Black Sky Industries

Die Fremden

The Parasite War volume 2

STARFINDER COMPATIBLE

Die Fremden

The Parasite War volume 2

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I would like to give a special shout out to Michael Turney and Gamer Printshop for helping me out with this project by letting me preview their up-and-coming space station rules. It was a big help that saved me a lot of work. You can find Michael's other work at:
http://drivethrurpg.com/browse/pub/6691/Gamer-printshop?term=gamer+printshop&test_epoch=0?affiliate_id=406997

Die Fremden

Titles and aliases

Role

Theme: Cursed beings as old as creation, determined to find a way to save their race from extinction.

Goals: Find a way to gain souls and enter their species into the cycle of birth, death, and rebirth, in order to stave off their oncoming extinction.

Threats: In their quest for mortality, they have angered many races, and as a result have been attacked and killed by many. They form grudges and seek to take vengeance against those who kill them. Sometimes that vengeance will take place against their ancestors many generations down the line. Often the place they attack will have no idea why it is under attack. This has earned Die Fremden as a reputation for senseless, unprovoked violence

Rewards: Die Fremden find themselves unwelcome in nearly any civilized societies. As such any group willing to maintain good relations with them are treated as visiting dignitaries. Services for such good friends are often provided at cost, however almost all of those who are such friends are slavers, providing Die Fremden with subjects for experimentation. However there is one thing they gladly hire adventurers for, and that is the procurement of live Assembly Oozes, which they can use for unique purposes. Despite this it is rare to find any willing to work with them.

Relationships

Allies/positive: Slavers are their most common positive relationships. Few mortals trust the creatures, and immortal ones are at least peripherally aware of their curse and do not wish to get involved. They do however have a friendly relationship with the Dhahabi Gwahl, fellow parasites, who are also much hated by mortals, who they will trade slaves and information to in exchange for services or military aid.

In addition, sometimes one of the Falsche Leiche constructs awakens to sentience, and if it survives the ordeal almost always ends up rejoining its makers, since it can expect no other friends in the vast universe.

Enemies/negative: Due to the practice of kidnapping people, and engaging in the slave trade, along with widespread experimentation on people, most mortal races consider Die Fremden to be enemies. Followers of machine gods of all kinds tend to have a special hatred for the species.

There is also the occasional awakening among their slaves, leading to a revolt, which is sometimes successful. These awakened individuals are referred to by Die Fremden as The Muiredach. They are characterized as mortals who gain in psychic power and achieve the ability to establish control over Die Fremden machines and artifacts.

Conflicted/neutral: Any immortal race that existed around the time the universe was created by the gods knows of the curse placed on the Die Fremden, however, not wishing to get involved in the machinations of a divine curse, they are unwilling to offer the species any help at all.

Identification

Description: In their natural form, Die Fremden are sometimes mistaken as proteans, with a small serpentine body, eight chitinous legs, two long trailing tentacles, and two forward facing pincers. None of which are strong enough to actually do harm to other creatures. Their body is entirely translucent.

When they take possession of a corpse, it loses all of its hair, and gains a sickly pallor. It clearly looks dead, and moves a little unnaturally, but the flesh never rots. The creature maintains the corpse during its stay within it, preventing its decay.

Signature: Walking and talking corpses are not something new or particularly surprising in the universe, but the rune encrusted construct bodies, the "Falsche Leiche," are a thing unique to this species. Constructed on petrified living wood, alchemically treated living steel, and corrupted ooze-flesh, there is no other thing that looks quite like them.

Location: Die Fremden are scattered across space, carted or uncharted. Their "Finster Stadt" space stations often orbiting stars in uninhabited and unfrequented star systems. They rarely live for long periods on planets, preferring their highly controlled environments, but they can sometimes be found in deep space where no sunlight reaches (if one knew where to look).

Scope: Die Fremden existed long before mortal history began. They were one of the first entities created. They were an experiment by inexperienced hands. They were a limited production run, with only a few trillion made at the dawn of time. They were created without the ability to breed or increase their numbers at all. Their extinction will be inevitable unless they can alter this. Now in there is only a few hundred thousand left scattered across the cosmos, desperate to find a way to save their kind.

Status

Entanglements: Die Fremden avoid war as much as possible. The mass death that always accompanies a war is something the Die Fremden must avoid at all costs. When losses start mounting they will abandon everything to escape. This has sometimes left their stations in enemy hands, but it has prevented widespread conflict from bringing their race to an end. However, the hostility other races feel for them makes an attack almost inevitable as soon as they are discovered.

