

GRAVITY AGE TM

CREATURE UPDATE 01



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GRAVITY AGE CREATURE UPDATE 01

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STROH HAMMER

AETHER WRAITH

CR (varies)

RED AETHER WRAITH

CR 1/2

XP 200

N small aberration (elemental, incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

HP 11

EAC 12; **KAC** 10

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

Defensive Abilities incorporeal; **Immunities** elemental immunities, **Resist** acid 2, cold 2, electricity 2, fire 2, sonic 2

OFFENSE

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

Melee slam +3 (1d6 force)

Ranged *energy ray* +6 (1d3 A, C, E, or F)

Spell-Like Abilities (CL 1st)

At will – *energy ray*

STATISTICS

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

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

Languages none

Noncombat Abilities minor empathy, item drain

Gear none

ECOLOGY

Environment any

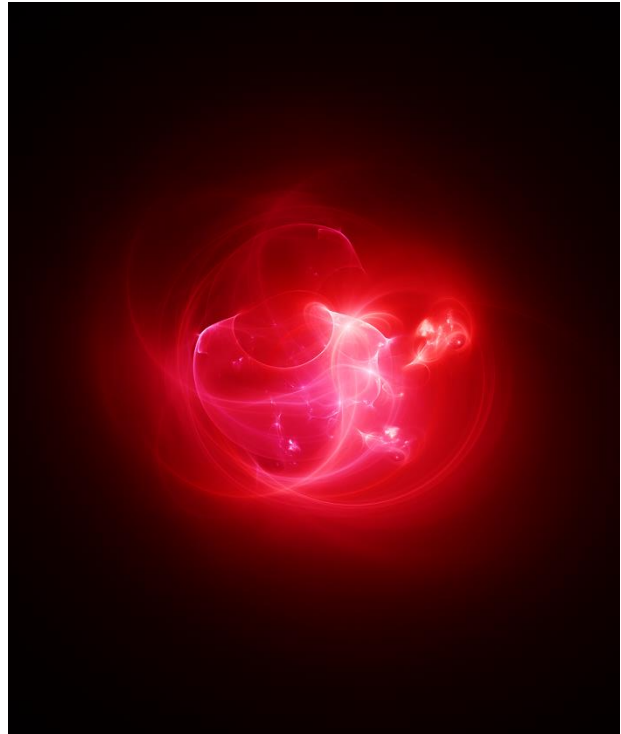
Organization solitary

SPECIAL ABILITIES

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

Item Drain (Su) As a full action a red aether wraith can drain 1 charge from an item per round of contact. Each charge drained restores 1d6 Hit Points of damage. It will not attempt to feed of items while in combat.

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



AETHER WRAITH

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

Since their discovery, aether wraiths have either become more common or explorers know where to look. They are found in or near gravitation anomalies, wrinkles in spacetime, supernova remnants, and other epicenters of stellar events. Although communication with more advanced forms of aether wraiths has only recently been established, they seem equally confused as to how they have been drawn into the physical universe.

Sentient aether wraiths are extremely rare but they seem to willingly join up with whomever discovers them. They don't seem to take any issue with being studied or experimented on. All should be cautioned though aether wraiths represented by the lower wave lengths of light seem to have more sinister intent than those of high frequencies.

ORANGE AETHER WRAITH CR 1

XP 400

N small aberration (elemental, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Perception +6

DEFENSE HP 18

EAC 13; **KAC** 11

Fort +3; **Ref** +3; **Will** +4

Defensive Abilities incorporeal; **Immunities** elemental immunities; **Resist** acid 3, cold 3, electricity 3, fire 3, sonic 3

OFFENSE

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

Melee slam +5 (1d6+1 force)

Ranged *energy ray* +8 (1d3 A, C, E, or F)

Spell-Like Abilities (CL 1st)

At will – *energy ray*

STATISTICS

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

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

Languages none

Noncombat Abilities minor empathy, item drain

Gear none

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

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

Item Drain (Su) As a full round action an orange aether wraith can drain 1 charge from an item per round of contact. Each charge drained restores 1d6 Hit Points of damage. It will not attempt to feed of items while in combat.

Orange aether wraiths have animal intelligence. They occasionally feed off red aether wraiths, but like their lesser cousins, seem more interested in draining undefended batteries and feeding off power conduits rather than engaging in conflict. Orange aether wraiths can be trained to perform simple tasks and tricks in exchange for energy treats.

YELLOW AETHER WRAITH CR 2

XP 600

N medium aberration (elemental, incorporeal)

Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE HP 23

EAC 15; **KAC** 13

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

Defensive Abilities incorporeal; **Immunities** elemental immunities; **Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5

OFFENSE

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

Melee slam +7 (1d6+2 force)

Ranged *energy ray* +10 (1d3 A, C, E, or F)

Spell-Like Abilities (CL 2nd)

1/day – *holographic image* (1st, DC 13), *mind thrust* (1st, DC 13)

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

STATISTICS

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

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

Languages aether wraith, common

Noncombat Abilities item drain, limited telepathy

Gear none

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Item Drain (Su) As a full action a yellow aether wraith can drain 1 charge from an item per round of contact. Each charge drained restores 1d6 Hit Points of damage. It will not attempt to feed of items while in combat.

Item Recharge (Su) As a full round action a yellow aether wraith can recharge a power source. It can recharge a power source 1 charge/round up to 5 charges per day.

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

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

GREEN AETHER WRAITH CR 4

XP 1,200

N Medium aberration (elemental, incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE HP 48

EAC 18; **KAC** 16

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

Defensive Abilities incorporeal; **Immunities** elemental immunities; **Resist** acid 7, cold 7, electricity 7, fire 7, sonic 7

OFFENSE

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

Melee slam +9 (1d6+4 force)

Ranged *energy ray* +12 (1d3+1 A, C, E, or F)

Spell-Like Abilities (CL 4th)

1/day – *mind thrust* (2nd, DC 15)

3/day – *holographic image* (1st, DC 14)

At will – *daze*, *energy ray* (3 rays), *transfer charge*

STATISTICS

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

Skills Acrobatics +10, Athletics +10, Life Science +13, Mysticism +13, Physical Science +13

Languages aether wraith and common

Noncombat Abilities item drain, limited telepathy

Gear none

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Item Drain (Su) As a full action a green aether wraith will drain 1 charge from an item per round of contact. Each charge drained restores 1d8 Hit Points of damage. It will not attempt to feed of items while in combat.

Item Recharge (Su) As a full round action a green aether wraith can recharge a power source. It can recharge a power source, 1 charge/round, up to 10 charges per day.

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

Green aether wraiths are just as intelligent as most humanoid species and every bit as curious. Once integrated into society they take up professions like most sentient creatures do. Most are strongly interest in Mysticism, Life Science, and Physical Science. Unlike many sentient species who separate science and religion, green aether wraiths approach both as one and the same. Over time they become great critical thinkers and philosophers. Their incorporeal existence gives them a unique perspective of the universe.

BLUE AETHER WRAITH CR 8

XP 4,800

NE Large aberration (elemental, incorporeal)

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

DEFENSE HP 123

EAC 22; **KAC** 20

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

Defensive Abilities incorporeal; **Immunities** elemental immunities; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10

OFFENSE

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

Melee slam +16 (2d6+8 force plus item drain)

Ranged *energy ray* +19 (1d3+2 A, C, E, or F)

Spell-Like Abilities (CL 6th)

1/day – *mind thrust* (2nd, DC 17)

3/day – *charm person* (DC 16), fear (DC 16), *holographic image* (1st, DC 16)

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

STATISTICS

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

Skills Acrobatics +16, Athletics +16, Life Science +21, Mysticism +21, Physical Science +21

Languages aether wraith, common (+2 additional)

Noncombat Abilities item drain, limited telepathy

Gear none

ECOLOGY

Environment any

Organization solitary

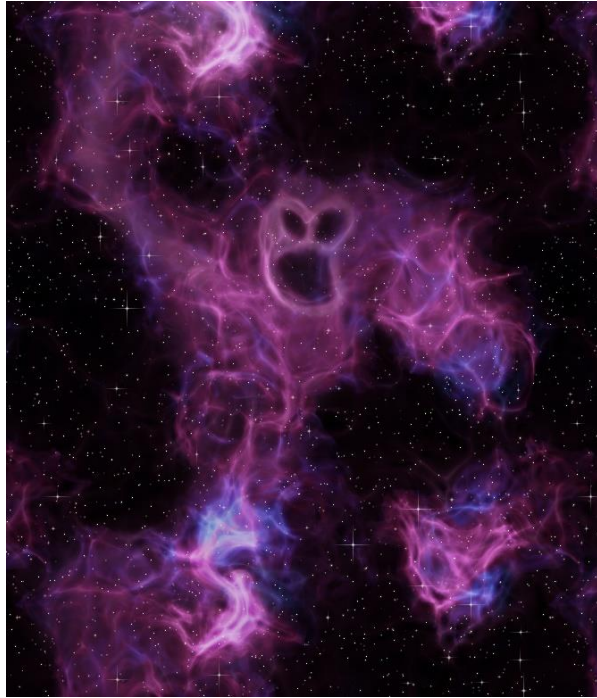
SPECIAL ABILITIES

Item Drain Restoration (Su) When a blue aether wraith succeeds on a slam attack it drains 1 charge from a random item with a charge available. Each charge drained restores 1d8 Hit Points of damage.

Item Recharge (Su) As a full round action a blue aether wraith can recharge a power source. It can recharge a power source, 1 charge/round, up to 20 charges per day.

