

XENO FILE:

Issue # 5

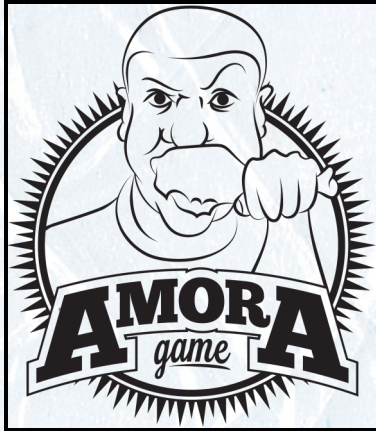
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Monsters as BIG as Starships!





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Xeno File is a monthly “magazine” designed to add content to the *Starfinder Roleplaying Game*, *Pathfinder Roleplaying Game* and *Starjammer Compatible* experience for science fiction entertainment and play. Taking a salute to a penny dreadful and monthly pulp comics, Xeno Files will introduce races, organizations, and worlds to explore for a small amount pocket change.

Our 5th issue contains three very large, living starships that traverse the Void. Egocentric elemental asteroids, electric-loving jellyfish, and mischievous space dolphins make their debut in the Xeno’verse. We introduce stat blocks of magnitude and include encounters for each one of these gigantic living starships. Keep nose up and replace that primary buffer panel.

*Due to some IP issues, dimensional hopping drives have been renamed “FTL”.

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XENO FILE: HIDD

Hidd

Tier 15 SPECIAL ABILITIES

NE Colossal starship outsider (earth, elemental, extraplanar)

Speed 4; Maneuverability clumsy (turn 4)

AC 27; TL 28

HP 550; DT 15; CT 120

Shields medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) nuclear mega missile launcher +30 (4d8 x 10), nuclear mega missile launcher +30 (4d8 x 10)

Attack (Port) nuclear mega missile launcher +30 (4d8 x 10)

Attack (Starboard) nuclear mega missile launcher +30 (4d8 x 10)

Skills Diplomacy +25, Intimidate +30, Piloting +25

Power Core hidd internal heat core (500 PCU); **FTL** none; **Systems** advanced medium-range sensors, mk 8 armor, mk 9 defenses; **Expansion Bays** none

Other Abilities living starship, no breath

Languages common, terran

ECOLOGY

Environment any vacuum

Organization solitary

Crew

Engineer (1 hiddarrok)

Engineering +25
(15 ranks)

Gunners (4 hiddarrok)

Gunnery +30

Science Officer (1

hiddarrok) Computers +25 (15 ranks)

Limited Telepathy (Su) A hidd can mentally communicate with any creature within 8 hexes with whom it shares a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

Living Domicile (Su) Hiddarrok are created on, and have a strong connection to, the Material Plane. As creatures with the native subtype, they need to eat and sleep. To sustain its hiddarrok, a hidd can create caves on its surface that can function as living quarters and can provide food.

Living Starship (Ex) While a hidd is a living creature, it is so immense that it functions as a starship (and thus engages in only starship combat). Though it has no crew, it can still take captain and pilot actions (one of each during the helm phase) using the skill



XENO FILE: HIDD

bonuses listed above. Modifiers for its size, speed and maneuverability have already been factored into its statistics. Assume it has 15 ranks in the Piloting skill and a base attack bonus of +15. A hidd will use its hiddarrok as “crew members” using the weapons and sensors found on the hidd’s surface to make gunner, engineering, and science officer actions. Use the following table to determine the effects when a hidd takes critical damage.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc
31-60	Propulsion	Condition applies to all pilot actions
60-70	Sensors	Condition applies to all science officer actions
70-100	Hidd internal heat core	Condition applies to all engineer actions, except when patching or repairing the hidd internal heat core

Scan for Weapons (Su) When a hiddarrok uses one of the hidd’s sensors to make a Computers check to scan an enemy starship, weapons information is learned before any other information. This puts weapons at the top of the list, ahead of basic information.

