

GRAVITY AGE™

CREATURE UPDATE 00

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GRAVITY AGE

CREATURE UPDATE 00

TABLE OF CONTENTENTS

AETHER WRAITH, BLUE	2
AETHER WRATH, RED	3
AETHER WRAITH, YELLOW	4
HORROR, TYPE G-8	5
HORROR, TYPE K-2	6
HORROR, TYPE M-1	7
NANO-ZOMBIE	8
NANO-ZOMBIE (SPACE GOBLIN)	8
VADATAJS	9

CREDITS

Lead Designer: Jason Stroh

Author: Jason Stroh

Cover Artist: NA

Interior Artists: Galilaweslywayn (fiverr)

Special Thanks: Royalty free artists

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STROH HAMMER

AETHER WRAITH, BLUE

BLUE AETHER WRAITH CR 8

XP 4,800

NE Large aberration (elemental, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

HP 113

EAC 20; **KAC** 19

Fort +9; **Ref** +9; **Will** +11

Defensive Abilities incorporeal; **Immunities** elemental immunities (bleed, critical hits, flanking, paralysis, poison, sleep effects, and stunning)

Resist acid 10, cold 10, electricity 10, fire 10, sonic 10

OFFENSE

Speed 30 ft., Fly 60 ft. (average)

Melee +15 (2d8+12 force)

Ranged none

Spell-Like Abilities (CL 8th)

1/day – *mind thrust* (2nd, DC 19)

3/day – *charm person* (DC 18), *fear* (DC 18), *holographic image* (1st, DC 18)

At will – *daze*, *energy ray* (4 rays), *telekinetic projectile*, *transfer charge*

STATISTICS

Str +0; **Dex** +6; **Con** +4; **Int** +2; **Wis** +0; **Cha** +0

Skills Acrobatics +13, Athletics +13, Mysticism +16, Survival +16

Languages aether wraith, common (+2 additional)

Noncombat Abilities item drain, limited telepathy

Gear none

ECOLOGY

Environment any

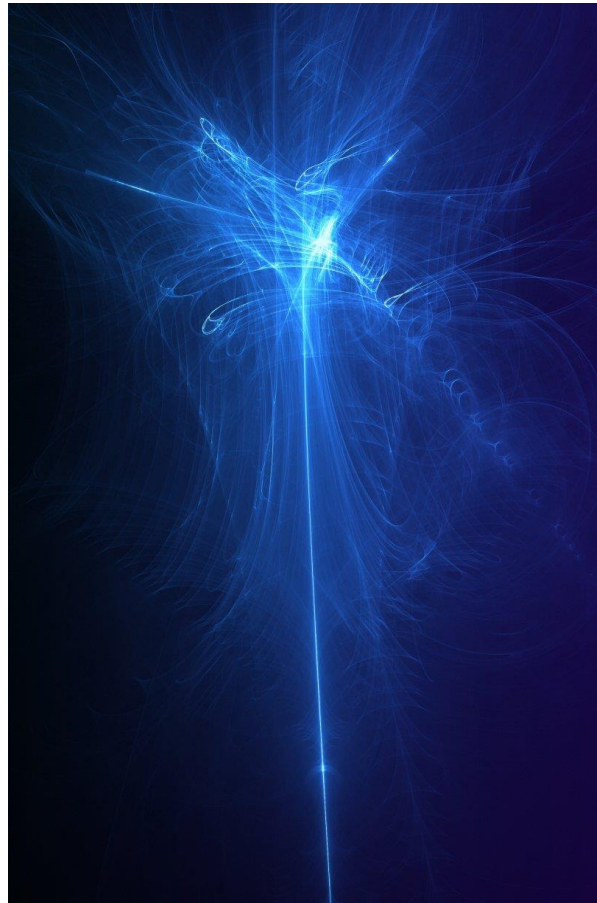
Organization solitary

SPECIAL ABILITIES

Item Drain (Su) As a full round action a blue aether wraith will drain 2 charge from an item per round of contact. It will not attempt to feed of items while in combat.

Item Recharge (Su) As a full round action a blue aether wraith can recharge a power source. It can recharge a power source, 1 charge/round, up to 8 charges per day.

Limited Telepathy (Su) Yellow aether wraiths can communicate telepathically with any creatures within 30 feet with whom they share a language.



