

TOME OF ALIENS



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FROG GOD
GAMES

TOME OF ALIENS

Authors: Anthony Pryor, Jeff Swank, Lance Hawvermale, Patrick Lawinger, Edwin Nagy

Developer: Zach Glazar

Producer: Bill Webb

Editors: John Ling & Edwin Nagy

Layout Design: Charles A. Wright
Front Cover Art & Design: Jim Wampler,

Charles Wright

Interior Art: Terry Pavelet and
Artem Shukaev

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director: Swords & Wizardry
Matthew J. Finch

Creative Director: Pathfinder
Greg A. Vaughan

Frog V
Patrick Pilgrim

Developer
John Ling

Art Director
Charles A. Wright

Zach of All Trades
Zach Glazar

In Space, Everyone Can See Him Scowl
Skeeter Green



FROG GOD
GAMES

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Dunes of Desolation ^{PF}
Fields of Blood ^{PF}
Mountains of Madness ^{PF}
Marshes of Malice ^{PF}

* (forthcoming from **Frog God Games**)

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ALMAS

ALMAS SCOUT

XP 800

Almas soldier

N Medium humanoid (almas)

Init +4; Senses low-light vision; Perception +8

DEFENSE

EAC 14, KAC 16

HP 57

Fort +5, Ref +5, Will +4

OFFENSE

Speed 30 ft.

Melee high density curve blade +11 (1d10+2 S; crit bleed 1d6)

Ranged laser rifle +11 (1d6+3 F, burn 1d6)

STATISTICS

Str +2, Dex +4, Con +1, Int +1, Wis +0, Cha +0

Feats Blind-Fight, Opening Volley

Skills Acrobatics +8, Athletics +13

Languages Almas, Common

Gear tempertech defiance (squad), flash grenade I, high-density curve blade, incendiary grenade I, laser rifle

ECOLOGY

Environment any

Organization solitary, scout pack (2–5)

ALMAS CAPTAIN

XP 2,400

Almas operative

N Medium humanoid (almas)

Init +5; Senses low-light vision; Perception +13

DEFENSE

EAC 18, KAC 20

HP 108

Fort +8, Ref +5, Will +10

OFFENSE

Speed 40 ft.

Melee dueling sword +16 (1d6+8 S)

Ranged light laser pistol +13 (2d4+6 F, burn 1d4)

Combat Abilities debilitating trick, evasion, trick attack +3d6

STATISTICS

Str +2, Dex +5, Con +2, Int +3, Wis +2, Cha +0

Skills Athletics +18, Bluff +18, Diplomacy +13, Disguise +18

Languages Almas, Common

Gear freebooter armor II, dueling sword, light laser pistol

Noncombat Abilities master of disguise, sure-footed

CR 3

ECOLOGY

Environment any

Organization leader with 2–5 scouts

These thin, smooth-skinned humanoids average 7–8 feet tall with three eyes facing forward from their broad, flat faces in the form of an evenly spaced triangle. All almas have a blue central eye high on their forehead, while the lower eyes can be any color. Most almas have orange-hued skin, but some appear almost pink in color. Almas, while slender, are powerfully built and possess four thin, delicate, and extremely dexterous fingers at the ends of their three-jointed arms. The outer fingers face the two inner fingers like dual opposable thumbs and their wrists can bend in either direction.

Almas are generally calm and easygoing but their size and strength sometimes makes other races nervous. Almas are found in massive generational colony ships that pause in some systems to resupply and then continue their slow travel to other systems. The almas home world was destroyed when its sun went nova thousands of years ago, and the almas colony ships fled the system in search of a new home. As generations grew and died aboard the ships, the almas lost their desire to colonize a planet, preferring to stay on the ships they call home.

Almas are highly protective of each other and their colony ships, and are quick to adopt new technologies. The one thing they have not done is add drift drives to their massive ships. They have a strict moral code of honor when dealing with each other, but this does not apply to other races. The almas do not see killing or cheating a member of another race as a crime, but they will usually abide by the laws of whatever system they are in.

CR 6

AMBYSIAN

AMBYSIAN

XP 800

LN Medium humanoid (ambysian, aquatic)

Init +4; Senses low-light vision; Perception +8

DEFENSE

EAC 13, KAC 15

HP 38

Fort +7, Ref +5, Will +2; +4 vs. poison

OFFENSE

Speed 30 ft., climb 15 ft., swim 40 ft.

Melee spear +8 (1d6+5 P) or slam +8 (1d6+5 B plus poison)

Ranged radium blaster +11 (1d4+3 F)

STATISTICS

Str +2, Dex +4, Con +1, Int +0, Wis +0, Cha +0

Skills Acrobatics +13, Athletics +8, Survival +8

Languages Manian

Noncombat Abilities amphibious, water breathing

ECOLOGY

Environment swamp (Mani 6083)

Organization solitary, pair, or gang (4–12) or tribe (13+ 100% noncombatants, 1 leader of 4th–5th level, 5–6 alien pets)

SPECIAL ABILITIES

Poison (Ex) Ambysians exude a poisonous ooze from their skin.

AMBYSIAN POISON

Type poison, contact; Save Fortitude DC 13

Track Constitution; Frequency 1/minute for 6 minutes

Cure 2 consecutive saves

CR 3

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Wis, –1 Cha

Hit Points: 4

Size and Type: Almas are Medium humanoids with the almas subtype.

Athletic: Almas society favors athletic endeavors; almas gain a +4 racial bonus on Athletic checks.

Low-Light Vision: Almas can see twice as far as humans in dim lighting.

RACIAL TRAITS

Ability Buy Points: +3 Dex, +2 Str, -1 Cha
Hit Points: 4

Size and Type: Ambysians are Medium humanoids with the ambysian and aquatic subtypes.

Amphibious: Ambysians can breathe on air as easily as in water. They have the amphibious special ability.

Low-Light Vision: Ambysians can see twice as far as humans in conditions of dim light.

Swim: Ambysian characters have a swim speed of 30 feet.

The ambysian are salamander-like humanoids who dwell in the humid swamps of Langooro beneath the ever-burning sun of Mani 6083. Ambysians range in size from 5–6 feet tall and have slippery almost black skin covered in elaborately patterned spots ranging in colors from yellow to green to brilliant blue. This slick skin exudes venom that can prove deadly to other creatures. Although they live a tribal existence, they are technologically savvy, having developed radium projectile weapons used for hunting massive creatures of the swamps, and have a complex culture which revolves around the protection of their village and management of the ecosystem. Their religion is best described as a mixture of druidic ideals



and worship of the great creatures of the swamp, most specifically the swamp strider.

Ambysians are the most secretive of the intelligent races of the inner moon Mani 6083 and are distrustful of outsiders, especially the trenaaghi who have begun exploiting the ambysian continent of Langooro for raw materials and resources, causing increasing dangers to the fragile ecosystem.

Ambysians build their villages on a large wooden platform strapped with intricately woven fibers to the backs of the titanic swamp striders. There are typically a dozen or more intricate mud and wicker structures comprising any given village. Among the buildings are the chief's dwelling and a shrine dedicated to the strider whom the ambysians consider their own personal living god. Other buildings include housing for the various members of the clan, a weaponsmith, and a storehouse typically filled with the various grubs and insects the ambysians feed on.

Ambysians long ago developed a symbiotic relationship with the great swamp striders, where they guard the eggs of the massive beasts which are laid every hundred years, and take more than a decade to hatch. They keep the striders clean of diseases and parasites, and the striders allow the creatures to dwell upon their bony backs, largely protecting the village from attacks by the other megafauna dwelling within the swamps of Langooro.

The head of an ambysian tribe is typically a druid of 4th–8th level who also serves as the driver of the great swamp strider whenever the tribe needs to gently goad the massive beasts to a location that is not necessarily on the creature's mind at the time, such as a gathering of the tribal confederacy, or a visit to a swamp strider's egg depository which is seen as holy places to the ambysians.

When pressed into combat, ambysians are fierce fighters, wielding their radium rifles with deadly efficiency, especially in defense of their village and swamp strider. They use natural camouflage and their innate chameleon-like ability to ambush foes, often attempting to capture their foes so they can question them about their intentions and gather intelligence about the trenaaghi or other intruders to their domain.

ANKYLOS

ANKYLOS

CR 4

XP 1,200

CN Medium monstrous humanoid

Init -1; Senses darkvision 60 ft.; Perception +10

DEFENSE

EAC 16, KAC 19

HP 55

Fort +8, Ref +6, Will +5

DR 5/—

OFFENSE

Speed 30 ft.

Melee slam +12 (1d6+9 B) or longsword +12 (1d8+9 S)

Ranged spear +9 (1d6+4 P)

Offensive Abilities tail sweep

STATISTICS

Str +5, Dex -1, Con +3, Int +0, Wis +1, Cha -1

Skills Athletics +12, Intimidate +10, Survival +15

Languages Ankylos

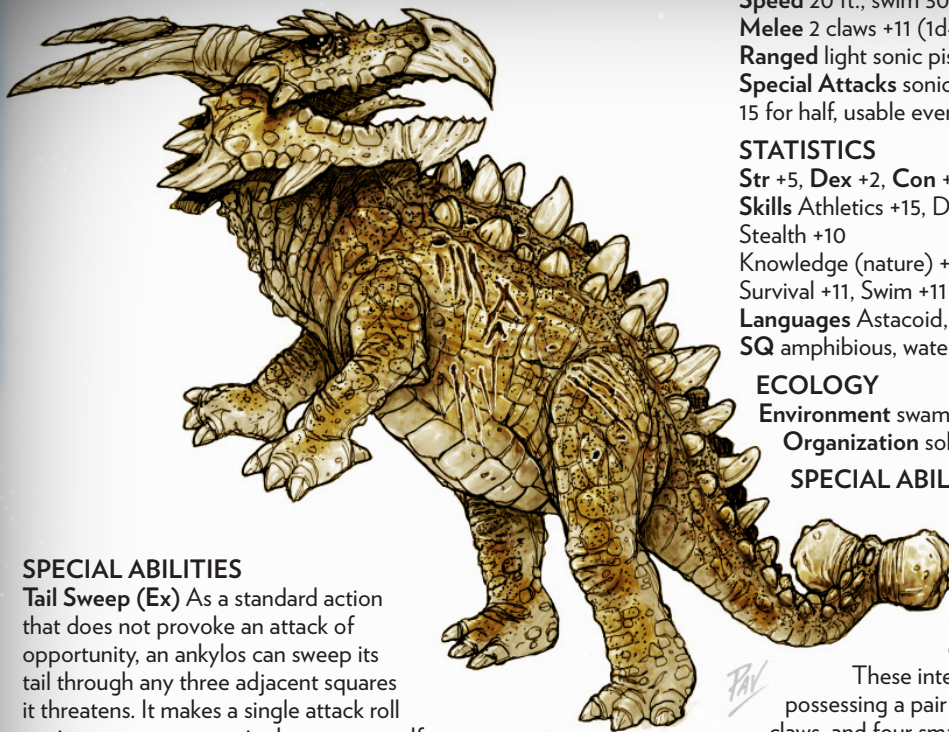
Gear longsword, 2 spears

ECOLOGY

Environment any (Silvarum)

Organization solitary, squad (2–5), company (6–20), clan (21+, 6th–8th level leader)

MONSTROUS HUMANOID



SPECIAL ABILITIES

Tail Sweep (Ex) As a standard action that does not provoke an attack of opportunity, an ankylos can sweep its tail through any three adjacent squares it threatens. It makes a single attack roll against any opponents in these squares. If the attack succeeds, the target takes 1d6+9 points of bludgeoning damage, and must succeed on a DC 13 Reflex save or be knocked prone.

Masters of the Surface Realm on the forest planet Silvarum, the ankylos are powerful, armored reptilian creatures that rule barbaric kingdoms and call upon potent arcane forces to maintain their position. They resemble upright armored dinosaurs, with draconic faces, flat elephantine feet, thick-fingered hands and heavy, muscular clubbed tails. Heavy bony plates cover their backs, and all of their internal organs are well protected against even the most violent of blows.

There is little about the ankylos that is not geared toward battle and conquest. They are the most powerful of the Surface Realm species, dominating vast swaths of the planet. These barbaric kingdoms are constantly at war with each other and with the other species of the surface as well. Ankylos warlords grow wealthy and powerful, but don't usually live long — slain or overthrown by rivals, often their own progeny.

Ankylos fight with melee weapons suitable to their size and power. They are aware of ranged weapons such as bows and even firearms, but shun them as tools of cowards. Besides, ankylos are resistant to damage and ranged weapons are often ineffective. Some ankylos are also skilled at magic, utilizing powerful destructive spells or raising the dead for use in battle.

OFFENSE

Speed 20 ft., swim 30 ft.

Melee 2 claws +11 (1d4+9 S)

Ranged light sonic pistol +9 (1d8+9 So)

Special Attacks sonic wave (30 ft. radius, 4d4 sonic damage, Fort DC 15 for half, usable every 1d4 rounds)

STATISTICS

Str +5, **Dex** +2, **Con** +1, **Int** +1, **Wis** +3, **Cha** +1

Skills Athletics +15, Diplomacy +10, Life Science +15, Survival +10, Stealth +10

Knowledge (nature) +7, **Perception** +13, **Profession (choose one)** +8, **Survival** +11, **Swim** +11

Languages Astacoid, Common

SQ amphibious, water breathing

ECOLOGY

Environment swamp

Organization solitary, pair, gang (4–10), tribe (20–200)

SPECIAL ABILITIES

Sonic Wave (Su) An astacoid can cause a 30 foot radius around itself to vibrate and produce a damaging sonic wave. This attack deals 4d4 sonic damage and allows a DC 14 Fortitude save for half damage. An astacoid can use its sonic wave once every 1d4 rounds.

These intelligent crustacean beings stand about 5 feet tall, possessing a pair of legs, a long lobster-like tail, a pair of lobster claws, and four smaller claws that act as dexterous hands which are located mid-thorax. Astacoids dwell in muddy bogs, and along the beds of slow-moving freshwater streams of their home worlds.

Astacoids deal in valuable organic materials that are highly sought on space stations and off-world outposts such as dead moons. They work the rich silt of riverbeds collecting minerals and siphoning off and recycling fertilizers and other chemicals from fresh water. These recycled chemicals and pure organic soils are vital to terraforming efforts used by the majority of space travelers.

Astacoid culture is tribal in nature, with its oldest and largest members serving as elders, who handle negotiations over their business enterprises, make trade deals, and organize their defenses. Often times the elder is a mystic of at least 8th level with 1 sub-chief, who is typically a mystic of 3rd level, for every 15 members of the tribe.

The astacoids have a slightly higher than basic technology level, consisting of simple submersible craft, hovercraft, refineries, and water purification systems. Astacoids use their sonic pistols as much for mining their river beds as they do for defense.

Unfortunately for astacoids, less friendly sentient species find the astacoid itself a delicacy, with their tail and claws providing a rich protein food source; especially when boiled whole and dusted with spices and splashed with a spicy sauce.

ASTACOID

ASTACOID

XP 1,200

CG Medium monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +15

DEFENSE

EAC 16, **KAC** 17

Fort +3, **Ref** +9, **Will** +5

DR 5/slashing **Resist** fire 10, sonic 10

CR 4

AZIS

AZIS

XP 600

LE Medium aberration

Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +12

DEFENSE

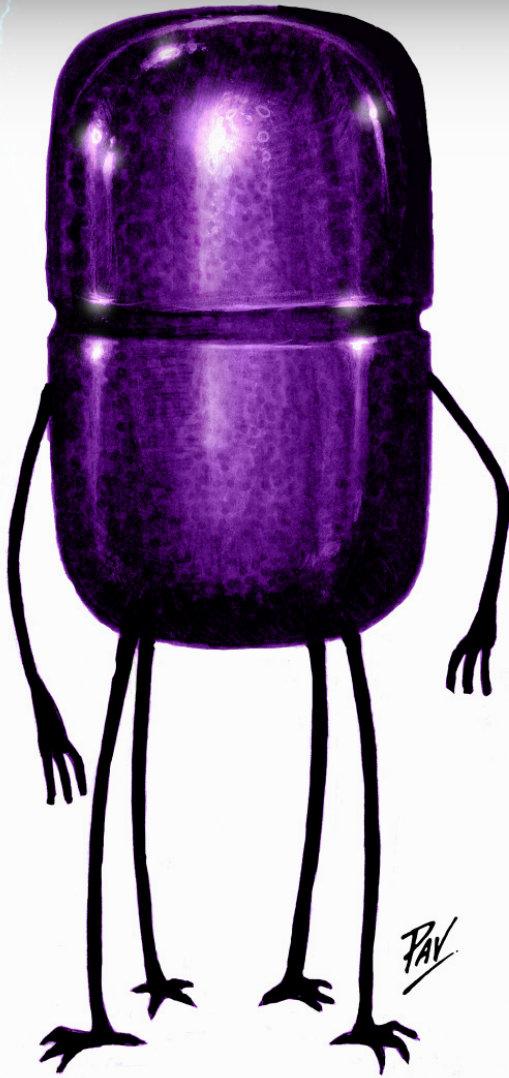
EAC 13, **KAC** 14

HP 25

Fort +1, **Ref** +5, **Will** +3

Defensive Abilities hold breath

CR 2



time without breathing at all. Voracious eaters, azis are nomadic, generally eating an area out of both vegetable and protein-based food before moving on. They communicate through ground vibrations using a complicated series of foot taps. Preferring to hunt from ambush, the azis often attack by throwing small rocks, using their long legs to whip them like sling bullets. Unlike the other forsaken kiásians, azis can see quite well.

BROWSER

BROWSER

CR 1/2

XP 200

LN Tiny magical beast

Init +1; Senses blindsense (thought) 60 ft., darkvision 60 ft., low-light vision; Perception +3

DEFENSE

EAC 9, KAC 10

HP 5

Fort +2, Ref +1, Will +3

OFFENSE

Speed 20 ft.

Melee bite +1 (1d4-1 P)

Offensive Abilities energy blast, mind blast

STATISTICS

Str -1, Dex +1, Con +0, Int +3, Wis +0, Cha -1

Skills Sense Motive +3, Stealth +7, Survival +7

Languages Browser; limited telepathy (browsers only) 500 ft.

ECOLOGY

Environment scrubland (Everian system)

Organization pack (10-40)

OFFENSE

Speed 30 ft. Climb 20 ft.

Melee 2 pincers +6 (1d4+3 S)

Ranged rock +8 (1d4+2 B)

STATISTICS

Str +1, Dex +4, Con +1, Int +2, Wis +0, Cha -1

Skills Acrobatics +12, Athletics +7, Stealth +12, Survival +7

Languages Azis (see below)

ECOLOGY

Environment underground, thin atmosphere

Organization solitary, pair, gang (2-5), pack (10-50)

SPECIAL ABILITIES

Hold Breath (Ex) As a reaction, an azis can begin holding its breath; it can continue to do so for up to 30 minutes, even while exerting itself. While holding its breath, an azis is immune to suffocation, inhaled poisons, and any other effect that relies on the target breathing. If the azis held its breath for at least 5 consecutive minutes, it must wait an equal amount of time before doing so again. For example, an azis that held its breath for 10 minutes cannot do so again for another 10 minutes.

The azis evolved from the kiásians after being abandoned in the underground cities on the dying planet of Kiás. Their bodies comprise two small, black tufts seated upon four long, thin legs. They are about three feet tall and the same around. Azis can breathe in a very thin atmosphere, and can operate for extended periods of



Tome of Aliens

TRANSPARENT

SPECIAL ABILITIES

Energy Blast (Ex) Once per day as a standard action that does not provoke attacks of opportunity, a browser can unleash a blast of either super-heated or super-chilled air. The blast affects all creatures in a 15-foot cone emanating from the browser's mouth; all those in the area of effect suffer 1d4 points of either fire or cold damage. A successful Reflex save (DC 11) halves the damage. In the round immediately after releasing its energy blast, the browser is susceptible to the opposite type of damage it released, suffering a 50% increase in damage from appropriate sources.

1x/day can emit heat or cold in 10-ft. radius for 1d4 damage. DC 11 Ref save for half.

Mind Blast (Ex) Browsers have the ability to work in concert to unleash a blast of force damage. As a full action that provokes attacks of opportunity, a pack of browsers can focus their mental energy at one target within 30 feet of any member of the pack. If the target fails a DC 11 Will save, it suffers 1 point of force damage for every browser collaborating on the attack. Any browser who participated in the formation of the mind blast is fatigued for 1d3 rounds afterward.

