

AIN'T AFRAID

SUPPORTS THE PSI-WATCH: 1993
CAMPAIGN SETTING

BATTFINDER®
ROLEPLAYING GAME COMPATIBLE

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AIN'T AFRAID

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Contact me for any errata, or with questions or
comments.

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Requires the Use of the D20 Modern Corerulebook,
published by Wizards of the Coast

Over the last few months, I designed some high-tech magic
items and weapons, as well as a few monsters inspired
by *Ghostbusters*. These homages weren't really part of
any larger plan, just some content I threw together for my
own amusement while doing work on other sourcebooks.
However, as I was waiting for some last art to come in on
another project, I realized that this content could form the
core of a splatbook inspired by the classic Ivan Reitman
film franchise.

Ain't Afraid collects everything inspired by the classic
movies, a little bit of new content and treats it like another
chapter of *High Tech Heroes*. Included is everything you'd
need to field a squad of high-tech paranormal investigators.
There's a few Psi-Watch factions that do business
trapping ghosts, each briefly described. There's an all-new
Parapsychologist archetype for the Rogue class. There's
some new traits, new gear (pulled from *Enchantments of
the Multiverse*) and new monsters (previewing some of the
content in *Horrors of the Multiverse*).

And everything's wrapped up in a pay-what-you-want
package. Have fun, and whatever you do, don't cross the
streams.

(IN) FAMOUS GHOST HUNTING GROUPS

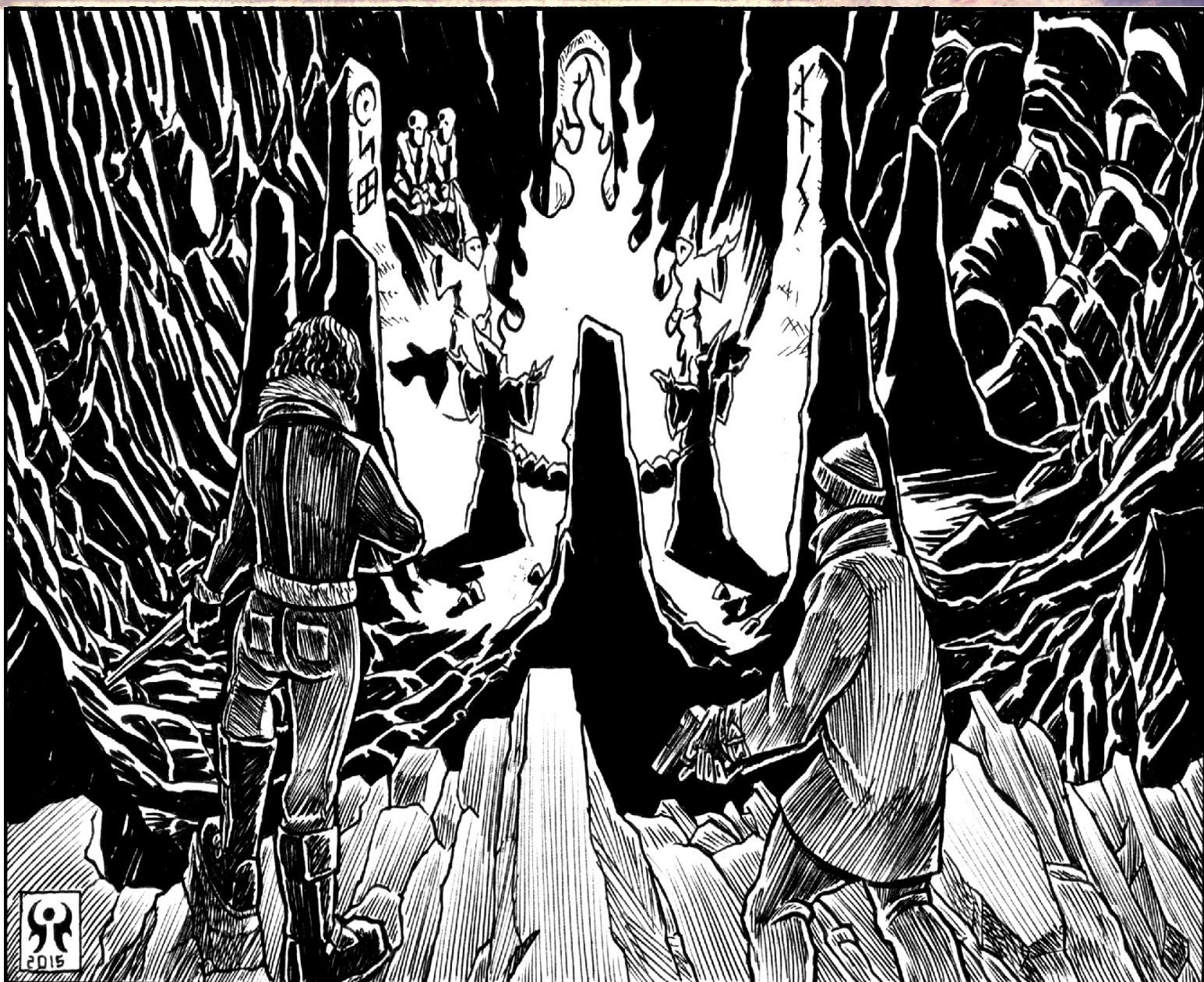
Ghost hunting isn't quite the 'indispensable paranormal
defense science of the 21st Century', but you can make
a decent living as a ghost hunter. There are several
businesses, scattered around the United States that dabble
in professionally eliminating ghosts. They vary wildly
in motivation, technology and professionalism, from ill-
equipped charlatans to university-funded super-scientists
pushing the limits of human knowledge forward.

The Alpha Agency

Rumson, NJ

The Alpha Agency was founded by noted skeptic *James
Randi* (CG male Human Rogue 9) in the early 1980s.
What started out as an elaborate hoax to discredit poorly
controlled parapsychological research soon uncovered the
existence of actual ghosts and spirits. Realizing the danger
posed by unquiet spirits, Randi founded the Agency to trap,
control and eliminate ghosts and other pesky undead. Alpha
Agency assets are often recruited from the ranks of famous
stage magicians, con artists and psychic hoaxers.

While they are scrupulously honest with honest clients
who are genuinely threatened by the paranormal, the
Alpha Agency is merciless when it comes to con-men and
hoaxers. A sizable and unreported chunk of the Agency's
annual operating budget come from well-planned, elaborate



and imaginative heists and counter-cons played against anybody trying to fake a ghost crisis out of greed.

The Alpha Agency operates out of New Jersey, though it operates 'branch offices' in several cities, including St. Louis, Chicago and Colorado.

The EctoHunting Society

Boston, MA

The Ecto-Hunting Society is a new thrill for bored multi-millionaires. A live-fire hunt, tracking and 'bagging' a ghost. It's a chance to spelunk abandoned buildings, old cemeteries and creepy abandoned asylums, and cut loose with a rented ecto-blaster. Each hunting party is accompanied by a well-armed 'spirit guide', most of whom are ex-military or former cops, but there's just enough danger to be a real kick. The Ecto-Hunting Society is the brainchild of an idle rich dilettante **Jeff Tobin** (NE male

Human Bard 2/Smart 1). Tobin has his engineers hard at work on some way to 'preserve' the ecto-plasmic remains of a destroyed ghost indefinitely, because what good is big game hunting without a trophy to take home?