Thousands of years ago, a starfleet from the tranquil planet of Rector became lost in the Void. With their ships’ engines damaged beyond repair and no responses to their distress signals, pilots were forced to land on

what they presumed were colossal asteroids. Stout, sturdy, and highly intelligent, the kinlai race was sure it could adapt without issue.

Little did the kinlai know that the “asteroids” were sentient beings called hidd. The hidd, fragmented pieces of the Plane of Earth migrated to the Material Plane, have one aim only: stealing planets’ ships to compile the universe’s most destructive starfleet.

After hundreds of generations, the hidd’s magical energy and lust for power warped the kinlai. Though they retained their beautiful turquoise skin, their features became cragged and hardened like the hidd itself. In time, the kinlai came to call themselves Hiddarrok, which in their language means “children of the one.”

Because their hidd provides them with seemingly limitless resources and shelter, the hiddarrok worship it as a deity. They feel bound to serve its will at any cost, traveling the universe wholly unaware of their telepathic enslavement. With compliant minions doing its bidding, a fully powered hidd is a foe that few dreadnoughts can withstand.

A hidd employs an insidious strategy to lure its weaponry from unsuspecting planets. It first orbits at a considerable distance, making it appear no more threatening than an errant asteroid. Meanwhile, the hiddarrok are diligently at work, readying the hidd’s innate surface-to-air missiles and scanning the targeted planet for weapons. Once the planet’s weapons capabilities are fully assessed, the hidd moves close to the atmosphere, revealing what looks like hideous, glowing red eyes and a maw of craggy teeth.

The terrified inhabitants of the planet

XENO FILE: HIDD

retaliate with their best fleets, only to realize that the starships seem to disappear once they near the threatening being the sky. The hidd then deploys its innate surface-to-air missiles for the sheer joy of damaging the planet and leaving it vulnerable to subsequent attackers. Though its acquired arsenal is deadly, a hidd seldom uses its stash to wreak havoc on planets. Instead, it hoards its booty like a dragon hoards gold, always waiting for that one seemingly insurmountable target on which it will unleash its horrific assault.

Encounter

The hiddarrok rejoice when they begin orbiting Alagene—a rich and heavily-populated biosphere ripe for plundering. They are even more ecstatic when a weapon drifts into their orbit: a starship with a giant vortex cannon.

Nnif (LN male hiddarrok mystic 15), a shaman with an affinity for vortex weapons, is one of the hiddarrok tasked with restoring it to its full glory. While refurbishing the cannon, he discovers a peculiar inverted triangle symbol painted on its chase.

Soon after spotting the symbol, Nnif begins to experience bizarre dreams of a stout race with the same skin color as his own. As soon as he detaches the symbol from the weapon upon, Nnif experiences a powerful vision from the god Arduman. In the vision, Arduman reveals the tragic journey of the kinlai,

HIDDARROK

Ability Adjustments: +2 Con, +2 Wis, -2 Cha

Hit Points: 5

Size and Type: Hiddarrok are medium outsiders with the earth and native subtypes.

Blindsense: Hiddarrok have blindsense (vibration) with a range of 30 feet.

Burrowing: Hiddarrok have a burrow speed of 20 feet.

Darkvision: Hiddarrok can see up to 60 feet in the dark.

Natural Gunner: Hiddarrok receive a +2 racial bonus to gunnery checks.

the hiddarrok's ancient ancestors, and how their insatiable outsider overlord gradually enslaved them.

Horrified that his god is nothing more than a greedy harbinger of destruction, Nnif pleads with his fellow hiddarrok to hear the truth.

Derided as insane, Nnif holes up in a desolate cave, his guilt growing as he learns more about the worlds his people have so blindly destroyed.

On the eve of the planned assault, a tiny shuttle with a small crew putters by the hidd. Though too inconsequential for the hidd or most hiddarrok to notice, Nnif sees it with a gleam of hope in his eye. This little vessel might be his one chance to escape—and save Alagene.