The browser is a long-necked quadruped standing about 1-1/2 feet tall at the shoulder. While generally placid, this highly intelligent herd animal has potent abilities allowing it to send strong mind blasts emanating from its two stub-tipped horns. While the emanations from a single browser are barely adequate to damage a small rodent-sized creature, working in conjunction with a herd of twenty or thirty, these beasts can bring down even a well-protected creature. In addition to self-defense, browsers use their mental interconnection to pass messages about interlopers and food sources, making these creatures nearly impossible to surprise. In addition to their tribe-based awareness, browsers have developed speckled camouflage unique to their regional vegetation and background coloration.

Browsers feed on plant material and the herd balances its eating habits to ensure they don't strip the local flora bare. This has allowed them to survive in areas with minimally robust vegetation such as near desert and sub-arctic terrains.

Browsers are native to the second planet of the Everian system. A wet planet with high winds, E2 has developed an extensive ecosystem of grass-like plants with waxy coatings and small fauna. Larger fauna tend to be squat and struggle to gather adequate nutrition. The winds have also made sonic communication nearly useless and most sentient creatures use either radiation or psychic based information transfer protocols.

CALLOLET

CALLOLET

XP 800

N Medium aberration

Init +4; Senses darkvision 60 ft.; Perception +8

DEFENSE

EAC 14, KAC 16

HP 40

Fort +5, Ref +5, Will +4

Defensive Abilities camouflage, internal acid; Resist acid 10

OFFENSE

Speed 30 ft.

Melee bayonet +8 (1d6+3 P)

Ranged arc emitter +11 (1d4+3 E)

STATISTICS

Str +0, Dex +4, Con +1, Int +2, Wis +0, Cha +0

Skills Acrobatics +8, Athletics +8, Stealth +13

Languages Callolet, Common

CR 3



Gear arc emitter rifle, bayonet

ECOLOGY

Environment any

Organization solitary, pair, or invasion (6-12)

SPECIAL ABILITIES

Camouflage (Ex) Callolet having transparent skin, allowing them to make Stealth checks to hide even when they don't have cover or concealment.

Internal Acid (Ex) Anyone striking a callolet with a piercing or slashing weapon takes 1d4 points of acid damage as a jet of acid erupts from the wound. A successful DC 12 Reflex save halves this damage.

Callolet society is based on the hunt for jormungar sea serpents. They stalk and kill their prey using a combination of highly advanced technology, such as energy weapons and scanning equipment, mixed with traditional ancient weapons, such as blades, harpoons, and nets.

Callolet are bipedal, physically distinguishable from humans by their translucent skin. Upon inspection their outer features are remarkably similar to humans, including a nose, mouth, and even belly button. These features are difficult to distinguish and their most apparent feature is their eyes. The eyes of callolet have been the subject of much study, with their swirling liquid made of a golden metal with minute flecks of silver running through, they are mesmerizing to behold.

Callolet society is ruled over by the powerful, governed by the most skilled warrior who constantly plots and

CHOKORA AND PCs

Chokora provide the wealthy and the elite with a potent protection against assassination and it is possible the PCs might wish to obtain such a valuable pet. Whether or not the PCs can acquire such a pet should be left entirely in the hands of the GM. The ability to sense danger can be extended in a way that makes it difficult to control a chokora. Angry family members or spouses can easily wish harm upon even a loved one in a time of anger. Many of those that do keep chokora as bond mates for protection are very careful with them around family and friends.

schemes against rivals and lesser kin. The majority of callolet are the common soldiers and decadent citizenry. In combat, callolet are thoroughly ruthless, however, they view one-on-one combat with high honor and typically strive for equal terms.

Most callolet stand upward of 6 feet tall and weigh 200 pounds, though their transparent bodies appear much thinner.

CHOKORA

CHOKORA

CR 3

XP 800

N Small magical beast

Init +4; Senses darkvision 60 ft., low-light vision; Perception +13

DEFENSE

EAC 14, KAC 16

HP 40

Fort +7, Ref +7, Will +2

Defensive Abilities danger sense

OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (Perfect)

Melee bite +12 (1d6+5 P plus caustic venom)

Ranged spit +9 (0 plus caustic venom)

Offensive Abilities caustic venom (poison, contact or injury; DC12; track intelligence)

Spell-Like Abilities (CL 3rd)

At will—teleport (15 ft. range, self only)

Constant—flight (3rd level)

STATISTICS

Str +2, Dex +4, Con +0, Int -5, Wis +0, Cha +1

Skills Acrobatics +8, Athletics +8, Stealth +8

ECOLOGY

Environment jungle canopy (Kifumsitu), any with bond mate

Organization solitary, pair, cluster (2-8)

SPECIAL ABILITIES

Caustic Venom (Ex) The neurotoxic venom of a chokora is injected with a bite or spit as far as 15 feet. It is extremely caustic, burning through metal, cloth, or wood with great efficiency. Every layer the venom must burn through takes one full round and provides a +1 bonus to the target's saving throw. It is a full action to wash off or neutralize the venom before it penetrates clothing or armor. The caustic venom can burn through a maximum of 3 layers of armor or clothing. If injected with a bite the venom acts immediately.

CAUSTIC VENOM

Type poison, contact or injury; Save Fortitude DC 12

Track Intelligence; Frequency 1/round for 6 rounds

Cure 1 save

Danger Sense (Su) Chokora can identify anyone actively planning harm to them or their bond mate as long as they are within 60 feet of the intended attacker. They do not know exactly what those plans might be but simply know danger is imminent. This ability cannot predict accidents, mistaken attacks (where the violence is intended for a different victim), random attacks, or attacks that originate from a distance greater than 60 feet.

This creature is highly sought after as a pet and is extremely expensive. The front facing eyes of their face are unusually expressive and vary in color from deep purple through a wide range of blue and green colors. While their skin is naturally a deep green, they possess a natural ability to camouflage themselves. A mouth full of sharp teeth indicates these creatures, while very small, are active hunters. Fortunately for owners, they can eat

a wide variety of fruits and vegetables. Resembling six legged lizards with unusually long tails, chokora possess natural abilities, including flight and teleportation, that they use for hunting. Although they are flying creatures in their natural environment, they do not have any wings. Even without flight, chokora can move quickly through tree limbs using their claws and long, prehensile tail.

Chokora form a special bond with the closest intelligent creature present when they hatch from their eggs. Once bound, they are completely loyal and highly protective. They can sense when any intelligent being nearby actively means harm to themselves or their bond mate and act instantly to protect and warn them. This makes them extremely valuable as pets to those wealthy enough to own and maintain them. It is presumed that, in the wild, hatchlings bond with their parents, who watch over their nests. This has led some researchers to postulate that chokora are potentially sentient. Wild chokora can form new bonds with other chokora if their bond mate dies, but those kept as pets die within 2d20 days of their bond mate's death.

A chokora's natural habitat is the canopy of the deep forests of Kifumsitu. They are extremely difficult to find but generally do not attack explorers unless attacked first. However, they are highly protective of the 2-3 eggs kept in well-hidden nests during their fertile season. Anyone trying to steal such eggs is attacked by several chokora, even to the point of following hunters out of the forest if they can. The safest way to obtain eggs is to somehow stun all nearby chokora, and leave with the eggs before they can recover.

DWARF, GRAVITY

DWARF, GRAVITY

CR 6

XP 2,400

LG Medium humanoid (dwarf)

Init +0; Senses darkvision 60 ft.; Perception +13

DEFENSE

EAC 18, KAC 19

HP 80

Fort +7, Ref +5, Will +9; +4 vs poison

OFFENSE

Speed 30 ft.

Melee plasma axe +14 (1d6+8 E & F; crit severe wound)

Ranged semi-auto pistol +12 (1d6+6 P)

STATISTICS

Str +2, Dex +0, Con +5, Int +3, Wis +2, Cha +0

Skills Athletics +13, Engineering +18, Physical Science +13, Profession

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(stevedore) +18, Piloting +18
Languages Common, Dwarven
Noncombat Abilities lightening sphere
Gear semi-auto-pistol, plasma axe, misc. tools

ECOLOGY

Environment any
Organization solitary, crew (3–8)

SPECIAL ABILITIES

Lightening Sphere (Su) As a standard action, a gravity dwarf can reduce gravity in a 30-foot radius by up to 3g but cannot make it negative. He or she can opt to affect the entire sphere or only a single object or creature within it. If the gravity dwarf opts to affect a single creature, it receives a DC 16 Will save to resist. Any creature within the full sphere instead receives a DC 14 Will save to resist. The effect lasts for a single round, but the gravity dwarf can continue the effect each round as a reaction.

Visually akin to dwarves of yore, these compact, muscular creatures tend to dress in tight fitting unitards and have all their equipment tied, cabled, strapped, or otherwise secured about their person. Whether through a freak encounter with an alternative dimension, or a boon granted by a wizard long lost to history, this subspecies of dwarf has developed the ability to alleviate gravity within a 30 foot radius. They can choose whether to include themselves in the lightening effect.

Industrious like their ancestors, gravity dwarves have become a staple on primitive planets with mining and other forms of raw resource accumulation, as they can significantly reduce the amount of energy required to gather them. Working in concert, a large group can be used to reduce to almost zero the amount of fuel required for take-off. Unfortunately, the amount of food they require means that any long range ship using gravity dwarves for take-off usually has little room left for cargo after stowing adequate provisions. Gravity dwarves are also often employed as soldiers and guards as their anti-gravity effects can have powerful defensive and offensive uses.

DWARF, LIQUID-CRYSTAL

DWARF, LIQUID-CRYSTAL

CR 8

XP 4,800

CN Medium monstrous humanoid (shapechanger)

Init +4; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

EAC 20, **KAC** 22 (+4 in crystal form)

HP 125

Fort +10, **Ref** +12, **Will** +9

Defensive Abilities refract light (crystal form only), regeneration 5 (in liquid form only; must be in contact with silicone-based material); **DR** 20/— (liquid form only); **Immune** construct immunities (crystalline form only) **SR** 19

OFFENSE

Speed 30 ft. (15 ft. in liquid form, but able to move through openings as small as 1/2 in.)

Melee 2 limb attacks +20 (3d4+14, B, P, or S, type chosen during transformation to crystalline form)

Ranged pistol +17 (3d6+8) (humanoid form only)

Offensive Abilities crystal shot (+17, 3d6+8)

STATISTICS

Str +6, **Dex** +4 **Con** +2, **Int** +0, **Wis** +1, **Cha** +1

Skills Acrobatics +16, Athletics +21, Stealth +16 (in humanoid form; +21 in liquid form, +11 in crystal form)

Languages Common, Dwarven

Noncombat Abilities transform self

Other Gear advanced armor, greater semi-auto pistol, with glass projectiles

ECOLOGY

Environment various

Organization solitary, pair, gang (2–7), tribe (10–100)



SPECIAL ABILITIES

Crystal Shot (Su) When in crystalline form, a liquid-crystal dwarf can project a portion of itself as a ranged attack. This is a standard action that does not provoke attacks of opportunity, and has a range of 30 ft. For each use of crystal shot, the liquid crystal dwarf suffers 5 HP damage.

Refract Light (Su) When in crystal form, the liquid-crystal dwarf is immune to any light based attack (lasers, x-rays, etc), and, as a reaction, can attempt to reflect attacks back on the attacker by making an Acrobatics check with a DC equal to the attacker's original attack roll.

Transform Self (Su) As a full action, a liquid-crystal dwarf can transform from humanoid to liquid, liquid to crystalline, crystalline to liquid, or liquid to humanoid. The transformation does not restore any lost HP; any non-silicone based items in the liquid-crystal dwarf's possession at the time of transformation — such as leather armor, cotton clothing, etc. — do not meld into the body, nor remain in place. Such items instead fall to the ground. For this reason, liquid-crystal dwarves prefer materials made from fiberized glass and other silicone-based materials.

While in liquid form, a liquid-crystal dwarf may engulf a previously fired crystal shot and regain the lost HP from that attack; likewise, at the GM's discretion the liquid-crystal dwarf may engulf quartz or similar materials and regenerate lost Hit Points.

Liquid-crystal dwarves are a strange amalgamation of humanoid and elemental. Primarily dwarven, these mysterious creatures can turn their bodies into crystalline constructs, passing through a mercury-like liquid phase as they do.



The dreaded dylorach is feared among spacefarers for its ability to capture entire ships, eventually devouring those inside. Born in deep space, the dylorachs thrive in cold vacuum. Their bodies feature no means of inhalation, as they have developed a series of internal organs that function almost like air-scrubbing machines. Carbon dioxide and oxygen are pushed through an endless, natural cycle, completely within the dylorach's body. All of a dylorach's respiration takes place internally. Because of its incredible size, the spider has room within itself to accommodate a variety of giant organs that perform as efficiently as components in a factory. Powering this physiological process requires fuel in the form of the spacefarers the dylorach consumes.

A dylorach propels itself across the rocky debris of an asteroid belt, spinning webs as thick and resilient as carbon-fiber cables. The largest of these webs is sufficient to bring a huge-sized vessel to a sudden stop, causing 10d10 points of structural damage upon impact and sending unprotected passengers tumbling. Once a ship is stopped, the dylorach bites into the hull, its mandibles punching through the bulkheads and injecting the area inside with a gas that fills approximately 30,000 cubic feet.

Because their enormous, eight-limbed bodies have evolved in space, dylorachs are susceptible to the rigors of gravity and heat. Sudden shifts in pressure and any type of heat-based attack can temporarily cripple their limbs for 2d4 rounds if dealing at least 20 points of damage.

DYLORACH

DYLORACH

CR 20

XP 307,200

N Gargantuan vermin

Init +6; Senses darkvision 60 ft., blindsense 60 ft.; Perception +34

EAC 35, KAC 37

HP 465

Fort +23, Ref +21, Will +17

Immune mind-affecting

OFFENSE

Speed 50 ft., climb 50 ft.

Melee +34 bite (11d10 +32 P)

Space 20 ft., Reach 20 ft.

Offensive Abilities poison cloud

STATISTICS

Str +12, Dex +6, Con +9, Int —, Wis +0, Cha –5

Skills Athletics +34

ECOLOGY

Environment asteroid belts

Organization solitary

SPECIAL ABILITIES

Poison Cloud (Ex) Once every 1d3 rounds, a dylorach can exhale a cloud of poisonous gas.

DYLORACH GAS

Type poison, inhaled; Save Fortitude DC 25

Track Constitution (special); Frequency 1/round for 6 rounds

Effect Healthy—Weakened—Unconscious; no end state

Cure 2 consecutive saves

ELECTRIC BOOGALOO

ELECTRIC BOOGALOO

CR 1/2

XP 200

N Small aberration

Init +3; Senses darkvision 60 ft., low-light vision; Perception +4

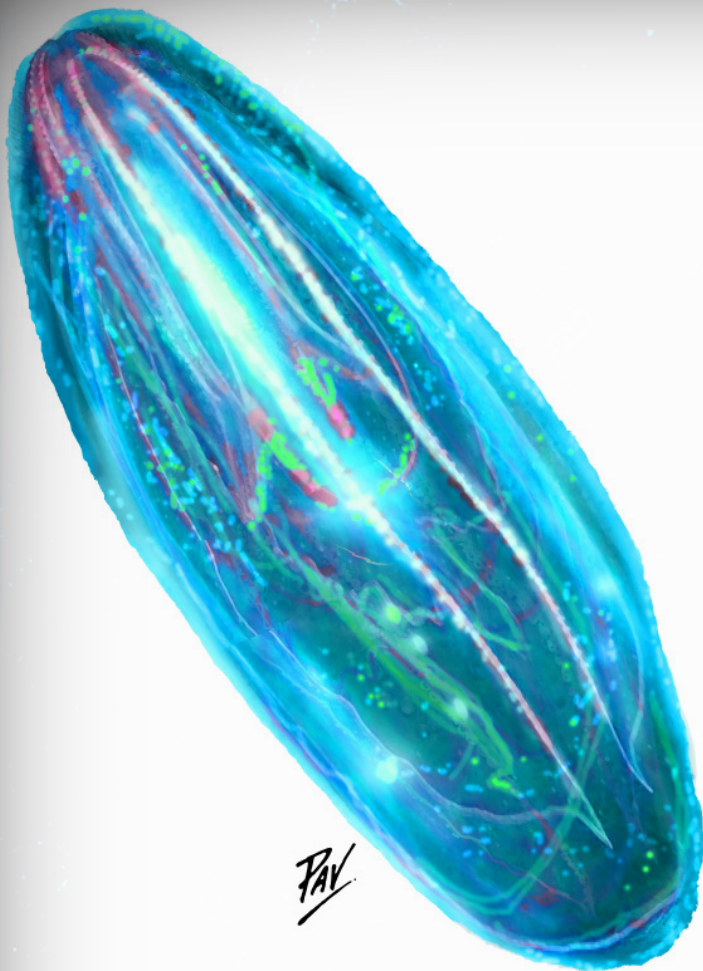
DEFENSE

EAC 12, KAC 10

HP 13

Fort +2, Ref +2, Will +2

Defensive Abilities electrical healing; Immune electricity; SR 12



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OFFENSE

Speed 15 ft., fly 45 ft. (perfect)
Ranged zap +6 (1d4 E; crit arc 1d3)

STATISTICS

Str +0, Dex +3, Con +1, Int +0, Wis +0, Cha +2
Skills Acrobatics +9, Stealth +4

ECOLOGY

Environment areas of high electrical activity
Organization solitary, pair, band (3-12), mass (50-300)

SPECIAL ABILITIES

Electrical Healing (Su) When an electric boogaloo is struck by electricity, whether natural or magical, it heals one HP for every point of damage the strike would normally inflict. An electric boogaloo cannot heal above its normal maximum Hit Point total.

Flight (Su) While an electric boogaloo can fly with perfect maneuverability, it cannot gain more than 10 feet of altitude per round.

Zap (Su) An electric boogaloo can discharge a small jolt of electricity as a standard action that does not provoke an attack of opportunity. It can target any creature within 20 feet.

Electric boogaloos develop on planets with highly active electrical storms. These blue flowing braids of energy live communally, feeding on ambient lightning. While it is difficult to distinguish one from another, each is about three feet long and up to 3 inches in diameter. They are attracted to metal and appear to delight in burning out creatures that wear or carry it. Their movement is erratic; twisting, spinning, and sudden turns are the norm.

EMPEROR WHALE

EMPEROR WHALE

CR 22

XP 614,400

N Colossal animal

Init -2; Senses blindsight 120 ft, low-light vision, Perception +37

DEFENSE

EAC 38, KAC 40

HP 575

Fort +24, Ref +16, Will +20

OFFENSE

Speed swim 120 ft.

Melee slam +36 (21d6+35 B)

Space 30 ft., Reach 25 ft.

Offensive Abilities breach, whelm

STATISTICS

Str +13, Dex -2, Con +12, Int -4, Wis +7, Cha +0

Skills Swim +42

Noncombat Abilities hold breath

ECOLOGY

Environment ocean (Sassaria)

Organization solitary

Breach (Ex) As a full action, an emperor whale can make a charge move against a target on the surface. At the end of the charge, the whale leaps out of the water and slams down on its target. Any Huge or smaller creatures must make a DC 26 Reflex save or take 9d10+35 points of Bludgeoning damage.

Whelm (Ex) As a full action, an emperor whale can strike the surface of the water with its titanic tail flukes, sending out waves that can swamp ships and damage all surface targets in a 100-foot radius. Any Huge or smaller creature in the radius must make a DC 24 Reflex save or take 9d10+35 points of Bludgeoning damage.

The largest-known life form on the ocean planet of Sassaria, the emperor whale occupies the same niche as



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its more familiar namesake. While it is not a predator and thankfully only consumes tiny plankton-like life forms that swarm in Sassandra's seas, the emperor whale is nevertheless a territorial creature, seeing larger creatures and vessels as intruders, and uses its devastating breach and whelm attacks to defend its chosen hunting grounds. Smaller creatures and boats are in less danger from the mighty emperor, though it can swamp ships and injure or kill simply by rising ponderously to the surface to gulp air before diving again.

Little is known of the emperor whale's life cycle and reproduction. All individuals encountered so far have been solitary, fully-grown specimens, and scientists are not even certain that the emperor whale is binary gendered. So far dead specimens have been far too degraded to learn more than the basics of the creatures' anatomy, but several expeditions are in the planning stages to seek out and learn more of these mighty but ultimately mysterious creatures.

