

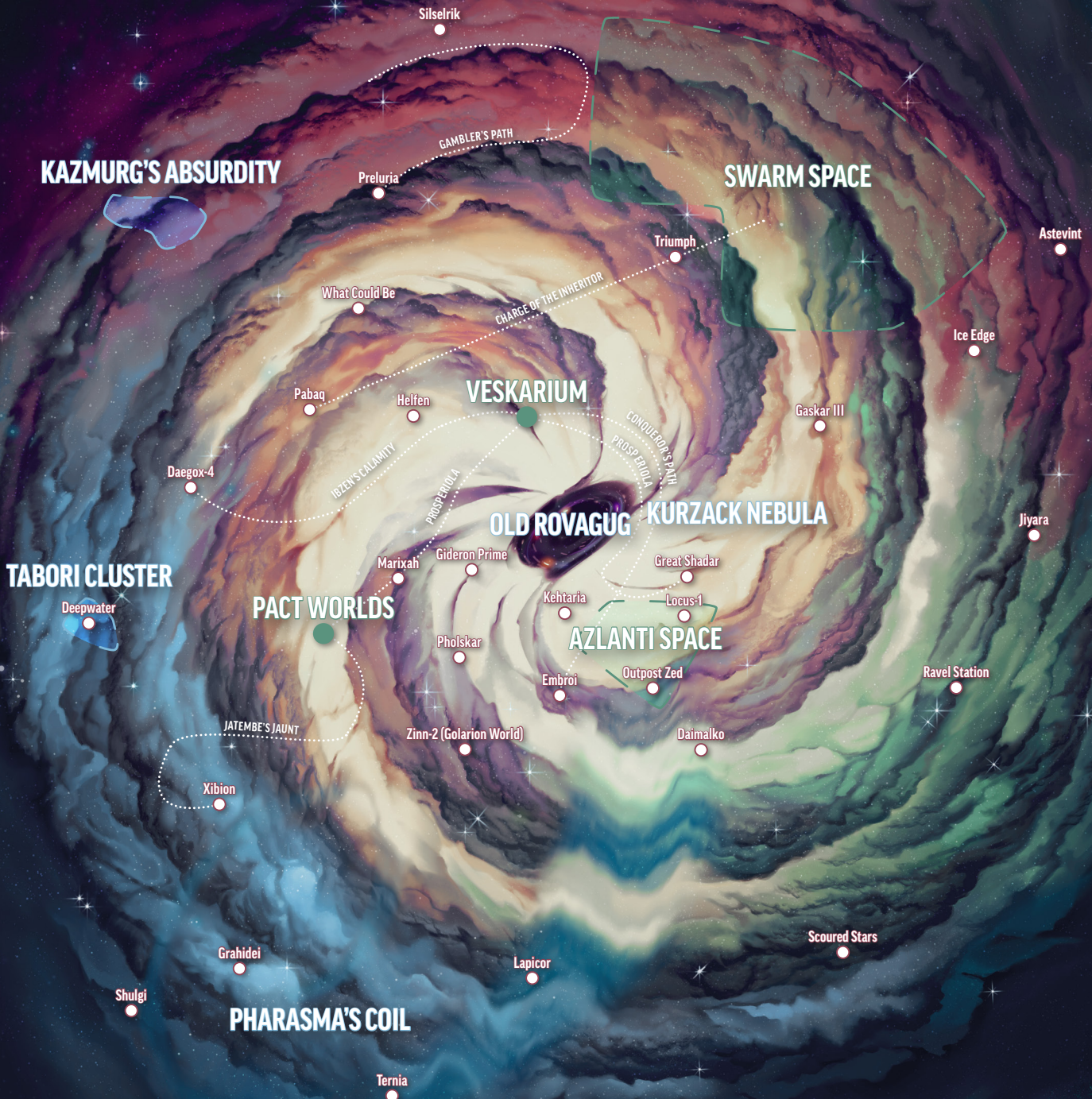
STARFINDER™

The background of the cover is a vibrant, futuristic space scene. In the upper center, a large, multi-eyed alien creature with a green and blue body is shown in a dynamic pose. To its right, a skeletal figure with glowing green eyes and a menacing grin is visible. In the foreground, a character with a skull-like face and a mechanical arm is firing a weapon. Another character in a white and grey suit is flying through the air, also firing a weapon. The scene is filled with blue and purple light effects, suggesting a high-tech or alien environment.

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DESNA'S PATH

THE FRAY





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These creatures were created during the development of the *Starfinder Playtest Rulebook* and use the rules available at the time of creating that document, which may change in the final version of the game. The *Starfinder Playtest Rulebook* will be available August 2024 at paizo.com or your local game store.



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WELCOME BACK TO STARFINDER!

The Starfinder roleplaying game was first released back in 2017 and has become a staple at gaming tables since then. Now in its seventh year, Starfinder will evolve into an updated second edition, starting with the *Starfinder Playtest Rulebook* that releases in summer of 2024! This new edition has been designed to be 100% compatible with the second edition of the Pathfinder roleplaying game. Everything in this book is designed to work for the upcoming *Starfinder Playtest Rulebook*, which conveniently means that all the content within also fits perfectly into your ongoing Pathfinder campaigns.