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

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



VIOLET AETHER WRAITH		CR 16
XP 76,800		
NE Huge aberration (elemental, incorporeal)		
Init +10; Senses darkvision 60 ft.; Perception +28		
DEFENSE		HP 296
EAC 32; KAC 30		
Fort +9; Ref +9; Will +11		
Defensive Abilities incorporeal; Immunities elemental immunities; Resist acid 20, cold 20, electricity 20, fire 20, sonic 20		
OFFENSE		
Speed 30 ft., Fly 60 ft. (average)		
Melee slam +27 (6d10+16 force)		
Ranged energy ray +30 (1d3+11 A, C, E, or F)		
Spell-Like Abilities (CL 12 th)		
3/day – mind thrust (3 rd , DC 23)		
4/day – inflict pain (DC 22), zone of truth (DC 22)		
5/day – charm person (DC 21), fear (DC 21), holographic image (1 st , DC 21)		
At will – daze, energy ray (5 rays), telekinetic projectile, transfer charge		
STATISTICS		
Str +0; Dex +10; Con +0; Int +5; Wis +0; Cha +7		
Skills Acrobatics +28, Athletics +28, Life Science +31, Mysticism +31, Physical Science +31		
Languages aether wraith, common (+5 additional)		
Noncombat Abilities item drain, telepathy		

ECOLOGY

Environment any

Organization solitary

SPECIAL ABILITIES

Item Drain Restoration (Su) When a violet aether wraith succeeds on a slam attack it will drain 2 charges from a random item with charges available. Each charge drained restores 1d8 Hit Points of damage.

Item Recharge (Su) As a full round action a violet aether wraith can recharge a power source. It can recharge a power source, 1 charge/round, up to 50 charges per day.

Telepathy (Su) Yellow aether wraiths can communicate telepathically with any creatures within 1 mile with whom they share a language.

Violet aether wraiths are extremely rare, and that is a good thing for the corporeal universe. They blame the sentient races of the universe for their blight and believe the use of hyper-drive is what continues to draw more aether wraiths into the physical material plain. Their actions can only be described as sinister with malevolent intent. They actively work towards drawing the physical universe back into a purely energetic state.

RACIAL TRAITS

Ability Adjustments: +2 Dex, -2 Con

Hit Points: 4

Size and Type: Aether wraiths are Medium aberrations with the elemental and incorporeal subtype.

Dark Vision: Aether wraiths have Darkvision. They can see with no light source at all to a range of 60 feet in black and white only.

Item Drain Restoration (Su) As a full action, an aether wraith can drain 1 charge from an item per round of contact. Each charge drained restores 1d6 Hit Points of damage. Once an aether wraith has used this ability, it must rest to regain Stamina before they can use it again, or they can spend a Resolve Point to use it immediately.

Item Recharge (Su) As a full round action, an aether wraith can recharge a power source at the expense of Hit Points. It can recharge 1 charge/round/Hit Point, up to 10 charges per day.

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

Energy Avoidance (Ex) Aether wraiths gain a +4 racial bonus to their EAC when not wearing armor.

Energy Resistance (Ex) Aether wraiths gain 1 point of energy resistance A, C, E, and F per level.

Non-Augmentable (Ex) Due to their unique lack of physical anatomy aether wraiths cannot take advantage of augmentations.

AETHER WRAITH ARMOR UPGRADES

Being incorporeal isn't always an advantage. In order to interact with the rest of the physical galaxy aether wraiths need a few pieces of specialized equipment.

AETHER WRAITH DISCOMBOBULATOR

This armor upgrade surrounds the armor and its inhabitant with an improbability field. The field allows the wearer and all their equipment to become incorporeal for a limited time. In addition to being incorporeal the wearer gains darkvision.

The upgrade requires a full action to activate. Each round the upgrade is active it uses 5 charges to maintain the highly energetic discombobulated state. The charge capacity varies according to the upgrades type as noted below.

- **Mk 1:** 10 charge capacity
- **Mk 2:** 20 charge capacity
- **Mk 3:** 40 charge capacity

AETHER WRAITH FORCE MODULE

This armor upgrade allows an aether wraith to equip armor designed for a humanoid. Wearing armor allows the aether wraith to use other equipment like weapons, professional kits, communicators, etc., and perform a variety of other activities they wouldn't normally be able to handle while incorporeal.

Wearing armor has a drawback. Although aether wraiths are still immune to non-magical kinetic attacks they lose the 50% miss chance for being incorporeal.

The same force effect which allows an aether wraith to don armor provides bonus to EAC and KAC. Because of the improved AC this upgrade has become popular with non-incorporeal beings as well. The AC bonus granted depends on the upgrade's type as noted below.

- **Mk 1:** +1 force bonus to EAC and KAC.
- **Mk 2:** +2 force bonus to EAC and KAC.
- **Mk 3:** +3 force bonus to EAC and KAC.

AETHER WRAITH WEAPON FUSION

Study of aether wraiths has led to a few new weapon fusions based on their unique anatomy. Aether wraith weapon fusions are described below. For additional information on weapon fusions, see the "Weapon Fusions" section in Chapter 7 of the Starfinder Core Rulebook.

AETHER WRAITH GENERATOR

LEVEL (varies)

The aether wraith battery is a result of fringe science and a lack of ethics. Scientist have managed to bind lesser aether wraiths into a weapon fusion which recharges the weapon's battery. Each class of aether wraith generator recharges a battery at 1 charge per minute. The total number of charges an aether wraith generator can produce in a day is determined by its class and level as noted below.

- **Red:** 5 charges per day, level 3
- **Orange:** 10 charges per day, level 5
- **Yellow:** 20 charges per day, level 11

AETHER WRAITH SONIC SMASHER

LEVEL 7

A melee weapon equipped with the aether wraith quantum smasher weapon fusion converts the weapons kinetic energy to sonic damage. All attack rolls must will be made against the opponent's KAC.

AETHER WRAITH QUANTOM BREACHER

LEVEL 2

A weapon with the aether wraith quantum breacher has two functions. First it grants the weapon a 50% chance to damage an incorporeal creature with a non-magical kinetic weapon. Second, it grants the weapon a 50% to bypass any force field which grants temporary Hit Points.

TABLE 1: AETHER WRAITH ARMOR UPGRADES

Upgrade	Level	Price	Slots	Armor Type	Bulk
Aether wraith force module, Mk 1	2	1,000	1	Any	L
Aether wraith discombobulator, Mk1	7	7,950	1	Any	1
Aether wraith force module, Mk 2	9	13,450	1	Any	L
Aether wraith discombobulator, Mk 2	12	39,995	1	Any	1
Aether wraith force module, Mk 3	17	270,000	1	Any	L
Aether wraith discombobulator, Mk 3	17	290,000	1	Any	1

BIODROID, CMPN-3

CR 3

XP 800

N Medium construct (biodroid, technological)

Init +2; **Senses** darkvision 60 ft., low-light vision;

Perception +11

DEFENSE

HP 35

EAC 14; **KAC** 15

Fort +0; **Ref** +0; **Will** +4

Defensive Abilities construct immunities; nanite repair

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +10 (1d4+3 B)

Ranged see below [none, or static arc pistol +8 (1d6 E; 50 ft.; arc 2; stun)]

STATISTICS

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

Skills Acrobatics +13, Bluff +8, Computers +8, Diplomacy +13, Disguise +13

Languages Common

Noncombat Abilities principal directive (see below); unliving

Gear see below

Robot Accessories standard AV recorder/transmitter, quick draw hideaway system

ECOLOGY

Environment any urban

Organization solitary or pair

SPECIAL ABILITIES

Nanite Repair (Ex) A CMPN-3 biodroid's nanites heal it, restoring a number of Hit Points per hour equal to its CR (3 Hit Points per hour for most security robots). Once per day as a full action, a CMPN-3 bioreplica can restore 2d8 Hit Points to itself or any touched construct with the technological subtype.

Principal Directive (Ex) the CMPN-3 biodroid has a principal directive contained within its core programming. Choose one of the principal directives below. The skills and equipment presented below are in addition to those presented above. Additional principal directives are available in the Gravity Age: Autonomous Artificial Intelligence accessory in Section 4, "Principal Directives".

- **Caretaker** the CMPN-3 is a personal assistant dedicated to providing for the mental and physical needs of their master. This biodroid will enter



combat in self-defense or in defense of their master.

Skills Medicine +13, Profession (any) +13.

- **Entertainment** the CMPN-3 is versed in both the fine arts and erotic entertainment. This biodroid will enter combat in self-defense or if commanded to do so by its master. **Skills** Athletics +13, Profession (any entertainment) +16; **Gear** static arc pistol

The CMPN-3 "companion" is an anthropomorphic biodroid designed to be physically appealing to the race which it resembles. Original designs focused on caretakers for persons incapable of taking care of themselves. This design evolved more into a personal assistant with the capacity to act as a chauffeur, masseuse, personal chef, or even an administrative assistant. Although all the previous versions were anatomically correct and there were more than a few biologicals who attempted to marry their biodroids, the CMPN-3 is the first of the series with design choices focused on making them more mentally and physically appealing. They have recently become somewhat of a status symbol in certain communities and a commodity in underworld clubs and brothels.

CNIDUSA

CR 4

XP 1,200

N Medium animal

Init +5; **Senses** blindsense (electrostatic) 120 ft., blindsight (electrostatic) 20 ft.; Perception +10

DEFENSE

HP 50

EAC 16; **KAC** 18

Fort +8; **Ref** +8; **Will** +3

Defensive Abilities hydrogen combustion

Resist electricity 10

OFFENSE

Speed 5 ft., Fly 30 ft. (good)

Melee Tentacles +12 (1d6+7 plus grab)

Ranged none

Space: 5 ft., **Reach** 20 ft.

Offensive Abilities pulsating electrical current

STATISTICS

Str +3; **Dex** +5; **Con** +1; **Int** -4; **Wis** +0; **Cha** +0

Skills Acrobatics +15, Perception +10, Survival +10

Languages none

Gear none

ECOLOGY

Environment any

Organization solitary, or pod (2d6)

SPECIAL ABILITIES

Grab (Ex) If the cnidusa hits with its tentacle attack, it deals the normal damage. If the cnidusa's attack roll successfully hits the target's KAC + 4, the cnidusa also automatically grapples its foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The cnidusa can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Pulsating Electrical Current (Ex) Any round a cnidusa begins a round with a foe grappled it uses its pulsating electrical current as a move action. Any grappled foe takes 1d8 points of electrical damage and must make a Fortitude save (DC 13), or gain the stunned condition for 1d4 rounds in addition to the electrical damage. The cnidusa will continue using its standard action to attack and grab its foe to maintain its grapple.