ESINSINA

ESINSINA
XP 4,800

CR 8

N Small humanoid (esinsina)

Init +2; **Senses** low-light vision; Perception +16

DEFENSE

EAC 20, KAC 21

HP 115

Fort +7, **Ref** +7, **Will** +13

Immune mind-affecting magic; **SR** 18

OFFENSE

Speed 20 ft.

Melee carbon knife +15 (3d4+7 P)

Ranged light plasma pistol +17 (1d8+8 E and F)

Spell-Like Abilities (CL 8th)

1/day—*clairaudience/clairvoyance, mind thrust* (4th level, DC 15)

STATISTICS

Str -1, **Dex** +2, **Con** +1, **Int** +4, **Wis** +2, **Cha** +6

Skills Bluff +21, Culture +16, Diplomacy +21, Mysticism +16, Sense Motive +21

Languages Common, Esinsina, Kasatha, Lashunta, Shirren, Vesk

Noncombat Abilities learn language

Gear healing serum Mk II (1)

Other Gear small carbon knife, light plasma pistol, ornate robes

ECOLOGY

Environment any

Organization solitary, pair, family (2–8)

SPECIAL ABILITIES

Learn Language (Ex) An esinsina can easily learn languages above and beyond what most intelligent creatures can. They have no limit to the number of languages they can know and, with intensive study, can learn a new language in 8d6 days.

Known as expert negotiators and ambassadors, the esinsina are a race of small, furry humanoids with extremely large eyes and broad, expressive faces in an over-sized head. Extremely thin, most esinsina wear ornate robes to cloak their frail bodies. They prefer colors that go along with the color of their fur, which varies from a pale white to a light brown. Eye color among esinsina does not vary; all have deep violet eyes but some use various devices or technologies to alter their eyes to a different color.

Their small size often causes other races to underestimate them, and esinsina use this to their advantage. All members of the race have an innate ability to empathize with other creatures and understand their

RACIAL TRAITS

Ability Buy Points: +2 Int, +2 Cha, -1 Str
Hit Points: 4

Size and Type: Esinsina are Small humanoids with the esinsina subtype.

Deft Negotiator: An esinsina gains a +2 racial bonus on Diplomacy and Sense Motive.

Low-Light Vision: Esinsinas can see twice as far as humans in conditions of dim light.

point of view in a discussion or negotiation. Some have taken this ability and focused on it to become experts at negotiating business deals or treaties. Bringing in an esinsina ambassador often solves extremely difficult negotiations.

Esinsina enjoy travel and exploration, and prefer to do it in the company of larger, sturdier races for their own protection. They enjoy learning about other cultures and races and are very easy to get along with. Esinsina have a wide range of vocal abilities and find it very easy to learn and speak new languages. Some more experienced travelers have learned entire languages in only a few days.

FRIENDLY FISH

FRIENDLY FISH

CR 5

XP 1600

N Medium construct (magical)

Init +3; **Senses** Darkvision 60 ft., low-light vision; Perception +11

DEFENSE

EAC 16, KAC 17

HP 65

Fort +2, **Ref** +2, **Will** +6

Defensive Abilities self-heal; **Immune** construct immunities; **Resist** acid 10, cold 10, electricity 10, fire 10

OFFENSE

Speed fly 30 ft. (good), swim 20 ft.

Melee sting +9 (1d4+5 P)

Ranged dart +9 (1d6+5 P)

Spell-Like Abilities (CL 5th)

1/day—*create food and water, creation* (4th level)

3/day—*tongues*

STATISTICS

Str +0, **Dex** +2, **Con** —, **Int** +5, **Wis** +1, **Cha** +3

Skills Mysticism +16, Physical Science +16, Sense Motive +11

Languages Elven

SQ major creation, unliving

ECOLOGY

Environment Any Air, Space, or Water

Organization solitary

SPECIAL ABILITIES

Self-Heal (Su) 5 times per day as a standard action that does not provoke an attack of opportunity, a friendly fish can heal 1d8 Hit Points by releasing a wave of nanobots.

Major Creation (Sp) Once per week the Friendly Fish can create an object made from vegetable or mineral. This ability functions as the spell *creation* cast at 5th level, and the friendly fish has a caster level of 10 for purposes of this ability only.

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These beautifully articulated beings were created with an admixture of arcane magic and powerful technology by star-faring elves to serve as assistants aboard their ships. Called the friendly fish by space travelers, they are known to construct items beneficial to the crew of the elven starship, or to those that they befriend on their sojourns across the space-ways.

A friendly fish appears as a large silvery fishlike construct roughly 3–4 feet long with a digitized humanoid face resembling that of a beautiful elf. They speak in elvish, though are capable of translating several other languages.

Friendly fish were designed to do no actual harm to anyone, and to instead serve in a friendly and helpful capacity. When asked they can provide sustenance or craft temporary items for immediate use by sentients whom they deem are worthy of help.

The friendly fish's only means of defense are darts it can use as both melee and ranged weapons. When fired as a ranged weapon, they fire forth from innocuous holes hidden in the broadcast screen displaying their elven face. If the friendly fish is faced with a foe that is sure to destroy it, it flees as quickly as possible from its attacker, unless somehow sacrificing itself would save its friends by delaying a dangerous foe.

GALAROS

GALAROS
XP 2,400

N Large magical beast

Init +3; Senses darkvision 60 ft., low-light vision; Perception +18

DEFENSE

EAC 18, KAC 20

HP 96

Fort +10, Ref +10, Will +5

Defensive Abilities evasive flight

OFFENSE

Speed 20 ft., fly 90 ft. (good)

Melee bite +17 (1d8+11 P plus toxic saliva) or claw +13 (1d8+11 S)

Space 10 ft.; Reach 10 ft.

Offensive Abilities grab, toxic saliva

STATISTICS

Str +5, Dex +3, Con +2, Int -4, Wis +1, Cha +0

Skills Acrobatics +13, Stealth +13

ECOLOGY

Environment forest (Silvarum)

Organization solitary, pair, swarm (4–20)

SPECIAL ABILITIES

Evasive Flight (Ex) While flying, a galaros has evasion.

Grab (Ex) If it attacks immediately after a move action, a galaros can make a grapple check on its opponent. If the grapple succeeds, the galaros can then fly off with an opponent of Medium size or smaller on its following turn. If carrying an opponent, the galaros cannot attack and has its fly speed reduced to 45 feet.

Toxic Saliva (Ex) Any creature bitten by a galaros must make a DC 14 Fortitude save or be nauseated for one round.

Galaros are a flying predator that dwells in the Middle Realms of the forest planet Silvarum. Well-adapted to the dimly lit and restricted space of the mid-forest, galaros can present a serious hazard to travelers, especially in wilder and less settled regions.

Typically, a galaros lairs in the branches or cavities of the towering Yggdrasil trees that cover Silvarum's surface. They pair during mating season and raise a litter of 1–6 young, which grow to maturity within six weeks. For the rest of the year galaros are usually solitary, though

there is one terrifying exception. On rare occasions, responding to some unknown stimulus, galaros will gather in swarms of up to 20 individuals. This swarm attacks all living creatures within a 6 mile radius. Once all prey in this area has been exhausted, the surviving galaros turn on each other in a fury of bloodshed that only ends when one or two galaros survive. The frenzy then ends and the survivors continue their life cycle as normal. Some scientists believe that the galaros swarm is a form of population control.

GIANT SAND SERPENT

GIANT SAND SERPENT

CR 15

XP 51,200

N Colossal magical beast

Init +5; Senses blind, tremorsense 150 ft.; Perception +26

DEFENSE

EAC 29, KAC 31

HP 275

Fort +19, Ref +19, Will +13

DR 10/— Immune acid, poison; SR 20

OFFENSE

Speed 30 ft., burrow 40 ft.

Melee bite +28 (8d6+24 P) or slam +28 (8d6+24 B)

Space 30 ft.; Reach 25 ft.

Offensive Abilities breath weapon (60-ft. cone, 16d6 fire, Reflex DC 21 for half, usable every 1d4 rounds), swallow whole (4d6 acid, 30 HP)

STATISTICS

Str +9, Dex +5, Con +7, Int -5, Wis +0, Cha -3

Skills Athletics +31

ECOLOGY

Environment sand desert

Organization solitary, pack (2–6)



These mighty serpents can grow upwards of 100 feet long and 10 to 20 in diameter. Covered with a thick, leathery skin, they are nearly invulnerable to bladed weapons. Aside from being able and willing to swallow most any creature whole, they have a tremendous breath weapon in the form of a methane blast, which it ignites with a spark with their ferrous lip tips. Sand serpents are equally content ingesting poisoned, roasted, or living creatures. Their insides are less well protected than their exteriors, but a series of acid baths quickly digests prey, producing the methane waste.

GOORIAN MIND

GOORIAN MIND

CR 9

XP 6,400

N Medium aberration

Init +2; Senses darkvision 60 ft.; Perception +17

DEFENSE

EAC 22, KAC 23

HP 135

Fort +8, Ref +8, Will +14

DR 5/—; Resist cold 10, fire 10

OFFENSE

Speed 30 ft.

Melee 2 blade arms +19 (3d4+11 S)

Ranged mounted heavy laser cannon +17 (2d6+9 F)

Space 5 ft.; Reach 10 ft.

Offensive Abilities extended reach (10 ft.)

STATISTICS

Str +2, Dex +2, Con +3, Int +6, Wis +4, Cha +0

Skills Computers +22, Engineering +22, Life Science +17, Physical Science +22, Piloting +17

Languages Common, Kasath, Lashunta

ECOLOGY

Environment any

Organization solitary, pair

SPECIAL ABILITIES

Extended Reach (Ex) The blade arms of a goorian mind are designed specifically to give it extended reach allowing it to attack opponents that are farther away as well as those that are immediately adjacent to it.

Goorian minds are members of a race that advanced so far technologically they decided to do away with their fragile bodies and transplant their brains into mechanical bodies. While this allows them to use any shape or type of body, most choose a mechanical form related to their original shape, a four-legged, two armed mechanical robot that shelters their brain deep inside the center of the body to keep it well protected. A short projection from the center of the body rises up to provide a higher vantage point for various sensory devices, giving the goorian mind a detailed view of their surroundings.

Goorian minds have several mounted weapons built into their mechanical bodies to insure they are always armed and protected from attack. Most races find goorian minds to be somewhat disturbing, although androids get along well with them. They crave exploration and adventure, in part due to their long-lasting mechanical bodies but largely because they seek out further challenges and additional ways to expand and enhance their technology. Their personalities tend to drive away companions; even other goorian minds have difficulty putting up with each other. It is rare to find more than two goorian minds working with each other.

Magic is actively despised by goorian minds, and refuse to use it. Some goorian minds attack magic users in a bid to prove that technology is superior to magic. They have

such confidence in their armored bodies and technology that they rarely back down from battle or flee.

GORAKAN

GORAKAN

CR 18

XP 153,600

N Gargantuan animal (aquatic)

Init +6; Senses blindsense (scent, vibration) 60 ft., low-light vision;

Perception +36

DEFENSE

EAC 32, KAC 34

HP 375

Fort +21, Ref +21, Will +16

DR 15/—; Immune poison; Resist electricity 25, fire 25

OFFENSE

Speed 30 ft., Swim 80 ft.

Melee bite +29 (8d6+31 P plus poison) or 2 claws +32 (5d8+29 S) or

tail slap +32 (5d8+32 B)

Multiattack bite +29 (8d6+31 P plus poison), 4 claws +29 (5d8+29 S),

tail slap +32 (5d8+29 B)

Space 30 ft.; Reach 20 ft.

STATISTICS

Str +11, Dex +6, Con +8, Int -4, Wis +2, Cha -1

Skills Athletics +31, Intimidate +31, Stealth +31

Noncombat Abilities amphibious

ECOLOGY

Environment any river, deep water

Organization solitary or mated pair

SPECIAL ABILITIES

Tail Slap (Ex) Any creature struck by the gorakan's tail slap must succeed at a Reflex save (DC 23) or be moved three squares away from the gorakan and be knocked prone. A successful save allows one to hold their position.

Poison (Ex) Gorakan possess venomous fangs that inject a deadly poison with each bite.

GORAKAN POISON

Type poison, injury; Save Fortitude DC 23

Track Strength; Frequency 1/round for 8 rounds

Cure 2 successive saves

The gorakan are a threat to anyone and anything traveling the rivers of Kifumsitu. A life spent almost entirely in the water allows these creatures to grow to frightening sizes in spite of the high gravity. Gorakan look like massive eight-legged crocodiles, but their mouths hold multiple rows of jagged teeth, including repeating sets of venomous fangs. Heavily muscled legs end in powerful webbed claws with razor sharp tips. Gorakan have eight eyes spread across the sides and front of their long, angular heads giving them a wide-ranging view of everything around them.

Gorakan possess thick hides made of strange scales as hard as industrial ceramics capable of absorbing tremendous amounts of damage with little effect. What these massive creatures lack in special or magical powers is easily made up by their animal ferocity, strength, and size. Gorakan are brutal predators, eating any living creature that comes within range. Although they can't be tamed or controlled, over the years several wealthy individuals and organizations have acquired gorakan eggs and raised some of these deadly creatures for their own purposes. Wherever they might be encountered, gorakan are truly frightening beasts with no purpose other than satiating their ongoing hunger for more food.

Although the scales of their skin and their venom possess great interest to some, gorakan are so extremely

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dangerous that nobody has tried to really collect or hunt them. Some claim their venom is among the deadliest ever encountered, while others question what possible reason a creature like this would have to evolve such a deadly tool.

IL'KIR'AAN

IL'KIR'AAN

CR 1

XP 400

NG Medium humanoid (il'kir'aan)

Init +4; Senses low-light vision; Perception +10

DEFENSE

EAC 12, KAC 14

HP 18

Fort +3, Ref +3, Will +2

OFFENSE

Speed 30 ft.

Melee ceramic knife +4 (1d4 S)

Ranged holdout laser pistol +9 (1d4+1 F; crit burn 1d4)

STATISTICS

Str -1, Dex +4, Con +0, Int +1, Wis +2, Cha +0

Skills Computers +10, Culture +5, Engineering +10, Life Science +5, Physical Science +10

Languages Common, Il'kir'aan

Noncombat Abilities knowledgeable, limited flight

Gear ceramic knife, holdout laser pistol

ECOLOGY

Environment any

Organization solitary, pair, flight (3–8), squadron (9–16) or community (17+ plus 100% noncombatants, 1 leader of 5th–6th level)

SPECIAL ABILITIES

Knowledgeable (Ex) Il'kir'aan are highly knowledgeable and capable of quick learning. When attempting any Computer, Engineering, Life Science, or Physical Science check, an il'kir'aan rolls twice and takes the higher result.

Limited Flight (Ex) In gravity lighter than 0.75 standard, il'kir'aan gain a fly speed of 30 feet (average). In gravity up to 1.25 standard, il'kir'aan can glide 30 feet per round, losing one foot of altitude for every 5 feet of forward movement. In gravities higher than 1.25, il'kir'aan cannot fly or glide at all.

The dominant culture on the forest world of Silvarum, the il'kir'aan are an elegant, bird-like species, highly intelligent and non-violent, though they are entirely capable of defending themselves should the need arise.

Physically the il'kir'aan are tall and slender, with beaked faces and feathered crests. Their arms are covered in long black-tipped grey feathers and end in delicate fingers. Their legs are long and thin, ending in bird-like claws.



Clothing consists primarily of accessories such as belts, backpacks, harnesses, and headgear such as goggles.

In lower gravity, such as the .75 standard of the Silvarum Canopy, the il'kir'aan are capable of flight over short distances. In higher gravities, il'kir'aan are either entirely flightless or capable of gliding short distances, but are extremely quick and nimble regardless. In combat the il'kir'aan prefer lighter weapons and mobility to firepower and damage resistance, but have developed exoskeletal armor units for mobility in high gravities and in combat against especially well-armed foes.

Highly intelligent and unemotional to the point of coldness, the il'kir'aan have developed an advanced culture, with an extensive neural network that allows instantaneous communication with any part of the canopy. The bird-people also maintain automated, environmentally neutral manufacturing facilities, producing many of the planet's needs — food, clothing, vehicles, computers, and housing. Il'kir'aan desalination plants turn sea water into fresh water, eliminating the need to import water from the Surface Realms.

The Il'kir'aan are not native to Silvarum, but arrived here several centuries ago, colonizing the canopy and creating the society and culture that continues to this day. Their origins are shrouded in mystery, and the il'kir'aan themselves do not share their earlier history with outsiders. They will at least admit that the surface is today the way they originally found it, and claim to have

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Wis, -1 Str

Hit Points: 2

Size and Type: Il'kir'aan are Medium humanoids.

Knowledgeable: See Special Abilities.

Limited Flight: See Special Abilities.

Low-Light Vision: Il'kir'aan can see twice as far as humans in conditions of dim light.

no knowledge of where its warring species came from. The il'kir'aan see themselves as wardens of a unique and delicate world, and wish to maintain Silvarum's balance of forces while at the same time assuring peace and prosperity for their own species.

JADE WITCH

JADE WITCH

XP 2,400

N Medium monstrous humanoid

Init +3; Senses low-light vision, see in darkness; Perception +13

DEFENSE

EAC 17, KAC 18

HP 75

Fort +5, Ref +7, Will +11

SR 15

OFFENSE

Speed 30 ft.

Melee combat knife +11 (2d4+7 S)

Ranged light laser pistol +13 (2d4+6 F; crit burn 1d4)

Spell-Like Abilities (CL 6th)

1/day—*invisibility*, *mirror image*

3/day—*disguise self*, *holographic image* (3rd level, DC 16), *magic missile*

At will—*dancing lights*, *ghost sound* (DC 16)

STATISTICS

Str +1, Dex +3, Con +1, Int +5, Wis +1, Cha +2

Skills Disguise +18, Mysticism +18, Sense Motive +13

Languages Common, Jade Witch; telepathy (jade witches only, 30 ft.)

Noncombat Abilities shape change

Other Gear combat knife, light laser pistol

ECOLOGY

Environment any

Organization solitary, group (2–6), coven (5–20)

SPECIAL ABILITIES

Shape Change (Su) Jade witches can shape change altering themselves into another humanoid form. In one round they can change into a general form with different hair and skin color than their own, copying the general likeness and characteristics of another race. This ability can be used to simply alter their coloration or form, or as a means of escape from battle. If given 10 rounds of uninterrupted time, they can change themselves into the exact copy of another humanoid within 50 pounds of their size that they have seen and touched at some time during their lifetime. They can hold a new form for as long as they like and the new form cannot be altered or dispelled using magic but magic spells designed to read or identify thoughts can be used to reveal them.

In their natural form, jade witches appear to be feminine humanoids with shimmering skin mottled in different shades of deep green. Although their bodies are hairless, all jade witches have thick black hair on their heads that they can alter in length, color, and style using their inborn shape change ability. All jade witches have deep purple eyes, but like their hair, they can alter this using their natural abilities. Due to their lean figures and soft features, jade witches are often thought of as "female" by other humanoid races, but all of them are fully functioning hermaphrodites.

Unlike most races, jade witches emerged from the Gap in a variety of isolated stations and colonies with absolutely no knowledge or history from before the Gap. While all races have the Gap as a missing part of their history, jade witches, in spite of their technical knowledge and magical abilities, have absolutely no discoverable history from before the Gap. Jade witches themselves have no knowledge of what their home planet

might be, or where it might be located, just that their various outposts and colonies have been able to contact each other only to find that none have any knowledge of their racial history before the Gap. Outside races have theorized that perhaps the jade witches are an artificial race created sometime during the Gap but there is no evidence to back up this possibility.

Jade witches encountered throughout the galaxy are on a search for their own history and possible home planet. They use their magical abilities to blend in with other societies and steal historical information, technology, and magic in their constant quest to find their origins. They prefer to manipulate and subvert rather than directly attack an opponent and are extremely patient when needed. A jade witch is not above killing someone and using their shape change ability and spell-like abilities to assume their identity. They avoid direct combat and if caught in a bad situation do their best to simply escape, using their abilities to change into another form and avoid detection.

JAGER EYE

JAGER EYE

XP 9,600

N Large aberration

Init +5; Senses blindsense (scent) 60 ft., darkvision 60 ft.; Perception +19

DEFENSE

EAC 23, KAC 25

HP 165

Fort +12, Ref +12, Will +11

SR 19

OFFENSE

Speed fly 20 ft. (poor)

Melee 4 tentacle whips +22 (1d10+18 S plus poison)

Space 10 ft.; Reach 15 ft.