In this document, you'll find over a dozen new creatures that exemplify the Starfinder setting. From fanciful fey to magnetic oozes, wolves that spew laser beams to insectile components of the galactic menace known as the Swarm, *Starfinder Second Contact* gives you all you need to run these alien creatures in your games.

Want to see how your party of intrepid adventurers holds out against a robot with a laser rifle? How about giving your nature-focused character an adorable squox companion? All this and more are just pages away!

WHAT'S NEW?

The following details new elements in the upcoming *Starfinder Playtest Rulebook* or elements required to run these creatures in games of Starfinder (or Pathfinder).

Cosmic Trait

(Appears In: Asteray, Glass Serpent, Nihili)

This trait represents creatures who can survive in the harsh vacuum of space and the vast distances between planets and stars. Creatures with this trait don't breathe while in space or in a vacuum. Unless the creature possesses a bespoke ability (such as No Breath) they remain susceptible to effects that require breathing while in normal atmospheres.

Glitching Condition

(Appears In: Glitch Gremlin)

Glitching is a condition that affects objects or creatures with the tech trait, and it always includes a value. A glitching creature or object experiences a combination of debilitating effects and moments of seizing up. If you have glitching equipment and take any action involving that equipment you must attempt a DC 10 flat check to see what occurs. If your PC has the glitching condition, you must make this flat check at the beginning of every round.

Critical Success Reduce the glitching value by 1.

Success You act as normal or use your equipment as normal.

Failure You take an item penalty on all your checks and DCs equal to your glitching value or the glitching value on the item you're attempting to use.

Critical Failure You are stunned 1 for the round. Alternatively, the object you tried to use does not function, and you lose the actions you took to attempt to use it.

Integrated Weapons

(Appears In: Robots)

Weapons listed as integrated (such as in the robots on page 14) are considered part of the creature until the creature is slain. These weapons cannot be disarmed or otherwise removed from the creature. If an integrated weapon is listed as having ammo or batteries, then these are considered part of the creature and recharge naturally over the course of 24 hours of rest. In most circumstances, a creature can attempt a Crafting check to remove integrated equipment from a slain creature, with a DC based on the slain creature's level, using the DCs by Level table (*Pathfinder GM Core* 53) as a guideline. On a success, the creature can remove the weapon and use it normally.

New Skills

(Appears In: Asteray, Glitch Gremlin)

There are two new skills present in some of the creatures in this document. The full rules for these skills will appear in the *Starfinder Playtest Rulebook*, but they're summarized here for quick use in play.

Computers: The Computers skill represents the aptitude for working with computerized systems. It can be used by the untrained to access local infospheres (akin to modern internet networks) as another means of Gathering Information. Creatures trained in Computers can also use the skill to Disable a System (similar to the Disable Device action) to disarm complex digitally controlled objects or hazards. The Computers skill can also be used to Hack, which allows the user to attempt to access a secure system or make changes to an active system.

Piloting: Piloting is used to command mechs, drive vehicles, pilot starships, and navigate. It also allows creatures to Recall Knowledge about specific models of mechs, vehicles, or starships; areas of piloting significance (like notable black holes or other interstellar phenomena); and specific equipment that might be installed on a mech, vehicle, or starship.

New Spells

(Appears In: Asteray, Glitch Gremlin)

The following are new spells used by creatures in this book.

DELETE

SPELL 1

CONCENTRATE **MANIPULATE**

Traditions arcane, occult

Range 30 feet; **Targets** 1 data set

You delete data, whether handwritten, printed, or digital. You remove up to 1,500 words worth of text, one page of content, or one display screen worth of text and other visual information.

Nonmagical writing in or on an unattended or held object is automatically deleted. Attempt a counteract check to delete magic writing (using your spellcasting ability modifier plus your spellcasting proficiency bonus) or digital content (using your spellcasting ability modifier plus your Computers proficiency bonus). If you fail to delete writing that's part of a hazard, you trigger the hazard.

DISCHARGE

SPELL 3

CONCENTRATE ELECTRICITY MANIPULATE

Traditions arcane, primal

Range 30 feet; **Targets** 1 creature with the tech trait or powered object

Defense basic Will

You depower an item with the tech trait or disrupt a creature with the tech trait, with effects based on choosing creature or object.

- **Creature** If your target is a creature with the tech trait, it attempts a Will Save. On a failure, the creature is glitching 1; On a critical failure, the creature is glitching 2.
- **Object** If you target an attended object, the creature that has the object attempts a Will save. On a failure, or if you target an unattended object, the object loses all its remaining charges.

HOLOGRAPHIC CREATURE

SPELL 2

AUDITORY CONCENTRATE ILLUSION MANIPULATE OLFACTORY VISUAL

Traditions arcane, occult

Range 500 feet

Duration sustained up to 1 minute

You weave nearby photons into an illusory hologram of a Large or smaller creature. It generates the appropriate sounds, smells, and feels believable to the touch. If you and the hologram are ever farther than 500 feet apart, the spell ends.