Hooks:

- On the local Job Board you see an odd notification offering a reward for the capture and delivery of live assembly oozes. Must be another manufacturer trying to harness the darned things. But hey, they are offering exponential payment, the more you deliver at a time, the greater the payoff.
- This system was supposed to be uncharted, but that is an awfully huge station right there where we came out. We almost crashed into it. I guess we'll say hi to the locals and introduce them to the glories of hyperspace beacons!

Events: The Day of Forging is a yearly day of remembrance for Die Fremden, which commemorates the events that lead to their curse. They each hold a ceremony, reaffirming their devotion to the Die Fremden cause, and to defiance of deities.

The Golden Handshake commemorates the day Die Fremden forged a treaty with the Dhahabi Gwahl, the first they had ever managed to forge since the day of their cursing. It is commemorated by a slave taking raid, with the intent to gather subjects that would interest their parasitic friends.

Story

Long ago when even the gods were young, and still learning about themselves and all the things they could do, they created various beings to do things for them. One type of these servitors was the species that would eventually be known as Die Fremden. They were created to do repetitive tasks of creation that the Gods didn't want to spend time doing. As one of the first creatures created by the gods, they were created as much as an experiment as they were for their function. They were also created with the intention of only lasting a certain length of time, and then all disappearing once the gods were finished with them.

As the time of their expiring approached, the creatures gathered together. Just as any creatures that have ever lived, they wished to avoid their extinction. Using the knowledge and tools they learned from the gods, they designed and built themselves shells that would last long past the time ordained for their deaths. They took petrified livewood, and they treated alchemically living steel to form the bones and sinews of these shells, which they called “Falsche Leiche”. Then they took primordial goop and animated it to consume material and recreate it as they needed. Interfacing with this ooze, they were able to feed it into the shells as a kind of blood that could carry their essence into the Falsche Leiche. This done, they wove magic and technology into the shells until finally they were prepared for their purpose.

Now, they understood even less than these young gods, and their design was flawed. Some of these Falsche Leiche awoke to life, and this awakening drew the attention of the gods. Offended by the affront of servitors daring to usurp the right of gods and create new life, the gods smote the awakened Falsche Leiche, destroying them. Angered at their servitors for defying their plan for the universe, the young gods cursed them to forever be strangers to all things, to never find shelter in all of creation. Then they cast the Die Fremden or “The Strangers” out of their domain and into the mortal realm. The only place their frail bodies could find shelter was in the discarded remains of dead mortal creatures, which the gods had no use for.

The Gods took the plans for the upstart servitor’s accidental newborn creatures, and refined them into what we know of today as androids, bearing little resemblance to their origins as Die Fremden’s Falsche Leiche. Breathing life into them, and sending them off to join the rest of the mortal races.

As the centuries passed, the Die Fremden lost more and more of their numbers to attrition and hostility. Eventually, they decided they had had enough. They would not suffer their curse quietly, but seek its undoing. They began their great experiment to gain souls of their own and enter themselves into the cycle of life and death that allowed mortals to thrive and grow throughout the universe.

The first step was to build themselves souls, and in order to do this, they needed to figure out exactly what a soul was. To facilitate this they would need research subjects. They began raiding small mortal outposts and stealing away with captured mortals. They steal the memories of these mortals and give them new ones, setting them to live in the great city stations they had constructed. By manipulating their lives, they hope to locate the soul and examine it.

Their greatest trouble is that, without a soul of their own, they can’t find the mortal soul. Describing it to them is like describing the color blue to a race born without eyes. There is no frame of reference for them to understand it in. Though they continue these experiments even to this day, they have never come any closer to discovering what they need.

They did rediscover the creature-tools they had built out of primordial ooze, so-called assembly oozes, and with their racial memory, were able to build their Falsche Leiche shells once again. Now they also seek to rebuild enough Falsche Leiche for all their people, and maybe also find a way to awaken more of these Falsche Leiche to life, so even if their species goes extinct, their children may continue on.

Only a few short years ago, they met the Dhahabi Gwahl, and forged an alliance with those parasites. Die Fremden would provide deep space shelter and repair facilities to the Dhahabi Gwahl ships, and they would exchange slaves better suited for the other. The Dhahabi would aid in defense with their powerful ships when called upon to help against mortals.