Offensive Abilities poison

Spell-Like Abilities (CL 10th)

At will—*daze monster* (DC 14), *invisibility*

STATISTICS

Str +8, Dex +5, Con +3, Int +3, Wis +1, Cha +2

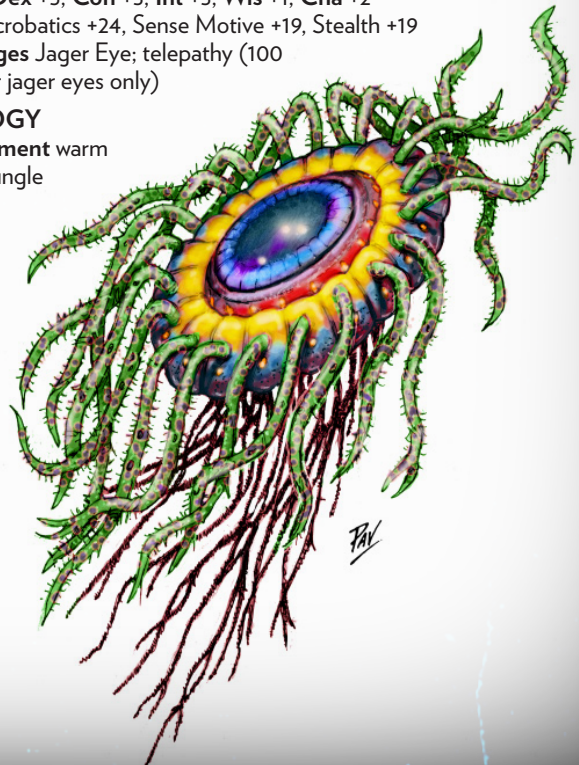
Skills Acrobatics +24, Sense Motive +19, Stealth +19

Languages Jager Eye; telepathy (100 ft., other jager eyes only)

ECOLOGY

Environment warm

forest, jungle



Tome of Aliens

Organization solitary, group (2-4)

SPECIAL ABILITIES

Poison (Ex) The attack tentacles of a jager eye drip a deadly poison designed to incapacitate a foe for subsequent consumption.

Type injury; **Save** Fortitude DC17

Track Constitution; **Frequency** 1/round for 6 rounds

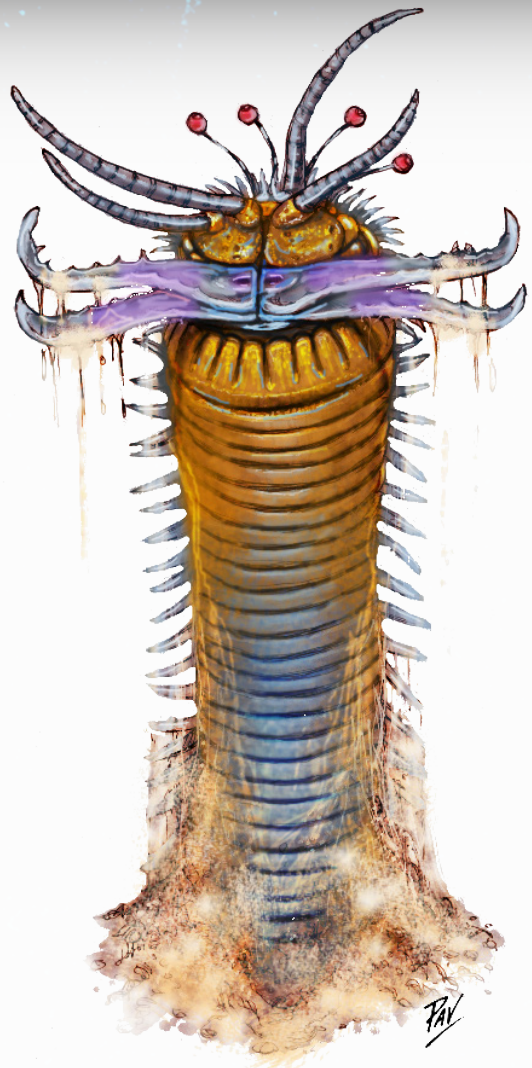
Cure 2 successive saves

Jager eyes are strange flying hunters found in a variety of forests and jungles. A massive eye in the center of a jager eye's brightly colored body attracts the most attention as it floats gently through the air. The body of a jager eye is made up of a variety of bladders designed to hold the gasses that allow it to float and travel through the air. A jager eye controls its movement through the controlled release of these gasses through several small openings along the side of its body. Although slow moving and not very maneuverable, a jager eye can turn itself *invisible* when needed and has particularly acute senses allowing it to both find prey and avoid danger.

Its disc-shaped body has several different types of tentacles, all containing delicate sensory organs which, along with the central eye, give a jager eye a perfect sense of everything within 60 feet. Tentacles along the outer edge of its disc-shaped body are used to attack a target to poison or stun them so that the inner tentacles can grab the prey and drag it up into the air to be slowly consumed. Hollow tentacles penetrate the food and drain it of all fluids before the dried remains are dropped to the ground.

Without the speed or grace of other predators, a jager eye depends on stealth and surprise to obtain its prey, usually floating down onto an unwary target while *invisible*. It prefers to take advantage of the long reach provided by its tentacles to stay out of range of the attacks of its target. When floating high in the sky a jager eye's attractive coloration and distance cause most creatures to ignore them allowing a jager eye to maneuver itself over a target before turning *invisible* to drop down onto its next meal.

Many sentient races feel an inexplicable fear and loathing when seeing a jager eye, as if their appearance alone triggers some form of racial memory. Whether or not this is due to encounters or descriptions of other creatures or some other aspect of the jager eye is unclear. Most sentient races give a jager eye a wide berth and, for some reason, presume they are far more intelligent than they really are. Jager eyes do possess a basic intelligence and can communicate telepathically with others of their kind for the purposes of coordinated hunting, but have never communicated with any other creatures.



Offensive Abilities breath weapon (2/day, 20 ft. cone, 3d12, acid, DC 22), body slam (3d12+28 B, DC 22)

Spell-Like Abilities (CL 17th)

3/day—*confusion* (DC 16)

STATISTICS

Str +11, **Dex** +5, **Con** +8, **Int** -1, **Wis** +5, **Cha** +5

Skills Athletics +29, Stealth +29

ECOLOGY

Environment any soft ground, prefers desert sands

Organization solitary, pack (3-6)

SPECIAL ABILITIES

Body Slam (Ex) A joolian worm can use a full round action to throw its body down and slam a 5 foot square that is within its reach. Any targets in the square take 3d12+28 Bludgeoning damage and are knocked prone. A successful DC 22 Reflex save halves this damage and moves the target to a nearby unoccupied square.

Joolian worms are feared predators that have somehow spread to a number of planets. Although normally found in dry, desert-like terrain, they have been discovered in a variety of planetary settings. These segmented worms have bony projections along each segment that help propel them through the ground. Massive bony mouthparts dominate their head along with sensory tentacles and small eyestalks. Reaching 20 feet in length, and several feet in diameter, these creatures engender a fear that is far greater than their size.

Frightening and foreign in appearance, these large worms hunt in groups of 3 or more using their acidic spit and innate ability to *confuse* prey to effectively

JOOLIAN WORM

JOOLIAN WORM

XP 102,400

N Large magical beast

Init +5; **Senses** blindsense 60 ft., darkvision 60 ft., tremorsense 100 ft.;

Perception +34

DEFENSE

EAC 31, **KAC** 33

HP 340

Fast healing 10

Fort +21, **Ref** +21, **Will** +15

Immune acid; **Resist** cold 25, fire 25

OFFENSE

Speed 60 ft., burrow 20 ft.

Melee bite +32 (6d12+28 P)

Space 10 ft.; **Reach** 10 ft.

CR 17

attack large prey or even groups of smaller individuals. Fortunately, their slow metabolism keeps them in a state of semi-hibernation beneath the ground for several weeks after they feed. Generally, joolian worms stay hidden beneath the ground until their tremorsense detects large prey, or a group of smaller prey, nearby. They then split up and burrow beneath the ground to surround their target before rising out of the earth to confuse and attack their next meal.

Although normally a burrowing creature traveling beneath the surface, joolian worms are very fast on the ground and their bony mouth parts are exceptionally sharp, jagged, and dangerous. Their acidic spit burns through most armor, with only the rarest ceramics and glasses able to withstand its caustic effects. Joolian worms are used to quickly dominating a battle with their innate ability to *confuse* opponents and are not used to taking damage. If a joolian worm takes more damage than half of its Hit Points, it retreats beneath the ground, abandoning its fellow hunters.

JORMUNGAR, YOUNG

JORMUNGAR, YOUNG

CR 6

XP 2,400

N Medium aberration

Init +2; Senses darkvision 60 ft.; Perception +13

DEFENSE

EAC 18, KAC 20

HP 90

Fort +8, Ref +8, Will +7

Immune acid, mind-affecting effects

OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +16 (1d8+11 S)

Ranged electrotrident beam +13 (1d10+6 E)

Offensive Abilities breath weapon (15-ft. cone, 7d6 acid damage, Reflex DC 14 half, usable every 1d4 rounds)

STATISTICS

Str +5, Dex +2, Con +3, Int +1, Wis +2, Cha +0

Skills Athletics +13, Stealth +18

Languages Jormungar; limited telepathy 30 ft.

Gear electrotrident

Noncombat Abilities hold breath

ECOLOGY

Environment any aquatic or acidic

Organization solitary, pair, or flight (3–18)

SPECIAL ABILITIES

Hold Breathe (Ex) Jormungar can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Limited Telepathy (Ex) Jormungar can mentally communicate with any creatures within 30 feet with whom they share a language. Communicating with multiple creatures simultaneously is just as difficult as listening to multiple people speaking audibly.

The jormungar are born in deep sea caves, but quickly move to dwell in the shallows of island chains where they fish and search for sea crystals to consume. They possess a sharp intellect, but accompanying this is a massive ego. They feel they are the pinnacle being and regard other species and creatures as inferior. Young jormungar are free to roam and explore their world, but soon after their 200th birthday they begin to feel the pull towards the deeper sea. Those that resist occasionally break free from the desire at all and never return to their spawning home, but those that succumb find themselves returning to their birth chambers. Once there, they freely partake in the defense and care of their elders as they mate and lay



eggs of future generations. Upon their 350th birthday, jormungar begin a transformation process that increases their size and strength, while simultaneously reverting their mental capacity to a purely instinctual state, where only the desire to mate and feed remain.

Jormungar have no real view of the so called hunt, that the surfacers compete in. The young see it as a way to cull the elderly and make way for the new generations to procreate. They enjoy the spectacle of their elder jormungar destroying the odd sea craft and devouring the surface creatures. If not for the fact that each mated jormungar lays millions of eggs and so there is no real danger of wiping out their species, perhaps the jormungar would mount a more organized defense against the hunt. Until the time comes where their number begin to dwindle, no war preparations are being contemplated.

A young jormungar stands 7 feet tall and weighs 300 pounds.

JORMUNGAR, ANCIENT

JORMUNGAR, ANCIENT

CR 20

XP 307,200

N Huge aberration

Init +6; Senses darkvision 60 ft.; Perception +34

DEFENSE

EAC 35, KAC 37

HP 465

Fort +21, Ref +21, Will +19

Immune acid, mind-affecting effects

OFFENSE

Speed 30 ft., swim 80 ft.; *freedom of movement*

Melee 2 claws +34 (11d10+32 S)

Offensive Abilities breath weapon (60-ft. cone, 21d6 acid damage, Reflex DC 25 half, usable every 1d4 rounds)

Space 30 ft.; Reach 30 ft.

STATISTICS

Tome of Aliens

Str +12, Dex +6, Con +9, Int -3, Wis +2, Cha -1
Skills Athletics +39, Stealth +34
Languages Jormungar; limited telepathy 100 ft.
Noncombat Abilities hold breath

ECOLOGY

Environment any aquatic or acidic
Organization solitary, pair, or flight (3-18)

SPECIAL ABILITIES

Freedom of Movement (Ex) A jormungar has continuous *freedom of movement*, as per the spell of the same name. This ability cannot be dispelled.

Hold Breathe (Ex) Jormungar can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Limited Telepathy (Ex) Jormungar can mentally communicate with any creatures within 30 feet with whom they share a language. Communicating with multiple creatures simultaneously is just as difficult as listening to multiple people speaking audibly.

Although legends from the hunt speak of even more larger and more powerful jormungar, it's hard to believe after witnessing the devastation an ancient jormungar can wreak. An ancient jormungar can grow as large as 120 feet long and weigh 24,000 pounds.

JOWL DOG

JOWL DOG

XP 1,600

N Medium magical beast

Init +5; Senses darkvision 60 ft., low-light vision; Perception +11

DEFENSE

EAC 17, KAC 19

HP 70

Fort +9, Ref +9, Will +4

Defensive Abilities soft landing

Immune electricity, poison

OFFENSE

Speed 60 ft., climb 20 ft.

Melee bite +15 (1d6+10 P plus venom)

Offensive Abilities poison

STATISTICS

Str +5, Dex +3, Con +2, Int -4, Wis +0, Cha +0

Skills Acrobatics +11, Athletics +16

ECOLOGY

Environment any jungle or forest

Organization solitary, pair, pack (3-8)

SPECIAL ABILITIES

Poison (Ex) Every successful bite of a jowl dog injects powerful venom into the target. The venom attacks the target's mind.

JOWL DOG VENOM

Type poison, injury; Save Fortitude DC 13

Track Intelligence and Wisdom; Frequency 1/round for 6 rounds

Cure 1 save

Soft Landing (Ex) Jowl dogs can fall up to 20 feet without taking any damage, and any fall greater than 20 feet is reduced by 20 feet when calculating damage. A jowl dog always lands on its feet when moved or falling, even if moved using special abilities or attacks.

Jowl dogs look more like tailless six-legged lizards than any type of dog. They do stand as tall as a very large dog and their heads are large and vaguely doglike with cheeks that can stretch to accommodate large chunks of food. They

have four dark eyes, two in the front of their heads and one to each side giving them a wide range of vision. When first witnessed, a hunter observed them eating, tearing up a corpse and filling their mouths with huge chunks of flesh and the name "jowl dogs" has remained ever since.

Their skin is made up of overlapping scales that are almost glasslike, reflecting and taking on the coloration of their surroundings. These strange scales somehow ground out electrical attacks leaving them unaffected. They are also immune to all poisons and venoms, as well as their own. This includes immunity to any tranquilizers that have been attempted so far. The grounding ability of jowl dog scales has been investigated, but so far scientists have found no use for the scales.

Hunting in packs, jowl dogs are ferocious predators, able to take down larger prey with ease, particularly as their venom takes effect. A pack of jowl dogs focuses on a single target before moving on to others. They surround and flank a target biting it as often as possible until it can no longer move. Once all prey in an area is dead, the jowl dogs will eat and then move on.

They breed very quickly; when a pack grows beyond a manageable size it splits into two and both packs move on. If a breeding pair is found, or even a single creature, they attempt to run back to their pack before returning to attack in numbers. Jowl dogs seem to eat absolutely anything in the wild, and have even been seen to attack and eat certain plants but all attempts to raise them in captivity have failed. The only thing jowl dogs do not attack is other jowl dogs. Rival packs do not fight when they meet in the wild; they simply turn in different directions and move away from each other.

Highly valued for both their venom and their meat, jowl dogs are heavily hunted in the jungles of Kifumsitu. Hunters need to be very cautious however, as these creatures instinctively surround and attack targets in concert, and it is dreadfully easy for the hunter to become the prey. Explorers who are not properly equipped to deal with jowl dogs should do their best to avoid them.

KIÁSIAN

KIÁSIAN

XP 1600

LG Medium aberration

Init +2; Senses blindsense (sound, vibration) 60 ft., low-light vision;

Perception +5 (+15 if sound)

DEFENSE

EAC 17, KAC 18

HP 65

Fort +4, Ref +4, Will +8

Defensive Abilities all-around vision; Immune poison gas

Weaknesses sonic

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 kicks +12 (1d4+6 B) or dueling knife +12 (1d4+6 S)

Ranged light zero pistol +10 (1d6+5 C; crit staggered)

STATISTICS

Str +1, Dex +2, Con +0, Int +3, Wis +0, Cha +5

Skills Computers +16, Diplomacy +11, Piloting +11, Physical Science +16, Profession (music) +16

Languages Common, Kiásian

Gear dueling knife, light zero pistol

ECOLOGY

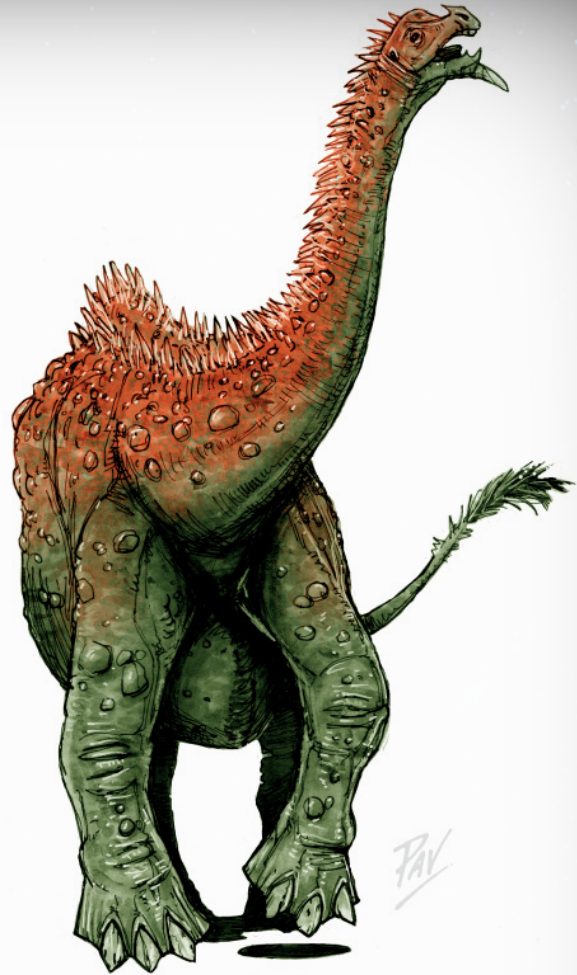
Environment any (Kiás)

Organization solitary, pair, gang (3-6), crew (11-20)

The primary sentient race of Kiás are a quadruped species with a two-part tufted body. The upper tuft contains six



light sensors spaced evenly around it and an acoustic membrane on the top surface. The membrane can be used to both produce and receive acoustic signals. Within the tuft is a large signal processing and computing organ. The lower tuft contains the primary ingestive, digestive, and excretory organs, but also contains sensitive smell receptors. Each of the four tripartite limbs ends in a four-fingered claw like appendage that can be used for both delicate and major motor activities. The two tufts are each about half a meter in height and close to a meter in diameter. The limbs, thirty centimeters in circumference, can extend to over a meter in length. Aboard the bubble station, Kiasians breathe a mix of carbon-dioxide and oxygen, but they can handle trace amounts of most other common gasses as they have a complex filtration system between their inner organs and the outer world. They eat proteinaceous and fibrous foods blended into water. The kias reproduce through externally deposited eggs.



each creature it runs over in this way (dealing damage only once per round to any given creature). A creature being trampled can either attempt an attack of opportunity at a -4 penalty or attempt a DC 20 Reflex save to take half damage.

KHORVAXX

KHORVAXX

XP 38,400

N Huge magical beast

Init -1; Senses darkvision 60 ft., low-light vision; Perception +30

DEFENSE

EAC 28, KAC 30

HP 250

Fort +18, Ref +14, Will +12

Resist acid 15, cold 15, electricity 15, fire 15

OFFENSE

Speed 60 ft.

Melee gore +28 (8d6+22 P), tail +25 (8d6+22 B)

Space 15 ft., Reach 10 ft.

Offensive Abilities trample

STATISTICS

Str +8, Dex -1, Con +4, Int -4, Wis +4, Cha +0

Skills Athletics +25, Intimidate +25

ECOLOGY

Environment plains (Silvarum Surface Realms)

Organization solitary, herd (5-30)

Trample A khorvaxx can automatically overrun creatures size large or smaller as a full-round action. It automatically deals its gore damage to

CR 14

The khorvaxx is a big, armored herd creature native to the Surface Realms of Silvarum. Moving in herds of up to 30, khorvaxx aggressively defend their young against predators, charging and goring any threatening creatures that draw near.

The dominant species of the Surface Realms, the ankylos, capture, raise, and train the khorvaxx for battle, mounting them with howdahs and platforms to hold warriors, archers, and war machines. Even captive-bred khorvaxx are still quite mercurial and wild, requiring highly skilled mahouts to train and manage.