The hologram can't speak, but you can use your actions to speak through it, with the spell disguising your voice as appropriate. You might need to attempt a Deception or Performance check to mimic the creature, as determined by the GM. This is especially likely if you're trying to imitate a specific person's mannerisms or engage with someone that person knows.

In combat, the hologram can use 2 actions per turn, which it uses when you Sustain the Spell. It can Stride up to 20 feet using any movement type it wishes, as it's not real. It uses your spell attack roll for attack rolls and your spell DC for its AC. Its saving throw modifiers are equal to your spell DC - 10. It's substantial enough that it can flank other creatures. If the hologram is hit by an attack or fails a save, the spell ends.

The hologram can cause damage by making the target believe the hologram's attacks are real, but it cannot otherwise directly affect the physical world. If the hologram hits with a Strike, the target takes 2d6 mental damage. This damage is a mental effect. The hologram's Strikes are nonlethal. If the damage doesn't correspond

to the image of the creature—for example, if a holographic Large dragon deals only 5 damage—the GM might allow the target to attempt an immediate Perception check to disbelieve the spell.

Any creature that touches the hologram or uses the Seek action to examine it can attempt to disbelieve your illusion.

Heightened (+1) The damage of the hologram's Strikes increases by 1d4, and the maximum size of creature you can create increases by one (to a maximum of Gargantuan). The maximum duration also increases by 1 minute.

HOLOGRAPHIC OBJECT

SPELL 1

CONCENTRATE ILLUSION MANIPULATE VISUAL

Traditions arcane, occult

Range 500 feet; **Area** 20-foot burst

Duration 10 minutes

You weave nearby photons into an illusory hologram of a stationary object. The entire image must fit within the spell's area. The object appears to animate naturally, but it doesn't make sounds or generate smells. For example, lights would appear to blink on the exterior of an illusory computer server, but it would be silent and wouldn't produce heat. Any creature that touches the image or uses the Seek action to examine it can attempt to disbelieve your illusion.

Heightened (2nd) Your hologram makes the appropriate sounds, generates normal smells, and feels right to the touch. The spell gains the auditory and olfactory traits. The duration increases to 1 hour.

Heightened (5th) As the 2nd-rank version, but the duration is unlimited.

RECHARGE WEAPON

CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Traditions arcane, occult

Range touch; **Targets** 1 weapon with capacity

You touch a weapon with no remaining ammunition and recharge it with magical energy. The target gains ammunition or charges equal to its usage until the end of your next turn, allowing anyone holding the target to make one Strike with the weapon. This spell only recharges weapons that use ammunition with a cost of 10 credits or less.

New Equipment

The following tables present new equipment used by creatures in this book. Full rules for these weapons appear in the *Starfinder Playtest Rulebook* and are reprinted here for ease of reference.

SIMPLE RANGED WEAPONS

Item	Level	Price	Damage	Range	Reload	Bulk	Hands	Mag	Expend	Upgrades	Group	Weapon Traits
Laser pistol, commercial	0	30	1d6 F	40 ft.	1	1	1	5 charges	1	1	Laser	Tech
Pulsecaster pistol, commercial	0	30	1d6 E	30 ft.	1	1	1	5 charges	1	1	Shock	Nonlethal, tech

MARTIAL RANGED WEAPONS

Item	Level	Price	Damage	Range	Reload	Bulk	Hands	Mag	Expend	Upgrades	Group	Weapon Traits
Laser rifle, tactical	2	60	1d8 F	100 ft.	1	2	2	10 charges	1	1	Laser	Tech, tracking (+1)

VOID SIRENS

Like the sirens of lost Golarion, asterays are known to entice starships with their holographic images. These false sights, along with the fey's natural ability to create sensor "songs," have led starships from countless civilizations to their doom. Groups of asterays, formed into choirs, often weave their songs to entice larger starships to enter truly dangerous stellar regions, such as asteroid belts or close to dying stars. Giving these crews ample time to escape, the asterays silently board the derelicts and consume all organic matter before departing as quietly as they arrived.

ASTERAY

Thought to be merely mischievous tricksters, asterays are in fact fey born where the void and First World overlap. Gifted with the innate ability to survive in space, asterays suffer from extreme wanderlust and an overwhelming desire to stave off boredom. A desperate thirst for amusement is the prime motivation of most asterays. They find themselves attracted to interesting stellar phenomena, from the swirls in gas giants to the interplay of stellar debris in an asteroid field. Floating through space, asterays gather enough sustenance to survive from their innate ability to consume latent cosmic radiation. However, asterays have one simple nutritional need that makes them a terror of the space lanes: organic matter. As space is all but devoid of organic elements for consumption, asterays resort to trailing starships, often by riding in their wake and tormenting the crew until they either abandon their posts or descend to madness. Once an asteray has sufficiently driven a crew to despair, they enter the vessel and consume the corpses of the fallen. Luckily—or perhaps not—for travelers, asterays typically find the consumption of living creatures to be distasteful, though their alien mindsets open them to using their vacuous consumption on active foes when threatened in combat. Most asterays hibernate for months or even years at a time, floating in the wrecks of abandoned ships until the cosmic eddies of a passing ship stirs them from their torpor.