Though neither side fully trusts the other, they don't have other allies to turn to, and without the aid of each other might not be able to hold their own territory against the encroaching mortals. Die Fremden look upon this alliance as a powerful symbol though, since an alliance means their curse might be failing for the first time in history.

Mechanics

Die Fremden

Die Fremden **CR** 3 **XP** 800
N Diminutive Aberration (Incorporeal)
Initiative +0; **Perception** +7

DEFENSE
HP 6; **EAC** 10; **KAC** 10; **Fort** +0; **Ref** +0; **Will** +2
Defensive Abilities Incorporeal; **Immunities**: Soulless

OFFENSE
Speed Fly 15 ft. (perfect)
Melee Touch: +2 (Shield of Dreams)
Space 1 ft.; **Reach** 0 ft.
Spell Like Abilities:
At Will-Mending (Corpses Only), Psychokinetic Hand, Telekinetic Projectile, Fly I, Mind Thrust I

STATISTICS
Str +0; **Dex** +0; **Con** +0; **Int** +2; **Wis** +5; **Cha** +0
Skills Engineering +12, Life Sciences +12, Mysticism +12, Physical Science +12
Languages Common, Limited Telepathy (with other species)
Other Abilities: Interface, Corpse Possession, Hive Mind

SPECIAL ABILITIES

Interface (Ex)
Die Fremden may allow an assembly ooze to disassemble the corpse it inhabits. Doing so allows the unique physiology of Die Fremden to take control of the assembly ooze just as with Corpse Possession. While interfaced with an assembly ooze, Die Fremden may use it to create a Die Fremden Android Body, which it may take control of as if it were a corpse. This process takes an hour of uninterrupted work for per CR of the Die Fremden Android Body being assembled. If the assembly ooze is destroyed during this time, Die Fremden is killed with it, however the assembly ooze is consumed in this process.

Corpse Possession (Ex)
As a full action, a Die Fremden that begins its turn in the same space as a dead aberration, animal, dragon, humanoid, magical beast, or monstrous humanoid can connect to that Die Fremden's nervous system, replacing it. The corpse is more like armor or a vehicle to Die Fremden, than it is a body. It is considered an object with hardness equal to 6+any natural armor the body had. Its hit points are equal to 15+Body's CR, round fractions up. These function as temporary hit points for Die Fremden. Die Fremden use the body's physical stats as its own, similar to power armor users using the power armor's strength score. They also gain all movement speeds and extraordinary abilities of the body at their disposal. Leaving the body takes a full action. If the body gains the broken condition, the Die Fremden must make a (DC

10+Body's CR+damage to body) fortitude save each round until it is fixed, or die. Die Fremden may not be removed from the corpse by magic that usually works against possession. This ability may not be used on creatures so large that they act as starships, unless that creature has the False Corpse ability as well.

Hive Mind (Sp)
Die Fremden possess a hive mind, constantly linked to every other member of their race on the same plane of existence. This functions as a constant Telepathic Bond spell with every member of the species. In addition to the shared experiences of the whole race, this also means they are able to work together on great mental efforts. They may use Aid Another when within 5 ft of each other to increase the caster level, save DC, or in the case of an undercast spell the spell level of the effect of any spell or spell-like ability anyone else in the hive mind uses. If three or more Die Fremden work together this way they may use Make Whole (Corpses only) in place of mending, Psychokinetic Strangulation in place of Psychokinetic Hand, and Telekinesis in place of Telekinetic Projectile. All of these abilities use wisdom as the Key Ability, and their CR as their caster level.

Shield of Dreams (Sp)
With a touch attack, whether wearing a corpse or incorporeal, Die Fremden may cause a creature of any hit die to fall asleep if it fails a will save (DC is wisdom based). If the touched creature fails this save, any creatures of the same type within close range of the touched creature must also save (same DC) or fall asleep. Any creature who falls asleep this way may be subject to a modify memory spell if Die Fremden wishes. This modify memory has no save DC once the target has fallen asleep under this ability.

Soulless (Su)
Die Fremden do not possess souls of their own. Due to this, they are not affected by magics that affect the soul or normally effect living creatures. This includes, but is not limited to, necromancy spells, effects that use negative energy, and effects that use positive energy. In addition they cannot be resurrected by any effect, and once dead, effectively cease to exist in any meaningful way from that point on. They also get spell resistance against spells cast by any other species equal to their body's CR+11.