KOURAL

KOURAL

XP 1,200

N Medium monstrous humanoid

Init +3; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

EAC 16, KAC 17

HP 45

Fort +3, Ref +5, Will +9

DR 5/slashing or piercing; Resist electricity 10, fire 10

OFFENSE

Speed 30 ft.

CR 4

Tome of Aliens

Melee curved blade +11 (1d10+9 S)
Ranged light zero rifle +9 (1d8+4 C; crit staggered)
Spell-Like Abilities (CL 4th)
1/day—force blast (DC 13), inject nanobots (DC 13)

STATISTICS

Str +5, Dex +3, Con +2, Int +1, Wis +1, Cha +1
Skills Computers +15, Engineering +15, Life Science +15, Perception +10, Piloting +10
Languages Common, Koural
Other Gear curved blade, light zero rifle, carbon skin armor

ECOLOGY

Environment any
Organization solitary, group (2–5), shipmates (3–9), clan (10–90)

Koural are rare silicon-based humanoids that have little in common with most other races. Koural have brown or black skin that is smooth and surprisingly soft for a creature with such jagged, rock-like features. Rough, jagged eyebrows shelter the five eyes spread evenly around the outside of a koural's head but they have no other facial features as their large mouth is located in the center of their torso and they have no visible ears. The three fingers of a koural's hands narrow down to delicate, pointed tips that make them look almost pincer-like.

Extremely intelligent, koural have advanced technological abilities as well as a detailed knowledge of magic. Unfortunately, as silicon based life forms, most other creatures and planets hold little of interest to koural making them very difficult to trade with or talk to. Koural are interested in metals and metal ores, but are just as happy to mine their own or steal some rather than trading with lesser, carbon-based creatures.

Koural are extremely tough physically and age very slowly; rumor has it they can live for several thousand years. Other races are considered inferior and are usually ignored if they are not attacked. Koural space ships possess advanced weaponry and all koural are trained in all aspects of starship combat. Negotiations and discussions with koural are generally short as most races have a difficult time understanding their motives and desires and the koural generally want nothing to do with other races.



SPECIAL ABILITIES

Rage (Ex) A leviathan shark will fly into a rage on the round after it takes damage in combat. While raging, the leviathan shark gains an additional 48 hit points, and deals 5 extra points of damage on its bite attack. The shark also gains a +3 bonus on Will saves and takes a –2 penalty to KAC and EAC. The rage lasts until the end of the battle or for 1 minute, whichever comes first.

The oceans of Sassaria contain numerous species with analogues on other worlds — fish, cetaceans, pinnipeds, and others. The so-called leviathan shark is the top predator of Sassaria's oceans, preying on almost any other life form it encounters. Only the largest of creatures such as the titanic emperor whale are safe from the leviathan shark's predations. Like other Sassarian species, the leviathan shark has difficulty distinguishing sailing vessels from prey, and attacks on even the largest ships by leviathan sharks are not unheard of.

LEVIATHAN SHARK

LEVIATHAN SHARK

CR 16

XP 76,800

N Huge animal (aquatic)

Init +5; Senses blindsense (scent) 120 ft., low-light vision, scent; Perception +28

DEFENSE

EAC 30, KAC 32

HP 330

Fort +20, Ref +20, Will +14

OFFENSE

Speed swim 90 ft.

Melee bite +27 (13d10+28 P)

Space 15 ft.; Reach 10 ft.

Offensive Abilities rage

STATISTICS

Str +10, Dex +5, Con +7, Int –4, Wis +2, Cha +0

Skills Perception +28

Noncombat Abilities water breathing

ECOLOGY

Environment oceans (Sassaria)

Organization solitary

MULUUM

MULUUM

CR 15

XP 51,200

N Gargantuan aberration

Init +4; Senses darkvision 120 ft., low-light vision; Perception +26

DEFENSE

EAC 13 (body), 29 (tentacles), KAC 15 (body), 31 (tentacles)

HP 275

Fort +17, Ref +17, Will +15

Defensive abilities camouflage

OFFENSE

Speed fly 45 ft. (poor)

Melee 2 tentacles +28 (8d6+24 B)

Multiattack 4 tentacles +28 (8d6+24 B)

Space 20 ft.; Reach 40 ft.

Offensive Abilities tenacious grapple, trample (3d6+5 bludgeoning, DC 21)

STATISTICS

Str +9, Dex +0, Con +7, Int +4, Wis +5, Cha +3

Skills Intimidate +31, Sense Motive +26, Stealth +36; Racial Modifiers +10 Stealth

ECOLOGY

Environment skies of gas giants

Organization solitary, pair

SPECIAL ABILITIES

Camouflage (Ex) Due to the transparent nature of their sacs, muluums are difficult to notice; they receive a +10 racial bonus on Stealth checks. In addition, as long as a muluum is flying within clouds, steam, or similar vapor it can make a Stealth check as a reaction after attacking in combat.

Tenacious Grapple (Ex) A muluum does not gain the grappled condition if it grapples a foe with its tentacles.

Muluums are massive floating sacs that glide through the skies of planets with thick atmospheres, extending long tentacles to snatch prey from far away. They are found in the skies of gas giants and planets with constant cloud cover and high amounts of water vapor. They thrive in environments rich with hydrogen and helium. They float slowly and perpetually at altitudes of 100 to 300 feet above the surface. Because the skin of their bloated sac bodies is almost transparent — much like the bodies of jellyfish — they are difficult to see with the unaided eye, often remaining invisible in the clouds. Muluums are carnivores, capable of digesting several hundred pounds of food at a time. When feeding, a muluum unrolls half a dozen prehensile and rubbery appendages that trail along beneath them like streamers. Many creatures are drawn to these multi-colored tentacles, and when they get within 40 feet, rudimentary sense organs cause the tentacles to whip out toward the prey, snatching it up and then quickly furling itself back up to the muluum's enormous gullet.

Muluums are not adroit flyers. They have poor maneuverability. Given their lack of a firm body, a muluum is easily damaged — assuming an attacker can fly several hundred feet into the air, and then locate the muluum in the swirling clouds. More often, the muluum's tentacles will be the targets of incoming attacks, and they are much more muscled and resilient than the body's soft membrane. Further, if a tentacle takes any damage, it immediately retracts, disappearing into the clouds.

NEO-GOKONG

NEO-GOKONG

XP 400

N Small humanoid (neo-gokong)

Init +6; Senses darkvision 60 ft.; Perception +5

DEFENSE

EAC 11, KAC 13

HP 20

Fort +5, Ref +3, Will +1

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d3+1 B)

Ranged laser rifle +5 (1d6+1 F; crit burn 1d6)

STATISTICS

Str +0, Dex +2, Con +2, Int +1, Wis -1, Cha +0

Skills Acrobatics +10, Athletics +5, Engineering +5

Languages Common, Neo-Gokong

ECOLOGY

Environment jungle, savannah, and various space-farers stations and facilities

Organization solitary, pair, pack (3–11)

CR 1

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Int, -1 Wis

Hit Points: 4

Size and Type: Neo-gokong are Small humanoids with the neo-gokong subtype.

Darkvision: Neo-gokong can see up to 60 feet in the dark.

Nimble: Neo-gokong receive a +4 racial bonus on Acrobatics checks.

Intelligent and nimble, the neo-gokong are a young space faring species of humanzee hybrid, descended from the first of the monkeyfolk who were shot into space and warped through the Drift. The neo-gokong found themselves upon the small arboreal planet of Jreak 13, where they were educated by their starship's AI, which instructed them in technology and travel through the space-ways. They resemble an admixture of monkey, chimpanzee, and human possessing the dominant traits of all three. They have broad brows, inquisitive eyes, long arms, a prehensile tail, and are roughly three and half feet tall. The fur on their heads and bodies ranges in colors from black to blond with every common human hair color in between.

Neo-gokongs are now fairly common in certain galaxies where they explore the systems, conducting trade, exploration, and colonization of planets fitting their needs. Neo-gokongs are natural spacers, with their deft dexterity providing for an advantage in zero and low gravity environments. Though their gear and equipment are hand crafted with great skill and care, though look quite old fashioned as they are based on the designs provided by their one time human masters.

They have positive relations with most of the races plying the space-ways but tend to have a love hate relationship with humans, who they see as unkind role models who abused and gene spliced their ancestors, but without whom they would not exist as a species.

They have little interest in magic, and have minds that lend themselves more towards antiquated forms of science than ecclesiastical pursuits. They prefer the constant development and enhancement of the antiquated technology that launched them to the stars.

Combat: Neo-Gokongs arm themselves with man sized weapons that look ridiculous when held in their short, but long armed frames. They are average to good shots with these large weapons though they tend to blast targets somewhat indiscriminately.

NINGBOAR

NINGBOAR

XP 12,800

N Large animal

Init +5; Senses blindsense (scent) 60 ft., low-light vision; Perception +20

DR 5/—

DEFENSE

EAC 24, KAC 26

HP 180

Fort +15, Ref +15, Will +10

OFFENSE

Speed 50 ft.

CR 1

NINGBOAR



Melee bite +23 (4d6+19 P)
Space 10 ft., **Reach** 5 ft.
Offensive Abilities trample (2d6+8 B, DC 18)

STATISTICS

Str +8, **Dex** +5, **Con** +3, **Int** -5, **Wis** +2, **Cha** -1
Skills Athletics +25, Acrobatics +20, Survival +20

ECOLOGY

Environment arenas of Triaxus
Organization solitary, pair

Ningboars are animals that are trained for combat by the ukara celebrity fighters of Ning, on the planet Triaxus. The breeding of ningboars is highly regulated, the bloodlines controlled by a board of wealthy patrons who hold financial stakes in the ukara fights. Each ningboar's parentage is documented with DNA records, and prized males command high prices when put to stud after their careers in the arena have ended. Those that survive a life in the gladiatorial pits have demonstrated valuable genetics, and dealing in those genetic strands is lucrative business.

A ningboar's main attack form is a bite with its powerful tusks; in the arena, the tusks are often brightly painted. The thick frontal plate of bone on their forehead delivers a devastating battering attack.

Like the animals themselves, talented ningboar trainers with proven track records are in high demand. They teach the ningboars to fight in tandem with an ukara warrior. A well-trained animal responds to subtle gestures from its combat partner and demonstrates a deadly cleverness in the arena.

OQRET

OQRET

XP 800
 N Diminutive construct (swarm, technological)
Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

EAC 14, **KAC** 16
HP 40

Fort +3, **Ref** +3, **Will** +0

Defensive Abilities construct traits, swarm traits; **Immune** mind-affecting effects, weapon damage

CR 3

OFFENSE

Speed 5 ft., fly 40 ft. (good)
Melee swarm (2d6 plus disruption)
Space 10 ft., **Reach** 0 ft.
Offensive Abilities disrupt telepathy

STATISTICS

Str -5, **Dex** +4, **Con** —, **Int** —, **Wis** +2, **Cha** -1
Noncombat Abilities mindless

ECOLOGY

Environment any
Organization solitary, pair, fury (3-6 swarms), maelstrom (7-12 swarms)

SPECIAL ABILITIES

Disrupt Telepathy (Ex) Each round in lieu of their standard swarm attack the oqrets may instead inflict only 1 point of damage, but the target's telepathy is disrupted for 2 rounds; if the oqrets manage to engage their target for a full minute, the disruption lasts for 1 hour instead, after which the target must make a DC 12 Will save. If the save fails, the target loses its telepathy ability until treated with the Medicine skill (DC 24), or treated with a *psychic surgery* spell.

Oqrets are tiny hive-minded drones that feed on the invisible wavelengths generated by telepathically capable creatures. The oqrets were created by the shirren long ago for one purpose: to disrupt the communication lines of their enemies, the lashunta. Though that racial conflict is over, thousands of oqrets remain in the wild, once the instruments of war and now random dangers when accidentally encountered by those with telepathic traits. Oqrets can sense the use of telepathy from a distance of about 100 yards. As constructs, they require no sustenance, so they do not hunt for either food or sport. They exist only to attack the antennae of the lashunta and any other similar being they meet.

The swarm attacks as a single entity. A successful hit means they've managed to lock their hooked appendages onto the target's antennae or similar appendage; immediately they begin sawing away with microscopic razors. This instantly negates the target's telepathic powers.

Removing a determined swarm from the antennae isn't easy, at least not without harming the victim. Any damage the oqrets sustain is also delivered to the victim. The safest means of eradicating an embedded swarm is with *remove affliction* or its equivalent, as determined by the GM.

Oqrets are fueled by solar radiation, capable of storing enough energy to power them throughout the nighttime hours. If kept out the sun for 48 hours, as in times of heavily overcast skies, the oqrets land on a conveniently high perch and fall dormant until they're able to recharge.

PARAMICEOR

PARAMICEOR

CR 6

XP 2400
 CN Large outsider
Init +1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

EAC 17, **KAC** 18
HP 75

Fort +7, **Ref** +5, **Will** +9

SR 17

OFFENSE

Speed 30 ft., swim 20 ft.
Melee 2 slams +13 (1d6+6 B plus grab)
Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 6th)1/day—*hold person* (DC 16), *mind thrust* (2nd level, DC 16)3/day—*charm person* (DC 16), *detect thoughts* (DC 16), *holographic image* (1st level, DC 16)At will—*detect magic*, *ghost sound* (DC 16)**STATISTICS****Str** +0, **Dex** +1, **Con** +3, **Int** +2, **Wis** +1, **Cha** +5**Skills** Bluff +18, Diplomacy +13, Sense Motive +18**Languages** Aklo, Common**ECOLOGY****Environment** any**Organization** solitary or pair

The paramiceors are large single celled creatures arising from worlds filled with shallow seas teeming with primordial ooze. They appear as a larger than man sized paramecium or amoeba like creatures whose organelles are vaguely exposed by their thick membranous outer cell wall.

Paramiceors are highly intelligent and innately magical creatures, who like most races of the cosmos, have recently discovered interstellar travel, through the visits of strangers to their home-world. Curious and charming, the Paramiceors have charmed their way, or stowed away on spacecraft, quickly dividing and repopulating planets that strike their fancy.

Paramiceor culture is simple as they only replicate enough of their numbers to remain in balance with their environment. When an environment becomes full, the paramiceor finds a way to venture off planet, locating a new world to further spread their race. For this reason paramiceors sometimes find themselves the victim of racial prejudices as other sentient space travelers worry that the paramiceors, who tend to reproduce rapidly, would immediately fill all available colony spaces and spoil the waters as it were. In most cases this is nothing more than pure nonsense, however, the paramiceors slick talk, slick hide, and enchanting ways have given more than a few spacefarers their share of issues.

The paramiceor are innate spellcasters, who prefer charms, enchantments, and illusions to avoid combat that may damage their membranes.



on the shady side of Kiás nearly in line with the ghost city of Héviz. They have lost all sense of sight and have developed precision echolocation in response. In addition, using acoustic energies in the far subsonic range, they can communicate with each other over long distances with a modulated frequency-based signal. Their upper tuft has grown to almost two meters in diameter and has nearly absorbed the lower. Their four legs have strengthened and claws densified to enable them to grasp onto the vertical surfaces of their home. The pawan have become exclusively protein eaters in their evolution, occasionally even eating each other's eggs if other sources of food dwindle compared to their own numbers.

PAWAN

PAWAN

XP 800

NE Large aberration

Init +6; **Senses** blind, blindsense (sound) 60 ft., tremorsense 60 ft.; Perception +13**DEFENSE****EAC** 14, **KAC** 16**HP** 40**Fort** +5, **Ref** +5, **Will** +4**Defensive Abilities** all-around vision**OFFENSE****Speed** 30 ft. climb 30 ft.**Melee** 2 pincer +11 (1d6+7 P)**STATISTICS****Str** +4, **Dex** +2, **Con** +0, **Int** -2, **Wis** +1, **Cha** +0**Skills** Athletics +8, Stealth +8**Languages** Kiásian (broken), Pawan; subsonic (Pawan only) 5,000 ft.**ECOLOGY****Environment** deep mines**Organization** solitary, pair, pack (5–20)

Evolved from the kiásians, and similar in form, the pawan live in one of the deep iron and nickel mines

CR 3

PLASMA PASTE

PLASMA PASTE

XP 500

N Medium ooze

Init -5; **Senses** blind, blindsight 60 ft.; Perception -5**DEFENSE****EAC** 14, **KAC** 16**HP** 40**Fort** +7, **Ref** +3, **Will** +0**Immune** mind-affecting effects, ooze immunities**OFFENSE****Speed** 10 ft.**Offensive Abilities** system disruption**STATISTICS****Str** +1, **Dex** -5, **Con** +4, **Int** —, **Wis** -5, **Cha** -5**Noncombat Abilities** mindless**ECOLOGY****Environment** deep space**Organization** solitary**SPECIAL ABILITIES**

System Disruption (Ex) A plasma paste releases a constant stream of electrons. Passing into a ship's structure, this steady electron bombardment affects a ship in any number of ways, determined randomly:

CR 3

Tome of Aliens

SYSTEM AFFECTED

d4	Ship System Affected
1	Electronics — lighting
2	Electronics — navigation
3	Gravity
4	Thermal regulation (heating/cooling)

The non-sentient plasma paste poses little threat to individual space travelers, as the creatures are not encountered inside of vessels or on the surface of planets. Plasma pastes are generated inside of the sun's "coronal mass ejections" and carried through space in clouds of ions and charged particles. Vessels passing through these clouds are normally protected from the flares by their shielding, but no amount of armor plating can prevent a blob of plasma paste from sticking to the ship's hull.

Once stuck to the side of a ship, a plasma paste is very difficult to detect by any means other than direct physical observation. Sensors cannot pinpoint the problem when shipboard electronics begin to go haywire, and no amount of interior troubleshooting can account for the problem. The plasma paste must be removed from the hull, which usually means scraping it away, either when the ship is docked or by a daring technician in an EVA suit while the ship is in space. Fully removing a plasma paste and cleaning any remaining sticky residue requires 2 hours of labor or only a single hour if two workers cooperate in the task. Once the ship is rid of the plasma paste, a DC 18 Engineering check can repair the damage in 1d3 hours, assuming spare parts are on hand.

RIONNA

RIONNA

XP 2,400

NE Medium Aberration (aquatic)

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

DEFENSE

EAC 18, KAC 19

HP 80

Fort +5, Ref +9, Will +7

Defensive Abilities all-around vision, decentralized nervous system

Immune critical hits

OFFENSE

Speed 30 ft., swim 40 ft.

Melee slam +14 (1d6+8 B) [+2 str]

Ranged light sonic pistol (1d8+6 So; crit defeaned)

Spell-Like Abilities (CL 6th)

1/day—*inflict pain* (DC 14), *mind thrust* (1st level, DC 14)

STATISTICS

Str +2, Dex +5, Con +2, Int +3, Wis +2, Cha +1

Skills Computers +18, Engineering +13, Life Science +18, Mysticism +18, Piloting +18

Languages Common; telepathy (Rionna Star only, range 500 ft.)

Noncombat Abilities amphibious, expert pilot

Gear tanglefoot grenade II (1), light sonic pistol

ECOLOGY

Environment any, prefer water or ocean planets

Organization solitary, ship crew (2–8), battle party (2–5 ships)

SPECIAL ABILITIES

Decentralized Nervous System (Ex) A rionna has a decentralized nervous system and sensory input from all over its body. It is immune to critical hits because there is no specific location that is critical to the

function of a rionna's body.

Expert Pilot (Ex) All rionna learn to move and act in 3 dimensions and all that are encountered are expert pilots able to plot safe routes through even the most difficult areas. When making a Piloting check, a rionna rolls two dice and uses the better result.

Few aquatic races make the leap in technology level required to achieve space travel. These creatures appear to be human-sized, six-armed starfish that vary in color from deep purple to brick red, and in rare instances, a luminescent pink. Each arm ends in a tough disc containing thin, nimble tentacles the rionna can retract for protection or extended to control various devices. Several sets of eyes run along each limb with a large central eye near the mouth located in its body. Rionna communicate with each other telepathically and are capable of making or creating the sounds of other languages if they so desire.

While they prefer to be in water, rionna can survive in a variety of atmospheres for at least a short period of time. When moving on a surface rather than swimming, they spin from arm to arm as if they are rolling along the ground. Raised in the waters of their ocean planet, rionna have little use for the concepts of "up" and "down" and easily think of movement in three dimensions (or more), which makes them excellent starship pilots.