ASTERAY

MEDIUM COSMIC FEY

Perception +19; low-light vision

Languages Aklo, Common, Fey

Skills Deception +25, Piloting +26, Society +25, Stealth +22

Str +1, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +8

AC 32; **Fort** +21, **Ref** +21, **Will** +25

HP 265; **Weaknesses** cold iron 10; **Resistances** cold 10, fire 10

Wake Rider By touching a starship, an asteray can bond to the energy wake it leaves as it travels. The asteray can match speeds with the starship and ride along with it, treating the ship as if it were the "ground" so long as it remains within 100 feet. If the starship enters the Drift, the asteray can choose to accompany it into the Drift, or it can disengage as a reaction and remain behind.

Speed 25 feet, fly 60 feet

Melee ✦ tail whip +24 (agile, magical), **Damage** 3d8+12 slashing

Ranged ✦ electrical blast +24 (electricity, magical, range increment 70 feet), **Damage** 3d10+14 electricity

Primal Innate Spells DC 32, attack +24; **5th** *gecko grip* (at will), *holographic object* (at will); **4th** *charm, confusion*; **3rd** *discharge, holographic creature, veil of privacy*

Matter Consumption ✦✦✦ The asteray opens its mouth to suck in the molecules of an adjacent organic creature or object of Small size or larger. If the target is an object (including a corpse) then the asteray heals 30 Hit Points and becomes quickened 1 for the next minute. If the target is a creature, then it takes 10d8 void damage (DC 32 basic Fortitude save).

Sensor Song ✦ An asteray can "sing" electronic signals that mask or mimic sensor readings. The asteray creates a false image of an object as if it had cast a 5th-rank *holographic object*. This false reading affects only electronic sensors, but creatures hear odd echoes in the area so long as the effect persists. Multiple asterays can sing together, doubling the range and area of *holographic object* for each asteray casting the spell in sync.

CREATURE 12



CREST-EATER

Crest-eaters are large four-legged beasts with the traits of both reptiles and mammals. Originating from the distant world of Kasath, they've spread throughout the cosmos, accompanying numerous kasathans and even having a small enclave aboard the *Idari* worldship in the Pact Worlds. A crest-eater is a predator known for consuming the bones of their prey. They use a highly corrosive acidic venom that chews through minerals with ease. Their name comes from their history of tracking down kasathas and cracking open their elongated skulls to feed on the "bony crests" within. As a crest-eater consumes bones and other substances, it produces large mineral protrusions across its body. Crest-eaters are social creatures and often form prides to hunt together or join with other nearby species if they're accepted—it's not uncommon to find a starship crew or local raider gang with one or more crest-eaters they've adopted. Tamers who've hunted with crest-eaters for generations craft a ceremonial cestus from their comrade's body after they pass, a tradition still practiced to this day despite the high value and demand for crest-eater bones.

Most crest-eaters are 14 feet long and squat at about 6 feet tall (not including their noticeable mineral protrusions). Thanks to their mineral-laden composition, they often weigh in excess of 1,000 pounds, somewhat hampering their mobility in environments that can't support their girth. Young and mature crest-eaters tend to stay together in small prides, though some act as solitary hunters in environments where food sources are scarce. Especially large males frequently become increasingly aggressive as they age and are often driven away by the rest of the pride for both their hostility and gluttonous appetites. If these solitary beasts survive long enough, they can become unpredictable and dangerous threats that attempt to establish territory and find food by attacking desert settlements. Many kasathan epics feature one or more brave warriors defending their village against an ancient male crest-eater. Whether dispatched by local legends or eventually dying off in secret, these oversized crest-eaters can leave behind a valuable cache of minerals for enterprising adventurers.

SOLAR POWER

A crest-eater's mineral protrusions are filled with tiny reflective compounds that store energy and provide additional sustenance for the beasts. Ages ago, kasathas from old Kasath studied these crystalline compounds, and they have since become the basis of kasathan solar technology. Some crest-eaters, given ready access to sunlight and vast fields of bone, are said to gorge themselves to excess. Such specimen become truly immense and territorial, and it's believed several bone fields on old Kasath are guarded by such vast guardians, who have become local legends to the kasathas who remained behind.

CREST-EATER

CREATURE 4

LARGE BEAST

Perception +11; darkvision, scent (imprecise) 60 feet

Skills Athletics +12, Stealth +10, Survival +8 (+12 to track creatures affected by crest eater venom)

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

Bone Tracker A crest-eater can use its scent as a precise sense at the listed range against creatures that have taken damage from crest-eater venom in the past hour.


AC 23; **Fort** +14, **Ref** +11, **Will** +8

HP 65

Reactive Strike 

Speed 45 feet

Melee  bite +17 (reach 10 feet), **Damage** 2d6+7 piercing

Ranged  venom spit +15 (range increment 40 feet), **Damage** 2d4+3 acid plus 1d6 persistent acid damage and crest-eater venom

Crest-Eater Venom (poison); **Saving Throw** DC 21 Fortitude; **Max Duration** 4 rounds;

Stage 1 1d6 acid damage and enfeebled (1 round); **Stage 2** 1d8 acid damage and enfeebled 2 (1 round); **Stage 3** 1d10 acid damage, enfeebled 2, and drained 1 (1 round)

Screed Strider Crest-eaters ignore difficult terrain caused by rubble, sand, and uneven ground made of earth and stone.