XF-5

XENO FILE: MILLIMAXXUS

Millimaxxus

Tier 9

N Large starship aberration
 Speed 10; Maneuverability average (turn 2)
 AC 20; TL 27
 HP 160; DT -; CT 24
 Shields medium 100 (forward 25, port 25, starboard 25, aft 25)
 Attack (Forward) tractor tentacle +13 (6d6)
 Attack (Port) tractor tentacle +13 (6d6)
 Attack (Starboard) tractor tentacle +13 (6d6)
 Attack (Turret) light particle beam +13 (3d6)
 Skills Engineering +15, Piloting +15
 Power Core internal electro nervous system (250 PCU); FTL none; Systems mk 2 armor, mk 9 defenses; Expansion Bays none

Other Abilities escape propulsion, electro tracking jam, living starship, no breath

ECOLOGY

Environment any vacuum near a source of electric energy
Organization solitary or bloom (2-20)

SPECIAL ABILITIES

Electro Tracking Jam (Ex) The millimaxxus has developed a natural resistance to tracking weapons. If a tracking weapon fired at the millimaxxus does not hit on the round it was fired, the projectile is unable to hold its lock and automatically fails any subsequent gunnery checks.

Escape Propulsion (Ex) A millimaxxus can use the full strength of its tentacles and cilia on its body to push itself in one direction. Once per battle, it may move up to a 25 speed, but is unable to make any turns. When the millimaxxus uses this ability, it is unable to take any action during that round's gunnery phase.

Living Starship (Ex) While the millimaxxus is a living creature, it is so immense that it functions as a starship (and thus engages in only starship combat). Though it has no crew, it can still take engineer, gunner, and pilot actions (one of each during the engineer and pilot phase and two actions during the gunner phase) using the skill bonuses listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Assume it has 9 ranks in the Engineering and Piloting skills and a base attack bonus of +9. Use the following table to determine the effects when a millimaxxus takes critical damage.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc
31-60	Propulsion	Condition applies to all pilot actions
61-100	Electro nervous system	Condition applies to all engineer actions, except when patching or repairing the electro nervous system

Tractor Tentacles (Ex) A millimaxxus has electric tentacles that can damage and grab onto enemy ships. These tentacles function as a gravity gun with the tractor beam special property, using the millimaxxus' tier as the tier of the firing ship and the millimaxxus' size as the size of the firing ship.

On planets pulsing with violent electrical storms, wondrous, star-like illuminations often appear above the biosphere. Only those outside the atmosphere can see that these

XENO FILE: MILLIMAXXUS

hovering “stars” have enormous tentacles—and are some of the most fearsome creatures in open space.

Thought to originate from monstrous black holes with superpowered currents, a millimaxxus is a monstrous jellyfish-like creature comprised almost solely of electricity. Once propelled into space from its current, it seeks the greatest electrical force it can find, using its long tentacles as conduits for energy.

A millimaxxus will only attack a starship proximate enough to interfere with its siphoning of electrical energy. Though a millimaxxus is featureless, a large proboscis protrudes from where its head should be. This proboscis can rotate to any angle, enabling the millimaxxus to shoot particles with deadly precision at any ship it ensnares.

While it seems vulnerable if its electric supply is interrupted, a millimaxxus has several natural defenses. Its viscous exolayer has billions of tiny cilia. These cilia generate rapid-fire pulses in such powerful succession that they form an electrical shield around the creature. If the creature sustains significant damage, it will readily use its escape propulsion ability to seek another energy

source.

Millimaxxi are always found near electrically active planets or super-powered space stations. Denizens of planets or space stations besieged by this infestation are effectively doomed as no supplies can get in or out. All they can do is languish as prisoners within their own biospheres, their skies alight with a strange blue-purple glow and their air crackling with the sound of currents.

Encounter

Within a few years after joining the Union, Amos 5 has transformed from a planet of verdant grasslands to a swathe of barren



XENO FILE: MILLIMAXXUS

desiccation. Its increased trade with other Union planets and unchecked infrastructure expansion have depleted the vegetation that sustained its unique ecosystem. Always stormy, Amos 5's biosphere is now a hotbed of electrical activity. Though most inhabitants fled as the storms worsened, a few remained in hastily constructed settlements, hoping in vain that the climate would self-regulate.

