

# STAR LOG.EM-032

## LEVIALOGI



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## LEVIALOGI

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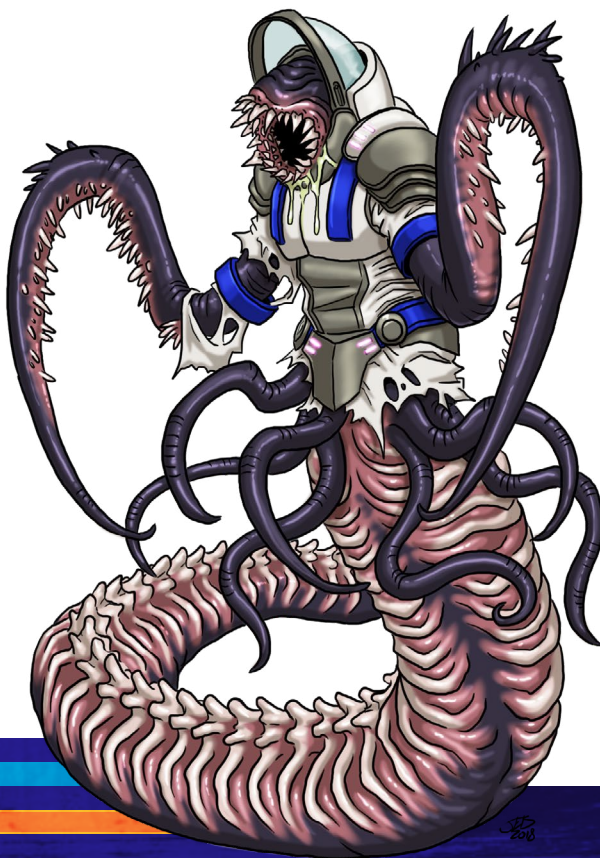
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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC



## ACCESSING ARCHIVES QUERY: LEVIALOGI

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C<sup>3</sup>-041. Object Class: Blade. The leviologi are aberrations, having existed since the beginning of creation and all the aeons in between. There are no official documents pertaining to the origins of these beings, but religious scholars claim that they are salient ichor from an ancient monstrosity called the Leviathan, said to have been created when [REDACTED] tore the ancient monster apart with their bare hands, pooling its blood in Purgatory and scattering the monster's invulnerable flesh across the Material Plane. After [DATA EXPUNGED], the leviologi somehow gained salience and coalesced into ooze-like beings hellbent on gathering their body's fragmented parts and reassembling them to complete their ultimate quest of devouring the universe.

Leviologi possess a grisly ability they refer to as "appearance devour," in which they force their bodies into a hunk of living or recently deceased flesh in order to form physical bodies for themselves. This process doesn't call for an entire corpse or even for the death of the original; the smallest amount of flesh that a leviologi has been observed successfully using for this purpose is 0.575% of a subject's body—specifically, an amount of mass roughly the size of a human heart allows transformation into a human body. Leviologi likewise possess the collective memories of all creatures they've ever devoured during their lifetimes, and are able to use this knowledge both offensively and defensively, accessing combat tricks and abilities to devastating effect.

Leviologi flesh is exceedingly difficult to pierce with all known types of weaponry, and its amalgamous nature seems to allow it to knit itself back together almost effortlessly. Worse, leviologi have been seen reviving themselves from the dead up to six days postmortem; see addendum B-1.1 regarding the incident at Site 111 for more information.

Addendum B-1.1. The Institute was investigating the ongoing aims and threat of the leviologi when a breach-class event occurred. It was unknown at the time that leviologi could reform themselves once destroyed, and instance 7 of C<sup>3</sup>-041 used this lapse in knowledge to escape containment and access cell block 87-503, where it is believed it harnessed C<sup>3</sup>-001 and used it to [DATA EXPUNGED]. It is believed that the fallout from this event, C<sup>3</sup>-871, is the direct result of this assault.



## LEVIALOGI

### LEVIALOGOS, CESSILOGOS

CR 1

XP 400

CE Diminutive aberration (levialogos)

**Init** +1; **Senses** blindsight 60 ft. (life), sightless;

**Perception** +5

#### DEFENSE

HP 20

EAC 11; KAC 13

**Fort** +3; **Ref** +3; **Will** +1

**Defensive Abilities** amorphous, invincibility 1; **Immune** ability damage and drain, bleed, diseases, energy drain, mind-affecting effects, and poison

#### OFFENSE

**Speed** 20 ft.

**Melee** slam +8 (1d6+3)

**Offensive Abilities** all-consuming maw

#### STATISTICS

**Str** +2; **Dex** +1; **Con** +4; **Int** +0; **Wis** +1; **Cha** +0

**Skills** Athletics +5, Life Science +5, Perception +5, Stealth +10

**Languages** Abyssal, Aklo, Common; can't speak

**Other** devour appearance (see text)

#### ECOLOGY

**Environment** any (Material Plane)

**Organization** solitary, pair, vein (4–12)

#### SPECIAL ABILITIES

**Devour Appearance** The cessilogos presented here has no appearances devoured. For a cessilogos that has devoured the appearance of a CR 1 or lower creature, remove the amorphous, blindsight 60 ft., and sightless abilities and replace them with the devoured creature's class graft and creature subtype graft, as described by this ability.