SHIP DEVOURER

There are rumors spreading around docks in Verces of a spacefaring ferrofluid ooze large enough to engulf entire spaceships. Supposed transmissions from a lost ship in the system have lent credence to the theory that this supposed super-ooze may have developed when an experimental starship became overrun with oozes during the Drift Crisis. Unverified reports on the infosphere range from the ooze achieving sentience by engulfing the crew of the ship to a popular theory that the ooze is devouring ships until it grows large enough to consume the *Idari*.

FERROFLUID OOZE

Since the earliest days of space travel, engineers have used ferromagnetic fluids to help with the construction, operation and maintenance of starships. It was only a matter of time before an overeager spellcaster decided to tinker with this substance and inadvertently bequeath a modicum of life into it, creating yet another strain of ooze to plague the cosmos. These strange oozes exert magnetic powers and have an instinctive desire to seek out sources of electromagnetism. Ferrofluid oozes are considered galactic nuisances to those who actively work with magnetic substances, and many construction docks and shipyards across the Pact Worlds have begun retaining the services of expert “ooze control” agents to ensure these fluids don’t impede their day-to-day operations.

A common ferrofluid ooze appears as a spiked pool of dark metal liquid that shifts in erratic ways but always reacts to nearby magnetic sources. They’re rarely larger than 3 feet in diameter, though several clusters of ferrofluid oozes have been known to combine together into larger magneto-clusters, becoming a potential threat to entire industrial centers. On occasion, a lucky ooze will find itself in a cavern of naturally magnetized ore, but they’re most commonly encountered hiding low to the ground in the darkest corners of starships and space stations. Experienced ooze controllers use electromagnetic pulses that cause the puddles left behind by ferrofluid oozes to jump excitedly. While these puddles can be used to hunt oozes, repeated use of magnetism can stabilize the ferrofluid and turn a single ooze into a colony.

FERROFLUID OOZE

CREATURE 2

MEDIUM METAL MINDLESS OOZE

Perception +6; magnetic sense, no vision

Skills Athletics +9, Stealth +7 (+9 in areas with no magnetic objects)

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

Magnetic Sense A ferrofluid ooze can feel magnetic fields, allowing it to detect large sources of magnetic metal (Bulk 1 or greater) as a precise sense within 100 feet.

AC 12; **Fort** +9, **Ref** +2, **Will** +4

HP 60; **Immunities** critical hits, mental, precision, unconscious, visual; **Weaknesses** demagnetization; **Resistances** electricity 5, physical 5 (except adamantine)

Demagnetization A ferrofluid ooze that takes fire damage has its magnetic field deactivated until the end of the ooze’s next turn. It releases itself from any creature it was attached to, drops any held technological items, and cannot use Magnetic Leap or Attach until its magnetic field returns.

Magnetic Field (aura, metal, primal) 30 feet. A ferrofluid ooze is surrounded by a constant magnetic field that interferes with nearby technological equipment. Items with the tech trait used within the aura take a -1 circumstance penalty to all checks made using them. Unattended metal objects in the aura of 1 Bulk or less are pulled adjacent to the ooze.

Speed 20 feet, climb 20 feet (metal surfaces only)

Melee ♦ pseudopod +9 (versatile P), **Damage** 1d8+4 bludgeoning plus Attach

Attach A ferrofluid ooze can attach itself to any creature its size or larger that is a construct or wearing or wielding technological equipment. This is similar to Grabbing the creature, but the ooze moves with that creature rather than holding it in place. As long as the ooze is attached it’s off-guard and the creature it’s attached to must succeed at a DC 10 flat check to grab or draw an unattended or stored technological item. On a failure, the item becomes attached to the ooze (treat it as being held by the ooze).

If the ooze is killed or pushed away while attached to a creature, that creature drops any held or unsecured technological items.

Magnetic Leap ♦ The ferrofluid ooze instantly moves adjacent to a creature within its magnetic field it can Attach to. The ooze then automatically Attaches to that creature. A ferrofluid ooze cannot use this ability again for 1d4 rounds.



GLASS SERPENT

The great glass serpents of the barren planet of Eox are one of the Pact Worlds' most notorious apex predators. With an average length of almost 60 feet and a weight of about 5,000 pounds, the size and grace of a glass serpent is only part of what makes it such an efficient killer. Thanks to an innate invisibility provided by its unique scales, a glass serpent remains out of the visual spectrum of most creatures, allowing it to silently approach unsuspecting prey. Having evolved amidst Eox's numerous cataclysms, these serpents find sustenance from the rare bands of living creatures who visit the world, and in an odd turn, consuming the living is when a glass serpent is at its most vulnerable. The combination of acids and digestive fluids used in consuming a living creature also deprives the serpent of its invisibility, and canny glass serpent hunters actively tempt their quarry with animals to consume before they attack in force.