Hydrogen Combustion (Ex) If a cnidusa is slain with fire damage, the kill shot causes the hydrogen in its gelatinous hood to explode. Anyone caught within its 10 ft. radius burst must make a Reflex save (DC 13), or take 2d6 fire damage.

Cnidusas resemble aerial jellyfish. Each is crowned by a hood like membrane that is inflated with hydrogen and methane. These gases give a cnidusa the lift it needs to glide through the skies at relatively low altitude. Their gelatinous flesh is constantly swirling in violet and green bioluminescence. Just below the hood a writhing mass of tentacles is constantly scanning its surroundings for electrical anomalies. (A cnidusa can "see" the electrical impulses created by a living creature's nerve impulses.)

CNIDUSA, LARVAL SWARM CR 4



XP 1,200

N Large animal

Init +6; **Senses** blindsense (electrostatic) 60 ft.; **Perception** +10

DEFENSE	HP 50
---------	-------

EAC 16; **KAC** 18

Fort +8; **Ref** +8; **Will** +3

Defensive Abilities fascinating dance, swarm defenses

Immunities electricity, swarm immunities

OFFENSE

Speed 0 ft., Fly 30 ft. (good)

Melee swarm attack (1d6+1 E)

Ranged none

Space: 10 ft., **Reach** 0 ft.

Offensive Abilities distraction (DC 13), swarm attack

STATISTICS

Str +0; **Dex** +6; **Con** +1; **Int** -4; **Wis** +0; **Cha** +0

Skills Acrobatics +15, Perception +10, Survival +10

Languages none

Gear none

ECOLOGY

Environment any

Organization solitary, or flight (3d4)

SPECIAL ABILITIES

Fascinating Dance (Su) A cnidusa larval swarm constantly performs a bewildering dance which causes one or more creatures to gain the fascinated condition. Each creature to be fascinated must be within 60 feet, able to see the swarms bioluminescent display, and capable of paying attention to it. Each creature can make a Will save DC 13 to avoid the fascinated condition. The distraction of a nearby combat or other dangers prevents this ability from working.

Distraction (Ex) The cnidusa larval swarm can nauseate targets that it damages. A living creature that takes damage from a cnidusa larval swarm is nauseated for 1 round; the target can negate the effect with a successful Fortitude save (DC 13).

Never has there been a more beautiful sight, a thousand points of bioluminescent light drifting and dancing through the darkness. This ballet of light blinds onlookers to its potential dangers. Despite their unearthly beauty, cnidusa larval swarms are best avoided and often pose a more dangerous threat than fully developed members of their species.

DRALYSS, PHOTON

CR 6

XP 2,400

N Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

HP 75

EAC 18; **KAC** 19

Fort +7; **Ref** +7; **Will** +9

Resistance fire 10

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee bite +13 (2d6+6 P)

Ranged none

Offensive Abilities plasma bite, supernova

STATISTICS

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

Skills Acrobatics +18, Athletics +13, Perception +18

Languages dralyss

Gear none

ECOLOGY

Environment temperate forest

Organization solitary or pair

SPECIAL ABILITIES

Glow of Life (Su) As a move action, a photon dralyss can heal 24 points of damage once per day.

Halo of Light (Su) As a move action, the photon dralyss can surround itself in a halo of light causing a distortion of light waves. This grants it concealment (20% miss chance). This is a visual effect.

Plasma Bite (Ex) As a move action, the photon dralyss can cause its bite attack to do fire damage rather than piercing. However, its attack is still against the target's KAC. This benefit lasts for one round.

Supernova (Su) A photon dralyss can give off an intense burst of fiery light dealing 6d6 fire damage to all creatures within 10 feet of it. Any creature in range can make a Reflex save DC 16 for half damage. A photon dralyss can use its supernova in the first round of combat and every 1d4 rounds thereafter.



Photon Dralyss

Each photon dralyss is a beautiful sight to behold; an aura of stellar plasma shimmers about their body, enhancing the vivid teal and purple colorations of their fur. The photon dralyss is an example of convergent evolution. Although they look like dragons, they are in fact mammals native to the lashunta homeworld.

Many attempts have been made to domesticate the photon dralyss but all have failed. They are smarter than a typical animal and communicate in their own primitive language. Despite being an apex predator, they are not particularly aggressive to humanoids unless they are protecting young.

The photon dralyss gets its name from its ability to manipulate stellar power. However, they can only control photons and have no affinity for manipulating gravity.

FUNGUS, BUBBLEGUM

CR 13

XP 25,600

N Huge plant

Init -1; **Senses** low-light vision; **Perception** +23

DEFENSE	HP 250
---------	--------

EAC 27; **KAC** 29

Fort +17; **Ref** +15; **Will** +12

Defensive Abilities plant traits

OFFENSE

Speed 10 ft.

Melee sticky tendril +26 (3d12+12 B plus grab plus sticky gum)

Space 15 ft.; **Reach** 20 ft.

Offensive Abilities digestion, sticky gum

STATISTICS

Str +6; **Dex** -1; **Con** +8; **Int** --; **Wis** +0; **Cha** +0

Languages none

Gear none

ECOLOGY

Environment any underground or permanent twilight

Organization solitary, pair, or grove (3–12)

SPECIAL ABILITIES

Digestion (Ex) Digestion begins the round after a creature is grappled by the bubblegum fungus. Corrosive enzymes begin dissolving biological tissues causing 4d6 Hit Points of acid damage per round. Note the fungus has an unlimited number of sticky tendrils and can feed on multiple creatures.

Fragrance (Ex) Any potential prey coming within 60 ft. of the bubblegum fungus must make a Will save (DC 19), or be compelled to approach the fungus. Treat the prey as though they are under the influence of the *command* spell using the “approach” command. Once a creature has made their saving throw against the fragrance it cannot be affected by the same bubblegum fungus for 4-hours.

Sticky Gum (Ex) When a bubblegum fungus successfully grabs its prey it no longer needs to spend an action to maintain its grapple. However, any creature stuck in its sticky gum can still make a normal grapple combat maneuver or Acrobatics to escape.

Growing up to 25 ft. tall the twisted trunk of the bubblegum fungus is made up of a series of “S” curves.



The trunk of the fungus has the consistency of cork. Near the top of each bend a small blue cap emerges emitting the sweet bubblegum aroma, which draws in its prey. Hanging from tendrils attached to the trunk are head sized gumball fruit.

One strange behavioral anomaly of note, zurbles seem to be unaffected by the bubblegum fungus’s fragrance. The fungus doesn’t defend itself against zurbles which come to them regularly to munch on gumball fruit.

GUMBALL FRUIT

Gumball fruit is edible and improves a creature’s resistance against mental attacks.

GUMBALL FRUIT

Any creature eating a gumball fruit gains a +4 circumstance bonus to Will saves against mind effecting attacks for 3d6 minutes. For additional information on gumball fruit see the Table: Fungus Gear.

FUNGUS, TESLA

CR 6

XP 2,400

N Medium plant

Init -1; **Senses** blindsense (electrostatic) 30 ft., low-light vision; **Perception** +13

DEFENSE	THP 10	HP 80
---------	--------	-------

EAC 18; **KAC** 20

Fort +10; **Ref** +8; **Will** +5

Defensive Abilities force field, plant traits, **Immunity** electricity

OFFENSE

Speed 5 ft.

Melee none

Ranged electrical arc +16 (1d10+6 plus stun); range 60 ft.

Space 5 ft.; **Reach** 10 ft. (feeding tendril)

Offensive Abilities digestion, stun, too much power

STATISTICS

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

Languages none

Gear none

ECOLOGY

Environment any underground or permanent twilight

Organization solitary, pair, or grove (3–12)

SPECIAL ABILITIES

Digestion (Ex) A Tesla fungus will extend a feeding tendril to any stunned creature within 10 ft. The feeding tendril drains electrical energy from the victim's nervous system causing 1d6 Hit Points of damage per round. Note the fungus has an unlimited number of tendrils and can feed on multiple creatures. Damage dealt through digestion is added to the fungus's force shield in the form of temporary Hit Points. This form of digestion works against constructs with the technological subtype.

Force Field (Ex) The Tesla fungus produces a natural force field and begins combat with 10 temporary hit points.

Stun (Ex) Any creature stuck by an electrical arc from the fungus must make a Fortitude save (DC 14), or gain the stunned condition for 1d6 rounds. Once a creature is



stunned the fungus stops using its electrical arc attack in favor of digestion. It will begin using its electrical arc attack again once the stunned condition ends. This stun works against constructs with the technological subtype.

Too Much Power (Ex) If the Tesla fungus's temporary Hit Points exceed 40, due to those gained from digestion, the it explodes in a 30-ft. radius burst of electrical energy causing 6d6 points of damage. Any creature making a Reflex save (DC 14) only takes half damage. This explosion destroys the Tesla sphere fungus.

The Tesla fungus resembles a plasma sphere on a rubber lamppost. Six filaments inside a clear membrane produce dancing electrical currents that attract potential prey. The Tesla sphere fungus is bazaar even by fungi standards. It feeds off electrical current and once it absorbs enough current it explodes in an electrical discharge to disperse its spores. In addition to predatory tactics, this fungus is an opportunist. It often found on power conduits and feeding off generators.

FUNGUS, SOPORIFIC

CR 1/3

XP 135

N Small plant

Init -1; **Senses** low-light vision; **Perception** +3

DEFENSE	HP 6
---------	------

EAC 10; **KAC** 12

Fort +3; **Ref** +1; **Will** +0

Defensive Abilities plant traits

OFFENSE

Speed 0 ft.

Melee tentacle +4 (1d6+1 B plus rot)

Space 5 ft.; **Reach** 10 ft.