Ghost Temps International

New York, NY

Ghost Temps International is an employment agency for those looking for a job in ghost removal. Pay is good, risk is high, you never get the whole story from the clients, and there's a good chance that your ecto-blaster will short out and leave you defenseless at the worst possible time. Casualty rates are through the roof, but there's always another ~~sucker~~ new hire ready to strap on their ecto-blaster and go to work.

Ghost Temps International incorporated in NYC and has storefront offices in every major city and a few of the more

interesting small towns around the country. Their offices have luxurious reception areas with well-trained secretaries and chummy hiring directors with big smiles and firm handshakes. There's tons of pamphlets about profit sharing plans, performance bonuses, short work weeks and excellent medical benefits. GTI spent most of their operating budget on those pamphlets.

They 'loan' contractors refurbished ecto-blasters and lightly armored field uniforms, offer a 6 hour training seminar and dump them into whatever portal to Hell's opened up that week. Damage to an (scarily expensive) ecto-blaster unit comes out of your salary, so with bad enough luck, you might walk out of the GTI offices owing more than you made. That's if you walk out at all – purchasing the ecto-blasters is a distant second to GTI's workman's comp payouts. At least there's free donuts in the company break rooms.

The Howard University Parapsychological Institute

Washington, DC

The Parapsychological Institute has been a part of the historically black Howard University almost since the institution's founding. The Parapsychological Institute grew out of the university's seminary. Today's Howard-funded parapsychologists use cutting edge science and top-of-the-line ecto-hunting gear as often as they do traditional theological techniques to bind and capture ghosts.

The chair of the Parapsychological Institute is **Dr. Gordon Locke** (LG male Human Christian Cleric 12), who's chased ghosts since the early 1960s, including leading a small team of Howard alumni against the liches running the Klan during the worst of the Civil Rights movement. He wrote a book about his experiences *Ghosts of the Old South*, which earned him a death warrant from both living bigots and the undead variety. He rarely leaves the Howard campus, and has gotten (justifiably) paranoid in his old age. Dr. Locke acts through his students these days.

Under the Sheets Investigations

Molokai, HI

This all-girl ghost-hunting operation operates from "The Friendly Isle". The people might be friendly, the weather paradise, but the ghosts and demons, including the seething horrors of **Black Japan**, are anything but. Under the Sheets counts on traditional firepower (including a ton of silver bullets), traditional Chinese and Japanese demon-hunting techniques and old fashioned investigations rather than high-tech toys like ecto-blasters. The agency is all woman, and everybody on staff tends to be toned and almost

unnaturally attractive. Most of them have the Nearly Nude Exposition trait and get their best thinking done back at the agency's hot tub.

The scathingly sarcastic **Linda Lee Sedaris** (use the Bounty Babe stat-block) started Under the Sheets in the mid-1980s. She intended the company to be the best private investigation service in Hawaii, but her cases kept getting tangled up in the supernatural. Eventually, she stopped fighting fate, and decided to fully embrace the weird.

THE PARAPSYCHOLOGIST (ROGUE ARCHETYPE)

The Parapsychologist is built as a Rogue archetype, because the Rogue is a clever, skill focused class with few explicitly supernatural abilities by default. The Rogue already makes a good investigator, and this archetype makes them a specialist in the supernatural – both real Fortean phenomena and hoaxes.

Class Skills

The Parapsychologist adds Autohypnosis, Knowledge (physical sciences) and Knowledge (psionics) to her list of class skills.

Psychic Researcher (EX)

The Parapsychologist adds half her class level to Perception checks to detect the presence of psionic powers or phenomena, including identifying a psionic character manifesting a power, as well as Sense Motive checks to determine if a character is genuinely psychic, or hoaxing psychic powers with ordinary sleight of hand or gadgets.

Psychic Researcher replaces Trapfinding.

Comprehensive Knowledge of the Supernatural (EX)

Parapsychologists are insanely knowledgeable about weird happenings and phenomena. The Parapsychologist adds half her class level to any Knowledge check made concerning psychic phenomena, supernatural happenings, fringe science, UFOlogy or other weird topics. She may make such Knowledge checks untrained.

This ability functions identically to Bardic Knowledge, but is somewhat more limited in scope.



Comprehensive Knowledge of the Supernatural replaces Uncanny Dodge.

Mind Shield (EX)

A career of matching wits with rogue telepaths, cult leaders, and brain-eating space monsters has hardened the Parapsychologist's will. The Parapsychologist gains Power Resistance equal to 10 + her class level, which applies to effects from the clairsentience and telepathy disciplines. In an intentional exception to the psionic/magic transparency rule, this does not affect spells.

When the Parapsychologist reaches 18th level, her Power Resistance applies to all psionic effects.

Mind Shield replaces Improved Uncanny Dodge.

New Rogue Talents

The following new Rogue Talents complement the Parapsychologist archetype nicely.

Fringe Scientist (EX)

The Rogue adds Computer Use, Knowledge (technology) and Heal to her list of class skills.

Garage Inventor (EX)

The Rogue requires only ¼ the standard GP value in raw materials when making a Craft (mechanical) or Craft (electronics) check.

Psionic Sense (Ps)

The Rogue can manifest *detect psionics* at will, as a first level psion.

Wild Talent (EX)

The Rogue gains either Wild Talent or Psionic Talent as a bonus feat, depending on whether or not she already has a psionic power point reserve.

UFOlogist (EX)

The Rogue adds Knowledge (the planes), and Pilot to her list of class skills.

GHOST HUNTIN' ALTERNATE RACIAL TRAITS

These abilities are designed to capture the low-power, more subtle feel of 80s-flavored psychic investigations. Many of these are alternate human traits, reflecting the mostly human-centric nature of stories like the *Ghostbusters* films or the classic *Beyond the Supernatural* role-playing game (Palladium Books.)

Firestarter (SU)

Available To: Humans, MPH (*Black Operators*)

Replaces: Bonus Feat (Humans), Superhuman Weapons (MPH)

You can start fires with your mind, but this power isn't exactly under your control. A flash of temper can burn a building down.

You gain Energy Blast (fire) as a racial bonus feat. In addition, you can manifest *energy splash (fire)* at will. However, this ability is not fully under your control.

Anytime you suffer hit point damage, are extremely angry or scared, you must succeed at a DC 12 WILL Save. Failure means you manifest energy splash targeting a random square in range as a standard action.

Each time you sleep, you must succeed at a DC 10 WILL Save or manifest *energy splash* in your sleep at a random point in your sleep cycle. You suffer -2 penalty on this WILL Save if you suffered any severe emotional or physical trauma before you slept.

"I See Dead People" (SU)

Available To: Humans

Replaces: either Skilled or Bonus Feat

You can sense the presence of spirits that haven't crossed over.

If you choose to replace Skilled, you gain the ability to cast *detect undead* at will, as a cleric of your total character level. If you replace Bonus Feat, in addition, you gain the ability to see invisible undead creatures, (though not other invisible beings) as under a constant *see invisibility* effect.

Psychic Negator (SU)

Available To: Humans, MPH (*Black Operators*)

Replaces: Bonus Feat (Human), Passive Defenses (MPH)

Some humans are more than just psychically resistant – they're like a black hole for psychic phenomena. You are one of them. You gain Power Resistance equal to 10 + your total character level. However, any psychic character within 30 ft, whether an ally or enemy, must succeed at a caster level check against this Power Resistance in order to manifest any power, even powers you desire or would benefit from. You cannot voluntarily suppress this aura. When you reach 10th level, your anti-psychic aura extends to 60 ft.