Glass serpents have made their way well beyond the confines of Eox, and some have even found an accepting ecosystem in the Diaspora's strange waterway, the River Between. The local sarcesians blame Eox for intentionally polluting their waterways with the predators, and such debates have only intensified since the Diaspora was granted provisional Pact World status under the sarcesians' stewardship.

The head of the glass serpent features a plated crest, rows of eyes, and long feeding tentacles, each tipped with a single glowing crystalline tooth. While glass serpents usually hide the glow of these tentacular fangs while hunting, on some worlds they've learned to keep only these lights visible to lure prey who feed on bioluminescent insects. There have even been reports of glass serpents moving these lights to mimic vehicles, although these claims are often dismissed as excuses for careless travelers.

APEX HUNTERS

Beyond their powerful natural invisibility, glass serpents are incredibly cunning adversaries. Over the centuries, they've learned that most visitors to their world require protection to survive, so many glass serpents actively try to disable environmental protections by puncturing vehicles or shredding armor to asphyxiate their prey.

GLASS SERPENT

HUGE BEAST COSMIC

Perception +14; darkvision

Skills Acrobatics +13, Athletics +14, Stealth +15

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

AC 21; **Fort** +9, **Ref** +12, **Will** +7

HP 85

Ravenous Invisibility The glass serpent is naturally invisible. When a glass serpent takes a hostile action of any kind, it is hidden instead of undetected until the start of its next turn, as parts of its body become momentarily tangible. A glass serpent that has swallowed a creature becomes visible for the next day as its meal is digested. If the swallowed creature escapes or is otherwise removed, the glass serpent immediately returns to being invisible.

Ambush **Trigger** A target creature passes within 20 feet of the glass serpent and has not detected the glass serpent; **Effect** The glass serpent lunges out of hiding. It Strides directly toward the triggering creature and makes a jaws Strike against it. The target creature is off-guard to this attack.

Speed 45 feet, climb 30 feet, swim 30 feet

Melee **◆** jaws +18 (reach 15 feet), **Damage** 2d12+8 piercing plus Grab

Melee **◆** tail whip +18 (agile, reach 15 feet), **Damage** 2d10+8 bludgeoning

Concealing Coil **◆ Requirements** The glass serpent's last action was a successful Strike with a tail whip. **Effect** The creature the glass serpent hit is concealed from all creatures except the glass serpent until that creature moves out of the glass serpent's reach or until the start of the glass serpent's next turn.

Swallow Whole **◆** Large, 2d8+6 bludgeoning, Rupture 12

CREATURE 5



OTHER GLITCH GREMLINS

As glitch gremlins are a subset of fey gremlins, there exist countless subspecies of glitch gremlins that plague the universe. Ship gremlins are child-sized fey who routinely plague starships, causing technological malfunctions, early Drift ejection, or even catastrophic starship crashes. Mech gremlins are an odd, solitary species, who often take possession of incredibly powerful machines and wreak destruction on civilizations despite their own physical weaknesses. Infosphere gremlins are entirely digital beings who act more akin to hazards than creatures, but their presence can corrupt data across wide area networks and disrupt entire outposts with misinformation.

GLITCH GREMLINS

Among the dizzying specimens of fey are glitch gremlins. These typically single-minded fey dedicate their existence in the Universe to creating mayhem through their association with specific types of technology. The lowly computer glitch gremlin is one such specimen, having its being intuitively tied with the computerized devices and networks of the modern age. These cavorting fey make it their mission to create as much havoc as they can by influencing computer systems and creating chaos in their wake. Known for their innate ability to communicate with digital devices, computer glitch gremlins routinely become infatuated with such systems and considering figuring out how they can best subvert them akin to a fun puzzle.

While glitch gremlins are a common scapegoat for minor bugs in personal computers or errors in compiling code, the fey are rarely that subtle. While it's possible for a passing glitch gremlin to cause some interference, most glitch gremlins can't resist leaving behind telltale signs of their sabotage. These are most obvious in vidgames, where glitch gremlins have been known to literally replace antagonists with likenesses of themselves, only to delete the player's saved data when they fail to defeat the virtual menace.

A computer glitch gremlin's appearance is often based on the specific types of data they have consumed, but they almost always stand about 1 foot tall and weigh around 4 pounds. Due to some peculiarity, a large number of computer glitch gremlins take on the telltale appearance of a goblin, save that their eyes are replaced with a digital screen that displays information relevant to their specific interests. The more glitch gremlins that assemble around a single system or integrated network, the more destructive and powerful their magic becomes.

COMPUTER GLITCH GREMLIN

CREATURE -1

TINY FEY GREMLIN TECH

Perception +5; low-light vision, sense tech

Languages Aklo, Common; digital telepathy 30 feet

Skills Computers +8, Crafting +5, Stealth +4

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

Digital Telepathy A glitch gremlin can communicate telepathically with digital devices and with other creatures that can do so (such as other glitch gremlins). This allows the glitch gremlin to attempt Computers checks to access any computer within the telepathy's range.

Sense Tech (detection, primal) The glitch gremlin can sense items and creatures with the tech trait within 100 feet.