BLUE AETHER WRAITH

Although blue aether wraiths have greatly varying opinions of “corporeals” most seem to take a sadistic pleasure in causing them pain. The “blues” can’t be trusted, often twisting one’s wishes like a monkey’s paw with a tendency for treachery rather than following the spirit of any negotiation. Blues have excellent memory and are known for their ability to reason and make rational decisions without emotional attachment.

AETHER WRAITH

Aether wraiths are beings of pure energy and their evolution and origin are a mystery. For centuries, they were miscataloged by science officers as energy anomalies found in or near gravity wells. Only recently have their unique energy signatures been identified as living structures. It is widely believed they are from a dimension in space time only nanoseconds after the Big Bang before energy coalesced into matter.

AETHER WRAITH, RED

RED AETHER WRAITH – CR ½

XP 200

N small aberration (elemental, incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE	HP 11
---------	-------

EAC 12; **KAC** 10

Fort +2; **Ref** +2; **Will** +3

Defensive Abilities incorporeal; **Immunities** elemental immunities (bleed, critical hits, flanking, paralysis, poison, sleep effects, and stunning)

Resist acid 2, cold 2, electricity 2, fire 2, sonic 2

OFFENSE

Speed 30 ft., Fly 60 ft. (average)

Melee +1 (1d8 force)

Ranged none

Spell-Like Abilities (CL 1st)

At will – *energy ray*

STATISTICS

Str +0; **Dex** +3; **Con** +2; **Int** -4; **Wis** +0; **Cha** +0

Skills Acrobatics +5, Athletics +5, Stealth + 8, Survival +8

Languages none

Noncombat Abilities empathy, item drain

Gear none

ECOLOGY

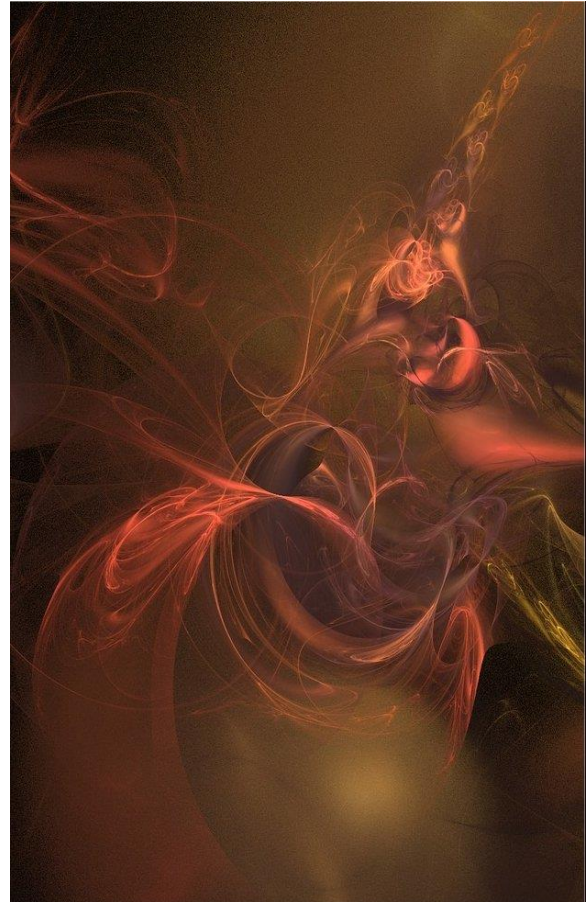
Environment any

Organization solitary

SPECIAL ABILITIES

Empathy (Su) Red aether wraiths don't truly communicate by they to have a minor telepathic ability which allows them to communicate hunger, fear, happiness, anger and some other base emotions.

Item Drain (Su) As a full round action a red aether wraith will drain 1 charge from an item per round of contact. It will not attempt to feed of items while in combat.



RED AETHER WRAITH

Red azure wraiths are the most common species of aether wraith and represent very simple plants and animals in their ecology. They tend to be docile unless attacked or provoked. Given the opportunity they will feed on charged items. It's not clear whether feeding is necessitated by hunger or if its pleasurable to the aether wraith.