Offensive Abilities digestion, intoxicating spores, soporific spores

STATISTICS

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

Languages none

Gear none

ECOLOGY

Environment any underground or permanent twilight

Organization solitary, pair, or grove (3–12)

SPECIAL ABILITIES

Digestion (Ex) A soporific fungus will extend a feeding tendril to any creature sleeping within 10 ft. of it. The feeding tendril is coated in an anesthetic which allows the fungus to drain 1 Hit Point per round from the victim without waking it up. Note the fungus tendrils are unlimited and are separate organs from the defensive tentacle.

Intoxicating Spores (Ex) All creatures unprotected from poisonous gas passing within 30 ft. of a soporific fungus must make a Will save (DC 8), or be drawn towards the fungus for 1d2 rounds.

Soporific Spores (Ex) Once a potential victim is within 10 ft. of the soporific fungus they must make a Fortitude save (DC 8), or fall asleep.

Soporific fungus is a common menace on newly terraformed worlds. Terraforming stock animals and children seem to be particularly susceptible to their spores. Crews usually attempt to eradicate patches of soporific fungus with flamethrowers to prevent its spread. However, the fungus usually seems to die off on its own after the environmental conditions of the terraformed world stabilize.



SOPORIFIC FUNGUS SERUMS

Over time soporific spores have found many uses in medicine and military applications.

ANTI-FATIGUE SERUM

Ironically, the same spores the soporific fungus uses to put its prey to sleep can be used to prevent fatigue. This serum protects its user for 1 hour. Any time a creature under its effects would become fatigued they can spend 1 Resolve Point as a reaction to prevent the fatigued condition. The number of times this serum can prevent the fatigued condition is limited to the number of Resolve Points the user possesses.

SOPORIFIC SERUM

This serum was originally created for persons with severe insomnia, but it's now widely available and often used in needler gun applications. Anyone injected with soporific serum must make a Fortitude save (DC 8), or succumb to the urge to sleep. Persons left undisturbed will sleep 2d6 hours.

TABLE: FUNGUS GEAR

SERUMS	LEVEL	PRICE	BULK
Anti-fatigue serum	3	350	--
Gumball Fruit	3	320	L
Soporific serum	1	50	--

FUNGUS, VIOLET

CR 3

XP 800

N Medium plant

Init -1; **Senses** low-light vision; **Perception** +8

DEFENSE	HP 40
---------	-------

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

Defensive Abilities plant traits

OFFENSE

Speed 10 ft.

Melee tentacle +11 (1d4+5 B plus rot)

Multiattack 4 tentacles +5 (1d4+5 plus rot)

Space 5 ft.; **Reach** 10 ft.

STATISTICS

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

Languages none

Gear none

ECOLOGY

Environment any underground or permanent twilight

Organization solitary, pair, or grove (3–12)

SPECIAL ABILITIES

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed on a Fortitude save (DC 12) or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. See listing below for Violet Fungus Rot and its variant.

VIOLET FUNGUS ROT

Type poison (injury); **Save** Fortitude DC 12

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

Cure 1 save

VIOLET FUNGUS ROT, VARIANT

Type poison (injury); **Save** Fortitude DC 12

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

Cure 1 save



Variations of violet fungus can be found across the galaxy. Their spores have travelled far and wide hitching rides on asteroid and spacecraft. On many worlds they are limited to cavern systems, but on moons and planets with regions bathed in perpetual twilight violet fungi grow in groves.

A violet fungus feeds on the rot and decay of organic matter, but unlike most fungi, they are not passive consumers of corruption. A violet fungi's tendrils can strike with unexpected swiftness, and are coated with a virulent venom that causes flesh to rot and decay with nauseating speed. This potent poison, if left untreated, can cause the flesh of an entire arm or leg to drop away in no time at all, leaving behind only warm bones that soon rot into corruption as well.

Although violet fungi are mobile, they only move to attack or to hunt for prey. A violet fungus that has a steady supply of rot to sup upon is generally content to remain in one place.

KLANKER, G-2D

CR 2

XP 200

N Medium construct (technological)

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

Perception +7

DEFENSE

HP 28

EAC 13; KAC 15

Fort +2; Ref +2; Will -1

Defensive Abilities construct immunities; integrated weapons, minor fortification (25%)

Weaknesses vulnerable to critical hits

OFFENSE

Speed 25 ft.

Melee slam +11(1d6+4 B)

Space 5 ft.; **Reach** 10 ft.

Ranged integrated azimuth artillery laser +8 (1d10 F; penetrating)

Offensive Abilities egg beater

STATISTICS

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

Skills Athletics +7, Intimidate +7

Languages Common

Noncombat Abilities unliving

Gear integrated azimuth artillery laser (2 batteries 20 rounds each)

ECOLOGY

Environment any military

Organization solitary, pair, patrol (3–7), brigade (100–400)

SPECIAL ABILITIES

Integrated Weapons (Ex) See above.

Egg Beater (Ex) As a full action, the KLANKER G-2D can spin its upper torso at roughly 600 RPMs allowing it to make a slam attack against all foes within its reach. It makes one slam attack roll against each foe with its base attack modifier and damage.

The KLANKER G-2D “Grunt” is one of the most common heavy infantry robots. Designed by Klanker Galactic to appease the military needs of societies lacking the man power or the willingness to lose citizens in combat. Like other Klanker Galactic robots, what they lack in AI is made up for with reliability and cost effectiveness.



KLANKER TEMPLATE GRAFT

Robots manufactured by Klanker Galactic have several features which differentiate them from other robot manufacturers.

Required Creature Type: Construct.

Required Subtype: Technological.

Required Array: Combatant.

Traits: Has 10% more Hit Points for its CR; fortification (25% chance to ignore a critical hit, increase to 50% at CR 8 and 75% at CR 14); speed 25 ft.; unliving;

Big Guns: KLANKERS use heavy weapons for their ranged attacks which can be up to +2 levels higher than their CR.

Egg Beater: KLANKER robots can spin their upper torso at 600 RPMs allowing the robot to make a single slam attack against all targets within its reach. Each attack is treated like a single slam attack.

Unskilled: Klankers only receive two good skills and no master skills.

Suggested Ability Score Modifiers: Strength, Dexterity. Klanker possess a -1 Int modifier

For additional information on using arrays and grafts, see the "Creating Monsters And Other NPCs" section in Appendix 1 of the Starfinder Alien

KLANKER HG-12A

CR 12

XP 19,200

N Huge construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision;
Perception +22

DEFENSE HP 220

EAC 26; KAC 28

Fort +12; **Ref** +12; **Will** +9

Defensive Abilities construct immunities; integrated weapons, minor fortification (50%)

Weaknesses vulnerable to critical hits

OFFENSE

Speed 25 ft.

Melee slam +26(2d12+20 B)

Space 15 ft.; **Reach** 20 ft.

Ranged integrated yellow star plasma cannon +23 (4d10 E&F; burn 2d8; explode (5 ft.), unwieldy)

Offensive Abilities egg beater

STATISTICS

Str +8; **Dex** +5; **Con** —; **Int** -1; **Wis** +0; **Cha** +0

Skills Athletics +22, Intimidate +22

Languages Common

Noncombat Abilities unliving

Gear integrated yellow star plasma cannon (2 batteries 100 charges each)

ECOLOGY

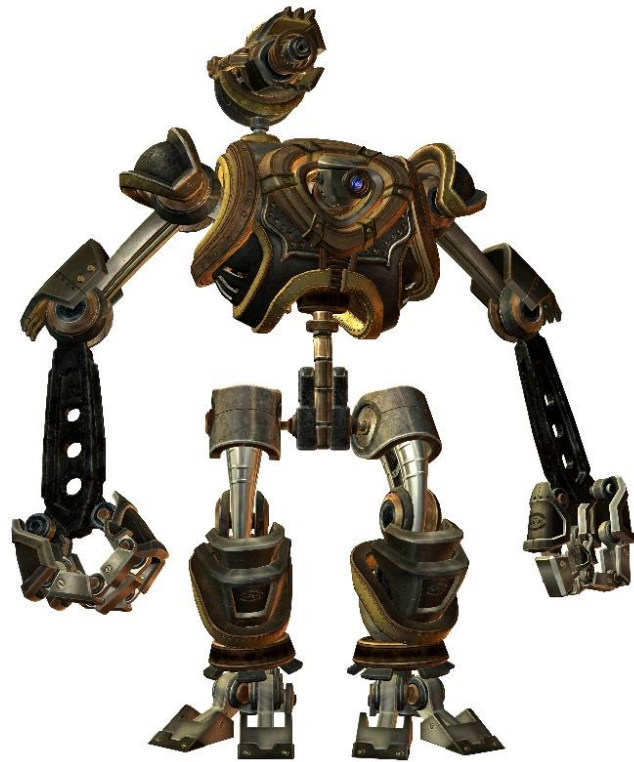
Environment any military

Organization solitary or pair

SPECIAL ABILITIES

Integrated Weapons (Ex) See above.

Egg Beater (Ex) As a full action, the KLANKER HG-12A can spin its upper torso at roughly 600 RPMs allowing it to make a slam attack against all foes within its reach. It



makes one slam attack roll against each foe with its base attack modifier and damage.

The KLANKER HG-12A “Heavy Grunt” is a battlefield favorite for armies favoring robot combat units. Usually each battalion has one or two heavy grunts assigned to it.

The heavy grunt is a towing technological construct of simple heavy-duty construction. Although they are not very pretty to look at; mechanics love their simplicity. Between their titanium-starmetal alloy claws and yellow star plasma cannon, heavy grunts are best avoided on the battle field without heavy armor and guns.

KULUNA

CR 5

XP 1,600

NE Small monstrous humanoid (kuluna)

Init +2; **Senses** darkvision 60ft., low-light vision;
Perception +11

DEFENSE HP 60

EAC 16; **KAC** 17

Fort +4; **Ref** +6; **Will** +10

OFFENSE

Speed 30 ft., climb 30 ft.