In the past month, eerie lights have emerged in the planet's skies. Anticipating an invasion, ground commanders from the planet's greatest settlements coordinated a full-scale attack. The worst of their fears—that the atmosphere had become impassable—were confirmed as they watched their battleships sizzle to a crisp in devastating electrical surges.

Nadila Furnessa, (LG female human envoy 9) mayor of the town of Guarayez—Amos 5's last major stronghold—has sent out a distress call to any life forms in range. Already compromised by the unrelenting storms, the transponder emitted only a few garbled signals before its circuits fried.

Only Wing Jeddon, (CN male dwarf operative 9) a transporter for hire who was bringing a shipment of goods to the forsaken planet, was proximate enough to hear the message. As he approached, he saw what looked like humungous electrical invertebrates clustering over the atmosphere, their tentacles still clutching the smoking remnants of ships. Knowing that his light freighter was no match for such enormous creatures, he headed straight for Union Central Command to seek reinforcements.

At the UCC, Wing meets the PCs. He implores them to help, explaining that Amos 5's trapped inhabitants will starve unless the

PLANET PROFILE: AMOS 5

Terrestrial: *Classified*

Atmosphere: Normal

Known Biomes: electrical storms over desert waste

Gravity: Normal

Orbit: 962 days

Rotation: 0 hours

Notes:

Travel to and from Amos 5 is restricted by the Union. But they don't bother to actively monitor the traffic due to the electrical storms that remain a constant feature on a planet that has zero rotation because of ::retracted::.

The original inhabitants of the planet were relocated to the newly terraformed Amos 6. Amosians are an accommodating race and easily adapt to the larger planet. Which has begun to be excavated of its rich minerals similar to Amos 5.

creatures are destroyed. Wing offers to split his payment for his cargo delivery with the PCs. While the proposal sounds agreeable, word at the station is that the transporter has some questionable connections in the Union Council. The PCs are unsure whether to trust Wing, but they agree to accompany him, knowing they cannot leave an entire planet to its destruction.

XENO FILE: QUEG

Queg	Tier 1/2	Queg, Pod Mother	Tier 1
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CN Small starship magical beast
 Speed 8; Maneuverability perfect (turn 0);
 FTL 1
 AC 15; TL 16
 HP 35; DT -; CT 7
 Shields none
 Attack (Forward) gravitational wave blast +6
 (2d6)
 Skills Piloting +10
 Power Core queg heart (50 PCU); FTL Signal
 Basic; Systems mk 3 armor, mk 4 defenses;
 Expansion Bays none
 Other Abilities living starship, no breath

ECOLOGY

Environment any vacuum
Organization solitary or pod (5-15 plus pod
 mother queg)

SPECIAL ABILITIES

Gravitational Wave Blast (Su) An angry queg can use its gravitational wave location as a wave blast that damages attacking ships.

Living Starship (Ex) The queg is a living creature that dwells in the vacuum of space, functioning in combat as a starship (and thus engaging in only starship combat). Though it has no crew, it can still take gunner and pilot actions (one of each during pilot phase gunner phase) using the skill bonuses listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. Assume it has 1 rank in the Piloting skill and a base attack bonus of +1. Use the table on page 10 to determine the effects when a queg takes critical damage.

CN Small starship magical beast
 Speed 12; Maneuverability perfect (turn 0);
 FTL 1
 AC 17; TL 17
 HP 35; DT -; CT 7
 Shields none
 Attack (Forward) gravitational wave blast +6
 (2d6)
 Skills Piloting +14
 Power Core queg heart (50 PCU); FTL Signal
 Basic; Systems mk 5 armor, mk 6 defenses;
 Expansion Bays none
 Other Abilities blindsense (gravitational
 waves) 10 hexes, living starship, no breath,
 pilot plaything