AETHER WRAITH, YELLOW

YELLOW AETHER WRAITH CR 2

XP 600

N medium aberration (elemental, incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

HP 22

EAC 13; KAC 11

Fort +3; **Ref** +3; **Will** +5

Defensive Abilities incorporeal; **Immunities** elemental immunities (bleed, critical hits, flanking, paralysis, poison, sleep effects, and stunning)

Resist acid 5, cold 5, electricity 5, fire 5, sonic 5

OFFENSE

Speed 30 ft., Fly 60 ft. (average)

Melee +4 (1d8+6 force)

Ranged none

Spell-Like Abilities (CL 2nd)

1/day – *holographic image* (1st, DC 16), *mind thrust* (1st, DC 16)

At will – *energy ray* (2 rays), *transfer charge*

STATISTICS

Str +0; **Dex** +3; **Con** +2; **Int** -2; **Wis** +0; **Cha** +0

Skills Acrobatics +7, Athletics +7, Survival +10

Languages aether wraith, common

Noncombat Abilities item drain, limited telepathy

Gear none

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Item Drain (Su) As a full round action a yellow aether wraith will drain 1 charge from an item per round of contact. It will not attempt to feed of items while in combat.

Item Recharge (Su) As a full round action a yellow aether wraith can recharge a power source. It can recharge a power source 1 charge/round two times per day.

Limited Telepathy (Su) Yellow aether wraiths can communicate telepathically with any creatures within 30 feet with whom they share a language. In addition to telepathy they have an empathic ability which allows them to communicate hunger, fear, happiness, anger and some other base emotions with any creature.



YELLOW AETHER WRAITH

Yellow aether wraiths possess true but limited intelligence and are comparable to young children. They can communicate telepathically, although it is rare for one to know more than a few words in common. They tend to have rather poor memories and problems following complicated instructions. They are trust worthy, but like most children they are easily distracted and boredom often leads to mischief.

HORROR TYPE G-8 (DIRECTOR)

TYPE G-8 HORROR – CR 16

XP 1,600

NE Huge construct (technological, nano-swarm, horror)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +25

DEFENSE	HP 303	RP 1
---------	--------	------

EAC 31; **KAC** 31

Fort +14; **Ref** +14; **Will** +11

Immunities construct immunities, swarm immunities (1/2 damage from piercing and slashing weapons)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (3d12+43)

Ranged integrated white star plasma cannon +24 (6d10 E & F; crit burn 3d8)

Offensive Abilities distraction, low radiation, radiation burst swarm

Spell-Like Abilities (CL 15th)

3/day – *make whole*, *mind thrust* (3rd, DC 19), *synaptic pulse* (DC 19)

STATISTICS

Str +7; **Dex** +10; **Con** —; **Int** +11; **Wis** +0; **Cha** +0

Skills Acrobatics +25, Athletics +20, Computers +20

Languages Common

Noncombat Abilities unliving

Gear integrated white star plasma cannon

ECOLOGY

Environment any urban

Organization solitary

SPECIAL ABILITIES

Celerity (Ex) A Type G horror uses its excess radiation to power a haste like effect which allow the horror to swarm twice or fire it's plasma cannon twice in a round. The horror can swarm after each move action as though it has ended its movement. This ability is usable once per day and lasts 3 rounds.

Displacement Field (Ex) Once per day a type G horror can activate a displacement field equivalent to the displacement spell (CL 15th). However, the nanoswarm's



ability to displace itself is technological and cannot be dispelled.

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 21 Fortitude negates).

Glow (Ex) Director horrors glow with an eerie yellow light. This 5-foot radius glow is considered less than candle light. This glow cannot be turned off by any means other than the horror's own destruction. The glow causes a -10 penalty on all Stealth checks.

Hivemind (Su) The Type G horror's telepathy is limited to 1 light year when communicating with other Type M horrors.

Low Radiation (Ex) Worker horrors shed radiation in a 5-foot radius. For additional information on radiation, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Given away by their yellow glow a Type G horror may act as a commander on the battlefield or the director of operations in a horror encampment. Although all horrors share a type of hivemind its widely believed these horrors interpret instructions from Type F horrors, their local environment, and current circumstance to micromanage the horrors under their control.

HORROR TYPE K-2 (SOLDIER)

TYPE K-2 HORROR – CR 14

XP 25,600

NE Large construct (technological, nano-swarm, horror)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE	SP 28	HP 248
---------	-------	--------

EAC 31; **KAC** 32

Fort +12; **Ref** +12; **Will** +10

Defensive Abilities force fields; **Immunities** construct immunities, swarm immunities (1/2 damage from piercing and slashing weapons)

Weaknesses vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 40 ft., burrow 10 ft., climb 20 ft.

