the teeth can be fashioned into precision cutting tools and armor-piercing arrowheads.



NEW SPACE MONSTER RULES

NEW SKILL

Knowledge (astronomy)

Int; Trained Only

You are educated in matters pertaining to celestial bodies; in particular, their movements and relative positions to Terra.

Check: You can identify known planets, moons, stars, and constellations in the night sky—or representations of the night sky. Simply identifying—or noticing an irregularity in—celestial bodies uses the standard Knowledge check DCs.

Navigate: A DC 10 Knowledge (astronomy) check allows you to determine true north, and gain a +2 bonus to a Survival check made to navigate at night. You must have a clear view of the sky to gain this bonus.

Calculate Celestial Events: Allows for calculation of the time of upcoming celestial occurrences, such as eclipses and alignments—e.g. determining when “the stars are right.” A successful check allows you to determine the exact time of a celestial event’s next occurrence. The DC for calculating celestial events is based on how often the event occurs—see Table: Celestial Event DCs.

Identify Extraterrestrial Creatures: Knowledge (astronomy) may be used in place of the normal Knowledge checks when identifying creatures with the extraterrestrial subtype.

Action: Usually the same as other knowledge checks. Checks made to calculate celestial events with a DC higher than 10, take a minimum of one half day’s work for every 5 the DC is above 10.

Try Again: Checks to calculate celestial events may be retried any time you gain ranks in Knowledge (astronomy), or acquire new relevant information or resources.

Special: Creatures with the starvision ability gain additional uses of the Knowledge (astronomy) skill.

Class Skills: Add Knowledge (astronomy) to the class skills for the alchemist, monk, and witch.

Table: Celestial Event DCs

Frequency	Example	DC
Once a month or more.	Full Moon	10
Less than 5 times per year.	Eclipse	15
Once per year or less.	Minor Alignment	20
Once per century.	Major Alignment	30
Less than once per century.	Special Alignment	+1/100 years.

GM’s wishing to incorporate use of the Knowledge (astronomy) skill without adding an additional skill to the game may resolve Knowledge (astronomy) checks as Knowledge (nature) checks—or Knowledge (religion) if used to calculate celestial events of religious significance. Substituted Knowledge (astronomy) checks cannot be used to identify extraterrestrial creatures.

NEW UNIVERSAL SPECIAL ABILITIES

Spaceflight (Su or Te)

Creatures—or objects—with spaceflight possess the ability to fly in space using their fly or swim speed—whichever is higher. with spaceflight, Fly checks do not need to be made to move less than half speed or hover, and creatures can fly in any direction without penalty. If a creature takes damage from a physical force during spaceflight it must make a DC 10 Fly or Swim check or be pushed 1 foot per point of damage sustained away from the attacker. If a space-flying creature collides with a moving object of equal or larger size, it must make a DC 25 Fly or Swim check or be thrown 3d4×5 feet in a random direction. Spaceflight has four variations.

Limited: Allows for space flight at 1/2 normal fly or swim speed.

Normal: Allows flight in space at full fly or swim speed.

Superior: Allows space flight at up to 2× normal fly or swim speed. Additionally, superior spaceflight allows for extremely high speed travel in a more-or-less straight line. Even with superior spaceflight travel between planets within a star system takes days to months, and traveling between star systems can take years or centuries.

Hyper: Functions as superior spaceflight but allows for travel through hyperspace. Entering hyperspace allows creature to travel faster than light, travel within a star system can be accomplished in minutes, while travel between star systems usually takes weeks or months. Upon entering hyperspace, creatures are no longer considered to be within the material plane and cannot be detected by any means that are unable to detect creatures through planar boundaries. Likewise, a creature traveling in hyperspace is unable to perceive the material plane, and must know the direction and distance to their destination prior to entering hyperspace.

Exact travel times with superior spaceflight and hyper spaceflight are determined by the GM and should be based on story convenience over technical accuracy. Any creature possessing spaceflight should also be assumed to have the ability to survive unaided in space.

Format: spaceflight: normal; **Location:** Speed

Starvision (Su or Te)

Starvision grants an ability to perceive normally non-visible wavelengths emitted from stars. This allows a creature to determine characteristics of stars that would normally be unobservable, and grants a +8 racial bonus to Knowledge (astronomy) checks.

Determine Distance: With 10 minutes of uninterrupted observation a creature with starvision can attempt a DC 20 Knowledge (astronomy) check to determine the distance to an observable star. This provides sufficient information for hyperspace travel.

Perceive Orbiting Bodies: With 1 hour of uninterrupted observation a creature with starvision can attempt a DC 30 Knowledge (astronomy) check to determine if a star has planet-like bodies orbiting it. This provides sufficient information for a creature to use the *interplanetary teleport* spell, although they will always be sent to the planet closest to their current location.

