

Traveler's Guide to the Galaxy

Vol. 002

The Hive



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INTRODUCTION

Perhaps the most exciting, and, at the same time, the most terrifying, possibility opened up by space travel is the possibility of encountering strange new forms of life. While a surprising number of alien races think and act in a manner similar to the way we do, and are happy to make new friends among the stars, some alien races have no concept of diplomacy, and view other sentient creatures as nothing more than fodder—or, worse, incubators for their young. Such is the case with the strange alien life forms collectively referred to as the Hive, a species (or collection of species) with an oddly intricate life cycle that relies on non-Hive creatures to incubate their larvae.

The Hive were first introduced in *Pathfinder Roleplaying Game: Horror Adventures*, which featured the hive subtype, and stat-blocks for the hive larva swarm, the hive warrior, and the hive queen. This book updates all of this content for the *Starfinder Roleplaying Game*, and also introduces two new members of the hive: the hive spider and the hive overlord, as well as providing statistics for hive workers, which were described but did not have full game statistics. The background information for the hive creatures found in *Horror Adventures* has been reproduced here, with minor adjustments.

Hive Subtype

Members of the hive possess the hive subtype. The following abilities are all traits of the hive subtype.

Blind: A hive creature is blind. It is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Unlike other aberrations, a hive creature doesn't have darkvision.

Corrosive Blood (Ex): A hive creature's blood is highly caustic. Every time the hive creature is damaged by a piercing or slashing weapon, the attacking creature takes acid damage according to the entry in the hive creature's statistics entry (or double damage if the attack is a critical hit). This damage is usually, but not always, equal to the standard damage for a ranged energy attack for a creature of the hive creature's CR, minus the bonus damage equal to their CR. Using a reach weapon does not endanger the attacker in this way.

Death Throes (Ex): When a hive creature dies, it exudes a pool of its corrosive blood in the space it occupies. This pool deals damage for 3 rounds to objects and creatures in those squares (Reflex half). This acid damages whatever surface it is on, and if it deals enough damage to destroy the surface, the acid falls down to any subsequent floor below and continues to deal damage. The damage is usually, but not always, equal to twice the standard damage for a ranged energy attack for a creature of the hive creature's CR.

Heat Adaptability (Ex): Hive creatures ignore any harmful effects of being in areas with ambient temperatures ranging from -50 to 140 degrees Fahrenheit (-45 to 60 degrees Celsius).

Hive Mind (Ex): Hive creatures have no language of their own, instead communicating simple concepts via pheromone discharge and body language that other creatures with the hive subtype understand. This ability functions within line of sight. If one hive creature is able to act in the surprise round of combat, all other hive creatures in line of sight can also act, and a hive creature isn't flanked unless all hive creatures within line of sight are flanked.

CREATURES OF THE HIVE

The following section presents statistics for various creatures of the hive. They are presented in order from lowest CR to highest.

Hive Spider

This eyeless, chitinous creature has six spindly legs protruding from the sides of its broad, flat body, and a long, segmented tail.

HIVE SPIDER

CR 4

XP 1,200

N Tiny aberration (hive)

Init +5; **Senses** blind, blindsense 60 ft., blindsight (scent) 10 ft., hive mind; **Perception** +10

DEFENSE HP 52

EAC 18; **KAC** 20

Fort +6; **Ref** +6; **Will** +5

Defensive Abilities corrosive blood (1d4 A), heat adaptability; **Immunities** acid, mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +9 (1d6+7) or attach +12

Special Attacks death throes (2d4+8 A, DC 13), infest, tenacious grappler

STATISTICS

Str +3; **Dex** +5; **Con** +3; **Int** -5; **Wis** +1; **Cha** -5

Skills Acrobatics +10, Athletics +10, Stealth +15

ECOLOGY

Environment any

Organization solitary, pair, clutch (3-12), or hive (4-20, 1-10 larva swarms, 1-50 hive workers and warriors, 1-3 hive queens, and 1 hive overlord)

SPECIAL ABILITIES

Infest (Ex) A hive spider can forcibly implant live hive larvae in the body of a single Small or larger living creature that it is currently attached to. When it does so, the larvae enter the creature's mouth and gestate for 1d4 minutes. The gestated larvae ravage the host for 24 hours, during which time the infested creature falls unconscious and can't be woken by any means. During this period, the larvae are vulnerable to expulsion by *remove affliction*. If successful, the hive larvae die inside of the host, dealing another 1d6 points of acid damage.