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Finster Stadt

A Finster Stadt class station is a massive thirty kilometer wide space station. It is like a walled city on a flat plane, with support systems extending out beneath the "city." These stations are designed to house Die Fremden slaves inside their long term experiments. They are well shielded in each quadrant; however they are unarmed, leaving them at the mercy of attackers should they be found.

Though each station has a full suite of unlimited range communications equipment, it is rarely used. In order to better disguise their locations, most of these stations keep their transponders disabled, and do not provide the services of a drift beacon of any kind. It is also very poorly armored, however it's shields are top-of-the-line, and it relies on these extensively.

Other than housing the slaves and unwitting prisoners of Die Fremden experiments, each Finster Stadt station also houses a magical artifact unique to these Die Fremden stations: a Clock of the Tuning Hour, which allows it several unique abilities unseen in other space stations.

The following statblock uses rules for space stations, from an up-and-coming supplement by Michael Turney and Gamer Printshop, who were kind enough to allow me to preview their work in order to put this together. It uses rules from that book, so look for it when it is released!

Name: Finster Stadt
Tier: 22; Size: Colossal +1; **Frame**: Space Station Armature connected to 3 others
Speed: 6; **Maneuverability**: Immobile (-5 Pilot, Turn 6)

AC: 17; **TL**: 17; **Hull Points**: 1500; **DT** 100; **CT** 200; per Armature
Shield Total: 600 (150 Forward, 150 Port, 150 Starboard, 150 Aft) per armature

Weapons: None; **Power Core**: 4 Gateway Ultras; **Systems**: C6 Thrusters, Basic Computer, Luxurious Quarters, Superior Shields, Advanced Long Range Sensors; **Expansion Bays (**per armature**)**: Exterior Docking Ring, Shield Augmentation-Extend Range, Colony Ship Residential Block, Arcane Laboratory, Medical Bay, Recreation Suite, Science Lab, Synthesis Bay, Tech Workshop, 4xCargo Bays

Cargo/Passengers: 100 Min; 2500 Max per armature; this station follows special rules for crew positions, see Clock of the Tuning Hour for more details.

Clock of the Tuning Hour

Aura overwhelming transmutation; CL **; Slot incorporated into Finster Stadt class space station's systems.

DESCRIPTION

The Clock of the Tuning Hour is a massive device that appears to be a clock. However, once every 6 hours reads as midnight and may be used. It allows the person who controls it to use its three abilities At Will for one hour. Die Fremden who use it may use their hive mind ability to pool their caster levels together, other creatures use only their own caster level with the device.

- Die Fremden may channel their Shield of Dreams ability through the Clock, and affect every non-Die Fremden on the station with it. Targets must save each turn it is channeled in order to remain conscious.
- The controller may rearrange the entire city scape of the station as he sees fit. Over the course of an hour they can alter the floorplans of buildings, the contents of them, etc. The character must have a clear picture of what he wants or he may lose control and create a nightmarish and twisted cityscape in place of what he intended. Doing this requires making an Intelligence check at DC equal to ten plus the caster level being used. Die Fremden may use their hive mind ability to aid the controller's check on this, if the controller is also Die Fremden. Failure on this check rearranges the city to whatever the GM wants at any given time.
- The controller may generate natural terrain including land, water, plants, etc. in a ten kilometer radius around the city. If done, the controller may reshape this mass as if with the terraform spell.

In addition to those abilities, the Clock maintains the stations systems automatically at all times, and is able to conduct one Engineer action, one Science Officer action, and one Pilot action each turn, using a total bonus equal to the caster level of the last person (or group of Die Fremden) to control it.

Only Die Fremden, awakened Falsche Leiche, or The Muiredach may use this device; though a DC 30 Use Magic Device check can allow another character to use it as well.

DESTRUCTION

This artifact can only be destroyed by destroying the entire Finster Stadt station it is on, and irradiating the wreckage of its remains with severe radiation.

Falsche Leiche

When Die Fremden sought to defy the young god's plan for their extinction, they created shells for themselves in which they could survive far longer than that plan. They fashioned them similarly to living creatures, but in a manner they believed would not, itself, be alive. They formed a skeletal framework of living steel, around which they wove fibrous bundles of petrified livewood for muscle and flesh. Then they created channels throughout it in ritualistic magical patterns. The primordial assembly oozes they used then slowly poured themselves into these channels and the inherent magic of the patterns altered the oozes make-up into something a little different. It became a crimson blood-like substance that allowed the form to incorporate technology into its body.