Rionna travel through space in water-filled spacecraft created with a meld of biotechnology and magic. The majority of their craft and equipment is "grown" under the guidance of specialized technicians and is quite specifically matched to their race making their ships and technology virtually worthless to other races. For the same reason, the magic and technology of other races is of little value to the rionna. Their knowledge of physics and biotechnology would easily be marketable to other races but they are xenophobic and do not trust or even want to communicate with other races.

Rionna believe it is their duty to protect the few other rarely occurring ocean planets from other races. Their ships are known to attack colonies and ships on such planets in an effort to preserve the water planets from the "predation" of other races. When rionna attack, they do so without warning. Rionna retreat if a battle does not go in their favor.

ROBOT, CLEANER

ROBOT, CLEANER

CR 1

XP 400

N Tiny construct (technological)

Init +4; Senses darkvision 60 ft., low-light vision, blindsense (life) 30 ft.; Perception +5

DEFENSE

EAC 11, KAC 12

HP 17

Fort -1, Ref -1, Will +2

Immune construct immunities

OFFENSE

Speed fly 30 ft. (good)

Ranged laser +6 (1d4+1 F, 90 ft.) or acid spray +4 (1d4+1 A, 20 ft.; crit DC 12 Ref save or blind for 1d3 rounds)

Offensive Abilities self-destruct

STATISTICS

Str +0, Dex +4, Con —, Int +2, Wis +1, Cha -2

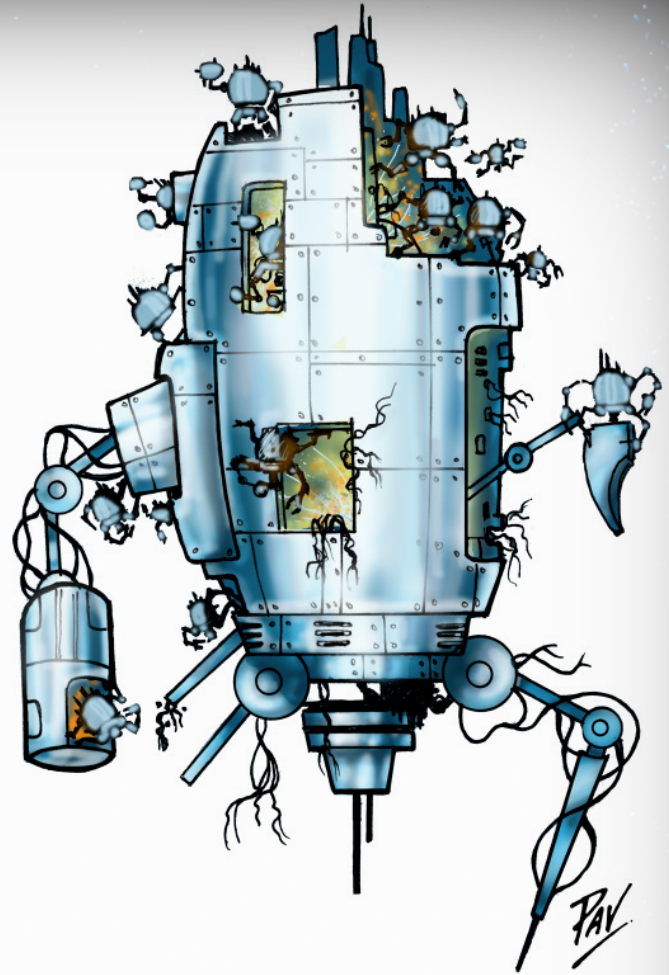
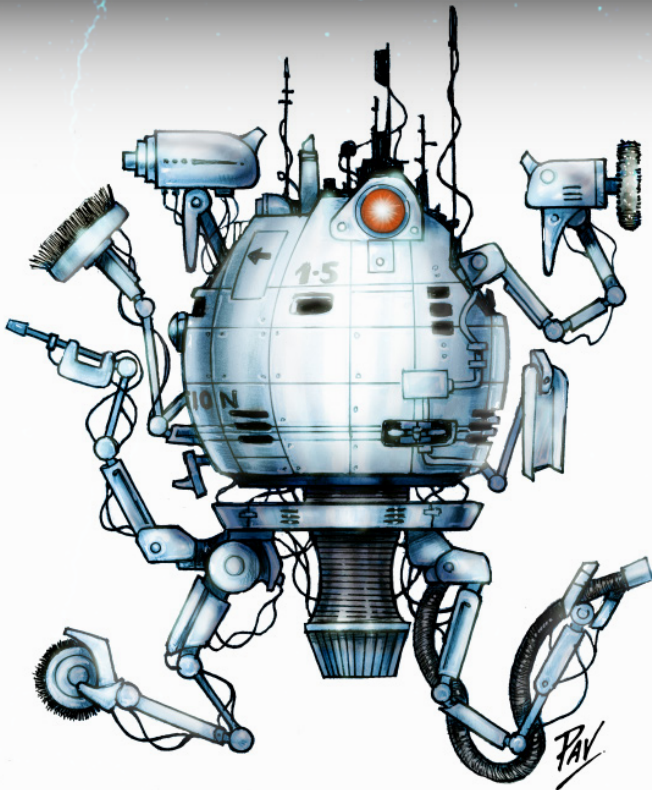
Skills +Acrobatics +5, Computers +10, Engineering +10, Life Science +10, Stealth +5

Languages Common (understand only)

Noncombat Abilities sterilize, unliving

ECOLOGY

Environment urban, laboratory



Organization pack (5+)

SPECIAL ABILITIES

Self-destruct (Ex) A cleaner robot that is hit with a touch attack or gets biological fluids on it explodes as a reaction causing 1d6 fire damage to creatures within 5 feet. A DC 12 Ref save halves the damage.

Sterilize (Ex) A cleaner robot can sterilize a 5 foot square in 1 round, removing all microscopic life.

ROBOT, MAKER

ROBOT, MAKER

CR 1/2

XP 200

N Tiny construct (technological)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +4

DEFENSE

EAC 11, KAC 11

HP 12

Fort -2, Ref -2, Will +1

Defensive Abilities repair

Immune construct immunities

Weaknesses electrical

OFFENSE

Speed fly 30 ft. (good)

Ranged spark +3 (1d4 E, 20 ft.)

STATISTICS

Str -1, Dex +4, Con —, Int +2, Wis +1, Cha -2

Skills Computers +10, Engineering +10

Languages Common (understand only)

Noncombat Abilities build bot

ECOLOGY

Environment urban, laboratory

Organization pack (1-3)

SPECIAL ABILITIES

Build Bot (Ex) Given an adequate lab, a maker robot can build up to five cleaner robots per minute.

Repair (Ex) As a standard action that provokes attacks of opportunity, a maker robot can repair 1d6+5 HP to any robot.

Artificial intelligence gone awry, cleaner robots have as their mission scrubbing away all traces of organic life from the bacterial up to the truly massive forms. Small, impeccably shiny silver anti-grav spheres, cleaner robots dart about sporadically decontaminating their areas with a combination of acid sprays and precision lasers. Indiscriminate in the extreme, any cleaner robot contaminated with residue from a biological organism will self-destruct in a 3-foot-radius ball of fire. Cleaner robots are typically found in small groups, and almost always in conjunction with maker robots. Given an adequate workshop of parts, a maker robot can produce up to five cleaner robots per minute, and will do so if the cleaner robots believe themselves not up to cleansing the latest intrusion of life.

SAQUERO

SAQUERO

CR 4

XP 1,200

LN Medium plant

Init +3; Senses deaf, low-light vision; Perception +10

DEFENSE

EAC 16, KAC 17

HP 45

Fort +5, Ref +3, Will +7

Defensive Abilities all-around vision, light shield

Immune plant immunities



OFFENSE

Speed 40 ft.

Melee slam +8 (1d4+5 B and P)

Ranged light sonic pistol +10 (1d8+4 So; crit deafened)

STATISTICS

Str +1, Dex +3, Con +0, Int +5, Wis +1, Cha -1

Skills Engineering +15, Life Science +15, Profession (rancher) +15,

Stealth +10, Survival +10

Languages Saquero, Semisole (both visual languages)

Noncombat Abilities produce light

Gear light sonic pistol

ECOLOGY

Environment arid grassland

Organization family (3-5), town (10-500)

SPECIAL ABILITIES

Light Shield (Ex) as a reaction, a saquero can shut down most or all of its light sensors to avoid bright light or other visual effects. They are blind while light shield is active. The light shield can be released as a swift action.

Produce Light (Ex) as a swift action, a saquero can produce light of any color in any direction acting as a candle, lantern, or dimmer. This light does not produce heat.

Semisole ranchers, the saqueros have bodies roughly 5 feet long by 1 foot in diameter. They sport four to six long, agile limbs that extend from the ridges along their torsos. The limbs can be used to walk upright or horizontally, and can be used as arms with equal facility. Their spikes are prehensile and as such saqueros are capable of performing tasks that require significant manual dexterity.

The saqueros have neither top nor bottom nor side, as they can stand easily in any orientation. Around the center of their torso each saquero has a ring of combined light-emitting cells and highly adapted optical sensors. These are used in combination for communication and navigation. They can vary the colors and intensity of the light quickly, creating complex messages. Although they are covered throughout with hard, woody spikes, the area around this light band is particularly well-protected by the sharp spines. In case of excess light or other hostile environmental factors, the spines around the light band snap down over the light ring forming a nearly impenetrable wall.

Saqueros absorb liquefied plant-beast through the ends of their limbs for the bulk of their energy. In areas and moments of particularly bright light, they can still garner limited solar energy but they have lost most of their useful pigment, it having been replaced with spikes.

SEA FANG

SEA FANG

CR 5

XP 1,600

N Large animal

Init +2; Senses low-light vision; Perception +14

DEFENSE

EAC 17, KAC 19

HP 76

Fort +10, Ref +8, Will +4

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +14 (1d6+10 P)

Space 10 ft.; Reach 5 ft.

Offensive Abilities aquatic mobile attack, pack tactics

STATISTICS

Str +5, Dex +2, Con +3, Int -4, Wis +1, Cha -2

Skills Athletics +14, Stealth +11 (+15 in water); Racial Modifiers +4

Stealth in water

ECOLOGY

Environment ocean (Sassaria)

Organization solitary, pair, or pack (3-8)

SPECIAL ABILITIES

Aquatic Mobile Attack (Ex) The sea fang can move its swim speed and make a bite attack at any point during its movement as a full action. The sea fang cannot use this attack on land.

Pack Tactics (Ex) A sea fang receives a +2 bonus on its attack rolls if it is adjacent to another sea fang.

The predatory pinniped-analog dubbed the sea fang inhabits the vast oceans of the water-world Sassaria. Sea fangs hunt in packs of up to eight, pursuing smaller creatures and using surprisingly sophisticated tactics to herd entire schools of their prey into cunning traps and ambushes.

Though they are almost entirely aquatic, sea fangs are capable of movement on land. Each year the females give birth to pups on small islands or on mats of debris



SINJIN

CR 4

SINJIN

XP 1,200

N Medium monstrous humanoid

Init +0; Senses darkvision 60 ft.; Perception +10

DEFENSE

EAC 16, KAC 18

HP 50

Fort +6, Ref +8, Will +5

DR 5/piercing; Resist fire 10

OFFENSE

Speed 30 ft.

Melee spear +13 (1d6+9 P) or slam +18 (1d6+9 B)

Ranged spear +10 (1d6+4)

Offensive Abilities crush

STATISTICS

Str +5, Dex +0, Con +3, Int +0, Wis +1, Cha +0

Skills Athletics +15, Stealth +10

Languages Sinjin

Gear spear

ECOLOGY

Environment any

Organization solitary, pair, or band (6–12)

SPECIAL ABILITIES

Crush (Ex) A sinjin that makes a successful grapple check against a Medium or smaller opponent pulls the opponent against its body and squeezes it with both arms, dealing 2d6+9 points of damage each round.



and plant matter the males build during the spring. Once the pups have learned to swim and hunt, the mats are abandoned and eventually disintegrate.

Highly aggressive, sea fangs are unfamiliar with sentient outsiders and vehicles, and have been known to attack boats and even small ships, thinking them to be prey animals. While larger vessels are generally safe from such assaults, researchers and explorers in smaller craft should be wary, for sea fangs have been known to swarm over such vessels, tearing apart equipment, damaging the hull, and killing any living creature they find.

SILVARAN DRAGON

SILVARAN DRAGON

CR 12

XP 19,200

N Huge magical beast

Init -1; Senses darkvision 60 ft., low-light vision; Perception +22

DEFENSE

EAC 26, KAC 28

HP 220

Fort +16, Ref +16, Will +11

DR 10/bludgeoning; Resist acid 10; SR 24

OFFENSE

Speed 45 ft., fly 60 ft. (average)

Melee bite +26 (6d4+20 P), claw +23 (6d4+20 S)

Space 15 ft., Reach 10 ft.

Offensive Abilities breath weapon (45-ft. cone, 13d6 acid damage, Reflex DC 18 half, usable every 1d4 round)

STATISTICS

Str +8, Dex -1, Con +5, Int -4, Wis +4, Cha +0

Skills Athletics +25, Sense Motive +22

ECOLOGY

Environment mountains, swamps (Silvarum surface layer)

Organization solitary, pair, rutting group (2–4)

The Surface Realm of the forest world Silvarum is full of unusual creatures, some of which may provide clues to this strange planet's origins. The silvaran dragon is a great reptilian creature that resembles the dragons of other worlds — flight, a tendency to hoard wealth, and a corrosive breath weapon — save that they are entirely unintelligent creatures that divide their time between sleeping and hunting large animals and occasionally the world's sentients such as the tribes of orcs, gnolls and ankylos that make their home in the Surface Realm.

Scientists have advanced many hypotheses about the origin of silvaran dragons, but direct study of the creatures is difficult due to the restrictions that the il'kir'aan have put on contact with the Surface Realms. Some claim they are a sort of ur-dragon — the descendants of an ancestral species that eventually evolved into modern dragons. This could mean either that Silvarum is the true place of origin for all modern dragon species, or more interestingly, that the world was "seeded" with primitive dragons countless ages ago, possibly by the same species that brought the other non-native species to the world. Other researchers believe that the silvaran dragons aren't related to true dragons at all, but that they represent a fascinating example of parallel evolution.

Dangerous when awake, silvaran dragons attack any living creature of size Medium or greater that they encounter. Fortunately they are normally only encountered as individuals, but during their biannual mating season, male and female pairs can be found, as well as groups of up to four males engaged in ritual combat. During these battles the dragons generally focus on each other, but have been known to wreck villages or even damage stone buildings in their single-minded fury.

Tome of Aliens

MON THE MON

The sinjin were the earliest sentient life forms that evolved upon the surface of Kallio Prime. Although not the dominate species on Kallio Prime, they are one of the oldest. Sinjin civilization was old when the kallion races split from a divergence in its gene pool. The sinjin, having survived the catastrophes that periodically cleanse planets, survived by their ability to adapt and thrive in harsh environments. Ancient sinjin scrolls and cave paintings tell of a time when Kallio Prime was covered in jungle and giant reptiles stomped across the continents. Perhaps because of this pedigree, modern sinjin still seem a bit out of place in the modern world. With the Lio's expansion, the sinjin were a surface race that chose to stay on the surface and not retreat into the Below-World. This decision altered their development again and changed their physical nature to a point where most non-scholars would not think sinjin and kallions have a shared ancestor. Unlike their kallion cousins, the sinjin have not evolved with the need to advance technologically. In the hands of a sinjin, a stick is as lethal as a sword and the hide of the salamander is effective armor.

Native to the planet of Kallio Prime, the primitive sinjin maintain a reputation as stoic, strong, and vicious warriors. The typical sinjin is stubborn, stoic, and resolute. They are pragmatic in approach, with a willingness to accept the inevitable — sometimes and unfairly labeling them as defeatists. Most sinjin are solitary creatures, although small bands occasionally gather in isolated villages. Sinjin usually follow a path of neutrality, not having the patience for laws or the motivation towards chaos. They are good more often than evil, as their society typically frowns on any action that might draw negative attention to oneself.

Sinjin are robustly built and powerful. Their bodies are generally heavy and solid with a strong musculature. Sinjin mature slightly faster than humans and typically live shorter lives. Their forehead is sloping with large brow ridges. Their faces are short and wide with prominent chins. A sinjin's shoulders are stooped and gait slightly hunched. Their arms are longer and their legs shorter in proportion to a kallions. Their fingers are stubby, while their feet are large and flat. They also have thick hide of scarred flesh, which is blistered and charred. Their faces seem primitive and almost simian. Their ears are large and round. Their eye color is usually pure white with pinpoint pupils of black or grey. Sinjin typically dress in salamander skins, and prefer primitive weapons and attire.

Most sinjin stand upward of 6-1/2 feet tall and weigh 250 pounds.

SONIC EEL

SONIC EEL

XP 9,600

N Huge animal (aquatic)

Init +7; Senses low-light vision; Perception +19

DEFENSE

EAC 23, KAC 25

HP 165

Fort +14, Ref +14, Will +9

DR 10/piercing or slashing; Immune sonic

OFFENSE

Speed Swim 50 ft.

Melee bite +22 (2d10+18 P plus grab) or tail slam +19 (3d4+18 B)

Offensive Abilities swallow whole (2d6 acid, 20 HP), sonic driver

STATISTICS

Str +8, Dex +3, Con +5, Int -5, Wis -2, Cha +0

Skills Athletics +24

CR 10



Noncombat Abilities water breathing

ECOLOGY

Environment salt water, fresh water (juvenile only)

Organization solitary, pair, pod (5-18)

SPECIAL ABILITIES

Sonic Driver (Ex) A sonic eel can open seams on metal objects, including ships. It does 5 HP damage to a vehicle's hull per round when within 30 feet, bypassing the ship's hardness (if any).

This fifteen to twenty foot long aquatic snake can produce a wide variety of vibrations. It uses them to vibrate open seams and loosen bolts on marine vessels. The sonic eel then eats the fleshy bits found inside these hardened containers. The eel is covered in smooth circles ranging in diameter from 5 to 24 inches. These sites produce sonic attacks ranging from 15 hertz to 30,000 hertz at amplitudes up to 150 decibels. The sonic eel's body is covered with a malleable, sound deadening grey skin. It has a cross-shaped mouth filled with sharp teeth. In some languages, the creature is referred to as a sonic screwdriver.

Sonic eels can live in a variety of marine environments. As adults, most species prefer saline waters to fresh, but they do travel upriver to spawn. During their spawning voyage, which occurs at the end of their 30-year life span, sonic eels are voracious eaters. A group of them traveling upstream together can eradicate the fish life like a plague of locusts. During this stage, however, they do tend to avoid boats as they do not like to expend energy on opening them up. Sonic elvers are about 8 inches long, growing to a yard before they begin their downstream journey. They do not develop full acoustic range until their second year at which point they aggressively seek out nautical vessels for the treats within.

SPIKED MINER

SPIKED MINER

XP 800

CN Medium plant

Init +0; Senses deaf, low-light vision, tremorsense 10 ft.; Perception +8

DEFENSE

EAC 14, KAC 15

HP 35

Fort +4, Ref +2, Will +6

Defensive Abilities all-around vision; Immune plant immunities

OFFENSE

Speed 30 ft., climb 10 ft.

CR 3

STALACTITAN

STALACTITAN

CR 5

XP 1,600

CG Medium aberration

Init +1; Senses darkvision 60 ft., low-light vision; Perception +11

DEFENSE

EAC 17, KAC 19

HP 70

Fort +7, Ref +7, Will +6

DR 5/—; Immune bleed, bludgeoning, death effects, mind-affecting effects, paralysis, poison, sleep, sonic, stun; Resist cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +14 (1d6+8 B)

Offensive Abilities drop, sonic blast

STATISTICS

Str +3, Dex +1, Con +5, Int +2, Wis +0, Cha +1

Skills Athletics +16, Acrobatics +11, Stealth +11

Languages Stalactitan; ultrasonic language 60 ft.

Noncombat Abilities vertical leap

ECOLOGY

Environment caverns

Organization solitary, pair, pack (10–15)

SPECIAL ABILITIES

Drop (Ex) A stalactitan may drop up to 40 feet onto a creature below as a ranged attack (+14; 1d6/10 ft.) without taking any damage. Stalactitans take 1d6 damage for every 10 feet beyond 40 feet.

Creatures hit by this attack must succeed on a DC 16 Reflex save or be prone and grappled.

Sonic Blast (Ex) three or more stalactitans working together can, as a standard action, produce a sonic blast over a 100 foot radius. Any individual can only participate in this action once per hour. Creatures within the blast take 1d6 sonic damage per participating stalactitan, but may attempt a DC 13 Fortitude save for half damage.