After 24 hours, the hive larvae achieve symbiosis. The host awakens feeling healthy but hungry. Spells such as *detect affliction* and Medicine checks used to detect disease no longer detect the hive infestation, and the host creature is now treated as both its original creature type and an aberration for purposes of spells and effects (whichever is worse). A successful DC 25 Life Science check can identify the symbiosis. If the host dies at this point, the larval infestation dies as well. However, if the host is then returned from the dead, the larvae are returned to life as well.

The swarm fully matures 2d12 hours after symbiosis. By this point, there is no way to save the host short of a *miracle* or *wish* spell. Each round for 2d12 rounds, the host suffers agonizing pain and must succeed at a Fortitude save (DC 13) or be nauseated for 1 round. On each failed save, the host takes 4d6 points of damage as the mature hive creature forcibly separates itself. At the end of the 2d12 rounds, or

after the host is slain by the damage, a fully formed hive creature (usually a hive warrior) explodes from within, destroying the host's body.

Tenacious Grappler (Ex) When a hive spider attaches to a victim, it clamps its body over the victim's face and mouth, and wraps its long tail constrictively around the victim's throat. The victim is unable to speak or cast spells, but can breathe normally. Each time a creature attempts to remove an attached hive spider, the hive spider's tail constricts, automatically dealing 1d6+7 points of bludgeoning damage to the victim.

ECOLOGY

The unusual hive spiders tend to be found only in hives that are ruled by a hive overlord, leading some to believe that they are not a standard part of the hive life cycle, and that perhaps they are created directly by the hive overlords in some fashion, although the specifics remain a mystery. Once a hive spider has infested a creature with its deadly payload, they tend to live for only a few hours before expiring, only further adding to the mystery surrounding these strange creatures.

Hive Larva Swarm

This mass of writhing, maggotlike creatures secretes a caustic odor.

HIVE LARVA SWARM

CR 5

XP 1,600

N Fine aberration (hive, swarm)

Init +3; **Senses** blind, blindsense 60 ft., blindsight (scent) 10 ft., hive mind; **Perception** +11

DEFENSE HP 66

EAC 19; KAC 19

Fort +7; **Ref** +7; **Will** +6

Defensive Abilities corrosive blood (1d6 A), heat adaptability, swarm defenses; **Immunities** acid, mind-affecting effects, swarm immunities

OFFENSE

Speed 10 ft., climb 10 ft.

Melee swarm (2d4 plus distraction)

Special Attacks death throes (2d6+10 A, DC 13), infest, poison

STATISTICS

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

Skills Stealth +11

ECOLOGY

Environment any

Organization solitary or hive (1-20 plus 1-50 hive workers and warriors and 1 queen)

SPECIAL ABILITIES

Infest (Ex) A hive larva swarm can enter the body of a single Small or larger helpless living creature. When it does so, a portion of the swarm enters a creature's mouth and gestates for 1d4 minutes. The gestated larvae ravage the host for 24 hours, during which time the infested creature falls unconscious and can't be woken by any means. During this period the larvae are vulnerable to expulsion by *remove affliction*. If successful, the hive larvae die inside of the host, dealing another 1d6 points of acid damage.



After 24 hours, the hive larvae achieve symbiosis. The host awakens feeling healthy but hungry. Spells such as *detect affliction* and Medicine checks used to detect disease no longer detect the hive infestation, and the host creature is now treated as both its original creature type and an aberration for purposes of spells and effects (whichever is worse). A successful DC 25 Life Science check can identify the symbiosis. If the host dies at this point, the larval infestation dies as well. However, if the host is then returned from the dead, the larvae are returned to life as well.

The swarm fully matures 2d12 hours after symbiosis. By this point, there is no way to save the host short of a *miracle* or *wish* spell. Each round for 2d12 rounds, the host suffers agonizing pain and must succeed at a Fortitude save (DC 13) or be nauseated for 1 round. On each failed save, the host takes 4d6 points of damage as the mature hive creature forcibly separates itself. At the end of the 2d12 rounds, or after the host is slain by the damage, a fully formed hive creature (usually a hive warrior) explodes from within, destroying the host's body.

HIVE LARVA POISON

Type poison (injury); **Save** Fortitude DC 13
Track Strength; **Frequency** 1/round for 6 rounds
Cure 1 save

ECOLOGY

Hive larvae are the first stage of the hive life cycle. These tenacious creatures render suitable hosts incapacitated and infest their bodies, transforming them into new hive creatures.

Hive Worker

The back of this insectile humanoid's elongated head appears to fuse back to its body halfway down its spine. Its toothy maw hangs open, drooling translucent purple goo beneath its eyeless face.