Calling these constructs Falsche Leiche translated as "False Corpse," they all followed that basic process, but they were each unique creations of the individual Die Fremden who constructed them. While the gods of that ancient age destroyed and confiscated these shells, Die Fremden never forgot the process they devised for their construction. When they get a chance they build those shells again in the hopes of reclaiming what they once almost achieved. Here are some of the most common forms that have been seen in the modern age.

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Zwerge

CR 3 **XP** 800

These constructs are powerfully built but squat, at a mere 5 ft. high and almost 5 ft. wide as well. They are powerful bipedal machines covered in what appears to be magical red knot work, which disturbingly appears to be something like blood vessels. This particular one has incorporated a grenade launcher, flame rifle, and acid dart rifle into its body for use.

TN Medium construct (Magical, Technological)
Init +4; **Senses** Darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE
HP 40; **EAC** 14; **KAC** 16; **Fort** +3; **Ref** +3; **Will** +0
Defensive Abilities Scavenger Shell; **DR** 5/adamantine; **Immunities** construct immunities, unliving; **SR** 14

OFFENSE
Speed 30 ft.
Melee Slam +9 (1d6+5 B)
NIL Grenade Launcher To-hit +12 (damage by grenade+3, DC 16, 60 ft., Analog)
Flame Rifle +12 (1d6 F, 25 ft., burn 1d6+3 crit, line, unwieldy)
Tactical Acid Dart Rifle +12 (1d8+3 A&P, 80 ft., corrode 1d4 critical, analog, automatic)
Space 5 ft.; **Reach** 5 ft.

STATISTICS
Str +2; **Dex** +4; **Con** --; **Int** --; **Wis** +0; **Cha** +0
Skills --
Languages --
Other Abilities False Corpse, Scavenger Shell, Mindless, Berserk Awakening

Equiment Datajack, Signal Jammer (wireless, radio)

False Corpse [Ex]
Designed and Built by Die Fremden out of petrified living wood, carefully treated living metal, and specially altered scavenger slime gel. Any Die Fremden may use Corpse Possession on this creature. If they do, instead of the usual effects, Die Fremden use their mental ability scores, and combine their own defenses with this creature, but otherwise use this creature's statistics. If this creature is still being possessed when it loses its last HP any Die

Fremden inside it are killed as well. Should this happen, 1d4 turns later one scavenger slime per size category rises from the corpse and begins attacking anything near it.

Scavenger Shell [Su]
This ability is the same as the Scavenger Slime's ability in the Starfinder Roleplaying Game Alien Archive. This ability also provides an unlimited supply of ammunition for projectile weapons.

Berserk Awakening [Su]
Due to the strange and unique construction of these constructs, every time Die Fremden attempts to possess one, there is a 1% chance that the construct has somehow gained sentience since the last time it was possessed. If this happens it loses the mindless trait, gains 3d6 in each mental ability score, and loses the false corpse ability. It is immediately hostile to any Die Fremden or other living things around it, and remains hostile to everything for a number of days equal to its wisdom score. After this time, it gains the alignment of its choosing, along with skills and languages based on its new intelligence score, and can act autonomously from then on... if it is still alive.

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Thurse

CR 10 **XP** 9600

Thurse are hulking 15 ft. tall bipeds covered in the same magical veins as a Zwerge. Despite their size and brutish features, Thurse are extremely quick and agile. The one depicted below has incorporated an autobeam artillery, arc emitter, and zero rifle into its form.

TN Huge construct (Magical, Technological)
Init +8; **Senses** Darkvision 60 ft., low-light vision; **Perception** +19

DEFENSE
HP 165; **EAC** 23; **KAC** 25; **Fort** +12; **Ref** +12; **Will** +7
Defensive Abilities Scavenger Shell; **DR** 5/adamantine; **Immunities** construct immunities, unliving; **SR** 21

OFFENSE
Speed 50 ft.
2 Slams To-hit +20 (2d10+15 B)
Tactical Autobeam Artillery +23 (2d8+10 F, 120 ft., burn 1d8 crit, Automatic)
Advanced Arc Emitter +23 (2d4+10 E, 30 ft., blast, stun, unweildy)
Hailstorm-class Zero Rifle +23 (2d8+10 C, 60 ft., Staggered crit)
Space 15 ft.; **Reach** 15 ft.