AC 14; **Fort** +5, **Ref** +8, **Will** +6

HP 8; **Weaknesses** cold iron 2, fire 2; **Resistances** cold 1, electricity 1

Glitch Aura (aura, primal) 20 feet. Creatures and items with the tech trait struggle to function reliably when near a computer glitch gremlin. Creatures with the tech trait, unattended items with the tech trait, or creatures holding equipment with the tech trait that start their turn in the aura must attempt a DC 16 Will save.

Critical Success No effect and the creature or item is temporarily immune to the gremlin's glitch aura for 1 minute.

Success The creature or items are unaffected.

Failure The creature, item, or all the creature's held items become glitching 1.

Critical Failure The creature, item, or all the creature's held items become glitching 2.

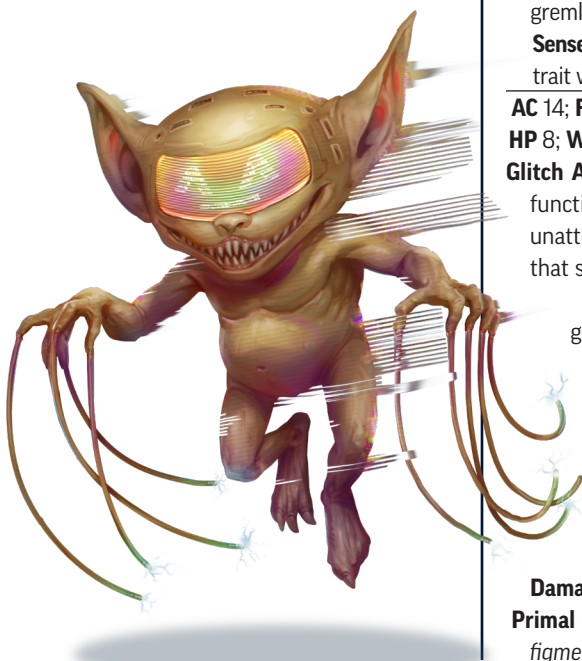
Speed 20 feet, climb 20 feet

Melee \blacklozenge bite +7 (agile, finesse, magical), **Damage** 1d4+2 piercing

Ranged \blacklozenge unstable spark +7 (agile, electricity, magical, range 20 increment feet),

Damage 1d4+1 electricity

Primal Innate Spells DC 16, attack +7; **1st** *delete*, *thunderstrike*; **Cantrips (1st)** *electric arc*, *figment*, *recharge weapon*



LASER WOLF (TASHTARI)

Native to the green world of Castrovell, tashtaris have become known throughout the wider galaxy as laser wolves. Wolf-like pack hunters, tashtaris have a layer of flexible filaments that emit phosphorescent lights and allow them to silently communicate through their own visual language. Each tashtari possesses a node within their throat that allows them to channel their stored solar energy and unleash a beam of focused light, giving them their moniker. A mating pair, often one or two alphas, leads a pack of tashtaris, who generally become the apex predators of large areas that include one or more forested regions. The presence of trees is important for the nocturnal tashtaris, and they use them to sleep atop during the day, basking in sunlight to recharge their solar energies.

Laser wolves average 4 to 5 feet, with a 2-foot-long tail. They weigh an average of 120 pounds. Alpha specimens are notable for their expanded muzzles that contain a higher concentration of filaments to create more elaborate light patterns.

TASHTARI

CREATURE 3

MEDIUM BEAST

Perception +10; darkvision

Skills Acrobatics +11, Athletics +9, Stealth +11

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

AC 19; **Fort** +8, **Ref** +11, **Will** +6

HP 42; **Resistances** fire 5

Speed 35 feet, climb 25 feet

Melee **◆** jaws +10, **Damage** 1d8+2 piercing plus Knockdown

Ranged **◆** muzzle beam +12 (fire, range increment 60 feet), **Damage** 1d6+4 fire plus 1d4 persistent fire

Bristle Flash **◆** (light, visual) The tashtari causes their filaments to glow with intense light. Non-tashtaris within a 40-foot emanation must attempt a DC 19 Fortitude save. The tashtari's fur then dims, and they can't use this ability until they bask in sunlight for at least ten minutes.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is dazzled for 1 minute.

Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.

TASHTARI ALPHA

CREATURE 5

MEDIUM BEAST

Perception +13; low-light vision, darkvision

Skills Acrobatics +14, Athletics +12, Intimidation +10, Stealth +14

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

AC 22; **Fort** +11, **Ref** +14, **Will** +9

HP 75; **Resistances** fire 5

Speed 35 feet, climb 25 feet

Melee **◆** jaws +13, **Damage** 2d6+4 piercing plus Knockdown

Ranged **◆** muzzle beam +15 (fire, range increment 60 feet), **Damage** 2d6+4 fire plus 1d6 persistent fire

Bristle Flash **◆** (light, visual) As tashtari, but DC 21.