HIVE WORKER CR 6 **XP 2,400**

NE Medium aberration (hive)

Init +2; **Senses** blind, blindsense 60 ft., blindsight (scent) 10 ft., hive mind; **Perception** +13

DEFENSE HP 94

EAC 19; **KAC** 21

Fort +8; **Ref** +8; **Will** +7

Defensive Abilities corrosive blood (1d10 A), heat adaptability; **Immunities** acid

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +16 (1d4+10 P; critical enmesh in resin DC 14), 2 claws +16 (1d4+10 S)

Special Attacks death throes (2d10+12 A, DC 14)

STATISTICS

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

Skills Athletics +18, Engineering +13, Survival +13

Other Abilities work resin

ECOLOGY

Environment any

Organization solitary or hive (1-50 plus 1-20 larva swarms and 1 queen)

SPECIAL ABILITIES

Enmesh in Resin (Ex) When a hive worker confirms a critical hit with its bite, it releases a flood of saliva from its mouth that quickly hardens to a resin-like consistency all over the victim's body. The target of the critical hit gains the entangled condition until the resin is removed. The creature can attempt to escape the resin as a full-round action with a DC 14 Acrobatics check or Strength check. The resin can also be destroyed by dealing 10 points of damage to it. It has a KAC and EAC of 10, and hardness 5.

Work Resin (Ex) A hive worker can create an organic, resin-like material from its own saliva, and can mold and sculpt that resin to form various structures. It takes the hive worker roughly 10 minutes to create and sculpt a 1-foot-cube of this material. There is no limit to the amount of resin a hive worker can create per day.

ECOLOGY

Hive workers are only slightly less terrifying than their warrior counterparts. While they spend much of their time expanding and maintaining the labyrinthine tunnel complexes that the hive creatures generally use for their homes, if they encounter a non-hive creature that does not appear to pose an immediate threat, they will drop everything to subdue and cocoon the victim for later infestation, doing so with an almost perverse single-mindedness.

Hive Warrior

This creature is humanoid in shape, but covered with chitinous plating. Its head is elongated, and it has a long, bladed tail.

HIVE WARRIOR CR 7 **XP 3,200**

NE Medium aberration (hive)

Init +3; **Senses** blind, blindsense 60 ft., blindsight (scent) 10 ft., hive mind; **Perception** +14

DEFENSE HP 110

EAC 20; **KAC** 22

Fort +9; **Ref** +9; **Will** +8

Defensive Abilities corrosive blood (2d6 A), heat adaptability; **Immunities** acid

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +17 (1d6+12 P; critical rending mandibles), 2 claws +17 (1d6+12 S), tail slap +14 (1d8+12 S)

Ranged acid spit +14 (2d6+7 A)

Special Attacks acid spit (DC 15), death throes (4d6+14 A, DC 15)

STATISTICS

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

Skills Athletics +19, Stealth +14, Survival +14

ECOLOGY

Environment any

Organization solitary or hive (1-50 plus 1-20 larva swarms and 1 queen)

SPECIAL ABILITIES

Acid Spit (Ex) A hive warrior can spray acid as a ranged attack out to a maximum range of 20 feet. Creatures struck by this spray take the listed acid damage. Additionally, creatures damaged by a hive warrior's acid spit continue to take the same amount of acid damage each round for the next 1d3 rounds. A successful Reflex save halves the initial damage and negates the ongoing damage.

Rending Mandibles (Ex) When a hive warrior confirms a critical hit with its bite, it deals equal damage to the creature's armor.

ECOLOGY

Hive warriors guard colonies and serve as scouts for suitable hosts. Warriors sometimes range miles from their colony and drag victims back to be cocooned by hive workers. Hive warriors consider symbiosis with a hive creature to be both inevitable and beneficial and can't fathom why most victims struggle against it.

Hive Queen

Black, chitinous armor covers this enormous insectile creature. Caustic saliva drips from its mandibles.

HIVE QUEEN CR 10 XP 9,600

NE Huge aberration (hive)

Init +3; **Senses** blind, blindsense 60 ft., blindsight (scent) 10 ft., hive mind; **Perception** +19

DEFENSE HP 172

EAC 23; **KAC** 25

Fort +12; **Ref** +12; **Will** +11

Defensive Abilities corrosive blood (2d10 A), heat adaptability; **Immunities** acid

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +22 (1d10+18 P), 2 claws +22 (1d10+18 S), tail slap +19 (1d12+18 B)

Space 15 ft.; **Reach** 15 ft.