### LEVIALOGOS, ERYTHOLOGOS

CR 20

XP 307,200

CE Medium aberration (levialogos, human)

**Init** +13; **Senses** darkvision 60 ft.; **Perception** +39

#### DEFENSE

HP 465; RP 7

EAC 35; KAC 37

**Fort** +21; **Ref** +19; **Will** +19

**Defensive Abilities** invincibility 20; **Immune** ability damage and drain, bleed, diseases, energy drain, mind-affecting effects, and poison

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +34 (4d12+31) or tentacle +34 (4d12+31)

**Multiattack** bite +30 (4d12+31), 3 tentacles +30 (4d12+31)

**Ranged** banshee sonic rifle +31 (6d10 so)

**Offensive Abilities** all-consuming maw, fighting styles (blitz primary, hit and run secondary), charge attack, keep fighting, nimble fusillade, perfect opportunity

#### STATISTICS

**Str** +12; **Dex** +9; **Con** +12; **Int** +5; **Wis** +5; **Cha** +6

**Feats** Deadly Aim, Fleet, Opening Volley

**Skills** Bluff +24, Disguise +34, Perception +39, Profession (mercenary) +34

**Languages** Abyssal, Aklo, Celestial, Common, Infernal

**Other Abilities** devour appearance (male human)

#### ECOLOGY

**Environment** any (Material Plane)

**Organization** solitary, pair, squad (3–4), apocalypse squad (10–14 plus 1–2 leucologos)

#### SPECIAL ABILITIES

**Devour Appearance** The erythologos levialogos presented here has devoured a human soldier using this ability (see page 5).

### LEVIALOGOS, LEUCOLOGOS

CR 25

XP 1,638,400

CE Medium aberration (kasatha, levialogi)

**Init** +16; **Senses** darkvision 60 ft.; **Perception** +41

#### DEFENSE

HP 700; RP 8

EAC 42; KAC 43

**Fort** +21; **Ref** +24; **Will** +26

**Defensive Abilities** evasion, invincibility 25, uncanny agility; **Immune** ability damage and drain, bleed, diseases, energy drain, mind-affecting effects, and poison

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +38 (6d12+34) or tentacle +38 (6d12+34)

**Multiattack** bite +34 (6d12+34), 3 tentacles +34 (6d12+34)

**Ranged** elite gyrojet pistol +36 (5d12 B)

**Offensive Abilities** all-consuming maw, debilitating trick, quad attack, trick attack +8d8

#### STATISTICS

**Str** +9; **Dex** +12; **Con** +6; **Int** +12; **Wis** +5; **Cha** +11

**Skills** Athletics +41, Athletics +41, Bluff +46, Disguise +46, Perception +41, Sense Motive +41, Stealth +46

**Languages** Abyssal, Aklo, Celestial, Common, Infernal

**Other Abilities** change shape (specific human form, as a kitsune), devour appearance (male kitsune), operative exploits (cloaking field, efficient cloaking field, master of disguise), operative specialization (spy), specialization power (fool detection)

#### ECOLOGY

**Environment** any (Material Plane)

**Organization** solitary, pair, apocalypse squad (10–14 plus 1–2 leucologos)

#### SPECIAL ABILITIES

**Devour Appearance** The leucologos levialogos presented here has devoured a kitsune operative using this ability (see page 5).

Born from the fetid blood of an ancient monstrosity, the levialogos are a race of starfaring aberrations endlessly toiling in search of the missing pieces of their once-great bodies. In their true form, levialogi are little more than amorphous liquid—living blood with malicious salience. When they encounter mortal flesh, however, a levialogos is able to twist and manipulate the creature's genetic code, building itself an



indistinguishable replica of that individual to house its liquid body. In this state, leviologi skulk among mortals, ever wary of the hateful gaze of the gods who shunned them so very long ago as they silently work to reclaim the timeless bits of bone and flesh that made up their once-great form.