If you later gain the ability to manifest powers, you must overcome your own Power Resistance to successfully manifest them.

In an intentional exception to psionic/magic transparency, your Power Resistance does not equal Spell Resistance, nor does your presence impede spell casting.

Psychometrist (Ps)

Available To: Humans

Replaces: Bonus Feat

You were born with an uncanny sensitivity to psychic impressions. You can manifest *object reading* once per day as a seer of your total character level. This ability is considered augmented to the greatest degree possible for a seer of your character level.

GHOST HUNTIN' COMBAT TRAITS

Ecto-Blaster Training

Ability Type Extraordinary

Requires Exotic Weapon Proficiency (ecto-blaster), Craft (electronic) 1 rank

You're comfortable strapping an unlicensed nuclear accelerator on your back and using it to destroy ghosts. And somebody was stupid enough to give you one!

You begin play with a masterwork quality Ecto-Blaster. You receive a +2 trait bonus on Craft (electronic) checks made to repair the device, and can repair it with off-the-shelf electronics or scrap, without requiring expensive raw materials.

Punch Out Cthullu

Ability Type Extraordinary

Requires Iron Will

Yeah, the stars might be right, but no matter how sanity-destroying the Great Old Ones are, you aren't going out without letting the fuckers know they've been in a fight. You receive a +1 trait bonus on attack and damage rolls against creatures with the Great Old One subtype, due to special training against these hated foes. You receive a +2 trait bonus on WILL Saves against any Insanity caused by a creature with the Great Old One subtype.

GHOST HUNTIN' FAITH TRAITS

Goth Ghost Hunter

Ability Type Extraordinary

Requires any neo-pagan patron deity or philosophy

You're the stereotypical Goth Wiccan, but damn, your knowledge of old superstitions come in really handy.

You gain a +1 morale bonus on attack and damage rolls against Undead, due to special training against these hated foes.

"If There's a Steady Paycheck, I'll Believe Anything You Like"

Ability Type Extraordinary

Requires Profession (any blue collar) 1 rank

Your blue-collar pragmatism means you don't spend too much time worrying about the terrifying truths of the paranormal realm.

Up to three times per day, you may substitute a Profession (blue collar) check for a Knowledge (arcana or religion) check, or a WILL Save made to resist the mental attacks of undead.

Mortician

Ability Type Extraordinary

Requires Knowledge (religion) 1 rank

You make a living preparing the dead for burial or cremation and in comforting those left behind. You receive a +2 bonus on Diplomacy checks made to comfort the grieving or made against any sentient undead creature, as well as a +1 trait bonus on Knowledge (religion) checks made concerning funeral rites.

GHOST HUNTIN' MAGIC TRAITS

Corpse Haunted

Ability Type Spell-Like

Requires CHA 13+

Ever since you were a child, you have been able to see and speak to ghosts.

You receive a +1 insight bonus on all CHA-based skill checks made against sentient undead. Once per day, you may ask a single question of any recently slain corpse that it can answer within 20 words or less. When used on any corpse slain within the past 12 hours, this ability functions as a lesser version of *Speak with Dead*.

Drowsing

Ability Type Supernatural

Requires ability to gain Psionic Focus, Survival 1 rank

You begin play with a drowsing rod (a ceremonial Y-shaped stick, typically specially anointed, worth 25 gp, has HP 5 and Hardness 2). If this rod is lost or destroyed, you can craft another with at least 24 hours work, without requiring a Craft check.

When equipped with a drowsing rod, you may expend psionic focus as part of a ritual lasting around five minutes. Doing so allows you to automatically succeed on a Survival check made to detect underground water, provided that water exists within 3 miles of your position. You are aware of the water's approximate depth and volume.

Occult Expert

Ability Type Extraordinary

Requires arcane spell-caster levels, Knowledge (arcana) 1 rank

You've spent years studying long forgotten books of magik and ancient, dusty grimoires. You know an additional zero level spell of your choice, as well as an additional first level spell of your choice chosen from either the divination, enchantment or necromancy schools.

GHOST HUNTIN' PSIONIC TRAITS

Medical Intuitive

Ability Type Supernatural

Requires ability to gain psionic focus, Heal 1 rank

You can sense illness and injury merely by touching a patient. By expending your psionic focus, you can gain a +2 trait bonus on a Heal check. You may use this ability of times per day a number of times per day equal to 3 + your WIS modifier.

Minor Telekinesis

Ability Type Psi-Like

Requires INT 13+

You were born with the ability to move tiny objects with your mind, and perform a variety of cool telekinetic tricks. Let's hope you at least got a good career as a TV spoon-bender out of it. You can manifest *far hand* at will as a first level psion.

Psychic Resonator

Ability Type Supernatural

Requires psionic power point reserve

Your presence acts as a psychic 'magnifier' that allows other psychics to more easily use their extranormal abilities. If you touch an adjacent ally as a standard action, that ally can spend an additional Power Point to augment their psychic powers regardless of their manifester level. When you reach 10th level, your ally can spend up to 3 additional Power Points on augmentation.

Psychic Trickery

Ability Type Supernatural

Requires ability to gain psionic focus, Sleight of Hand 1 rank

Your natural psi-potential makes it easier to trick parapsychologists into mis-measuring your abilities, using a combination of sleight of hand and actual TK. By

expending your psionic focus, you can gain a +2 trait bonus on a Sleight of Hand check. You may use this ability of times per day a number of times per day equal to 3 + your CHA modifier.

Zenner Set Training

Ability Type Extraordinary

Requires psionic power point reserve

You've spent long hours honing your extrasensory perception with sets of Zenner test cards, which depict simple symbols such as a cross, circle, wavy lines and the like. If you spend at least an hour shortly after awakening practicing with a set of Zenner cards (easily available, worth 2-5 gp or less), you gain a pool of 1d3 bonus Power Points, which can only be spent to manifest powers from the clairsentience and telepathy disciplines. When you reach 10th level, this increases to 1d4+1 power points.

GHOST HUNTIN' RACIAL TRAITS

Benevolent Ghost

Ability Type Supernatural

Requires Undead type or Half-Undead subtype, any non-evil alignment

Though undead, your connection this world, and this life, is at its strongest when you perform kindnesses and show mercy to living humans. You gain Channel Resistance +1 (or your existing Channel Resistance increases by +1) for one hour after performing acts of ordinary kindness for living humans or other mortal humanoids without expectation of repayment.

Indigo Child

Ability Type Extraordinary

Requires Cityborn race (*Black Operators*)

Though their kind became much more common in the wake of the Challenger disaster, early Challengers were born as far back as the 1960s. This spontaneous psychic awakening produced young psychics dubbed 'indigo children' by parapsychologists.

The Indigo Child gains a +1 trait bonus on Diplomacy checks and Knowledge (psionics) checks. These are always class skills for the Indigo Child.

Unspoken Strangeness

Ability Type Extraordinary

Requires any non-human player race

Despite the fact that you are obviously something completely different than ordinary men and women, nobody ever seems to notice your true heritage unless you do something obvious to arouse suspicion.

Ordinary characters will react to you as if you were a mundane human being, unless you do something obviously strange or magical. Even if you are a monster, undead or other strange being, you can still (somehow) attend a regular high school, work an ordinary job, and live a mostly ordinary life.