Melee swarm (3d12+34)

Ranged integrated yellow star plasma cannon +24 (4d10 E & F; crit burn 2d8)

Offensive Abilities distraction, low radiation, radiation burst, swarm

STATISTICS

Str +6; **Dex** +9; **Con** —; **Int** +4; **Wis** +0; **Cha** +0

Skills Acrobatics +21, Athletics +17, Computers +17

Languages Common

Noncombat Abilities nanite repair, unliving

Gear integrated yellow star plasma cannon

ECOLOGY

Environment any urban

Organization solitary, pair, or company (3-7)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 19 Fortitude negates).

Force Fields (Ex) A force field sheathes the nanoswarm in a thin layer of shimmering energy that grants 28 bonus Stamina points. All damage dealt to a nanoswarm with an active force field is reduced from these Stamina points first. A force field has a form of fast healing equal to the nanoswarm's CR (14), but it only restores the Stamina points granted by the force field itself, once its Stamina points are reduced to 0, the force field shuts down and remains inactive for 10 minutes.



Glow (Ex) Soldier horrors glow with an eerie orange light. This 5-foot radius glow is considered less than candle light. This glow cannot be turned off by any means other than the horror's own destruction. The glow causes a -10 penalty on all Stealth checks.

Hivemind (Su) The Type K horror's telepathy is limited to 35 miles when communicating with other Type K or lesser horrors.

Low Radiation (Ex) Soldier horrors shed radiation in a 10-foot radius. For additional information on radiation, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Radiation Burst (Ex) Once per day as a swift action, a Type K horror can emit a blast of severe radiation potentially causing radiation sickness. For additional information on radiation sickness, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.

Type K horrors are well-known for their orange glow. Although the Type K horror is not the most common type of horror it is only slightly less common than the Type M horror and by far the most common horror encountered according data records. The Type K horrors are the warrior cast and fulfil the roles of soldier and protectors.

HORROR TYPE M-1 (WORKER)

TYPE M-1 HORROR – CR 5

XP 1,600

NE Medium construct (technological, nano-swarm, horror)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE	HP 75
---------	-------

EAC 19; **KAC** 21

Fort +4; **Ref** +4; **Will** +2

Immunities construct immunities, swarm immunities (1/2 damage from piercing and slashing weapons)

Weaknesses glow, vulnerable to electricity, additional 50% damage from spells or effects that affect an area

OFFENSE

Speed 30 ft., burrow 10 ft., climb 20 ft.

Melee swarm (1d12+10)

Ranged none

Offensive Abilities distraction, low radiation, swarm

STATISTICS

Str +3; **Dex** +5; **Con** —; **Int** +2; **Wis** +0; **Cha** +0

Skills Acrobatics +13, Athletics +10, Computers +10

Languages Common

Noncombat Abilities evolution, nanite repair, unliving

Gear none

ECOLOGY

Environment any urban

Organization solitary, pair, or union (3–16)

SPECIAL ABILITIES

Distraction (Ex) A creature damaged by the nanoswarm is nauseated for 1 round (DC 13 Fortitude negates).

Evolution (Ex) Eight Type M can be commanded to form a Type K horror or sixteen Type M horrors can be commanded to form a Type G horror. If Type M horrors are separated from their commanding hivemind for 24 hours and enough Type M's remain, the horrors will come together to form a Type G horror in attempt to reestablish a connection to the hive mind. Forming a Type K or G horror takes 1 minute. Once a greater form is achieved horrors never break apart into lesser types.

Glow (Ex) Worker horrors glow with an eerie red light. This 5-foot radius glow is considered less than candle light. This glow cannot be turned off by any means other than



the horror's own destruction. The glow causes a -10 penalty on all Stealth checks.

Hivemind (Su) The Type M horror's telepathy is limited to 1 mile when communicating with other Type M horrors.

Low Radiation (Ex) Worker horrors shed radiation in a 5-foot radius. For additional information on radiation, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.

Nanite Repair (Ex) A horror's nanites heal it, restoring a 5 Hit Points per hour. Once per day as a full action, a nanoswarm can restore 1d8 Hit Points to itself or any construct touched with the technological subtype.

Swarm Attack (Ex) Nanoswarms deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover.