Although leviologi have always been careful and calculated, knowledge regarding their existence and motives was seemingly more widely spread among occultic scholars than it is today, as an alarming few know of leviologi and their missions and motives thanks to the Nova Age. Curiously these anathemic entities seem to recall much of what life was like in the Xa-Osoro System and beyond both during the Nova Age and after it ended. For this reason, leviologi often make bargains with unscrupulous mortals seeking even the smallest glimmer of a discovery regarding the ancient past, yet they're more likely to turn on such foolish mortals than reveal any real truths. After all, most believe that mortals suddenly knowing too much about what happened during the Nova Age would almost certainly alert the gods to their plots and schemes.

## NEW CREATURE SUBTYPE GRAFT

Leviologos creatures possess the following creature subtype graft. See Step 3 in Appendix 1 of *STARFINDER ALIEN ARCHIVE* for more information regarding creature subtype grafts.

### LEVIALOGOS

Leviologi are a race of aberrant, amorphous beings comprised of the sentient blood of a long-dead behemoth who seek to reconstruct their primordial body, ushering an end to all things in doing so.

**Traits** Immunity to ability damage and drain, bleed, diseases, energy drain, mind-affecting effects, and poison; darkvision 60 ft.; resistance against cold, electricity, fire, and sonic equal to their CR; spell resistance equal to 11 + their CR. A leviologos does not gain any special abilities aside from those granted to it by the leviologos creature graft, including the class graft and creature subtype graft it gains from the devour appearance special ability (see below).

*All-Consuming Maw (Ex)* A leviologos's attacks with unarmed strikes and natural weapons ignore all damage reduction and hardness.

*Devour Appearance (Su)* A leviologos can devour at least a light bulk's worth of flesh from a living creature or a corpse of such a creature that's been dead for no more than 10 minutes or that's been preserved using cryogenic technology or magic with similar effects to devour that creature's appearance. A leviologos can only devour creatures with an Intelligence modifier of  $-4$  or higher). Once a leviologos consumes the requisite flesh and decides to devour an appearance, it enters a trance-like state that lasts 24 hours, during which it rearranges its cellular structure until it perfectly matches that of the devoured creature. Once the trance has ended, rebuild the leviologos's stat block using the guidelines below.

» **CR** If the devoured creature's CR is at least 1 higher

## USING LEVIALOGI IN YOUR CAMPAIGN

Even the weakest leviologi is an incredibly powerful creature for its CR, possessing additional defenses far beyond those of an ordinary creature. Furthermore, leviologi are able to evade death with relative ease thanks to their invincibility if the PCs don't take the proper precautions when dealing with them. For this reason leviologi are best used as challenges for crucial moments during a campaign where the PCs stumble into their schemes or plots, or a challenge that the PCs are expected to flee from with due haste.

then the leviologos's, its CR increases to match that of the devoured creature. A leviologos's CR cannot increase by more than 3 per appearance it devours. If the leviologos's CR is higher than or equal to the devoured creature's CR, its CR does not change.

» **Class Template** The leviologos gains the class graft of the devoured creature, if any. If it would gain any class features that would require it to make a choice (such as a mystic connection or an operative exploit), it must make the same choices as the devoured creature, if applicable. A leviologos that already has a class graft can choose to retain its current class graft rather than acquire a new one (it can't have two class grafts simultaneously, however).

» **Creature Subtype Graft:** The leviologos gains the creature subtype graft of the devoured creature, if any, and gains all racial traits detailed by that graft as if it were a member of the graft's race. Its true form changes to appear as an aberrant version of the individual that they devoured, albeit with rubbery black tentacles, barbed appendages, and a monstrous, gapping maw that covers most of their head. A leviologos can use its devour appearance ability to assume the form of the specific creature it devoured, as if using the change shape universal creature rule. A leviologi that already has a creature subtype graft can choose to retain its current creature subtype graft rather than acquire a new one (it can't have two creature subtype grafts simultaneously, however).

*Invincibility (Ex)* Leviologi are nearly impossible to permanently kill. This ability counts as both damage reduction and regeneration equal to the leviologos's CR for all purposes. A leviologos's regeneration is suppressed for  $1d4+1$  rounds if it fails a Fortitude save against an effect that causes it to suffer a brain or head wound. This effect must specifically call out the leviologos's brain or head as the affected region (such as with the wounding or severe wound critical effects). After a leviologos dies, its body immediately begins rebuilding itself by devouring nearby matter. After  $1d6$  days, the leviologos wakens fully healed (albeit without any gear it left behind on its old body). A leviologos cannot fully rebuild itself if it is decapitated and its head is separated from its body. If a leviologos's head is separated from its body for six days, the head animates into a cessilologos (see page 4).

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