GHOST HUNTIN' SOCIAL TRAITS

Adventuring Instincts

Ability Type Spell-like

Requires Knowledge (dungeoneering) 1 rank or Knowledge (nature) 1 rank

You have an almost supernatural knack for adventuring and insatiable curiosity.

Choose any one of the following spells: *detect (any alignment)*, *detect animals or plants*, *detect magic*, *detect poison*, *detect secret doors* or *detect snares and pits*. You can cast the chosen spell as a first level wizard three times per day as a spell-like ability. Once the specific detection spell is chosen, it cannot be changed.

Historian

Ability Type Extraordinary

Requires Knowledge (history) 1 rank

You have studied history, archeology and theology extensively. You receive a +1 trait bonus on Knowledge (dungeoneering, history and religion) checks, and two of these skills are always class skills for you.

Morbid Hobbies

Ability Extraordinary

Requires Knowledge (history) 1 rank

You've got a taste for the weird and macabre – for the bloody and gory parts of history. You receive a +2 trait bonus on all Knowledge (history) and Knowledge (local) checks made concerning especially morbid history: infamous or gory crimes, particularly murders, tortures, prisons, executions, infamous serial killers, executioners or other killers, and the like.

"Relax, I'm a Scientist"

Ability Type Extraordinary

Requires Knowledge (physical sciences) 1 rank, INT 13+
Sometimes utter focus on the parapsychological mysteries at hand, utter confidence and a deft line of bullshit is all you need to talk your way into some place you're not allowed to be. You can use INT as your key ability for Bluff checks rather than CHA.

Tabloid Journalist

Ability Type Extraordinary

Requires Craft (writing) 1 rank

Whether or not your stories are any good, they're always published in the lowest-bottom supermarket tabloids imaginable.

You receive a +1 trait bonus on Bluff, Craft (writing) checks and Knowledge (either arcana, dungeoneering or the planes) checks.

Underworlder

Ability Type Extraordinary

You've worked underground for years – you know the sewers, utility access tunnels, old subway lines and steam tunnels like the back of your hand. You can automatically sense your direction and distance from the surface when travelling underground, and gain a +1 trait bonus on Perception checks made in worked tunnels or underground complexes of any type.

GHOST HUNTIN' BIRTHRIGHT FEATS

Birthright feats represent a character's genetic or cultural heritage or their early training. As such, Birthright feats can only be chosen at first level.

1. **Reincarnate** – WIS 13+

Reincarnate

You have lived before this life, and have recovered memories of your prior incarnations.

Requires WIS 13+

Benefit A number of times per day equal to 3 + your WIS modifier, you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind. Your personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your alignment and game statistics are fundamentally unchanged. Your past incarnation can remain in control for a number of minutes equal to your WIS modifier (minimum one minute).

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor.

- A +2 competence bonus on any two Knowledge skills of choice
- A +2 competence bonus on any other skill of choice
- A +1 morale bonus on attack and damage rolls
- A +1 morale bonus on one save of choice
- A +1 dodge bonus to Armor Class
- Proficiency with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once per use

Special You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three benefits simultaneously.

Ability Type Extraordinary

| Exotic Energy Weapon | Damage | Critical | Range Increment | ROF | Special | Magazine | Size and Weight | Cost |
|---------------------------|--------------|----------|-----------------|-------------|---------|----------------------|-----------------|-----------|
| Two Handed Exotic Weapons | | | | | | | | |
| Ecto-Blaster | 2d10 energy* | 20/x2 | 50 ft | Single Shot | - | Unlimited (backpack) | 50 lbs Large | 15,000 gp |

| Device | Description | Hardness | Hit Points | Weight | Cost |
|-------------------------------------|--|----------|------------|--------|------------------|
| Specialized Scanner | Handheld scanner provides one of several scientific benefits | 2 | 5 | 1 lb | 1,000 – 1,500 gp |
| Specialized Scanner (multifunction) | As Specialized Scanner but any 3 functions | 2 | 5 | 1 lb | 3,000 – 4,500 gp |

BASIC WEAPONS AND GADGETS

Ecto-Blaster

Powered by an extremely cumbersome backpack containing a micronized nuclear accelerator, this rifle like weapon fires a lashing, scorching beam of charged particles and ectoplasm.

Special

- The Ecto-Blaster can strike incorporeal targets, as well as targets on the Ethereal Plane that are visible to the shooter, at no penalty.
- The damage inflicted by an Ecto-Blaster is of an unspecified energy type, not subject to energy resistance or immunity.

Specialized Scanner

Various industries use hand-held sensors to assist them in their work, from advanced electronic scanners that make excellent bug detectors to chemical analysis systems that do the work of a 21st Century gas chromatograph in instants. All forms of specialized sensors are palm sized devices equipped with holo-display capabilities.

Each Specialized Scanner is programmed and designed to detect, diagnose and analyze a particular substance, device, creature or item. When the appropriate Specialized Scanner is consulted on a Craft or other appropriate check made concerning that particular item, it provides a +4 equipment bonus on that check (though a few exceptions exist).

Most Specialized Scanner have a 30 ft effective range (cone) and can scan one item within that area per round. Exceptions are noted in a –comp's individual description.

The various specializations are:

- Alchemy-Comp*: Provides a +6 bonus on Spellcraft checks to identify potions and alchemical items. Also identifies potion and alchemical effects currently active on a target. Provides a +4 equipment bonus on Craft (alchemy) checks.
- Arcana-Comp*: Provides a +6 bonus on Spellcraft checks to identify active spells and effects within range and identify the functions of magic items. Provides a +4 equipment bonus on Use Magic Device checks.
- Arms-Comp*: Provides a +6 bonus on Perception checks to detect concealed firearms and energy weapons, identifies known weapon types, current ammunition/charges remaining and condition of weapons.
- Chemi-Comp*: Identifies chemicals, drugs and poisons by name and chemical composition. Provides a +4 equipment bonus on Craft (chemical) checks.
- Demo-Comp*: Provides a +6 bonus on Perception checks to detect concealed explosives or combustibles, as well as a +4 equipment bonus on Disable Device checks concerning explosives. Also identifies explosives by name and chemical make up.
- Ecto-Comp*: Emits a scanning cone with a 90 ft range, providing an audible alarm and/or visual display when

any creature with the Undead type comes within range, including invisible creatures and creatures traveling on the Astral or Ethereal Planes.

- *Electro-Comp*: Provides a +6 bonus on Perception check to identify concealed electronics, as well as identifying and diagramming active circuits and their functions. Will also identify cybernetic implants.
- *Forensic-Comp*: Provides a +6 bonus on Perception checks to identify concealed biological evidence (such as blood, saliva or semen splatters, hair samples, ect), and can compare samples to known baselines, map and provide a visual representation of a scanned DNA code.
- *Gene-Comp*: Emits a scanning cone with a 90 ft range, providing an audible alarm and/or visual display if any living creature within the range has any of the following subtypes: Lifechain, Mutant, Patriot or Psionic. Color coded readouts indicate which subtype (s) the creatures possess. This sensor may be configured for other subtypes depending on the campaign world's politics and demographics.
- *Mechani-Comp*: Identifies a vehicle's current and maximum HP, as well as identifying it by model type and technical specifications (if publicly known).
- *Robo-Comp*: Identifies known robotic and Construct models and species, reveals current and maximum HP. Provides a +4 equipment bonus on Repair checks made to assist robots or constructs.
- *Xeno-Comp*: Identifies humans and other aliens by species type, provides encyclopedia type information about known sentient species and common alien flora and fauna. Provides a +4 equipment bonus on either Diplomacy or Heal checks (choose one application when Xeno-Comp is purchased).