Melee 2 spiked arms +9 (1d4+4 P)

STATISTICS

Str +1, Dex +0, Con +4, Int +2, Wis -1, Cha +1

Skills Engineering +13, Profession (mining) +13, Stealth +8, Survival +8

Languages Spiked Miner, Semisole (both visual languages)

Noncombat Abilities produce light

ECOLOGY

Environment underground (Semisole)

Organization family (2–5), work group (4–20+)

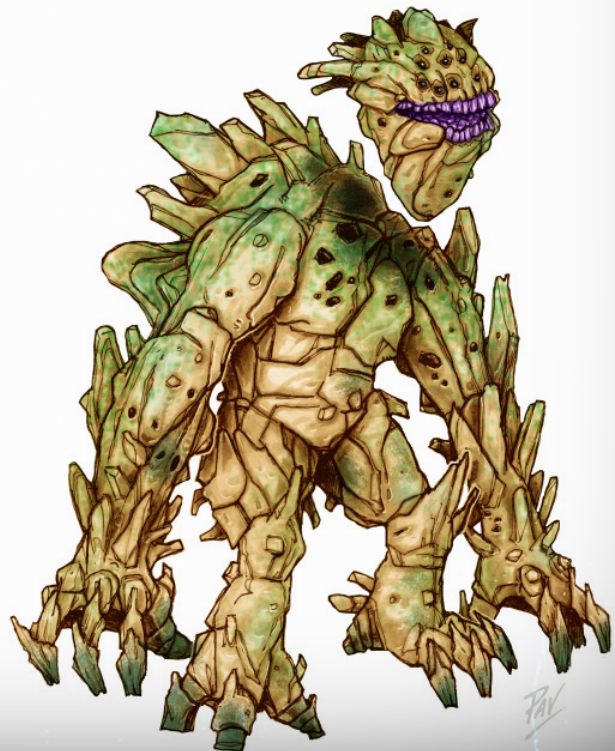
SPECIAL ABILITIES

Produce Light (Ex) as a swift action, a spiked minor can produce light of any color acting as either a hooded lantern, bullseye lantern, or dimmer.

Spiked miners are a race of sentient plants from the planet Semisole. They look like large barrel cacti with a ring of light emitters and sensors surrounding their top. They communicate using these lights and also use them to get around underground. A spiked miner tends to have two or three elongated arms, each with a hardened tip covered in vibrating spikes. It is with these that they burrow through the dirt and rock beneath the surface of Semisole. The miners live in roving groups, each claiming their own stake. Each group has its specialty in terms of what types of ores they tend to find and recover, but they can all work to some extent with any rock type and ore.

The miners have a great culture of visual music, having both work songs and longer, narrative tunes they share in the off hours. The songs are created using their light rings combining color, intensity, and rhythm to convey both story and mood. For some alien species, these patterns may be entrancing while in others they may cause confusion or even mental anguish.

Spiked miners have been subterranean for so long that they have almost completely lost the ability to process sunlight for energy. They eat small animals they crush in their arms before absorbing the puree through their roots.



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Vertical Leap (Ex) for each round absorbing ambient energy prior to leaping, a stalactitan can leap vertically as a move action up to 15 feet. At the end of this movement, it can automatically grab hold of any rocky surface.

The stalactitan is a silicon-based life form found primarily in nitrogen-rich underground caverns. These social creatures spend most of their time clinging to the cavern ceilings and have the ability to adjust their surface crystal structure to mimic most types of rock. Stalactitans often develop strong empathy for other long-term residents of their cavern structures and appoint themselves as guardians over large areas. They are primarily interested in energy sources including biological, chemical, and nuclear. Using harmonic resonances, a stalactitan can transfer energy from these sources to itself from a distance of up to 15 feet. If one pulls enough energy quickly, it can use the energy to propel itself upward to regain its cave-top perch. In addition to pulling energy, stalactitans often drop on presumed invaders, using their great mass to pin the creature to the ground.

Stalactitans communicate with each other using ultrasonics. They both create and receive the sound waves with their highly tunable crystalline structure.

SUN KITE

SUN KITE

CR 3

XP 800

N Large animal

Init +4; Senses low-light vision; Perception +13

DEFENSE

EAC 14, KAC 16

HP 40

Fort +7, Ref +7, Will +2

Defensive Abilities camouflage

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee bite +8 (1d4+5 P), or claws +11 (1d6+5 S)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str +2, Dex +4, Con +1, Int -4, Wis +1, Cha -2

Skills Acrobatics +8, Athletics +8, Stealth +8

ECOLOGY

Environment any (Silvarum Canopy level)

Organization solitary, pair

SPECIAL ABILITIES

Camouflage (Ex) A sun kite's colors change from near-transparency to sky blue and fiery orange depending upon the sunlight's intensity and weather conditions. As such, a sun kite can attempt a Stealth check a part of its move action, even if it is being observed and does not have cover or concealment.

Hunting among the upper reaches of the Yggdrasil forest on Sassaria, sun kites feed on smaller avians, tree-dwellers, and insects, but have been known to take an interest in larger prey if they're particularly ambitious or hungry. While most of the canopy is well developed, there are still areas where sun kites might be a problem, so those who are exploring the wild regions of Silvarum are advised to do so with caution.

Most notable for their camouflage and highly reactive feathers, sun kites can change color instantly, granting them some degree of concealment while flying and stalking prey. Their cells also have photosynthetic qualities, providing energy and nourishment directly to sun kite's bodies.



During the breeding season sun kites soar all over Silvarum, flashing wild and exotic colors and patterns in order to attract mates. They reproduce once a year, with females producing a single live offspring that is raised in a nest or den among the high Yggdrasil branches. The young sun kite matures quickly and is able to fend for itself within six weeks.

TASRYN

TASRYN

CR 1

XP 400

N Medium magical beast

Init +4; Senses darkvision 60 ft., low-light vision; Perception +5

DEFENSE

EAC 11, KAC 13

HP 20

Fort +5, Ref +5, Will +1

Resist cold 5

OFFENSE

Speed 30 ft., swim 40 ft.

Melee claw +9 (1d6+2 S), bite +6 (1d8+2 P)

Offensive Abilities aquatic mobility

STATISTICS

Str +1, Dex +4, Con +1, Int +0, Wis +2, Cha +0

Skills Athletics +10

Languages Tasryn; telepathy 120 ft.

ECOLOGY

Environment arctic ocean (Sassaria)

Organization pair, family (3-6), raft (7-12)

SPECIAL ABILITIES

Aquatic Mobility (Ex) Tasryn are extremely nimble and highly mobile when in water. When swimming, they gain a +2 bonus to both KAC

and EAC, and can interrupt their move to attack, then complete the remainder of their move.

Tasryn are a six-limbed otter-like species who dwell in the northern latitudes on the planet Sassaria. They live in family groups or in larger packs called rafts. Curious and highly intelligent, they often investigate strangers and seem fascinated with sea vessels and other modern modes of transportation. They hunt local sea life, including the Sassarian equivalents of fish and crustaceans, sometimes using tools such as rocks or sharpened sticks to aid in fishing. Though they do not appear to present any danger to investigators, tasryn have been known to gather together in larger groups to exterminate dangerous creatures such as sea fangs that prey on their groups.

These gentle creatures are at the center of a storm of controversy on Sassaria, with some researchers claiming they are true sentients with language, culture, and tool-use. As the presence of sentients would put Sassaria off-limits to commercial exploitation and development, this hypothesis is hotly disputed by some governments and corporate entities, which have dispatched their own researchers to disprove the sentience hypothesis. There are also rumors that some less scrupulous entities have actually dispatched hunters and mercenaries to Sassaria to eliminate the tasryn altogether. Scientists in the cold northern climes of Sassaria are now caught in the middle of a vast tug-of-war, desperate to prove or disprove tasryn sentience before outsiders engage in a full-scale act of genocide.

TERRAS QUAKE

TERRAS QUAKE

CR 20

XP 307,200

N Colossal animal

Init +5; **Senses** blindsense (scent) 120 ft., low-light vision; **Perception** +34

DEFENSE

EAC 35, **KAC** 37

HP 465

Fort +23, **Ref** +23, **Will** +17

Defensive Abilities all-around vision; **DR** 10/—

OFFENSE

Speed 40 ft.

Melee bite +34 (11d10+32 P plus grab) or tail slap +31 (6d12+32 plus DC 25 Fortitude save or fall prone and stunned)

Offensive Abilities quake, swallow whole (5d6 acid, 60 HP), trample (4d8+12)

STATISTICS

Str +12, **Dex** +5, **Con** +9, **Int** -4, **Wis** +0, **Cha** -2

Skills Athletics +39

ECOLOGY

Environment forest, grassland

Organization solitary

SPECIAL ABILITIES

Quake (Ex) As a standard action that does not provoke an attack of opportunity, the terras quake can raise either its front or rear set of legs and slam them into the ground. All creatures within a 100 foot radius of the strike point that are touching the ground must attempt a DC 25 Reflex save. Those that fail the save take 12d6+20 points of sonic damage, fall prone, and are stunned for 1d6+2 rounds. Those who succeed on their save take half damage and fall prone, but are not stunned; those who succeed by 10 or more, or who rolled a natural 20, do not fall prone and take one-quarter damage.

A gargantuan beast that once dominated its home world of Ranska, the terras quake has been dwindling in



numbers due to the recent advent of large game hunting safaris coming to the planet. Over 100 feet in length and having a mass of over 500 tons, the terras quake evolved on a small, highly vegetated planet. Its place at the apex of the food pyramid was unchallenged for millennia, and no large intelligent life developed on Ranska due in part to its influence. Eventually, the neighboring planet of Entorno developed not only intelligent life but also space travel, tourism, and recreational hunting. Unable to hide due to their great size and ground-shattering footsteps, the terras quake was in decline. More recently, as intergalactic travel has become common, various races have moved the giant beasts to other planets. They can only survive on fairly small planets, as they are not adapted to high gravity, and need a continuous supply of protein-based food to survive.

The terras quake is a six-legged creature with 7 foot wide jaw filled with cylindrical teeth. It grabs prey whole and throws back its mighty head to let it fall down into its digestive tract. The first several yards of the interior are coated with thick armored skin pierced with holes for acid jets. Once the horns, bones, and other durables have been dissolved, the remnants pass into the softer lower belly.

The entire body is protected with roughened bony plates and the head is completely lacking in external soft tissue. Even the terras quake's eyes are protected with tough crystalline lenses. The last 30 feet of the body is a tail that helps balance the weighty head. The tail is independently controlled and has both scent and sound sensors between the bony scales. The tip of the tail is three feet of solid bone.

The terras quake does not sneak up on its prey and until recently had never known a foe. If unable to grab

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with its jaw or sweep with its tail, it uses its quake ability to try and gain the upper hand in combat.

TIKKA

TIKKA

CR 1/2

XP 200

CG Small humanoid (tikka)

Init +3; Senses blindsense (sound) 30 ft., low light vision, Perception +11

DEFENSE

EAC 10, KAC 11

HP 12

Fort +0, Ref +3, Will +2

Defensive Abilities chaotic mind

OFFENSE

Speed 20 ft., climb 20 ft.

Melee claws +2 (1d4-1 S)

Ranged slug pistol +4 (1d4 B and P)

STATISTICS

Str -1, Dex +3, Con +0, Int +0, Wis +2, Cha +1

Skills Acrobatics +9, Bluff +9, Profession (any one) +4, Sense Motive +4, Stealth +9

Languages Common, Tikka

Noncombat Abilities chaotic mind

Gear slug pistol

ECOLOGY

Environment any (Silvarum)

Organization solitary, pair, family (3-5), troop (6-20), village (21+, 1-6 leaders of level 1d6)



RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Wis, -1 Str

Hit Points: 2

Size and Type: Tikka are Small humanoids with the tikka subtype.

Chaotic Mind: See Special Abilities.

Keen Senses: Tikka have powerful hearing, and gain a +4 racial bonus on Perception checks.

Low-Light Vision: Tikka can see twice as far as humans in dim lighting.

SPECIAL ABILITIES

Chaotic Mind (Ex) A tikka's thought patterns are highly changeable and can be difficult for other species to understand. Tikka can make two saving throws against any mind-affecting spells or effects and take the higher of the two results.

Resembling arboreal mammals like the lemur, the tikka dwell in the Middle Realms of the forest world of Silvarum. Maintaining a wary friendship with the avian il'kir'aan, the tikka are a far more emotional and friendly species, though they are also far more capable of violence and treachery than their bird-like allies, and apart from extremely mature individuals, tikka behavior is almost entirely unpredictable.

Adult tikka range from 4 to 5 feet in height and are covered in grey fur, with striped prehensile tails and elongated fingers. Their faces are somewhat vulpine, with large eyes and ears, capable of seeing in the shadowy environment of the Middle Realms and hearing in the close confines of the forest. Agile and dexterous, the tikka are descended from brachiating arboreal ancestors and can still maneuver extremely well in close quarters and among thick tree branches.

Intelligent and curious, tikka are highly inquisitive, and can produce a wide range of sounds, allowing them to learn foreign and even alien languages with relative ease. Though generally friendly, tikka are also mercurial and highly unpredictable, often flying into rages at minor frustrations or unexpected events. They also tend to have a short memory for both their own misdeeds and those of others, making the Middle Realms a fairly lawless and often chaotic place, though less anarchic and dangerous than the blood-soaked Surface Realms.

Tikka live in large family groups, with both males and females sharing parenting duties. As pregnancy is short and not debilitating, there is little if any difference in sex roles, and young tikka simply refer to all the adults in their family groups as "parents," undistinguished by gender.

As adults, tikka display what many other species might call an unfocused approach to life, moving from role to role as it suits them. One day a tikka might be working in a shop, selling local goods to offworld visitors in exchange for labor, goods or the relatively new concept of currency, then the next day decide to go to a learning center to take music lessons, or work as a scribe or computer programmer. While outsiders might find this approach incomprehensible, it appears to work for the tikka, as they have almost perfect knowledge retention, and carry skills from one job over to another with ease. They also gravitate toward tasks that are needed — if a position is empty, it is almost always filled within days or even hours.

After a few years, most tikka settle into the half-dozen or so jobs they prefer, often performing several on the

same day. This characteristic has made it difficult for tikka to live off-world, but a few have succeeded, and some actually serve on starships, acting as virtual jacks of all trades, filling in for missing crew or assisting in several different departments.

As tikka grow older their nature settles somewhat, and after years of flitting restlessly from role to role in society at large, their pace begins to slow. Older Tikka are more likely to stick with tasks for longer than a few days — some even remain in a chosen profession for years, applying the experience and knowledge they gained during their wild early years. Truly skilled tikka leaders, diplomats, artisans, and others tend to be from this older demographic, sometimes displaying levels of patience and wisdom unheard of in society at large.

THYTH

THYTH CR 7
XP 3,200

LN Medium dragon (earth)

Init +0; Senses darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +19

DEFENSE
EAC 19, KAC 21

HP 105
Fort +11, Ref +11, Will +8
Immune paralysis, sleep, sonic

OFFENSE
Speed 40 ft., burrow 30 ft.
Melee bite +18 (1d8+11 P) or claw +17 (1d6+11 S)
Multiattack bite +17 (1d8+11) and 2 claws +17 (1d4+11)
Spell-Like Abilities (CL 7th)
3/day—*mind thrust* (1st level, DC 13)

STATISTICS
Str +4, Dex +0, Con +5, Int +2, Wis +0, Cha +2
Skills Athletics +14, Mysticism +19, Stealth +14
Languages Aklo, Common, Draconic
Noncombat Abilities quadruped run

ECOLOGY
Environment underground
Organization solitary, pair, or set (6–12)

SPECIAL ABILITIES
Quadruped Run (Ex) A thyth can drop to all four limbs as a free action and move twice their normal speed. Returning to a standing position is still a move action.

Thyth are a mysterious and reclusive race, that all other species living upon Kallio Prime whisper about. Said to be the first sentient creatures to develop in the entire system, they are rarely spotted and even more rarely interacted with. The thyth are humanoid in shape, but their bodies are more akin to half-dragons made of a malleable crystal-like skin. Thought to hail from the Plane of Earth, the thyth stand tall with a regal appearance, but move in a crouched posture, springing and leaping down the deep tunnels of the Below-World. Their face have a dragon cast, with a maw filled with crystal shard teeth, large eyes and ridged brows, topped with rows of crystalline scales. They have muscular limbs, and elder thyth have short, disproportionate membranous wings, though this wings do not allow for flight.

Those that have encountered the thyth state they felt uncomfortable around them, the same way they feel around any large predator. For their part, thyth are accustomed to distrust and don't expect better treatment from members of the other races, although some thyth may even try to earn respect and companionship of

other races through acts and deeds. The thyth typically only make contact with others if they have an individual desire or curiosity.

Most thyth stand upward of 7 feet tall and weigh 300 pounds.

TRENCH TERROR

TRENCH TERROR CR 8
XP 4,800

NE Huge aberration (earth)

Init +2; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +16

DEFENSE
EAC 20, KAC 22

HP 125
Fort +10, Ref +10, Will +9
DR 5/—; Immune acid

OFFENSE
Speed 30 ft., burrow 30 ft.
Melee bite +19 (3d4+14 P plus grab)
Space 15 ft., Reach 10 ft.
Offensive Abilities fluid drain

STATISTICS
Str +6, Dex +2, Con +4, Int –1, Wis +0, Cha –2
Skills Athletics +21, Sense Motive +16, Stealth +16

ECOLOGY
Environment underground
Organization solitary, pair

SPECIAL ABILITIES
Fluid Drain (Ex) A trench terror sucks blood, ichor, or other bodily fluid from any grappled opponent. After maintaining a pin, the trench terror deals 1d6 points of Constitution damage per round.

A trench terror is a deep subterranean predator typically found in mine shafts. Over the years, they have found a taste for the hydraulic fluids and liquid coolants found in mining machinery as well as in robot miners. They have learned to seek out these targets, attack by surprise, and use their tubular tongues to drink the “blood” of their victims. Extremely vicious, trench terrors are not afraid to attack even the most well-armored enemy. Though they are most often encountered individually, occasionally a mated pair travels together, attacking a victim from two directions at once.

TROLL, CATHODE-RAY

TROLL, CATHODE-RAY CR 6
XP 2,400

CN Large humanoid (giant)

Init +0; Senses blindsense (scent) 60 ft., darkvision 60 ft., low-light vision; Perception +13

DEFENSE
EAC 18, KAC 20

HP 90
Fort +10, Ref +8, Will +5
Defensive Abilities cathode ray-emitter, regeneration 10 (when within 60 ft. of its cathode-ray emitter); Immune disease and poison (if within 60 ft. of CRE)

OFFENSE
Speed 25 ft.
Melee slam +16 (1d8+11 B) and bite +13 (1d6+11 P)



Space 10 ft.; Reach 5 ft.

STATISTICS

Str +5, Dex +0, Con +3, Int -2, Wis +2, Cha -4

Skills Athletics +18, Intimidate +13, Stealth +13

Languages Giant

Other Gear cathode ray-emitter

ECOLOGY

Environment subterranean

Organization solitary

Thin, seven-foot tall, and incredibly ugly, cathode-ray trolls are a throwback to an ancient time. Ungainly with oversized head, hands, and feet, they move with a stumbling gait — arms outstretched and shoulders rolled forward. Generally solitary creatures, cathode-ray trolls live in remote cave systems, deep underground. They feed on the small vermin and the various species of blind fish found in their subterranean lairs. They try to avoid traveling far from the homes, as they hate to leave behind their most important treasure.

Each cathode-ray troll has its own cathode ray emitter (CRE). This cumbersome device sits as the central focus of its lair, usually raised on a stone pedestal so that its rays can fully bathe the space within the cave as they

dance about at high speed. Each troll is attuned to its own frequency of electro-magnetic radiation. Most of them have devices that emit x-rays, but a few enjoy the benefits of ultraviolet or even visible light rays. While within 60 feet of their own CRE, a cathode-ray troll regenerates 10 HP per round and is immune to disease and poison. If only within 90 feet, it regenerates 5 HP per round but loses its immunities. Barring violence, cathode-ray trolls living near their emitters are practically immortal, able to live for thousands of years before the emitter's radioactive power source dies out.