Melee gore +11 (1d8+4 P)

Ranged none

Offensive Abilities evil thoughts

Spell-Like Abilities (CL 5th)

1/day – *charm monster* (DC 18)

At will – *daze*, *fatigue* (DC 15), *telepathic message*

STATISTICS

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

Skills Bluff +16, Sense Motive +11, Stealth +16

Languages common, kuluna

Other Abilities limited telepathy

Gear none

ECOLOGY

Environment any temperate forest

Organization solitary, pair, or brood (10–100)

SPECIAL ABILITIES

Evil Thoughts (Su) As a standard action, a kuluna can stair into an opponent's eyes and force it to perform a horrific act against another creature. The target must make a Will save (DC 15), or fall under an effect similar to the *dominate person* spell with the following exceptions; the effect works against a living creature with an Intelligence modifier equal to or greater than -4, the effect only lasts 1d2 rounds or until the target commits a horrific act (attack harm to an ally or innocent). Once a creature has saved against evil thoughts it cannot be affected again for 24-hours. This is a mind-affecting effect.

Foolish space explorers have often mistaken kuluna for a type of zurble. Although, a zurble could theoretically look like a zuluna, a zuluna always looks like a zulnuna. Characteristic blue fur with some lavender markings, antlers (male and female), and circular large black eyes which almost absorb light are all common to kuluna as a species. Kulunas evolved on a moon orbiting the same gas giant as zurbles, but do not share any genetic traits. Any similarity in appearance can be attributed to convergent evolution.



Despite their appearance kuluna are as mischievous as they are intelligent. They are capable of using any technological device designed for small creatures. Although kuluna live in a somewhat primitive society in the temperate forests of their moon home world, more than a few have hitched a ride off world posing as pets. Misfortune often comes to those that believe they have found a pet.

RACIAL TRAITS

Ability Adjustments: +2 Wis

Hit Points: 5

Size and Type: Kuluna are small monstrous humanoids with the kuluna subtype.

Climb Speed: Kuluna have a climb speed of 30 ft.

Dark Vision: Kuluna have Darkvision. They can see with no light source at all to a range of 60 feet in black and white only.

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

Evil Thoughts (Su) Once per day a kuluna characer can use the evil thoughts supernatural ability. As a standard action, a kuluna can stair into an opponent's eyes and force it to attempt to cause harm to another creature. The target must make a Will save (DC = 10 + character level), or fall under an effect similar to the *dominate person* spell with the following exceptions; the effect works against living creatures with an Intelligence modifier equal to or greater than -4, the effect only lasts 1d2 rounds or until the target causes harm to another creature. Once a creature has saved against evil thoughts it cannot be affected by the same kuluna again for 24-hours. This is a mind-affecting attack.

MECHANOID, LBR-2

CR 2

XP 600

N Medium construct (mechanoid, technological)

Init +2; **Senses** darkvision 60 ft., low-light vision;

Perception +7

DEFENSE

HP 25

EAC 13; **KAC** 15

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

Defensive Abilities construct immunities; nanite repair

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +11 (1d6+6 B)

Ranged see below [none, or static arc pistol +8 (1d6 E; 50 ft.; arc 2; stun), or azimuth laser rifle +8 (1d8 F; 120 ft.; burn 1d6)]

STATISTICS

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

Skills Computers +7, Engineering +9, Profession (Any) +12

Languages Common

Noncombat Abilities principal directive (see below); unliving

Gear see below

Robot Accessories integrated computer (tier 1), 2 task hands

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Nanite Repair (Ex) A LBR-2 mechanoid's nanites heal it, restoring a number of Hit Points per hour equal to its CR (2 Hit Points per hour for most security robots). Once per day as a full action, a LBR-2 mechanoid can restore 1d8 Hit Points to itself or any touched construct with the technological subtype.

Principal Directive (Ex) the LBR-2 has a principal directive contained within its core programming. Choose one of the principal directives below. The skills and equipment presented below are in addition to those presented above. Additional principal directives are available in the Gravity Age: Autonomous Artificial Intelligence accessory in Section 4, "Principal Directives".

- **Caretaker** this LBR-2 has been programmed and equipped to perform the duties of a field medic and will only engage in combat for self-defense: **Skills** Life Science +12, Medicine +17; **Gear** medkit



- **Labor** this LBR-2 has been programmed and equipped to perform menial tasks with tireless precision, but will engage in combat if instructed to do so: **Skills** Athletics +14, Engineering +17; **Gear** engineering kit
- **Security** this LBR-2 is purposed with upholding civilian laws and only engage in violence to enforce them. **Skills** Diplomacy +12, Intimidate +12; **Feat** improved combat maneuver (grapple); **Gear** static arc pistol
- **Military** the LBR-2 is often used as the poor man's common foot soldier because of its heavy duty design and will willing engage in combat if directed to do so. **Skills** Acrobatics +14, Athletics +14; **Gear** azimuth laser rifle

The LBR-2 is a standard mechanoid design which is easily modified to provide assistance in a variety of utility roles. The mechanoid's frame and AI is more advanced than a typical service bot, but less advanced than an autonomous AI. Due to the availability of spare parts and their durability the LBR-2 is the frame of choice in many non-core world locations.

MECHANOID, LAW-SU8

CR 8

XP 4,800

Standard AI Soldier

N Medium construct (mechanoid, technological)

Init +8; **Senses** darkvision 60 ft., low-light vision;
Perception +16

DEFENSE	HP 125
---------	--------

EAC 21; **KAC** 25

Fort +8; **Ref** +6; **Will** +7

Defensive Abilities construct immunities; nanite repair

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 35 ft.

Melee slam +17 (1d12+14 B)

Ranged tactical magnetar rifle +20 (2d8+10 P; 60 ft.; analog, automatic)

STATISTICS

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

Skills Acrobatics +21, Athletics +21, Sense Motive +21

Feats Suppressive Fire

Languages Common

Noncombat Abilities principal directive (security); unliving

Gear tactical magnetar rifle, integrated vesk overplate

Robot Accessories integrated computer (tier 3), standard tactical analysis CPU, quick draw hideaway system, loading mechanism, standard limitless ammo

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Charge Attack (Ex) As a standard action, the LAW-SU8 can make a charge without the charge penalties, and it can substitute a bull rush for the melee attack at the end of the charge.

Nanite Repair (Ex) A LAW-SU8 mechanoid's nanites heal it, restoring a number of Hit Points per hour equal to its CR (8 Hit Points per hour for most security robots). Once per day as a full action, a LAW-SU8 mechanoid can restore 7d8 Hit Points to itself or any touched construct with the technological subtype.

The LAW-SU8 has been deployed in hundreds of systems plagued by organized crime and high violent crime rates. Typically, LAW-SU8 mechanoids are



deployed in neighborhoods deemed too dangerous for typical peace officers to patrol. In safer districts, they are only called out to augment their living partners when violence is eminent, or the assailants are heavily armed and have taken defensible positions.

Only the most fool hardy or well-equipped criminals willingly stay and fight a patrol of LAW-SU8 mechanoids. They aren't programmed to negotiate, and they are not easily fooled. Although their principal directive puts an emphasis on saving and protecting civilian lives, it won't think twice about shooting through a civilian shield to take out a criminal if they action logically saves other civilian lives. For this reason, the LAW-SU8 isn't just loathed by criminals. Civilians tend to give them a wide berth as well.

Although the LAW-SU8 works on highly advanced AI the model presented here is not an autonomous AI unit. Rumor has it, autonomous AI units are in a testing phase and might become the standard in the near future.

ROBOT, B1G-R3D

CR 9

XP 6,400

N Large construct (technological)

Init +6; **Senses** darkvision 60 ft., low-light vision, synthetic vision system; **Perception** +17

DEFENSE	HP 150
---------	--------

EAC 22; **KAC** 24

Fort +10; **Ref** +10; **Will** +7

Defensive Abilities construct immunities; integrated weapons, nanite repair

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +19 (2d10+12 B)

Ranged integrated seeking tactical magnetar rifles +22 (2d8+3 P; analog, automatic) or integrated grenade launcher with screamer II grenades +22 Explode (DC 20, 2d10 So, deafened 1d4 minutes, 20 ft.)

Offensive Abilities smoke screen

STATISTICS

Str +4; **Dex** +6; **Con** —; **Int** +0; **Wis** +0; **Cha** +3

Skills Acrobatics +17, Computers +17, Intimidate +22

Languages Common

Noncombat Abilities unliving

Gear 2 seeking tactical magnetar rifles with 5 clips per rifle (18 rounds each), 6 screamer grenades II

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

Integrated Weapons (Ex) See above.

Nanite Repair (Ex) A B1G-R3D security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (9 Hit Points per hour for most security robots). Once per day as a full action, a B1G-R3D security robot can restore 8d8 Hit Points to itself or any touched construct with the technological subtype.

Smoke Screen (Ex) Once per day as a move action, a B1G-R3D security robot can release a stationary smoke screen. The smoke obscures all sight, including darkvision, beyond 5 feet. 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50%



miss chance, and the attacker cannot use sight to locate the target). The smoke screen lasts 2d6 rounds but may be dispersed by a moderate wind.

Synthetic Vision System [SVS] (Ex) tightly integrated sensors, and 3D imaging software allows the B1G-R3D security robot to create a realistic and intuitive views of its surroundings. While operating in SVS mode the robot can see through obscurement and other non-physical obstacles such as smoke, mist, and fog.

Unlike typical security robots, B1G-R3D was specifically designed to protect corporate assets and provide heavy support to security personnel. Once a target has been designated it attempts to neutralize it. If multiple targets present themselves it will use its rifles in automatic mode until it's down to one clip in each rifle. The B1G-R3D security robot is a common sight in corporate security details. Thieves should remember, corporate security robots tend to use lethal force first and ask fewer questions than standard security robots.

ROBOT, SKORP-10-N

CR 8

XP 6,400

N Large construct (technological)

Init +6; **Senses** darkvision 60 ft., low-light vision, synthetic vision system; **Perception** +17

DEFENSE HP 140

EAC 22; KAC 24

Fort +10; **Ref** +10; **Will** +7

Defensive Abilities construct immunities; integrated weapons, nanite repair

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 50 ft.