Specialized Scanner, Multifunction

A more advanced version of a Specialized Scanner with a more robust sensor suite and increased computing power, the Multifunction Specialized Scanner consolidates the functions of any three scanners into one device.

WONDROUS ITEMS

(Cn) indicates a consumable item

Anti-Ghost Watch

Aura faint conjuration CL 5th

Slot wrists **Price** 4,600 gp (DC 23) **Weight** ½ lb

This bulky, futuristic wrist watch has a too-tiny keyboard and mono-chrome green LED readout.

An Anti-Ghost Watch functions as both a *Ecto-Comp Specialized Scanner* and a *Smartphone*.

In addition to these mundane functions, the Anti-Ghost Watch beeps loudly whenever an undead creature comes within 30 ft. The wearer can attempt a DC 12 Computer Use check as a full round action. If successful, any energy weapon wielded by the wearer gains the Undead-Bane magical weapon quality for one minute.

Construction

Requirements Craft Wondrous Items, *detect undead*, *summon monster I*

Cost 2,300 gp (DC 21)

Brew, Busta (Cn)

Aura faint abjuration CL 5th

Slot none **Price** 1,500 gp (DC 17)

Weight 2 lbs (per 6 pack)

These red and grey cans of cheap light beer are a common sight in the fridges of working class ghost-hunters around the world. The logo is a cartoon ghost rising up from a grave, complete with "RIP" on the tombstone.

Busta Brew is sold in sixers. Each 12 oz. aluminium can provides the drinker with a constant *hide from undead* effect for up to 3 +1d6 minutes (4-9 minutes). Naturally, the gamemaster rolls the duration in secret.

Construction

Requirements Brew Potion, *hide from undead*

Cost 750 gp (DC 15)

Crystal Skull

Uncommon Minor Artifact

Aura overwhelming clairsentience and telepathy ML 30th

Slot none **Weight** around 20 lbs

This perfect duplicate of a human skull is carved from rock crystal. All the work was done by hand, by water, millions of hours rubbing and shaping the mineral without touching it with conventional tools. The lifeless crystal of the skull seems eerily lifelike, and the eyes carved into the polished recesses of the eye sockets seem to follow a viewer.

Occasionally, bright flashes of light spark within.

Each Crystal Skull is a repository of potent psionic energies, a storehouse of raw power. Each day, the Crystal Skull provides its owner with a bonus pool of 6d6 power points. However, each time the owner calls upon the Crystal Skull, they must succeed at a DC 20 WILL Save or suffer a point of Fire damage per power point drawn from the Crystal Skull.

By staring into the Crystal Skull for at least one minute, the owner can use any of the following abilities, once each per day. However, each power is risky in the extreme. The owner must succeed at a DC 25 WILL Save or suffer 6d6 Fire damage when the power is manifested.

- Aposi
- Hypercognition
- Metafaculty
- Psychic Chirurgery

The Fire damage inflicted by a Crystal Skull overcomes all forms of Fire Resistance or Immunity.

Destruction

The Crystal Skull can only be destroyed by a *reality revision* specifically manifested to do so, by a psychic who has never drawn on the power of a Crystal Skull in any way.

Handbook for the Newly Dead

Aura strong conjuration **CL** 15th

Slot none **Price** 40,250 gp (DC 31) **Weight** 2 lbs

There's a logistical chain that explains how Bibles end up in the dresser drawers of hotels around the world; presumably a similar undead-exclusive supply chain explains the omnipresence of Handbooks for the Newly Dead. These weighty tomes just appear in soon-to-be haunted homes, explaining the rudiments of the afterlife to newly created undead. The writing leaves a lot to be desired – it's boring, governmental text that takes forever to get to the point.

A Handbook for the Newly Dead can be handled normally by incorporeal and physical creatures. Any creature who is literate in any language can read a Handbook for the Newly Dead.

Studying the Handbook for at least 8 hours provides a +2 insight bonus on all Knowledge checks made concerning death, burial customs, the undead or similar topics for the next 1d4+1 days. If the reader succeeds at a DC 20 Knowledge (arcana) check at the end of the study period, this is a +4 insight bonus instead.

Once per month, the reader can attempt to consult the book to create a temporary planar gate that allows up to eight creatures to pass to a specific afterlife of the user's choice. This requires an hour long ritual and a successful DC 25 Knowledge (the planes) check. If successful, an ordinary doorway is transformed into a temporary gate – up to eight creatures can step through and travel to the afterlife. Once the last creature passes through, or more than a minute elapses, the planar gate closes.

Construction

Requirements Craft Wondrous Items, *ethereal form, plane shift, tongues*

Cost 20,125 gp (DC 28)

Para-Psy Scanner

Aura faint clairsentience **ML** 3rd

Slot none **Price** 3,500 gp (DC 22) **Weight** 2 lbs

This simple handheld computer device has a pair of antennas that rise and form a rough "V" when they detect either ectoplasmic or psychic energy disruptions.

The Para-Psy Scanner functions as an *Ecto-Comp Scanner*. In addition, the user can manifest either *detect compulsion* or *detect psionics* at will while handling the device.

Construction

Requirements Craft Wondrous Items, *detect compulsion, detect psionics*

Cost 1,750 gp (DC 20)

Pendant, New Age

Aura faint transmutation **CL** 3rd

Slot neck **Price** 2,200 gp (DC 20) **Weight** negligible

This golden medallion dates back to the 1970s, and shows it in its ostentatious, retro-chic design. The medallion is a golden disk inscribed with an all-seeing eye within a pyramid.

While wearing the New Age Pendant, the character gains *Reincarnate* as a bonus feat. The New Age Pendant must be worn continually for at least 24 hours before it bestows this benefit.

Construction

Requirements Craft Wondrous Items, *Reincarnate, owl's wisdom*

Cost 1,100 gp (DC 18)



MAGIC ARMOR AND CLOTHING

Anti-Ghost Jumpsuit

Aura faint abjuration or conjuration CL 8th

Slot armor **Price** 5,200 gp (DC 24) **Weight** 2 lbs

On worlds plagued by paranormal phenomena caused by the chaotic dimension of Hyperspace intruding on material reality, ghost hunting can be a profitable business. High

tech ghost hunters using advanced weapons and working-class ingenuity can be more than a match for most minor haunts.

Anti-Ghost Jumpsuits come in two varieties. Both are loose-fitting coveralls with multiple pockets, a name badge on the breast, and a corporate logo on the sleeve. Most have rubber knee pads and elbow sleeves for comfort. All Anti-Ghost Jumpsuits have an *Ecto-Comp Specialized Sensor* built into a watch-like device on the sleeve as a mundane feature.

Brown Anti-Ghost Jumpsuits are a **+1 undead-defiant spacer's jumpsuit**.

Grey Anti-Ghost Jumpsuits are a **+1 deathless spacer's jumpsuit**.