Offensive Abilities death throes (4d10+20 A, DC 17)

STATISTICS

Str +8; **Dex** +3; **Con** +5; **Int** +1; **Wis** +3; **Cha** -1

Skills Athletics +24, Stealth +19, Survival +19

Languages telepathy 1 mile (hive)

ECOLOGY

Environment any

Organization solitary or hive (1 plus 1–20 larva swarms and 1–50 hive workers and warriors)

SPECIAL ABILITIES

Egg Layer (Ex) Once per week, a hive queen can lay a cluster of eggs, which hatch into 2d6 hive larvae swarms after 1d4 days.

Telepathy (Su) A hive queen can communicate telepathically with any creature with the hive subtype within 1 mile. This telepathy conveys empathic concepts rather than true language.

ECOLOGY

A hive queen is an engine of destruction, not only for her own combat prowess, but also because of her potential to sire entire armies of hive workers and warriors who can reproduce at an astounding rate. Normally, hive queens are dormant, concerned only with the creation of eggs. However, when threatened, the queen aggressively defends her clutch. If she survives her colony's destruction, she rampages and destroys everything in her path until she can find another suitable location in which to begin again.

Hive Overlord

This bloated creature resembles the lesser members of its hive, but instead of walking on two legs its lower body resembles that of a giant slug or worm, and its elongated head pulses and throbs, as though barely able to contain its contents.

HIVE OVERLORD CR 13 XP 25,600

NE Huge aberration (hive)

Init +2; **Senses** blind, blindsense 60 ft., blindsight (scent) 10 ft., hive mind; **Perception** +23

DEFENSE HP 187

EAC 26; **KAC** 27

Fort +12; **Ref** +12; **Will** +18

Defensive Abilities corrosive blood (2d10 A), heat adaptability; **Immunities** acid

OFFENSE

Speed 20 ft.

Melee bite +20 (3d4+21 P), 2 claws +20 (3d4+21 S), tail slap +20 (3d4+21 B)

Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 13th; melee +20)

1/day—*dominate person* (DC 24), *greater synaptic pulse* (DC 24)

3/day—*confusion* (DC 23), *hold monster* (DC 23), *mind probe* (DC 23), *mind thrust* (4th-level, DC 23)

At Will—*daze monster* (DC 21), *mind thrust* (2nd-level, DC 21)

Offensive Abilities death throes (4d10+26 A, DC 21)

STATISTICS

Str +8; **Dex** +2; **Con** +6; **Int** +6; **Wis** +2; **Cha** +4

Skills Life Science +23, Medicine +23

Languages telepathy 1 mile (hive)

Other Abilities eyes of the hive, frenzy hive

ECOLOGY

Environment any

Organization solitary or hive (1 plus 4–20 hive spiders, 1–10 larva swarms, 1–50 hive workers and warriors, and 1–3 hive queens)

SPECIAL ABILITIES

Eyes of the Hive (Su) A hive overlord can borrow the senses of any willing hive creature within range of its telepathy. Doing so is a standard action. While using this ability, the hive overlord perceives everything that the other creature perceives. This does not interfere with its own senses. It can borrow only one creature's senses at any given time.

Frenzy Hive (Su) A hive overlord can drive other nearby hive creatures to a frenzy. As a standard action, it can cause all hive creatures within range of its telepathy to gain a +2 bonus on attack and damage rolls until the beginning of its next turn.

ECOLOGY

It was long thought that the hive queens were the most advanced form of hive creature, until recent reports revealed colonies possessing several hive queens, all of which were subservient to a strange new hive creature that appeared to possess a surprisingly powerful intellect and an array of psychic powers. These creatures, which have been referred to as hive overlords, appear to take a much more active interest in the running of their colonies, micromanaging their workers and warriors with a shrewd and ruthless cunning. Not all hive colonies possess a hive overlord, and their discovery has led some scholars to begin wondering if perhaps there are even greater intelligences directing the spread of the hive as its colonies spread across the stars.

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A Race of Alien Horrors!

They are known only as The Hive. Though intelligent, they rarely deign to communicate with members of other races, instead infusing them with parasitic larvae, using them as incubators until their young burst forth violently from within. First introduced in *Pathfinder Roleplaying Game: Horror Adventures*, this book takes the existing Hive creatures and gives them updated *Starfinder* stat-blocks, allowing them to take their rightful place among the stars. Additionally, it introduces two new species of Hive creature: the Hive spider, and the Hive overlord.

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