STATISTICS
Str +5; **Dex** +8; **Con** --; **Int** --; **Wis** +0; **Cha** +0
Skills --
Languages --
Other Abilities False Corpse, Scavenger Shell, Mindless, Berserk Awakening
Equiment Datajack, Signal Jammer (wireless, radio)

False Corpse [Ex]
Designed and Built by Die Fremden out of petrified living wood, carefully treated living metal, and specially altered scavenger slime gel. Any Die Fremden may use Corpse Possession on this creature. If they do, instead of the usual effects, Die Fremden use their mental ability scores, and combine their own defenses with this creature, but otherwise use this creature's statistics. If this creature is still being possessed when it loses its last HP any Die

Fremden inside it are killed as well. Should this happen, 1d4 turns later one scavenger slime per size category rises from the corpse and begins attacking anything nearby.

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Nachtkrapp

CR 20 **XP** 307,200

As far as anyone can tell, these massive constructs are the pinnacle of Falsche Leiche design. Its towering form is that of some primordial bird with the telltale magical veins common to all of Die Fremden shells. Capable of transforming from this form into a full-fledged starship, it is the deadliest weapon in the Die Fremden arsenal.

TN Colossal construct (Magical, Technological)
Init +12; **Senses** Darkvision 60 ft., low-light vision; **Perception** +34

DEFENSE
HP 1000; **EAC** 45; **KAC** 47; **Fort** +19; **Ref** +19; **Will** +15
Defensive Abilities Scavenger Shell; **DR** 5/adamantine; **Immunities** construct immunities, unliving, mindless; **SR** 31

OFFENSE
Speed 60, **Fly** 250 ft. (Ex, clumsy maneuverability)
Melee Integrated Blue Star Plasma Sword +32 (10d8+29 E&F, Severe Wound, can't be disarmed)
Multiattack 2 Integrated Blue Star Plasma Swords +32 (10d8+29 E&F, Severe Wound, can't be disarmed)
Linked X-Laser Cannon 200 ft. Line (36d6 F, reflex DC 25, once per 2d4 turns)
Space 30 ft.; **Reach** 30 ft. (other)

STATISTICS
Str +9; **Dex** +12; **Con** --; **Int** --; **Wis** +0; **Cha** +0
Skills -
Languages -
Other Abilities False Corpse, Enhanced Telepathic Network, Grounded Laser Nets, Berzerk Awakening, Possessed Starship
Equipment Datajack, Signal Jammer (wireless, radio), 3 Prismatic Force Fields (Unlimited Charges)

Nachtkrapp (STARSHIP FORM) **TIER** 17

TN Medium Construct
Speed 4; **Maneuverability** good (+3 Piloting, turn 4); **Hyperspace** 5

AC 45; **TL** 41
HP 100 (10); **DT** -; **CT** 14
Shields superior shields 600 (forward 150, port 150, starboard 150, aft 150)

Attack forward arc (1 Heavy Nuclear Missile Launcher, 1 Heavy Laser Net), port ac (1 Heavy Laser Net), starboard arc (Heavy Laser Net), aft arc (1 Heavy Laser Net), turret (2 Linked X-Laser Cannons)
Power Core 2 Pulse Prismatic; **Drift Engine** Signal Ultra; **Systems** M4 Thrusters, Mk 15 Armor, Mk 15 Defenses, Advanced Long Range Sensors; **Expansion Bays** Extra Power Core Housing-Pulse Prismatic, Medical Bay, Science Lab, Synthesis Bay, Tech Workshop
Modifiers, +3 Piloting, +4 to Sensor Operations

Crew Minimum 1; Maximum 6
Possessed Ship (1 action for each crew position, per turn) 20 Ranks, +37 skill bonus
1 Science Officer (with 2 crew) 20 Ranks, +37 skill bonus
1 Engineer (with 2 crew) 20 Ranks, +37 skill bonus

False Corpse [Ex]
Designed and Built by Die Fremden out of petrified living wood, carefully treated living metal, and specially altered scavenger slime gel. Any Die Fremden may use Corpse Possession on this creature. If they do, instead of the usual effects, Die Fremden use their mental ability scores, and combine their own defenses with this creature, but otherwise use this creature's statistics. If this creature is still being possessed when it looses it's last HP any Die Fremden inside it are killed as well. Should this happen, 1d4 turns later one scavenger slime per size category rises from the corpse and begins attacking anything near it.