Similar Items

Extreme Anti-Ghost Jumpsuits eschew the drab, practical colors of the lesser jumpsuits in favor of hot 90s-flavored neon hues and bold patterns, often with the wearer's name emblazoned along the length of one pant leg. These more expensive items function as **+1 deathless, undead-defiant spacers jumpsuits**, and have a purchase price of around 6,500 gp (DC 24).

Construction

Requirements Craft Magic Arms and Armor, either *deathward* or *summon monster I*

Cost 2,600 gp (DC 21)

Shirt, Anti-Ghost

Aura faint enchantment CL 5th

Slot body **Price** 4,000 gp (DC 23) **Weight** negligible

This breathable grey-cotton t-shirt features a fairly typical logo for a professional ghost-hunter: sometimes a cross repelling a cartoony ghost, others a ghost crossed out with an X, or similarly direct images. Either way, it means trouble for undead.

The Anti-Ghost Shirt functions as a **+1 bolstering school uniform**.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, *heroism*

Cost 2,000 gp (DC 20)

Shirt, Red

Aura faint necromancy CL 3rd

Slot body **Price** 2,500 gp (DC 21) **Weight** negligible

Yeah, it's intentional. This red cotton t-shirt has a ghost hunting group logo on it.

The Red Shirt functions as a +1 **school uniform**. While wearing the Red Shirt, the character will not rise as any type of undead spawn if killed.

Special: This tight fitting T-shirt is worn in the body slot, rather than the armor slot. It can be worn beneath other armor. Armor and enhancement bonuses to AC do not stack but special properties do.

Construction

Requirements Craft Magic Arms and Armor, *gentle repose*

Cost 1,250 gp (DC 18)

MAGIC WEAPONS

Anti-Ghost "Boss Man" Ecto-Blaster

Aura moderate transmutation CL 16th

Slot weapon **Price** 39,000 gp (DC 31)

Weight 50 lbs (backpack)

High tech ghost-hunters can make a decent living busting ectoplasmic entities with exotic energy weapons. Some of the best equipped crews invest in upgraded equipment, despite the prohibitive cost. A "Boss Man" style Ecto-Blaster's practical black and grey construction is accented with silver touches, including a chromed trigger guard. It fires a beam of pulsing silver ectoplasm.

A "Boss Man" Ecto-Blaster is a +4 **allying ecto-blaster**. If the wielder uses the allying property to transfer some of the Boss Man's enchantment bonus to an ally also wielding an ecto-blaster the bonus provided is always +2 better than normal.

Construction

Requirements Craft Magic Arms and Armor, *magic weapon*

Cost 19,500 gp (DC 28)

Anti-Ghost "Ghost Trap" Ecto-Blaster

Aura faint abjuration CL 9th

Slot weapon **Price** 42,000 gp (DC 31)

Weight 50 lbs (backpack)

High tech ghost-hunters can make a decent living busting ectoplasmic entities with exotic energy weapons. Some



of the best equipped crews invest in upgraded equipment, despite the prohibitive cost. A "Ghost Trap" style Ecto-Blaster's has a double-barreled construction which delivers more exotic energy on target with every hit. The Ghost Trap's beam is a lurid yellow and lime, designed to keep slippery, hard to catch ghosts in our dimension.

A "Ghost Trap" Ecto-Blaster is a +3 **phase locking ecto-blaster**.

Construction

Requirements Craft Magic Arms and Armor, *dimensional anchor*

Cost 21,000 gp (DC 29)

Anti-Ghost “Heavy Duty” Ecto-Blaster

Aura strong conjuration CL 16th

Slot weapon Price 60,000 gp (DC 32)

Weight 50 lbs (backpack)

High tech ghost-hunters can make a decent living busting ectoplasmic entities with exotic energy weapons. Some of the best equipped crews invest in upgraded equipment, despite the prohibitive cost. A “Heavy Duty” style Ecto-Blaster does everything an ordinary Ecto-Blaster can do, only better and faster. This weapon’s exotic energy beam is a stream of nuclear orange fury that gushes out of a firing mechanism that looks like a high-tech fire hose, and is capable of disintegrating undead with a single pass.

The “Heavy Duty” Ecto-Blaster is a **+4 disrupting ecto-blaster of distance**. It has the disruption property, normally restricted to bludgeoning melee weapons, because the idea of a ghost-popping laser gun is pretty hilarious. Don’t be afraid of no ghosts!

Construction

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance, disruption*

Cost 30,000 gp (DC 30)

Anti-Ghost “High Lighter” Ecto-Blaster

Aura moderate enchantment CL 8th

Slot weapon Price 48,000 gp (DC 31)

Weight 35 lbs (backpack)

High tech ghost-hunters can make a decent living busting ectoplasmic entities with exotic energy weapons. Some of the best equipped crews invest in upgraded equipment, despite the prohibitive cost. A “High Lighter” style Ecto-Blaster is a slightly lighter-weight model designed to assist in target acquisition, usually distinguished by blue or violet glow-points and lights built into the weapon.

The “High Lighter” Ecto-Blaster is a **+3 lesser designating ecto-blaster**. Any invisible creature damaged by the High Lighter is affected as by *glitterdust*, which takes the form of crackling blue lightning arcing around their body.

Construction

Requirements Craft Magic Arms and Armor, *glitterdust, instant enemy*

Cost 24,000 gp (DC 29)

Anti-Ghost “Lite-Weight” Energy Side Arm

Aura moderate divination CL 7th

Slot weapon Price 25,000 gp (DC 29) **Weight** 5 lbs

The biggest problem with Ecto-Blasters? Their 50 lb weight, and the back problems that come with a career of carrying one. The “Lite-Weight” is an advanced pistol version of the same tech, shrunk down into something a lot easier to carry. The “Lite-Weight” has been miniaturized and its backpack eliminated; this weapon is considered a one handed exotic firearm.

The Anti-Ghost “Lite-Weight” Energy Side Arm is a **+1 huntsman ecto-blaster**.

Construction

Requirements Craft Magic Arms and Armor, *detect animals and plants, detect undead, infinite ammunition*

Cost 14,500 gp (DC 27)

Anti-Ghost Knuckledusters

Aura strong conjuration CL 14th

Slot weapon Price 24,000 gp (DC 29) **Weight** 2 lbs (pair) plus 5 lbs (belt unit)

These bulky titanium and aluminum knuckledusters are studded with odd circuits that hum and buzz, and channel energy-fields that disrupt ectoplasm. They are powered by a belt-mounted battery pack, connected to each knuckleduster by a thick coaxial cable.

Anti-Ghost Knuckledusters are a set of **+2 shocking brass knuckles of disruption**. While wearing these knuckledusters, the character is treated as possessing the Improved Two Weapon Fighting feat.

Special: Anti-Ghost Knuckledusters are always made in linked pairs, and will not function unless both Knuckledusters are worn and wielded.

Construction

Requirements Craft Magic Arms and Armor, Improved Two Weapon Fighting, *call lightning, heal*

Cost 12,000 gp (DC 26)

ECTO-BESTIARY

These creatures were designed for *Horrors of the Multiverse* and are obvious homages to some famous ghosts.

Threats by Challenge Rating

This alphabetic list of creatures in this sourcebook is divided by challenge rating.

Familiars (Less than CR 1)

Ecto-Slime

Challenge Rating 5

Ecto-Carrie

Challenge Rating 7

Horrix

Challenge Rating 18

Omni-Consumptos

Threats by Creature Type

This alphabetic list of creatures in this sourcebook is divided by creature type.