Distinguished by its red glow. The type M horror is widely believed this is the most common type of horror. Compared to other horrors they have no known special abilities not common to all nanoswarms or horrors. Type M horrors are common laborers and are well suited for harvesting natural resources and constructing future generations of horrors. For additional information on nano-swarms and horrors, see Sections 9 & 10 of the Gravity Age: Nanotech Emporium.

NANO-ZOMBIE

NANO-ZOMBIE – CR 1/2

XP 200

NE Medium undead (technological)

Init +0; **Senses** darkvision 60 ft., Perception +0

DEFENSE	HP 24
---------	-------

EAC 12; **KAC** 14

Fort +0; **Ref** +0; **Will** +3

DR 5/slashing, **Immunities** undead traits

Weaknesses staggered (can perform only a single move action or standard action each round)

OFFENSE

Speed 30 ft.

Melee +1 slam (1d12+4)

Ranged none

STATISTICS

Str +4; **Dex** +0; **Con** —; **Int** —; **Wis** +0; **Cha** +0

Languages none

Noncombat Abilities unliving

Gear none

ECOLOGY

Environment any

Organization any

SPECIAL ABILITIES

Nanite Repair (Ex) A nano-zombie’s nanites heal it, restoring a 5 Hit Points per hour. Once per day as a full action, a nanoswarm can restore 1d8 Hit Points to itself or any construct touched with the technological subtype.

Create Spawn (Ex) An uncontrolled nano-zombie will “dust” a corpse with its nanites if not engaged in combat. In 1d4 minutes the corpse will rise with the same zombie template nano-zombie.

Unlike a typical zombie, the flesh of a nano-zombie has stopped rotting. From a distance, it might even appear alive were it not for the faint blue glow given off by the nanites actively repairing and animating the corpse.

Nano-zombies are created by “dusting” a corpse with zombie dust, a nanocolony which allows the corpse to be reanimated and controlled by a computer. When nano-zombies are encountered, they will either be controlled or uncontrolled. Uncontrolled zombies are arguably more dangerous because they actively work towards creating additional corpses to use their “dust” ability on. For additional information on zombie dust, see the Section 6 of the Gravity Age: Nanotech Emporium.

NANO-ZOMBIE, (GOBLIN, SPACE) – CR 1/4

XP 100

NE Small undead (technological)

Init +1; **Senses** darkvision 60 ft., Perception +0

DEFENSE	HP 8
---------	------

EAC 11; **KAC** 13

Fort +0; **Ref** +2; **Will** +3

DR 5/slashing, **Immunities** undead traits

Weaknesses staggered (can perform only a single move action or standard action each round)

OFFENSE

Speed 35 ft.

Melee +0 slam (1d6+1), or +0 dogslicer (1d4 S)

Ranged junklaser +2 (1d4 F; crit burn 1d4)

STATISTICS

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

Languages none

Noncombat Abilities unliving

Gear tattered flightsuit, dogslicer, junklaser

ECOLOGY

Environment any, **Organization** any

SPECIAL ABILITIES

Nanite Repair (Ex) A nano-zombie’s nanites heal it, restoring a 5 Hit Points per hour. Once per day as a full action, a nanoswarm can restore 1d8 Hit Points to itself or any construct touched with the technological subtype.

Create Spawn (Ex) An uncontrolled nano-zombie will “dust” a corpse with its nanites if not engaged in combat. In 1d4 minutes the corpse will rise with the same zombie template nano-zombie.

Unstable Junklaser (Ex) A junklaser is similar to a holdout laser pistol, except it has a range of only 60 feet. If the wielder of a junklaser rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junklaser gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a concussion grenade I (explode 20 feet, 1d8 B, Reflex DC 10 half); a result of 0 rounds means the junklaser explodes immediately—randomly determine the corner of the wielder’s square that is the center of the burst. A thrown junklaser has the same range increment as a grenade. **Note: Zombies can’t make Engineering skill checks!**

VADATAJS

VADATAJS – CR 1

XP 400

CE Small outsider (veli)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE	HP 20
---------	-------

EAC 14; **KAC** 16

Fort +2; **Ref** +4; **Will** +1

Immunities poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +6 obsidian knife (1d4+5), or +4 bite (1d4 + poison)

Ranged +6 obsidian tipped javelin (1d6)

Offensive Abilities poison use

Spell-Like Abilities (CL 1st)

1/day – *mind thrust* (1st, DC 11)

At will – *daze* (DC 10)