ECOLOGY

Environment any vacuum
Organization solitary or leading a pod

SPECIAL ABILITIES

Gravitational Wave Blast (Su) as per queg
Living Starship (Ex) as per queg
Pilot Plaything (Su) Quegs are sportive creatures with short attentions spans who perceive passing starships as playthings. A pod mother queg is able to psychically command a starship's pilot and control the starship for its and its podlings' amusement. Once per battle, during the helm phase, a pod mother queg can attempt to take control of the mind of any creature that is in the pilot role whose starship is within 10 hexes of the pod mother. AI and autopilot computers cannot be affected by pilot plaything. The pilot must make a DC 10

Light Weapon	Range	Speed	Damage	PCU	Cost (in BP)	Special Properties
Gravitational wave blast	Short	-	2d6	10	10	Line

XENO FILE: QUEG

Will save or lose control of his actions, taking commands on where to fly from the pod mother. The pod mother will often make the pilot perform stunts to amuse itself and its podlings. Another character aboard the starship can change roles to become the pilot, but this will not end the psychic ability, only stop the controlled creature from piloting the starship. Alternatively, another character aboard the starship can end this psychic ability during the helm phase by taking an action to wake up the controlled pilot (Will, DC 10), but that character cannot take any other role or action during that round. On a failed save, the pilot is under the effects of this ability until the pod mother loses interest in playing with the starship. A solo pilot is unable to end this ability on their own. This ability is considered a psychic mind-altering effect.

D%	SYSTEM	EFFECT
1-30	Weapons array	Randomly determine one arc containing weapons; condition applies to all gunner actions using weapons in that arc
31-60	Brain	During the next round, each of the queg's attack actions have a 25% chance of failure
61-100	Tail	Condition applies to all pilot actions

With its curving grin and giant bead-like eyes, the queg is possibly the only creature that exists happily in the vacuum of space. Generally omnivorous, it spends most of its life flopping about, frolicking with other quegs in its pod and sifting morsels from space debris.

Its greatest joy, however, is finding “treasures” in the debris, the most prized of

which are unsuspecting spaceships with shiny metallic finishes. Anything that catches a queg's fancy is subject to a game of “catch” between podlings, who will fling ships to and fro interminably until something shinier drifts their way.

Quegs seem completely unaware of the damage they can inflict on starships, or of the terrified “toy” commanders' desire to escape. Despite their generally amiable behavior, they will readily attack if their “game” is interrupted.

Quegs travel in large groups known as pods, led by a “pod mother.” Due to the mammoth size of most queg pods, it is thought that the pod “mother” may be a leader rather than a biological mother. It may be that the pod mother's larger size places her higher in the social order. The more likely explanation, considering that podlings eerily mimic their pod mothers, is that pod mothers forge psychic bonds to amass coterie of lesser quegs around them. Whenever a pod mother changes direction, her podlings dutifully follow.

Whether the connection is biological or social, the pod mother is fiercely protective of her pod. Her size thicker skin, and deceptive quickness enable her to withstand significantly more damage than other quegs.

XENO FILE: QUEG

Encounter

Small-time smuggler Slice Cancune (NG male human soldier 1) is on a mission to retrieve symbiotes for sale on the black market. Working through a middleman, his tactical directives have been vague. All Slice knows is that the symbiotes attach themselves like barnacles to what sound like a benign group of space whales.

Just before Slice leaves on his mission, he hears what sounds like little fists pounding on the bay door of his ship, the newly-polished Metaflorian Condor. (For stats on Slice's ship, use the stats for a Ringworks Wanderer from the Starfinder Core Rulebook p. 310.) When he turns on the comm unit, he hears a scratchy little voice blabbering something about “crazy whales” and the dangers of “shiny things.”

Wanting to avoid additional damage to his silver beauty—and to escape what sounds like a deranged gnome—Slice flies off into the Void with a chuckle. After all, how tough can it be to nab some magical barnacles from a few whales?

Slice's former copilot and occasional partner Rand Attikus (NG male human soldier 1) has not heard from his friend since he left on a solo mission two weeks ago. Explaining that Slice has only several more days of rations left, Rand implores the PCs to help him locate the Metaflorian Condor, which may have inadvertently become the queg pod's shiniest new toy.



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