Outsiders

Horrix, Omni-Consumptos,

Undead

Ecto-Carrie, Ecto-Slime

ECTO-CARRIE - CR 5

Medium CE Undead (incorporeal, psionic)

XP 1,600

Init +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +2

Languages Galactic Common or one language spoken in life

Defense

AC 17 **Touch** 17 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 deflection)

HP 7d8 +28 hp (60 HP)

FORT +6 **REF** +4 **WILL** +7

Immune incorporeal, undead immunities

Vulnerable Fire, Force

Offense

Spd Flight 40 ft (perfect)

Melee +7 incorporeal touch (1d8 force, 20/x2 plus energy drain)

Special Attacks energy drain (1 level, F-DC 16)



Psi-Like Abilities (ML 7th Concentration +11)

At Will – concealing amphora

- demoralize (45 ft, W-DC 17)
- ectoplasmic sheen (R-DC 17 where applicable)
- ectoplasmic cocoon (R-DC 17; can affect Large targets)

Statistics

Str – **Dex** 15 **Con** – **Int** 9 **Wis** 15 **Cha** 19

Base Atk +5 **CMB** +7 **CMD** 17 (cannot be tripped)

Feats Dodge, Hover, Mobility

Skills Fly +23, Stealth +12

Ecology

Environment any

Organization solitary

Treasure incidental

Special Abilities

Mourner Plague (SU)

The Ecto-Carrie is especially terrifying and disturbing to its still-living friends and relatives. Any creature with a personal relationship to the dead creature who spawned the Ecto-Carrie suffers a -4 penalty on saving throws against the Ecto-Carrie's psi-like abilities.

Rotting Touch (SU)

Any food or drink handled by an Ecto-Carrie is slimed with a film of stinking ectoplasm and quickly rots away to uselessness.

Nature

Ecto-Carries (short for *ectoplasmic caricatures*) are a common undead pest. These pitiful and viscous ghosts are not created from an intelligent soul: instead, they are the remnants of electro-chemical impulses in a decaying neurology. Given a semblance of form by fluctuations in the roiling chaos of Hyperspace, Ecto-Carries are a distorted mirror of the consciousness that created them, usually reflecting the neurology's repressed vices. Ecto-Carries do not think or plan in any real sense. Instead, they just rampage mindlessly, indulging every impulse, gorging themselves on food they can't actually taste, pantomiming rape and perversity, or engaging in mindless violence.

The ghostly, dripping specters are grotesque parodies of the living neurology that created them. They might be recognizable to their kin, but their features are warped and vile, and their spectral bodies are marked with phantasmal death-wounds. Ecto-Carries are most common to starfaring cultures, and often form during long, dangerous hyperspace voyages, but the undead might be found among pre-starflight societies occasionally. Hyperspace storms and flares can unleash an epidemic of risen id-ghosts on a planet completely unprepared to deal with them.

FAMILIAR,

ECTO-SLIME - CR 1/2

Tiny CN Undead (incorporeal)

XP 200

Init +0 **Senses** Darkvision 60 ft, lowlight vision, Perception +1

Languages understands Galactic Common but cannot speak

Defense

AC 13 **Touch** 13 **Flatfooted** 13 (+2 size, +1 deflection)

HP 1d8 +1 hp (6 HP)

FORT +0 **REF** +0 **WILL** +3

Immune undead immunities, physical damage from non-magical sources

Vulnerable Electricity, Force

Offense

Spd Flight 30 ft (perfect)

Melee +0 incorporeal touch (*sickened* until end of next turn)

Ranged +0 poltergeist activity (1d3 bludgeoning or slashing, 20/x2, 10 ft range increment)

Psi-Like Abilities (ML 1st Concentration +2)

At Will – Far Hand

Statistics

Str – **Dex** 11 **Con** – **Int** 2 **Wis** 13 **Cha** 12

Base Atk +0 **CMB** +0 **CMD** 10

Feats Hover

Skills Stealth +4

Ecology

Environment any urban or ruins

Organization solitary, pair or pool (4-8)

Treasure none

Special Abilities

Sickening Touch (SU)

A living creature hit by the Ecto-Slime's incorporeal touch attack is *sickened* until the end of their next turn. The effects of multiple nauseating touches are not cumulative.

Nature

Ecto-Slimes are pathetic wisps of undirected psychic

energy, based on the most basic needs of the dead. These ghostly pests make enormous messes by telekinetically

| Familiar | Lifespawn Bloodline | Special Ability Granted |
|------------|---------------------|--|
| Ecto-Slime | Not Lifespawn | Master gains a +3 bonus on Intimidate checks |

flinging food round wildly as they try, flutily to eat and drink it, leaving rooms covered in splattered food, garbage and ectoplasmic slime. Ecto-Slimes are more annoying than dangerous, but they might still toss something sharp or heavy at your face if you piss 'em off. Ecto-Slimes resemble little blobs of colorful, translucent ectoplasm that look somewhat like a person, in the same way a four year old's refrigerator drawings look somewhat like a person.

HORRIX - CR 7

Large CE Outsider (chaotic, evil, extraplanar)
XP 3,200

Init +1 **Senses** Darkvision 120 ft, lowlight vision, scent, Perception +20

Languages Understands Abyssal and Infernal, but cannot speak

Defense

AC 16 **Touch** 8 **Flatfooted** 15 (-1 size, +1 DEX, +8 natural)

HP 10d10 +40 hp (95 HP)

FORT +11 **REF** +8 **WILL** +8

Immune suffocation, radiation, vacuum (No Breath)

Offense

Spd 40 ft

Melee +15 gore (2d8+6 piercing, 20/x4) plus +15 bite (2d6+6 piercing, 19-20/x2 plus trip)

Special Attacks Breath Weapon (30 ft cone, 4d6 fire, R-DC 19 half, usable every 1d6 rounds)

Special Qualities No Breath, Track

Spell-Like Abilities (CL 10th Concentration +15)

3x/day – blink

– dimension door

1x/day – plane shift (to or from Hyperspace only)

Statistics

Str 23 **Dex** 13 **Con** 18 **Int** 3 **Wis** 20 **Cha** 13

Base Atk +10 **CMB** +17 (+19 trip, drag) **CMD** 28

Feats Greater Drag, Greater Trip, Improved Drag, Improved Trip, Power Attack, Run

Skills Climb +19, Perception +20, Stealth +10, Survival +18 (+23 to track)

Ecology

Environment any (native to Hyperspace)

Organization solitary or pair

Treasure none



Special Abilities

Hyperspatial Predator (EX)

The Horrix can sense creatures that have travelled through Hyperspace in the past 24 hours, receiving a +4 racial bonus on Survival checks to track such creatures, as well as a +2 morale bonus on attack and damage rolls against such foes.

The Horrix is especially dangerous to space pilots, leading to speculation that true understanding of Hyperspace permanently warps consciousness. It automatically confirms critical hits against any character with 5 or more ranks in either Pilot or Knowledge (physical sciences).

Nightmare Architecture (SU)

The mere presence of a Horrix can warp local space, making distances nightmarishly long and distorting spatial relationships. Once per encounter, as a free action usable even when it is not the Horrix' turn, the creature can warp space. Doing so allows the Horrix to modify the encounter's terrain so there is suddenly 2x4 x 100 ft between any single creature in that space and a designated object, no matter the path the target takes to the object. This



Nature

Horrix are self-aware hyperspatial equations that take on material form when they enter linear time. In material reality, they incarnate as hulking pursuit predators blending the nastiest elements of oxen and pitbull, and relentlessly pursue spacers. Horrix specialize in hunting star-pilots, physicists and navigators, and once one has scented suitable prey, it never gives up the chase.