Enhanced Telepathic Network [Su]
The Nachtkrapp uses both biological and technological means to enhance the thought processes and reaction times of the Die Fremden who crew it, far beyond their normal capabilities. The Die Fremden Crewing the ship, and the one possessing it, all count as having 20 ranks in any skills relevant to the ship's operations, and the other bonuses of a level 20 NPC. When the crew disembarks from the ship, they may perform a full round action ritual that keeps them linked with the ship. This allows them telepathic access to the ship's sensors and computer systems, as if they were aboard it, from a range of up to 100 ft. as well as communication with the Die Fremden possessing the ship. This remains even when the ship transforms into its non-starship form. This is bonus is instead of any bonus a computer system might give.

In addition, only Die Fremden may access the ship's computers, as it requires mental patterns specific to that race that cannot be replicated. Access is granted by the possessing Die Fremden, and it may not be hacked by any means.

If the Nachtkrapp awakens via Berserk Awakening, this ability allows it to join Die Fremden Hive Minds if and when it chooses, changing states as a standard action.

Possessed Starship [Ex]
The Die Fremden who possessed the ship animates it much like a living creature. Though it has also has a crew, the possessing Die Fremded can still take captain, engineer, gunner, and pilot actions (one of each, in the appropriate phases). The crew works together to give the ship extra science and engineer actions. The ship may use each of its Heavy Laser Nets defensively once per arc as a free action. In addition, the ship may freely transform into its ground form with a successful DC 40 Piloting Check. The ground form may transform back into its starship form as a full round action.

Grounded Laser Nets [Ex]
The laser nets on the starship mode continue functioning when converted to ground mode. Whenever an enemy is within 15 ft. of a Nachtkrapp in ground mode, it takes 20d6 fire energy damage with no save. Whenever a physical projectile is fired at the Nachtkrapp, before the attack roll is checked for success, the projectile suffers damage equal to 20d6 and suffers the effects as if it had been sundered. This has no effect on energy weapons.

Construct Crew [Ex]
This ship has no life support systems. Any crew must be Die Fremden possessing creatures with the False Corpse ability, but no larger than huge sized. Any sensor checks on the ship never reveal any life signs.

Berserk Awakening [Su]
Due to the strange and unique construction of these constructs, every time Die Fremden attempts to possess one, there is a 1% chance that the construct has somehow gained sentience since the last time it was possessed. If this happens it loses the mindless trait, gains 3d6 in each mental ability score, and loses the false corpse ability. It is immediately hostile to any Die Fremden or other living things around it, and remains hostile to everything for a number of days equal to its wisdom score. After this time, it gains the alignment of its choosing, along with skills and languages based on its new intelligence score, and can act autonomously from then on... if it is still alive.

Scavenger Shell [Su]
This ability is the same as the Scavenger Slime's ability in the Starfinder Roleplaying Game Alien Archive. This ability also provides an unlimited supply of ammunition for projectile weapons. A Nachtkrapp may incorporate a pair of melee weapons into its form instead of the usual ranged weapons, as the one above has done.

Black Sky Industries

The Muiredach

Sometimes Die Fremden experiments result in the awakening of an individual with just the right combination of power and abilities to usurp their control of a Finster Stadt station. This is only possible because of Die Fremden's desire to avoid the deadliest of conflicts, and the willingness of these individuals to bring them a savage fight in a bid for freedom.

They almost always follow a regular pattern, in which they gain the psychic potential to be able to see into the Die Fremden machinations around them, and also magically take control of the technology around them. Methods to predict or even contain these individuals by Die Fremden have so far resulted in failure; but fortunately for the creatures, they are also very rare occurrences.

Below is a guide to building one at any level. Often at early levels they are still trying to blend in with the surrounding population, confused at what has begun happening to them. At mid-levels they are beginning to fight back and take control. By the time the individual has reached high levels, if the Die Fremden have not killed him, they typically retreat, surrendering the station to his control, rather than face an apocalyptic fight.

Die Fremden refer to these people as "The Muiredach," so named for the first of their kind to awaken inside the experiments. Their thoughts about these people have introduced the first source of discord in the species hive mind. Some wish to find a way to make them allies, others want to destroy them, and there are many individual opinions between those positions. This discord is the thing that disturbs Die Fremden the most about The Muiredach when one arises.