Melee claw +19 (1d10+17 S plus grab; critical bleed 1d4)

Ranged integrated aphelion laser rifle +16 (3d6 P; critical burn 1d6)

Multiattack 2 claws +13 (1d10+17 S plus grab; critical bleed 1d4) and integrated aphelion laser rifle +10 (3d6 P; critical burn 1d6)

Offensive Abilities claw and laser, multiattack, SMART progit

STATISTICS

Str +6; **Dex** +4; **Con** —; **Int** +0; **Wis** +0; **Cha** +3

Skills Acrobatics +17, Athletics +22, Computers +17

Feats opening volley

Languages Common

Noncombat Abilities unliving

Gear integrated aphelion laser rifle, 2 batteries (40 charges each)

ECOLOGY

Environment any urban

Organization solitary, pair, or patrol (3–7)

SPECIAL ABILITIES

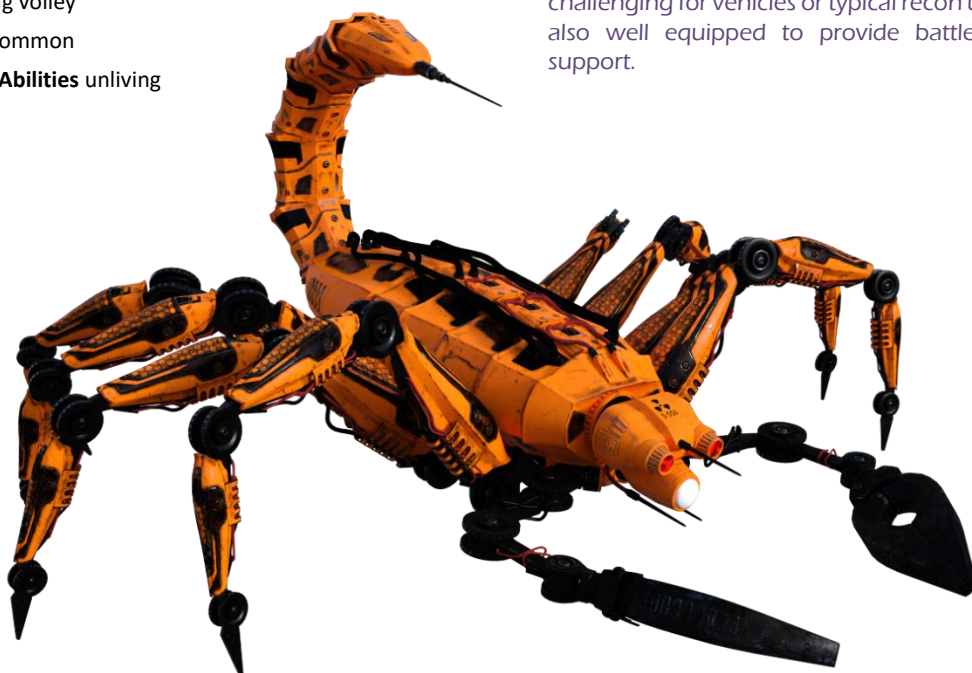
Claw and Laser (Ex) the SKORP-10-N does not provoke attacks of opportunity while using its multiattack offensive ability with its integrated aphelion laser rifle.

Integrated Weapons (Ex) See above.

Nanite Repair (Ex) A SKORP-10-N robot's nanites heal it, restoring a number of 9 Hit Points per hour. Once per day as a full action, a SKORP-10-N security robot can restore 8d8 Hit Points to itself or any touched construct with the technological subtype.

SMART Progit (Ex) the SKORP-10-N takes advantage of a Smooth Movement Across Rough Terrain ("SMART") progit integrated into its cortex. This advanced progit allows the robot to anticipate how rough terrain will react to its movement. During any move action, or full move action the SKORP-10-N can ignore rough terrain.

Based on the successful evolutionary design of the scorpion, the SKORP-10-N robot inherits its biological counterpart's ability to handle rough terrain and inhospitable conditions. The SKORP-10-N is often used in a reconnaissance role for terrain deemed too challenging for vehicles or typical recon units. They are also well equipped to provide battlefield combat support.



THE SWARM, GAMMA QUEEN CR 22

XP 614,400

N Colossal aberration

Init -2; **Senses** darkvision 60 ft., blindsense (vibration) 30 ft.;

Perception +37

DEFENSE

HP 470

EAC 37; **KAC** 38

Fort +18; **Ref** +18; **Will** +25

Defensive Abilities swarm mind; **Immunities** acid, fear effects

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee proboscis +32 (9d12+24 P plus egg)

Ranged sonic cannon +33 (6d12+10 Sonic; critical stun)

Spell-Like Abilities (CL 20th)

1/day – *mass suggestion* (DC 30),

3/day – *greater synaptic pulse* (DC 29),

At will – *confusion* (DC 28), *mind thrust* (4th, DC 28), *synaptic pulse* (DC 27)

STATISTICS

Str +8; **Dex** -2; **Con** +5; **Int** +10; **Wis** +7; **Cha** +13

Skills Intimidate +42, Life Science +42, Survival +37

Languages Shirren; telepathy (planetary range)

Noncombat Abilities adaptive physiology

ECOLOGY

Environment any active swarm world

Organization solitary

SPECIAL ABILITIES

Adaptive Physiology (Su) The gamma queen can adapt to hostile environments (underwater, extremely hot, extremely cold, heavy gravity, or airless) and is always treaded as if it were a creature native to that environment. It breathes, moves, and it takes no damage simply from being in that environment (though penalties to movement and attacks, for an environment remain). The gamma queen can adapt to any hostile environment as a full action.

Egg (Ex) Each time the gamma queen strikes an opponent with its proboscis like tongue it injects an egg. The potential host must make an immediate Fort save (DC 28) or the egg hatches and the larva attaches to the host's spine. The host immediately takes 1 negative level, and 1 additional negative level each day until the larva completes its gestation on the 13th day. If a host's negative levels are equal to or greater than its CR or character level they gain the paralyzed condition in addition to their negative levels. The host dies when the



newest member of the swarm claws its way out. If the potential host makes their saving throw the larva explodes into a ball of acidic goo causing 12d12 Hit Points of damage. Removing a larva from a host requires a Medicine check (DC = 30 plus the host's negative levels). If the Medicine check fails the larva explodes. A creature can only be infected by one larva at a time.

Sonic Cannon (Ex) The gamma queen has evolved a potent bioweapon. Each round the gamma queen can release a focused beam of sound as a ranged attack with a 60ft. range increment.

Swarm Mind (Ex) Members of the Swarm are bound together into a singular hive mind by a blend of exuded pheromones, imperceptible movements of antennae and limbs, electrostatic fields, and telepathic communication. All Swarm creatures within 30 feet of each other are in constant communication; if one is aware of a threat, all are. (Such awareness can spread along a "chain" of Swarm creatures under appropriate circumstances, potentially alerting distant Swarm creatures.) In addition, once per round when within 30 feet of another Swarm creature, a Swarm creature can roll twice and take the better result on a saving throw against a mind-affecting effect. The swarm mind of the gamma queen is much more powerful than a typical member of the Swarm. Her swarm mind has a planetary range.

The gamma queen is one of many queen variations of the Swarm. She is truly a terrible site. Seeing her bloated colossal maggot like form is almost certain death because you have been brought before her to host the larva of the Swarm. Swarm queens are rare and only take part in full scale invasions. Typically, a planet is limited to one queen but in rare cases a particularly large planet might have one per continent.

WIGHT, NOVA

CR (varies)



LESSER NOVA WIGHT CR 3

XP 800

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +5; **Ref** +5; **Will** +2

Defensive Abilities low radiation, undead traits

Weaknesses remove radioactivity vulnerability

OFFENSE

Speed 30 ft.

Melee slam +11 (1d6+4 B)

Ranged radiation ray +8 (1d4+3 plus low radiation)

Offensive Abilities create spawn

STATISTICS

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

Skills Athletics +8, Intimidate +8, Stealth +13

Languages Common

Noncombat Abilities unliving

Gear incidental

ECOLOGY

Environment any post supernova system

Organization solitary, pair, gang (3–6), or pack (7–12)

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a nova wight or that succumbs to radiation sickness and dies becomes a nova wight itself in only 1d4 rounds. They do not possess any of the abilities they had in life.

Low Radiation (Ex) The nova wight emits a 20' radius of low level radiation. For additional information on "Radiation" see the Environmental section of chapter 11 in the Starfinder Core Rulebook.

Remove Radioactivity Vulnerability (Su) A *remove radioactivity* spell cast on a nova wight destroys it (Will negates). Using the spell in this way does not require a material component.

GREATER NOVA WIGHT CR 10

XP 9,600

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE HP 165

EAC 23; **KAC** 25

Fort +12; **Ref** +12; **Will** +9

Defensive Abilities medium radiation, undead traits

Weaknesses remove radioactivity vulnerability

OFFENSE

Speed 30 ft.

Melee slam +22 (2d10+13 B)

Ranged radiation ray +19 (2d10+10 plus medium radiation)

Offensive Abilities create spawn

STATISTICS

Str +3; **Dex** +3; **Con** —; **Int** +0; **Wis** +2; **Cha** +8

Skills Athletics +19, Intimidate +19, Stealth +24

Languages Common

Noncombat Abilities unliving

Gear incidental

ECOLOGY

Environment any post supernova system

Organization solitary, pair, gang (3–6), or pack (7–12)

SPECIAL ABILITIES

Create Spawn (Su) See lesser nova wight above.

Medium Radiation (Ex) The nova wight emits a 20' radius of medium level radiation.

Remove Radioactivity Vulnerability (Su) see lesser nova wight above.

The nova wight is a bit of a scientific anomaly and mystics have long emphasized nova wights are proof that their divine exists. Occasionally a humanoid population caught in the wrath of a dying star is lucky enough to avoid total annihilation. Only days after the event, radiation of unmeasurable proportion begins claiming the survivors. Those fortunate enough to survive the radiation must survive against ever increasing numbers of nova wights spawned from radiation and star stuff. The nova wights desire only to spread their pain and suffering in undeath. They tend to target friends and family members first before moving on to other members of the population.