Horrix haunt shipyards and orbital stations, anywhere it might find astronauts who have recently crossed Hyperspace. These creatures are dangerous in and of themselves, but like *Tantalos* and *Ecto-Carries*, they are symptoms of a more dangerous phenomena: a local weakening of the barriers between material reality and Hyperspace. Space stretches and groans around them, with distances warping at their whim. Inanimate objects and structures can be subtly warped by in the Horrix' wake, as if melted and pulled like taffy.

OMNI- CONSUMPTOS - CR 18

Colossal CE Outsider (chaotic, extraplanar, great old one)

XP 153,600

Init +10 **Senses** Darkvision 90 ft, lowlight vision, *true seeing*, perceive unencrypted radio/television/WIFI signals, Perception +4

Aura Unspeakable Aura (300 ft, W-DC 26 or be overcome by avarice)

spatial warp remains in effect until the Horrix dies or flees, the encounter ends, or the target reaches the object. Other characters interact with the space normally.

For instance, a Horrix might ambush a spacer aboard a lonely station. As the encounter begins, the spacer is within arm's length of an alarm button on a nearby console. However, the Horrix then uses this ability to warp space so that the alarm panel is suddenly 300 ft away from the spacer. The spacer would have to cross 300 ft of distance, requiring several rounds, to get to the alarm panel. However, if a third party later entered the combat, such as a second spacer, the alarm panel would be in the expected place for them.

Defense

AC 28 **Touch** 12 **Flatfooted** 28 (-8 size, +10 insight, +16 natural)

HP 25d10 +200 hp (338 HP)

Damage Reduction 15/mythic

FORT +22 **REF** +8 **WILL** +18

Immune Acid, Cold, Negative Energy, Pleasure, ability damage/drain, aging, death effects, disease, energy drain, mind-affecting effects, paralysis, petrification

Vulnerable Electricity, Fire

Offense**Spd** 60 ft **Climb** 60 ft**Melee** two +28 slams (6d6+11 bludgeoning, 20/x4) or +28 slam (6d6+17 bludgeoning 20/x4 plus pinning stomp)**Ranged** +17 entropic vomit (6d12 negative energy, 20/x4, 100 ft range increment)**Special Attacks** Grab (gargantuan), Constrict, Pinning Stomp**Special Qualities** Immortality, Star Flight**Spell-Like Abilities (CL 25th Concentration +30)****At Will** – phantasmal killer (W-DC 13)**Statistics****Str** 32 **Dex** 11 **Con** 26 **Int** – **Wis** 19 **Cha** 20**Base Atk** +25 **CMB** +45 **CMD** 55**Feats** Power Attack ^B**Ecology****Environment** any inhabited land or urban area**Organization** always solitary**Treasure** incidental

Special Abilities

Ad Campaign Insanity (EX)

Any creature that attempts to interact directly with the Omni-Consumptos' thoughts (such as via *detect thoughts* or *telepathy*) must succeed at a DC 26 WILL Save or be driven permanently insane. This duplicates either the effect of the *insanity* spell, or the insanity rules in the Pathfinder Roleplaying Game *Gamemastery Guide*, in which case the Save DC is also the ongoing insanity DC. This is a mind-affecting effect.

Insane creatures, regardless of the origin of their insanity, as well as creatures who have succumbed to the Great Old One's Unspeakable Presence, cannot make WILL Saves to resist the Omni-Consumptos' *phantasmal killer* spell-like abilities. The Great Old One's *phantasmal killers* always take the shape of nightmarish creatures that resemble distorted, but still recognizable advertising mascots.

"Choose the Form of the Destructor" (SU)

During the first round of combat, the Omni-Consumptos takes no actions save for defending itself against attacks, and has the *incorporeal* subtype. During this time, the being is a massive, vaguely humanoid figure of purplish light. When the Omni-Consumptos' form is chosen, it assumes that shape at the beginning of the second round of combat, becomes corporeal and sheds the incorporeal subtype, and then begins acting normally upon its initiative count.

All intelligent creatures with heroic class levels present when the Omni-Consumptos appears make Charisma

checks; the creature that achieves the highest result is mentally probed by the Omni-Consumptos, and must save against the creature's *Insanity* quality. This creature chooses the Omni-Consumptos' form for the encounter, regardless of whether or not it becomes insane.

This choice allows the character to add any single type or subtype it chooses to the Omni-Consumptos for the duration of the encounter; the Omni-Consumptos is treated as a member of this type or subtype for the purposes of spells, abilities and effects (such as bane weapons) dependent on a creature's type as well as its own type.

Mythic (EX)

The Omni-Consumptos is treated as a 10 Tier Mythic creature for determining how Mythic powers and abilities affect it. The Omni-Consumptos can use a Mythic Surge (+1d12) up to 10 times per day.

If the Omni-Consumptos expends a use of Mythic Surge when using its *phantasmal killer* ability, it may affect up to 6 creatures, all of whom must be within 300 ft, simultaneously.

Murderous Vomit (EX)

If the Omni-Consumptos kills a creature with its slam attack or its constrict ability, the Omni-Consumptos may make a ranged attack with its entropic vomit ability as a swift action that does not provoke attacks of opportunity.

Unspeakable Presence (SU)

The Omni-Consumptos' mere presence inflicts horrible mental anguish and torment upon all creatures within 300 ft who can clearly see and hear the Great Old One. A creature affected by the Omni-Consumptos flees combat and immediately begins rioting, looting and stealing, trying to find food and luxury goods by any means necessary. Affected creatures will murder those in their way or those who try to prevent their thefts, and unless restrained will eventually begin cannibalizing the fallen and indiscriminately looting corpses.

A successful DC 26 WILL Save negates this effect. A creature who saves cannot be affected by the Omni-Consumptos' unspeakable presence for 24 hours; this is a mind-affecting effect.

Nature

Omni-Consumptos are a lesser breed of Great Old Ones that only prey on relatively advanced worlds – cultures united by a global communications network and shared pop culture and modern advertising techniques. The creatures drift through space, inert and yet still alive, for uncounted millennia until they hear a fragment of an ad jingle drifting through space at the speed of radio waves. Then, the creature awakens and begins swimming in the direction of the silent sound. Others are the pawns of especially powerful *Sentient Megacorps* (*Secret Soldiers, Otherverse Games, 2017*), unleashed as weapons against consumer populations that need to be pacified by force.

An Omni-Consumptos has no true shape; in its natural state, it is a shimmer of violet force in a roughly bipedal form. When it arrives upon a target planet, the Omni-Consumptos forces one of its victims to choose its shape. This shape is always a distorted mockery of an advertising mascot from that world's pop culture; ad mascots for products that target especially basic needs: for food, shelter or sex, are the most commonly chosen choices. When the Omni-Consumptos finally chooses a shape, it begins an hours-long rampage that can devastate an entire city. The beings are mindlessly violent in the extreme, destroying everything around them until they finally fall into a peaceful slumber amid the ruins and maddened survivors. When the creature slumbers, it loses its assumed shape and becomes a deep purple shadow, floating above the ground, once again.

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