TN Medium Humanoid (Human)
Class: Technomancer
Archetypes: Phrenic Adept
Theme: Themeless

Stamina: 5+Con
Class HP: 5; **Race HP**: 4
Size: Medium
Speed: 30 ft

Key Ability Score: Intelligence
Strength: 10; **Dexterity**: 15; **Constitution**: 12; **Intelligence**: 16; **Wisdom**: 10; **Charisma**: 10
Fortitude: poor; **Reflex**: poor; **Willpower**: good
Base Attack: medium

Proficiencies: Light Armor, Basic Melee Weapons, Small Arms

Skills: 1+4+Int
Computers, Engineering, Life Science, Mysticism, Physical Science, Sleight of Hand, Culture, Sense Motive, Bluff, Athletics

Level	Feature
1	Spell Cache-Spiral Tattoo, General Knowledge-Culture, Feat-Barricade, Human Bonus Feat-Mobility
2	Phrenic Awakening-Pick 2 languages
3	Techlore +1, Weapon Specialization, Spell Focus, Feat-Toughness
4	Phrenic Defense
5	Magic Hack-Fabricate Tech, Feat-Combat Casting
6	Phrenic Senses, Techlore +2, Certainty
7	Feat-Agile Casting
8	Magic Hack-Countertech
9	Lesser Phrenic Power-Psychokinetic Strangulation, Feat-Spell Penetration
10	
11	Techlore +3, Feat-Greater Spell Penetration
12	Techlore +4, Phrenic Power-Mind Probe, Extensive Studies-Engineering
13	Feat-Master Crafter-Engineering
14	Magic Hack-Fabricate Arms
15	Techlore +5, Feat-Master Crafter-Physical Science
16	
17	Magic Hack-Eternal Spell-Unseen Servant, Feat-Master Crafter-Computers
18	Techlore +6, Steely Determination, Greater Phrenic Power-Thought Shield
19	Resolve Attunement, Feat-Master Crafter-Mysticism
20	Fuse Spells, Magic Hack-Energize Spell

Spells Known

0 Level

Level	Spell	Replace at	Replace With
1	Transfer Charge		
1	Token Spell		
1	Detect Magic		
1	Mending		
2	Psychokinetic Hand		
3	Telepathic Message		

1st Level

Level	Spell	Replace at	Replace With
1	Holographic Image	**4**	Unseen Servant
1	Flight	**5**	Disguise Self
2	Identify		
3	Life Bubble		
7	Supercharge Weapon		
11	Hold Portal		

2nd Level

Level	Spell	Replace at	Replace With
4	Holographic Image	**7**	Recharge
5	Flight	**8**	Knock
6	Make Whole		
7	Microbot Assault		
10	Security Seal		
14	Spider Climb		

3rd Level

Level	Spell	Replace at	Replace With
7	Holographic Image	**10**	Healing Junkbot
8	Flight	**11**	Handy Junkbot
9	Haste		
10	Dispel Magic		
13	Nondetection		
17	Etropic Grasp		

4th Level

Level	Spell	Replace at	Replace With
10	Holographic Image	**13**	Soothing Protocol
11	Flight		
12	Destruction Protocol		
13	Creation	**15**	Dimension Door
16	Resistant Armor		
20	Remove Radioactivity		

5th Level

Level	Spell	Replace at	Replace With
13	Holographic Image		
14	Control Machines		
15	Creation		
16	Passwall		
19	Telekinesis		

6th Level

Level	Spell	Replace at	Replace With
16	Battle Junkbot		
17	Disintegrate		
18	Terraform		
20	Control Gravity		

Author's Notes

Inspiration for Die Fremden came originally from the movie Dark City, but I was watching a show called west world when it occurred to me that the Quori from another technomagical setting, and their quorforged living constructs that were a template used to make a playable race in that setting, would help me flesh out what these guys are and do. The decision to create these also made me decide that I would turn the Parasite war I started with the Dhahabi into a series instead of just one book.

I will even include at least one full adventure in the series at a later date. The corpse fleets that plague the Dhahabi are going to be a major problem for most of my parasites, and what I plan to do is eventually have an adventure that pitches a group of intrepid explorers into the middle of a conflict between the parasites and the undead.

When I decided to make them extremely ancient beings, I had the thought on tying the aboleth into their story, as those guys would have been around back then too. My intention though is that the aboleth are aware of Die Fremden but uninterested. At some future date I may bring them into the mix though.

Though the inspiration for the construct presented in this book is probably pretty obvious to many, I had the idea to incorporate the Alien Archive's ooze creatures into the mix, and did so by taking inspiration from 40k's obliterators, which are able to incorporate weapons into their bodies and use the best one for any given circumstance.

I would like to take one last opportunity to thank Michael Turney and Games Printshop for helping me with the space station rules they have in production. I hope you all enjoy this and look forward to any feedback you might have.

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