Beings that are not protected from the rays suffer effects dependent on the ray type. Those starting a round or moving within 60 feet of a visible light emitting tube must make a DC 14 Reflex saving throw at the beginning of their turn or when they first enter the range, or be blinded for that round. An unprotected creature must make a DC 14 Fortitude saving throw if it ends its turn within 60 feet of an ultraviolet emitting tube or take 2d4 HP of untyped damage. Creatures are unable to cast spells if within 90 feet of an x-ray emitting source.

A troll's CRE typically has a KAC and EAC of 17 and 35 HP. Trolls that have seen intruders before will often conceal their emitters under a piece of coarse fabric. A troll will typically attempt to stand between any foe and its device. Smarter ones will also fill the entrances to their lairs with traps, false paths, and concealing covers so as to avoid direct confrontations.

VEOBLE

VEOBLE

CR 3

XP 800

CN Small aberration

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

DEFENSE

EAC 14, KAC 16,

HP 40

Fort +5, Ref +5, Will +4

OFFENSE

Speed fly 50 ft. (perfect)

Offensive Abilities asphyxiate

STATISTICS

Str —, Dex +4, Con +2, Int -2, Wis -2, Cha +1

Skills Fly +12, Perception +8, Stealth +11

Noncombat Abilities shape change

ECOLOGY

Environment ship interiors

Organization solitary

SPECIAL ABILITIES

Asphyxiate (Ex) A veoble has the ability to enter into a creature's lungs through its mouth or nose (or equivalent) as a standard action that does not provoke an attack of opportunity. The target creature can attempt a DC 12 Fortitude save; if successful, the veoble is immediately expelled without any harm to the target. If the save fails, the veoble settles into the target's lungs, preventing it from breathing. The target creature may hold its breath for a number of rounds equal to twice its Constitution score. If the creature takes a standard or full action, the remaining duration that the creature can hold its breath is reduced further by 1 round. After this period of time, the character must make a DC 10 Constitution check to continue holding its breath. The check must be repeated each round, with the DC increasing by +1 each time. When the creature fails a Constitution check, it begins to suffocate. In the first round, it falls unconscious; in the following round it is dying; in the third round the creature is dead. Each minute after the initial save, the creature can attempt a new Fortitude save to expel the veoble. The DC increases by +1 each time — 13 after the 1st

minute, 14 after the 2nd, and so on.

Shape Change (Su) Veobles can take the form of small, simple, mundane objects, subject to the GM's discretion. Changing into and out of the new form requires a move action, but the veoble can remain in the shape indefinitely.

Veobles are sentient gasses. Appearing as small fog-colored clouds that are ever-changing in form, veobles float through ducts, hoses, and vents, eating carbon dioxide. Because of their natural ability to remove carbon dioxide from the local atmosphere, veobles can be a welcome and helpful stowaway. However, their usefulness is often countered by their tendency to cause havoc to the ships they inhabit. A veoble is a creature of caprice, sometimes acting to the benefit of those on board the ship it has chosen to inhabit, while other times proving to be a nuisance, or worse. Because of this, they are referred to as "gas gremlins."

A veoble is a shape-shifter. It sometimes changes its form in order to aid the passengers of the ship it occupies. To shift from its natural gaseous state to a temporary solid, the veoble uses a type of phase transition known as "deposition." A veoble can transform into any small, rudimentary physical object it has observed, such as common tools or shipboard furniture (wrench, hammer, stool, rock, etc.). It allows itself to be used in various, helpful ways, until it decides to revert to its original gaseous state — often at the most inconvenient moment.

VESUVIAN FLY TRAP

VESUVIAN FLY TRAP

CR 2

XP 600

N Large plant

Init +1; Senses blindsense 30 ft.; Perception +7

DEFENSE

EAC 13, KAC 15

HP 25

Fort +6, Ref +4, Will +1

Defensive Abilities all-around vision, regeneration 5 (fire); Immune plant immunities

OFFENSE

Speed 5 ft. climb 5 ft.

Melee 2 bites +10 (1d6+6 P, reach up to 30 ft., grab)

Offensive Abilities swallow whole (1 acid, 5 HP)

STATISTICS

Str +4, Dex +1, Con +2, Int -5, Wis -3, Cha +0

Skills Stealth +7, Survival +12

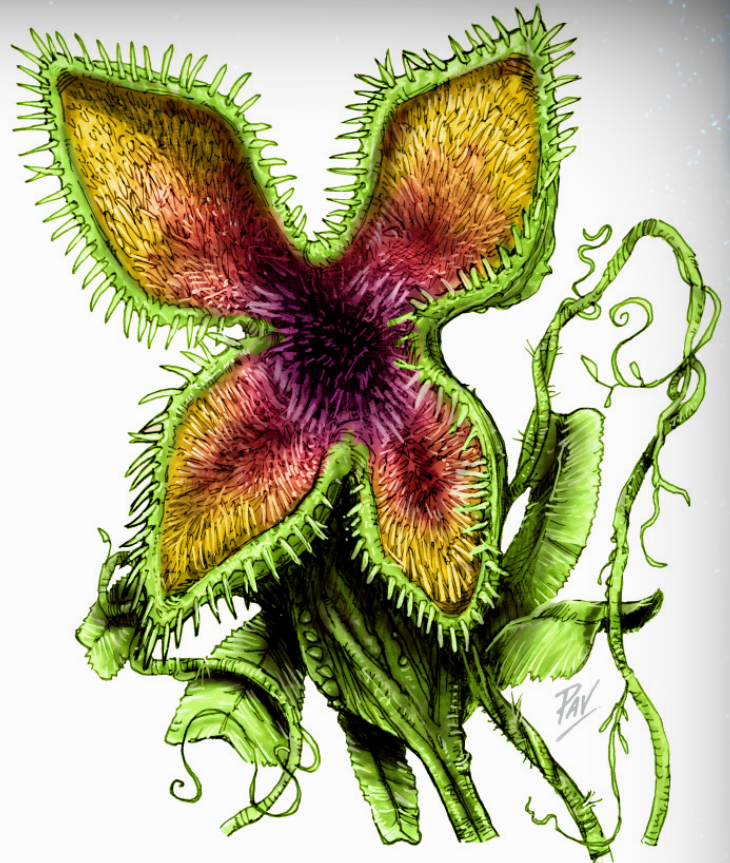
ECOLOGY

Environment tropical

Organization solitary

With a slow base mobility, the semi-ambulatory creature has a rapid strike capability reaching up to 30 feet. The vesuvian fly trap evolved in dense tropical areas and feeds primarily on small fauna that it grabs as they race by. The plant is multi-hued, causing it to look like several smaller plants rather than the huge creature it is. The vesuvian fly trap achieves its base mobility by setting down temporary pods and throwing itself forward. The maw is generally concealed as a benign appearing long yellow fruit, but its fourfold flower opens to reveal an opening lined with barbs. Digestion is a slow and painful process, often taking hours to kill even small, rodent-like creatures. The leaves of the vesuvian fly trap are often harvested for their high nutritional value. They are particularly high in iron.

In some particularly fecund climes, either by nature or through the intervention of intelligent species, giant



versions of the vesuvian fly trap have evolved. These creatures have a reach of 60 feet and can trap a Medium-sized creature. The most popular method for releasing a trapped creature is to cut off the entire flower and carefully pry open the barbed leaves. The digestive juices continue to dissolve flesh for several minutes after the flower is separated even without being replenished from the main plant. The edible leaves from this giant version of the plant regularly grow to 15 feet in length and can generally feed any surviving members of a collection party for several days.

WAJ

WAJ

CR 1

XP 400

CE M aberration

Init +4; Senses, blind, blindsense 30 ft.; Perception +5

DEFENSE

EAC 11, KAC 13

HP 20

Fort +3, Ref +3, Will +3

Defensive Abilities all-around vision; DR 5/bludgeoning; Immune poison, sonic

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 pincer +8 (1d6+1 P and S)

Offensive Abilities sonic blast

STATISTICS

Str +0, Dex +4, Con +2, Int +1, Wis +1, Cha +0

Skills Athletics +10, Stealth +5

Languages Aklo

Noncombat Abilities excavate rock

ECOLOGY

Tome of Aliens

Environment underground
Organization solitary

SPECIAL ABILITIES

Sonic Blast (Ex) Once every 1d4 rounds a waj can emit a sonic blast. All creatures within a 20 ft. radius must make a DC 10 Fortitude save or take 1d4+1 sonic damage.

Excavate Rock (Ex) A waj can use their sonic blast to dig through rock. It takes on average one minute to tunnel through 45 feet.

The waj were inhabitants of the towns around Tab, on the planet of Kiás. While similar in form (four-legged arachnid-looking beasts) to the rest of the Kiásians, most had been removed from the tribal circles due to an abnormality in their acoustic membrane that left them without the ability to harmonize with the rest of the Kiásians. After being abandoned on the dying planet, they found naturally occurring crevices that allowed them to drop deep below the carved out structures of the ghost cities. As time passed and they interbred, the acoustic membranes on their upper tufts toughened. They eventually lost the ability to communicate aurally at all, but developed a powerful sonic blast. The waj are able to control the blast to some extent, and have disintegrated portions of their underground vaults to create larger living areas and have even worked out methods to trap certain gases as they are released from the surrounding rock. They also use their blasts to turn proteinates into digestible jellies. Waj typically live alone, only meeting occasionally for mating or defense.

WARP GATHERER

WARP GATHERER

CR 10

XP 9,600

N Large outsider (extraplanar)

Init +5; Senses darkvision 60 ft.; Perception +19

DEFENSE

EAC 23, KAC 24

HP 165

Fort +11, Ref +9, Will +13

Defensive Abilities all-around vision; DR 5/magic Resist acid 10, cold 10

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee claw +21 (2d10+18 S) or bite +21 (3d4+18 P)

Multiaattack 6 claws +21 (2d10+18 S), bite +21 (3d4+18 P)

Space 10 ft.; Reach 10 ft.

Spell-Like Abilities (CL 10th)

1/day—*mind thrust* (4th level, DC 16), *overload system* (DC 16)

3/day—*charm monster* (DC 16), *dispel magic*, *explosive blast* (DC 16),

holographic image (3rd level, DC 16)

At Will—*daze monster* (DC 16), *see invisibility*

STATISTICS

Str +8, Dex +5, Con +5, Int +2, Wis +3, Cha +3

Skills Acrobatics +19, Diplomacy +19, Intimidate +24, Mysticism +24, Sense Motive +24

Languages Common

Noncombat Abilities warp jaunt

SPECIAL ABILITIES

Warp Jaunt (Su) As a free action, a warp gatherer can move from hyperspace to the Material Plane and shift back as a move action. This ability otherwise mimics the effects of the *ethereal jaunt* spell.

ECOLOGY

Environment Ethereal Plane, spaceways

Organization solitary

Warp gatherers resemble a large mer-creature with six long spindly arms, a fishlike head, and a long tail covered in silvery scales. They average 10 feet long and can naturally pass freely between the vacuum of space and the warp of hyperspace. Gatherers travel the spaceways gathering misplaced items and creatures trapped in a hyperspace loop and returning them to their own space-time.

Warp gatherers are decidedly neutral in nature seeking to maintain their own brand of esoteric balance in the universe. Being natives of hyperspace, their thoughts and motivations are unique and foreign to creatures dwelling within the standard space-time known by most sentient beings. Warp gatherers' mysterious nature is sometimes cause for fear and alarm to those travelers who have come into contact with them.

Gatherers search hyperspace for things they feel "don't belong," and quickly attempt to re-deposit those items back to their plane of origin. This can lead to conflict with some who don't feel a need for the Gatherer's help, such as hyperspace travelers who find themselves re-deposited by the gatherer millions of light years away from their destination. This is especially irksome when the hyperspace traveler finds themselves grappled by an alien gatherer, and then suddenly find themselves floating in the vacuum of space without the proper magical or technological protections.

When trapped in combat the warp gatherer uses its innate magical abilities to defend itself to the best of its powers and abilities.

WARP WRAITH

WARP WRAITH

CR 10

XP 9,600

CE Medium undead (incorporeal)

Init +5; Senses blindsense (life) 60 ft., darkvision 60 ft.; Perception +19

Aura frightful presence (30 ft., DC 17)

DEFENSE

EAC 23, KAC 25

HP 145

Fort +12, Ref +12, Will +11

Defensive Abilities evasion, incorporeal; Immune undead immunities

OFFENSE

Speed 60 ft. fly (perfect)

Melee incorporeal touch +22 (3d4+10 negative energy; crit 1d4 Con damage)

Combat Abilities leech life

Spell-Like Abilities (CL 10th)

1/day—*plane shift* (DC 14)

3/day—*entropic grasp* (DC 14)

STATISTICS

Str —, Dex +5, Con —, Int +3, Wis +3, Cha +8

Skills Intimidate +19, Sense Motive +19, Stealth +24

Languages Common, Eoxian, Sarcesian

Noncombat Abilities unliving

ECOLOGY

Environment the Drift, abandoned ships and stations

Organization solitary

SPECIAL ABILITIES

Leech Life (Su) Whenever a warp wraith successful hits a living creature with its incorporeal touch attack, it gains a number of temporary Hit Points equal to the damage dealt divided by 5 (rounded down). Temporary Hit Points gained in this fashion stack, and they last for one hour from the last time any such temporary HP were gained. For example, if a warp wraith gains 2 temporary HP by attacking a rat aboard an abandoned space station, and then successfully attacks an



explorer 45 minutes later, gaining 3 temporary HP, the warp wraith now has a total of 5 temporary HP which will last for one hour.

Warp wraiths are the wretched spirits of those who have traveled into the beyond and been destroyed. Warp wraiths are adorned in tattered space-travel garments, flickering in and out of standard space-time, trapped in the throes of terror and pain at being blasted in the cauldron of oblivion.

Warp wraiths are tied permanently to the Drift, and as such flicker in and out of standard space, haunting the areas where their craft was lost, attempting to leech life from those creatures found within proximity to their haunt. They are most often encountered on ghost hulks, haunted space stations, or appearing on the deck of a ship crossing through the Drift.

They seek only to drag the living with them into the horrible loss of their pitiful existence. Warp wraiths despise the living, and attack relentlessly. Their jealousy-fueled hate, however, does not tinge their mind to the point of preventing sound tactics; a warp wraith will use its very nature to plan an ambush, for example. But once the trap is sprung, it fights until death.

YTHRI

YTHRI

CR 12

XP 19,200

CN Large aberration (aquatic)

Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +22

DEFENSE

EAC 26, KAC 28

HP 190, Resolve 5

Fort +14, Ref +14, Will +13

Defensive Abilities decentralized nervous system, fast healing 5; **DR** 5/—; **Immune** critical hits, mind-affecting effects; **Resist** electricity 10; **SR** 21

OFFENSE

Speed 20 ft., swim 40 ft.

Melee tentacle +25 (3d4+20 B), beak +22 (6d4+20 P)

Multiattack 3 tentacles +25 (3d4+20 B), beak +22 (6d4+20 P)

Ranged electrical discharge +22 (6d4+12 E [see below])

Space 10 ft.; **Reach** 5 ft. (15 feet with tentacle)

Offensive Abilities alien presence

STATISTICS

Str +8, **Dex** +0, **Con** +4, **Int** +5, **Wis** +0, **Cha** +0

Skills Athletics +27, Intimidate +20, Stealth +20

Languages Aklo, Common; telepathy 120 ft.

Noncombat Abilities amphibious, water breathing

ECOLOGY

Environment deep ocean (Sassaria)

Organization solitary, circle (2–8), pod (6–24)

SPECIAL ABILITIES

Alien Presence (Su) Any creature within 30 feet of a ythri, whether it is visible or not, must make a DC 19 Will save or be confused for 2d6 rounds. This ability otherwise functions as the *confusion* spell. After the confusion ends, the creature is immune to the alien presence effect of that particular ythri for 24 hours. A creature that successfully saves is also immune from that ythri's alien presence effect for 24 hours.

Decentralized Nervous System (Ex) Ythri do not have a brain or other centralized organ for thought, allowing them to function and heal even after horrific injuries. This trait grants ythri immunity to critical hits and fast healing 5, as well as immunity to mind-affecting effects. If reduced to 0 HP, a ythri can spend 1 RP instead of 3 to stabilize. At the beginning of its next turn the ythri can then act normally after gaining 5 HP from its fast healing ability.

Electrical Discharge (Ex) While in water, a ythri can make a ranged attack, discharging electrical energy into the surrounding water, inflicting 6d4+12 electricity damage on one target within 20 feet. This attack can't be used when out of the water, even to attack those who are in water.



Tome of Aliens

NEW

Millions of years ago, the planet Sassaria was home to a highly advanced aquatic alien race known as the ythri. Preferring planar exploration to space travel, the ythri sought out alternate realities for colonization, making contact with many exotic intelligences, including some entities so utterly alien they shattered the ythri's collective sanity, destroying their once-great civilization and driving the survivors into the deep abyss. Aeons later the outsiders have arrived to explore and exploit the planet, and now threaten to disturb the surviving ythri, who have grown still more hostile and incomprehensible.

Physically ythri are radially symmetrical and resemble enormous sea anemones, with elongated trunks nearly eight feet high and four to five feet in diameter. A ythri's flesh is thick, leathery and highly resistant to damage. A cluster of sensory tentacles crowns the creature's anterior (or "head") terminating in either black eyespots or lighter patches that can detect minute vibrations in surrounding water. A ythri possesses about a dozen of each, and those that are lost are replaced within a matter of days. In addition to the sensory tentacles, a ythri has 10 to 20 manipulative tentacles that can extend up to 15 feet, allowing the creature to grip and manipulate even tiny objects with ease. At the posterior ("tail") end are shorter, tougher locomotion tentacles mixed in with cylindrical tube-feet tipped with suction cups, allowing the ythri to move over rough surfaces, up sheer inclines, or even move entirely upside-down.

A ythri does not have a "brain" as it is understood in other species, but instead possesses a sophisticated, decentralized neural net that spreads across its entire body. Ythri possess several large clusters of these nerves that can act independently and keep the creature functional even after taking significant injuries.

The surface world and the stars beyond held little interest for the ocean-dwelling ythri. Instead they sought expansion and conquest on other realms of existence, using their highly advanced arcane technology to open planar gates, exploring adjacent demiplanes and other realities with an eye toward expansion and, if necessary, conquest. As the millennia passed ythrian technology created a network of gateways between water-based worlds, providing them with a dimension-spanning empire. Ythrian colonies thrived in worlds where sentient creatures were unknown while elsewhere the ythrian's armies overwhelmed and enslaved ill-prepared and technologically inferior sentients.

The ythri's explorations were not without hazard, for strange entities dwell on distant worlds and in the spaces between them. Contact with such entities, and

the sheer strain of venturing into utterly alien, inimical regions, began to have an effect on the ythri. Always a cruel and selfish race, the Ythri's planar explorations planted seeds of their own destruction in their cold and calculating intellect. The vastly powerful elder creatures of the distant planes and the black void were at best indifferent and at worst openly hostile — as generations passed some ythri actually turned to the worship of these strange entities, slowly driving their once-great civilization deeper into irrationality and madness.

In the end, it took only a matter of days for the eons-old ythrian society to collapse into anarchy and destruction. Gateways malfunctioned, cutting off colonies. The horrific entities of the dark places were drawn to Sassaria — some reveled in wanton destruction, others sought to fulfill ancient and incomprehensible schemes and gain power, while still others shattered ythrian minds and culture simply by their proximity and utter alienness.

The destruction was complete. Those ythrian cities and artifacts that remain are so infinitely ancient that they appear as nothing more than weathered geographical features, though some are so durable that their interiors remain intact, though Sassaria's new inhabitants have been lucky enough to never discover this.

The few surviving ythri retreated into the depths, crawling through the slime at the bottom of the darkest ocean trenches, dragging what remained of their miraculous technology along with them. There they dwell to this day — mad, vengeful, and unbelievably ancient. They have seen the coming of the world's newest masters, and in the depths of their madness-ravaged minds, the ythri feel only resentment and murderous rage.

The technology they brought with them still functions. Some of the old gates lie dormant in the depths, awaiting activation, and these may still allow communication with the alien entities that helped destroy Ythrian society. Some of the creatures who once served the ythri still dwell in the abyss alongside their masters, equally insane and utterly devoted. Though they are but a mere shadow of their ancient greatness, the ythri are still powerful and terribly dangerous, capable of unleashing all-powerful and all-destructive forces on those they hate. Should they emerge from their places of hiding, their campaign of destruction and vengeance may not end at Sassaria — with the right technology and their irrational, reckless hatred of other sentients, the Ythri may be able to overcome their ambivalence regarding space travel, rising up from Sassaria to threaten an entire galaxy.

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