NEW CREATURE SUBTYPES

Extraterrestrial

Extraterrestrials are any creature who originates from outside of Terra, but still within the material plane.

Associated Creature Type: Any.

Special Abilities: Extraterrestrial creatures who do not possess technology often have starvision as well as some supernatural means to travel between planets.

Disease Vulnerability (Ex): Many extraterrestrial creatures' alien immune systems are less adept at fighting terrestrial diseases and take penalty to Fortitude saves against such diseases.

Format: disease vulnerability -2; **Location:** Weaknesses.

Languages: Extraterrestrial creatures generally speak Aklo, Outercommon—a derivative of Aklo and other extraterrestrial languages—or a racial language, and may speak one or more languages that are completely unknown on Terra, which are simply listed as “unknown language.” Unknown alien languages cannot be understood by terrans without the use of effects such as the *comprehend languages*, or *tongues* spells. At the GM's discretion, creatures with unknown languages may be able to communicate with other extraterrestrial creatures.

Skills: Extraterrestrial creatures always treat Knowledge (astronomy) as a class skill for their racial hit dice.

Space Beast

Most extraterrestrial creatures come from another planet, space beasts however, are creatures native to the void of space.

Associated Creature Type: Usually aberration.

Immunities: Space beasts are immune to cold, atmospheric pressure—being able to exist in the vacuum of space or at the bottom of the ocean—and do not need to breath, sleep, or eat—although they can, and generally must in order to grow or produce offspring.

Immortal: Once they reach maturity, space beasts do not age and never die of old age.

Semi-Aquatic: Space beasts are often as at home in the water as they are in space. All space beasts are treated as having a swim speed equal to 2/3 their fly speed or half their land speed—whichever is higher. Space beasts do not gain the bonus to swim checks that creatures with actual swim speeds receive.

Spaceflight: With few exceptions, space beasts all possess some form of spaceflight.

Vehicle

Any sufficiently advanced vehicle is indistinguishable from a creature. Vehicle “creatures” are any vehicle which possesses self-powered movement and combat ability greatly beyond that of its pilot. In short: any vehicle that can be encountered and fought as if it were a creature.

Associated Creature Type: Construct.

Piloted: Vehicles must be piloted by at least 1 intelligent creature. The pilot must use a full-round action each turn to operate the vehicle—although they can still make swift and free actions—vehicle and pilot both act on the vehicles initiative. If a pilot does not have a Profession (pilot) bonus at least equal to the vehicle's CR it must make a Profession (pilot) check each round to control the vehicle—DC equal to 10 plus vehicle's CR. Required number of crew members—plus space for passengers and cargo—is listed in the vehicles entry under “capacity.” A vehicle cannot be operated by a creature larger

than—or more than one size category smaller than—the listed creature size.

Pilot non-action: In any round in which a vehicle's pilot does not use a full-round action to control the vehicle—or fails to make a Profession (pilot) check—the vehicle will continue moving in the same direction at the speed of its last movement, with a cumulative 10% chance of veering 45° in a random direction for each round of non-operation.

Attacks and Combat Maneuvers: In order to operate a vehicle's integrated weapons, the pilot must be proficient with weapons systems—usually requiring the Exotic Weapon Proficiency (weapons systems) feat. Ranged attack bonuses for vehicles are equal to the vehicles Base Attack Bonus + pilot's Intelligence Modifier, melee attacks are calculated as normal. Vehicles are usually incapable of making any combat maneuver other than a bull rush, unless they are specifically designed to be able to do so.

Movement: Vehicles can only move with their listed movement types—unlike normal creatures who can normally swim or climb. Vehicles cannot be given an additional movement type by a spell or other ability unless it specifically affects objects.

Non-Sentient: Vehicles lack all mental ability scores and are immune to any effect requiring a will save—even if it would normally affect objects.

Skills: Vehicles can only make a very restricted number of skill checks, these checks generally represent a combination of the vehicles abilities and the pilot's skill. Skill bonuses for vehicles are calculated as follows:

Acrobatics, Climb, Fly, Stealth, and Swim: Pilot's skill bonus minus ability modifier + vehicle's ability modifier + other modifiers—e.g. size or technological modifiers.

Perception: Pilot's Perception bonus + vehicle's technological modifier.

Intimidate: Pilot's Intimidate bonus + vehicle's challenge rating.

Pilot and technological modifiers are listed in the vehicle's entry.

Weaknesses: Technological vehicles are treated as robots for the purposes of determining how they are affected by spells and technological items. Any effect that would cause a robot to be become staggered instead causes a technological vehicle to experience a systems failure for the effect's duration. Effects of a systems failure vary by vehicle and are detailed in the vehicle's special abilities.

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