ZOMBIE, NANO

CR (varies)

NANO-ZOMBIE

CR 1/2

XP 200

NE Medium undead (technological)

Init +2; **Senses** darkvision 60 ft., **Perception** +4

DEFENSE

HP 16

EAC 10; **KAC** 12

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

Defensive Abilities undead immunities; **DR** 5/slashing

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

OFFENSE

Speed 30 ft.

Melee +6 slam (1d6+3)

Ranged none

STATISTICS

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

Languages none

Noncombat Abilities mindless, unliving

Gear none

ECOLOGY

Environment any

Organization any

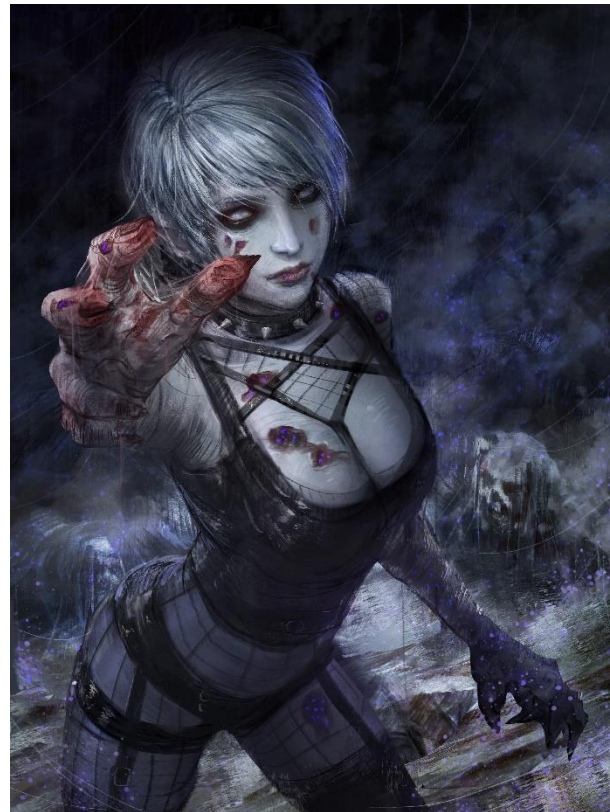
SPECIAL ABILITIES

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

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

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

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



NANO-ZOMBIE TEMPLATE GRAFT

This mindless undead is animated not through magic or supernatural phenomena but by nanites in its body, which continue to repair its flesh long after it has died.

Required Creature Type: Undead.

Required Subtype: Technological.

Required Array: Combatant.

Traits: Has 20% more Hit Points for its CR; DR 5/slashing (increase to DR 10 at CR 8 and DR 15 at CR 14); mindless; staggered; unliving;

Nanite repair: restores 1d8 Hit Points per CR divided by 2, minimum 1.

Create Spawn: (see above)

Suggested Ability Score Modifiers: Strength, Dexterity.

For additional information on using arrays and grafts, see the "Creating Monsters And Other NPCs" section in Appendix 1 of the Starfinder Alien Archive.

NANO-ZOMBIE, SPACE GOBLIN

CR 1/3

XP 135

NE Small undead (technological)

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

DEFENSE

HP 8

EAC 11; **KAC** 12**Fort** +0; **Ref** +2; **Will** +2**Defensive Abilities** undead immunities; **DR** 5/slashing**Weaknesses** staggered (can perform only a single move action or standard action each round)

OFFENSE

Speed 35 ft.**Melee** +4 slam (1d6), or +0 dogslicer (1d4 S)**Ranged** junklaser +1 (1d4 F; crit burn 1d4)

STATISTICS

Str +0; **Dex** +3; **Con** —; **Int** —; **Wis** +0; **Cha** +0**Languages** none**Noncombat Abilities** mindless, unliving**Gear** tattered flightsuit, dogslicer, junklaser

ECOLOGY

Environment any**Organization** gang (4–12)

SPECIAL ABILITIES

Nanite Repair (Ex) A nano-zombie's nanites heal it, restoring a 5 Hit Points per hour. Once per day as a full action, a nanoswarm can restore 1d8 Hit Points to itself or any construct touched with the technological subtype.**Create Spawn (Ex)** An uncontrolled nano-zombie will “dust” a corpse with its nanites if not engaged in combat. In 1d4 minutes the corpse will rise with the same zombie template nano-zombie.**Unstable Junklaser (Ex)** A junklaser is similar to a holdout laser pistol, except it has a range of only 60 feet. If the wielder of a junklaser rolls a natural 1 when attacking with it, he must immediately attempt a DC 18 Engineering check. Success means that the junklaser gains the broken condition. Failure means that the gun explodes in 1d3–1 rounds, functioning as a concussion grenade I (explode 20 feet, 1d8 B, Reflex DC 10 half); a result of 0 rounds means the junklaser explodes immediately—randomly determine the corner of the wielder's square that is the center of the burst. A thrown junklaser has the same range increment as a grenade. **Note: Zombies can't make Engineering skill checks!**

NANO-ZOMBIE, MOUNTAIN EEL

CR 6

XP 2,400

NE Huge undead (technological)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE

HP 108

EAC 18; **KAC** 20**Fort** +10; **Ref** +10; **Will** +7**Defensive Abilities** undead immunities; **DR** 5/slashing**Weaknesses** staggered (can perform only a single move action or standard action each round)

OFFENSE

Speed 40 ft.**Melee** +16 bite (1d8+11)**Space** 15 ft.; **Reach** 10 ft.

STATISTICS

Str +5; **Dex** +2; **Con** —; **Int** —; **Wis** +0; **Cha** +0**Skills** Athletics +13, Stealth +13**Languages** none**Noncombat Abilities** mindless, unliving**Gear** none

ECOLOGY

Environment any**Organization** any

SPECIAL ABILITIES

Paralyzing Gaze (Ex) Looking into a mountain eel's strange compound eyes causes the muscles of most living creatures to freeze up. A living creature that can see and begins its turn within 60 feet of a mountain eel must succeed at a DC 14 Fortitude save or be paralyzed for 1 round. A creature who succeeds at its save is immune to that mountain eel's paralyzing gaze for 24 hours. Creatures without a sense of sight and other mountain eels are immune to this effect.**Nanite Repair (Ex)** A nano-zombie's nanites heal it, restoring a 5 Hit Points per hour. Once per day as a full action, a nanoswarm can restore 3d8 Hit Points to itself or any construct touched with the technological subtype.**Create Spawn (Ex)** An uncontrolled nano-zombie will “dust” a corpse with its nanites if not engaged in combat. In 1d4 minutes the corpse will rise with the same zombie template nano-zombie.

ZURBLE

CR (varies)



Zurbles are genetically modified space pets. They have a highly malleable DNA structure allowing pet lovers to custom order their zurbles appearance, temperament, and other features directly from the breeder. No one remembers what the first zurbles looked like, and no one really knows what a zurbles should look like.

How little is known about the most popular pet in the galaxy makes it a bit of a mystery on how they have virtually replaced cats, dogs, xenoprolotopuses, and other common pets over the last few thousand years. Originally discovered on a moon in the vesk home system, they have spread across known space. Rumor has it, the moon is totally overrun with the things. During the vesk conquests of their home system, their exploratory teams were so uncomfortable in the presence of these adorable little guys the vesk exploratory teams declared the moon too dangerous to colonize despite optimal environmental conditions. Another zurbles anomaly, they share DNA with skittermanders and the swarm but don't share any genetic markers with other organisms native to the vesk system. Pundits in the study of zurbles or "zurbologists", believe the zurbles were brought to the moon eons ago by alien explorers.

Today, zurbles are bought and sold by tier like technology. Those with higher tiers have more features and sell for more credits. Genetic engineering even allows a zurbles to be upgraded from one tier to the next. You might buy a starter, tier 1, zurbles for your kids or a more advanced, tier 4, zurbles as a mascot for your starship. After a zurbles is ordered and shipped it arrives as a stone-like egg. When you are ready you simply add water and a few hours later your fully developed zurbles of specified tier emerges. Be warned, zurbles usually form a strong bond with the first creature it sees so it's important for the owner to be there when it breaks free from its shell.

There is a darker development in the recent galactic fascination with zurbles. Organized crime has begun sponsoring zurbles pit fighting. Although in most civilized societies pit fighting is strictly prohibited, zurbles on zurbles death matches have become all too common on backwater moon bases, pirate outposts, and the slums of every mega metropolis.

ZURBLE, TIER 1

CR 1/3

XP 135

N Tiny aberration (Zurbles)

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

DEFENSE

HP 6

EAC 10; KAC 12

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

Defensive Abilities puppy dog eyes

OFFENSE

Speed 30 ft.

Melee +4 bite (1d6)

Ranged none

STATISTICS

Str +0; **Dex** +3; **Con** +1; **Int** -4; **Wis** +0; **Cha** +0

Skills Acrobatics +3, Athletics +3, Stealth +7

Languages limited empathy, understands owner language

Gear none

ECOLOGY

Environment anywhere

Organization solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurbles must succeed a Will save (DC 8), or completely ignore the Zurbles and lose the rest of their actions for the round. This is a mind affecting effect.

PURCHASING A ZURBLE

Stage	Level	Price	Max Augs*
Tier 1	1	110	1
Tier 2	3	675	1
Tier 3	5	2,000	1
Tier 4	7	4,600	1
Tier 5	9	9,000	2
Tier 6	11	18,750	2
Tier 7	13	37,500	2
Tier 8	15	93,750	3
Tier 9	17	285,000	3
Tier 10	19	750,000	5

* Zurbles have a maximum augmentation limit

ZURBLE, TIER 2**CR 1/2****XP 200**

N Tiny aberration (Zurble)

Init +3; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

HP 13

EAC 10; **KAC** 12**Fort** +2; **Ref** +2; **Will** +2**Defensive Abilities** puppy dog eyes

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)**Melee** +6 bite (1d6)**Ranged** none

STATISTICS

Str +0; **Dex** +3; **Con** +2; **Int** -3; **Wis** +0; **Cha** +1**Skills** Acrobatics +4, Athletics +4, Stealth +9**Languages** limited empathy, understands owner language**Gear** none

ECOLOGY

Environment anywhere**Organization** solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 8), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.**ZURBLE, TIER 3****CR 1****XP 400**

N Tiny aberration (Zurble)

Init +4; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

HP 20

EAC 11; **KAC** 13**Fort** +3; **Ref** +3; **Will** +3**Defensive Abilities** puppy dog eyes, **Resistance** [energy type] 6

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)**Melee** +8 bite (1d6+1)**Ranged** none**Offensive Abilities** breath weapon (15-ft. cone, 1d4+1 [energy type], DC 10, usable every 1d4 rounds)

STATISTICS

Str +0; **Dex** +4; **Con** +2; **Int** -2; **Wis** +0; **Cha** +1**ZURBLE SUBTYPE GRAFT**

Zurbles are a race of animal-like aberrations with malleable DNA which is easily modified.