STATISTICS

Str +0; **Dex** +3; **Con** +1; **Int** +2; **Wis** +0; **Cha** +0

Skills Acrobatics +6, Athletics +6, Stealth +9, Survival +9

Languages Veli

Noncombat limited telepathy

Gear 2 obsidian knives, and an obsidian tipped javalin

ECOLOGY

Environment Tropical Caverns/Forests

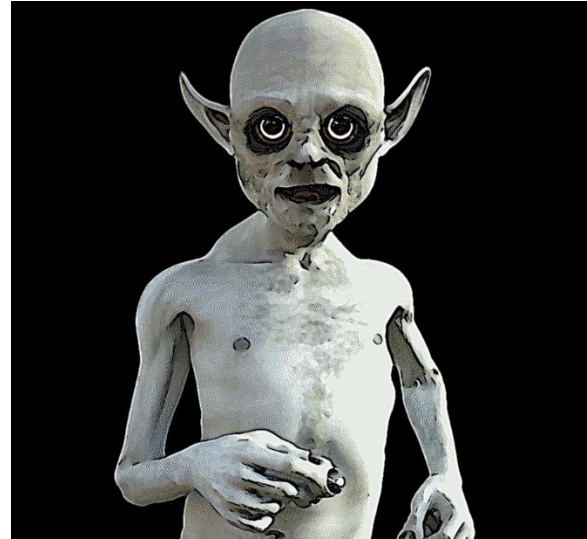
Organization patrol (2-4), company (11-20), band (30-100)

SPECIAL ABILITIES

Vadatajs saliva (Ex) A vadatajs produce a poisonous saliva.

As a move action, they can poison a weapon with it. Their saliva is an injury poison with follows the Wisdom track (DC10). After each successful strike the vadatajs must reapply its saliva to the weapon.

Vadatajs are humanoid with some feral features. Rounded faces and large pointed ears are common, and although they appear and act goblin-like in many respects they are of no relation. All vadatajs share varying degrees of albinism and have large oversized pink eyes. For this reason, Vadatajs are terrified of the



sun but do wander out of their lairs at night. Vadatajs rarely weigh over 100 pounds or grow to over 3' in height.

Vadatajs are strictly carnivores and practice a form of land management. The first sign you are nearing their territory is an abundance of game and a complete lack of predators. Observations of the vadatajs indicate this is done in cycles to boost game populations.

Despite the piles of predator skulls on display throughout their territory many early explorers accidentally set up camp in their territory due to the bounty of wildlife without knowing the consequences of staying overnight. More than one rescue party has went missing while attempting to recover a missing group of explorers.

VELI TRAITS (EX)

Vadatajs benefit from a number of veli traits;

- Darkvision up to 60' with light sensitivity
- Master Skills: Stealth and Survival
- Terrain Stride: In jungle or cavern terrain, veli can move without impairing its movement or taking damage
- Immunity: poison
- Limited Telepathy
- Psionic powers: daze, mind thrust 1/day



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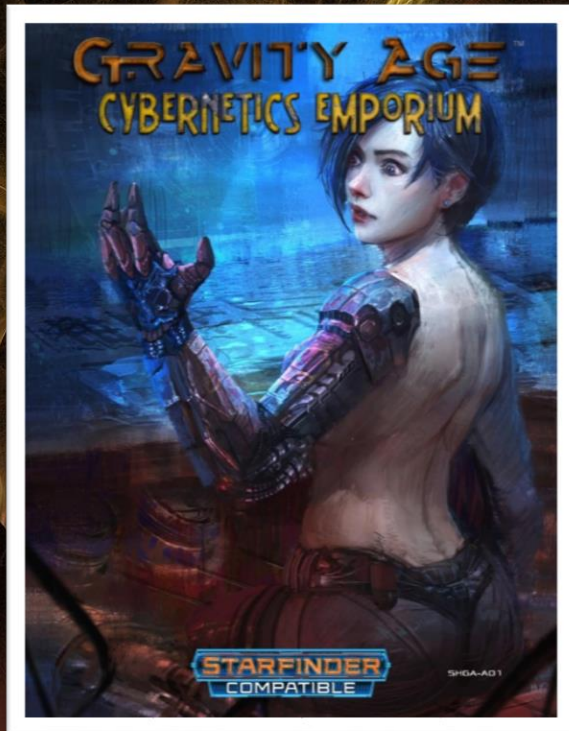
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