Traits: Drakvision 60 ft.

Limited Empathy: The Zurble can share its surface emotions and detect the surface emotions of another creature it can see within a 30' radius as a swift action. It can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived. Zurbles are entitled to a Bluff, Diplomacy, Intimidate, or Sense Motive check against any creature have used their limited empathy against (skill ranks = to their CR +2)

Puppy Dog Eyes: Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC based on CR and Combat Array), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.

Traits Tier 2+:

Mutant Movement: A Zurble gains a second form of movement when it achieves CR1/2 or greater. Choose burrow 15 ft., climb 30 ft., fly 30 ft. (good), or swim 30 ft. If the zurble doesn't gain a second form of movement it gains a base speed of 35 ft.

Traits Tier 3+:

Elemental Affinity (Su) the Zurble has an affinity with a single energy type (acid, cold, electricity, fire, or sonic). It gains energy resistance and a breath weapon with its chosen element. Their energy resistance equals their tier x2 and the breath weapon DC and damage are based on their CR and the Combat Array.

For additional information on using arrays and grafts, see the "Creating Monsters And Other NPCs" section in Appendix 1 of the Starfinder Alien Archive.



Skills Acrobatics +5, Athletics +5, Stealth +10

Languages understands owner's language

Gear none

ECOLOGY

Environment anywhere

Organization solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 10), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.

Elemental Affinity (Su) the Zurble has an affinity with a single energy type (acid, cold, electricity, fire, or sonic). It gains energy resistance and a breath weapon with its chosen element.

ZURBLE, TIER 4

CR 2

XP 600

N Tiny aberration (Zurble)

Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

HP 25

EAC 13; **KAC** 15

Fort +4; **Ref** +4; **Will** +3

Defensive Abilities puppy dog eyes, **Resistance** [energy type] 8

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)

Melee +10 bite (1d6+2)

Ranged none

Offensive Abilities breath weapon (15-ft. cone, 1d4+2 [energy type], DC 11, usable every 1d4 rounds)

STATISTICS

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

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

Languages understands owner's language

Gear none

ECOLOGY

Environment anywhere

Organization solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 11), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.

ZURBLE, TIER 5

CR 3

XP 800

N Tiny aberration (Zurble)

Init +4; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

HP 40

EAC 14; **KAC** 16

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

Defensive Abilities puppy dog eyes, **Resistance** [energy type] 10

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)

Melee +11 bite (1d6+3)

Ranged none

Offensive Abilities breath weapon (20-ft. cone, 1d4+3 [energy type], DC 12, usable every 1d4 rounds)

STATISTICS

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

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

Languages understands owner's language

Gear none

ECOLOGY

Environment anywhere

Organization solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 12), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.

ZURBLE, TIER 6

CR 5

XP 1,600

N Tiny aberration (Zurble)

Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

HP 70

EAC 17; **KAC** 19

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

Defensive Abilities puppy dog eyes, **Resistance** [energy type] 12

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)

Melee +14 bite (1d6+5)

Ranged none

Offensive Abilities breath weapon (20-ft. cone, 1d6+5 [energy type], DC 13, usable every 1d4 rounds)

STATISTICS

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

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

Languages understands owner's language

Gear none

ECOLOGY

Environment anywhere

Organization solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 13), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.

ZURBLE, TIER 7

CR 7

XP 3,200

N Tiny aberration (Zurble)

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

HP 105

EAC 19; KAC 21

Fort +9; **Ref** +9; **Will** +7

Defensive Abilities puppy dog eyes, **Resistance** [energy type] 14

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)

Melee +17 bite (1d12+7)

Ranged none

Offensive Abilities breath weapon (25-ft. cone, 2d6+7 [energy type], DC 15, usable every 1d4 rounds)

STATISTICS

Str +0; **Dex** +5; **Con** +4; **Int** +0; **Wis** +0; **Cha** +2

Skills Acrobatics +14, Athletics +14, Stealth +19

Languages understands owner's language

Gear none

ECOLOGY

Environment anywhere

Organization solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 15), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.

ZURBLE, TIER 8

CR 9

XP 6,400

N Small aberration (Zurble)

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

HP 145

EAC 22; KAC 24

Fort +11; **Ref** +11; **Will** +10

Defensive Abilities puppy dog eyes, **Resistance** [energy type] 16

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)

Melee +21 bite (2d12+7)

Ranged none

Offensive Abilities breath weapon (30-ft. cone, 3d6+9 [energy type], DC 16, usable every 1d4 rounds)

STATISTICS

Str +0; **Dex** +6; **Con** +4; **Int** +1; **Wis** +0; **Cha** +3

Skills Acrobatics +17, Athletics +17, Stealth +22

Languages understands owner's language

Gear none

ECOLOGY

Environment anywhere

Organization solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 16), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.

OPPORTUNITY FOR MAYHEM

All might not be as it seems with zurbles mania. Here are some questions that the galactic community might want answered before it's too late.

- What happens when two zurbles get together? Do you end up with a littler of two dozen zurbles?
- What happened to the aliens that originally brought zurbles to the moon in the vesk system? And why do the vesk seem uneasy in their presence?
- Why do zurbles have skittermander and swarm DNA?
- Are the zurbles actually galactic conquerors in disguise? Is their adorableness simply a well-used tool allowing them to infiltrate every level of society?

ZURBLE, TIER 9**CR 12****XP 19,200**

N small aberration (Zurble)

Init +8; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

HP 200

EAC 26; **KAC** 28**Fort** +14; **Ref** +14; **Will** +13**Defensive Abilities** puppy dog eyes, **Resistance** [energy type] 18

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)**Melee** +25 bite (3d12+12)**Ranged** none**Offensive Abilities** breath weapon (40-ft. cone, 6d4+12 [energy type], DC 19, usable every 1d4 rounds)

STATISTICS

Str +0; **Dex** +8; **Con** +5; **Int** +2; **Wis** +0; **Cha** +4**Skills** Acrobatics +22, Athletics +22, Stealth +27**Languages** understands owner's language**Gear** none

ECOLOGY

Environment anywhere**Organization** solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 19), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.

ZURBLE, TIER 10**CR 15****XP 51,200**

N Tiny aberration (Zurble)

Init +9; **Senses** darkvision 60 ft.; Perception +26

DEFENSE

HP 275

EAC 29; **KAC** 31**Fort** +17; **Ref** +17; **Will** +15**Defensive Abilities** puppy dog eyes, **Resistance** [energy type] 20

OFFENSE

Speed 30 ft. (see Zurble subtype graft, mutant movement)**Melee** +28 bite (4d12+15)**Ranged** none**Offensive Abilities** breath weapon (60-ft. cone, 5d8+15 [energy type], DC 21, usable every 1d4 rounds)

STATISTICS

Str +0; **Dex** +9; **Con** +7; **Int** +3; **Wis** +0; **Cha** +5**Skills** Acrobatics +26, Athletics +26, Stealth +31**Languages** understands owner's language**Gear** none

ECOLOGY

Environment anywhere**Organization** solitary or hoard (2d100)

SPECIAL ABILITIES

Puppy Dog Eyes (Su) Anyone or any creature trying to intentionally harm a Zurble must succeed a Will save (DC 21), or completely ignore the Zurble and lose the rest of their actions for the round. This is a mind affecting effect.



CREATURES BY CR

- CR 1/3** – goblin nano zombie, soporific fungus, zurple (tier 1)
- CR 1/2** – nano zombie, red aether wraith, zurple (tier 2)
- CR 1** – G-2D klanker, orange aether wraith, zurple (tier 3)
- CR 2** – LBR-2 mechanoid, yellow aether wraith, zurple (tier 4)
- CR 3** – CMPN-3 biodroid, lesser nova wight, violet fungus, zurple (tier 5)
- CR 4** – cnidusa, cnidusa swarm, green aether wraith
- CR 5** – kuluna, zurple (tier 6)
- CR 6** – mountain eel nano zombie, photon dralyss, tesla fungus
- CR 7** – zurple (tier 7)
- CR 8** – blue aether wraith, LAW-SU8 mechanoid, SKORP-10-N robot
- CR 9** – B1G-R3D robot, zurple (tier 8)
- CR 10** – greater nova wight
- CR 12** – HG-12A klanker, zurple (tier 9)
- CR 13** – bubblegum fungus
- CR 15** – zurple (tier 10)
- CR 16** – violet aether wraith
- CR 22** – the Swarm gamma queen

CREATURE UPDATE 02 THE NECROBORG

“While hiding in the shadows for the larger part of a millennium the Necroborg have been steadily increasing their numbers. Their leader, who is known only as “the Oracle of Living Death”, has continued to spread the doctrine of the Great Old Ones in which true immortality can only be achieved through death. Despite its evil pretenses the Necroborg dogma has become popular amongst those vain enough to seek out immortality.”

This minor accessory will feature a new technological undead race. Necroborg are infused with necroplast serum a potent combination of bioware and nanotech which kills the recipient, but allows them immortality in undeath. Be warned, not everyone makes the transformation successfully. This accessory will include several new creatures, augmentations, equipment, and a new playable race. Will your starfinders battle against the eminent threat presented by the Necroborg or be seduced by them?



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