Solar Cry **◆◆** (fire) A searing rainbow erupts from the tashtari alpha's mouth as it throws back its head to unleash a powerful muzzle beam that soars into the sky before splitting into countless rays of multicolored light that crash down in every direction, dealing 4d6 fire damage to each non-tashtari in a 20-foot emanation (DC 19 basic Reflex save). A creature that critically fails its save is also dazzled for 1 minute. Other tashtaris in the area recharge their Bristle Flash. The tashtari alpha's glowing heart dims, and they can't use this ability until they recharge by basking in sunlight for at least one hour.

NOCTURNAL PREDATORS

Despite their reputation as dangerous predators, some pre-Gap folklore depicts tashtari as calm and peaceful beasts who coexisted with communities who offered them food while they basked in the sun. Some scholars suggest these tales may coincide with a period of diminished solar activity on the planet's surface. Contrarily, tashtari brought to systems with stronger solar output tend to grow more aggressive and bestial, capable of wiping out entire settlements in a single night.



THE LAST GASP

Some older space stations still use an extra wire tied to the tethers used to secure spacewalks. Grimly called “the last gasp,” this wire was intended as a backup in the event that communications were severed and the station suspected they were dead. Modern armor, communication equipment, and spacewalk procedures make it very unlikely that an astronaut will become a nihili while repairing the outside of a ship or station. But nihili are so feared that there have been cases of bodies sent floating into space rather than risking a nihili being brought on board and propagating itself by decompressing an entire station.



NIHILI

The horror of dying when exposed to a vacuum is something that inspires most starship crews to perform obsessive checks on hull and armor integrity. It’s also what causes the creation of the foul undead known as nihilis. A nihili comes about when an individual dies while in the throes of asphyxiation within a vacuum, as the gasses within their body exit and their lungs collapse from attempts to hold their breath. Legends say that the first person to die in such a horrific way was met by a vision of the goddess of undeath, Urgathoa, who provided them with a single kiss that changed them into the first nihili. The same legends state that this same nihili still floats aimlessly through space, waiting to cling to an unsuspecting starship.

As they can belong to any species, the physical appearance of a given nihili varies. Most appear as zombie-like version of their respective species, though with gruesome stretch marks and pockets of bloat representing escaping gases from their death. A nihili maintains its prior intellect, subverted entirely to inflicting the same suffering on the living that it endured in death. By focusing their gaze on a target, a nihili can impart moments of its own death onto that creature, potentially suffocating the target in a mirror of its own demise.

NIHILI

CREATURE 5

MEDIUM COSMIC UNDEAD VOID

Perception +10; darkvision

Languages Common, Necril

Skills Athletics +12 (+16 to climb), Stealth +10

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

Items tactical laser rifle (advanced battery)

AC 19; **Fort** +9, **Ref** +12, **Will** +7

HP 82, void healing; **Immunities** death effects, disease, paralyze, poison, unconscious

Decompressing Glance ⚡ (occult, visual) **Trigger** A creature within 30 feet that the nihili can see starts its turn. **Effect** The target must attempt a DC 20 Fortitude save. If it fails, it’s fatigued for 1 minute as it struggles to catch its breath.

Speed 25 feet

Melee ⚔ fist +15 (magical), **Damage** 2d8+7 bludgeoning

Ranged ⚔ tactical laser rifle +15 (fire, range increment 100 feet), **Damage** 1d8+8 fire

Decompressing Gaze ⚡⚡ (concentrate, incapacitation, occult, sustain, visual, void) The nihili stares at a creature it can see within 30 feet and imparts vivid visions of its prior death by decompression. A creature affected by this gaze must attempt a DC 20 Will save. If it fails and has not already been fatigued by Decompressing Glance or this ability, it becomes fatigued. If the creature is already fatigued, a failed save causes the creature to begin suffocating until the end of the nihili’s next turn. The creature remains conscious and can take actions on its turn, such as casting a spell or searching for a source of air. The creature can hold its breath as normal.

A creature can attempt a DC 20 Will save at the end of its turn to break free from the experience being projected into its mind; on a success, the effect of Decompressing Gaze ends. The nihili can Sustain Decompressing Gaze on its turn or end it as a free action. The targeted creature’s access to air is restored when the nihili targets a new creature with its Decompressing Gaze or the creature successfully resists the effects. This otherwise follows the rules for suffocation.

Gravity Grab ⚡⚡ The nihili generates a field of gravity that pulls all creatures and unsecured objects towards it. Each creature within a 30-foot emanation must attempt a DC 20 Reflex save to resist the effect.

Critical Success The creature is unaffected.

Success The creature moves 5 feet toward the nihili.

Failure The creature moves 15 feet toward the nihili.

Critical Failure The creature moves 30 feet toward the nihili.

SQUOX (VULKARIKI)

The tiny vulkariakis are a common animal in the Pact Worlds, originating from the planet Castrovel. Human explorers from old Golarion gave them the name squox, as they interpreted the creatures as being a mix of fox and squirrel. They're cunning to the point of being devious and employ scare tactics to routinely abscond with shiny items they uncover on their travels. They exhibit complex social behaviors, including a distinct hierarchy between individuals in a skulk and have a vast vocal repertoire used to assign signature sounds to different individual squoxes.

Having long since been exported from the Pact Worlds, squoxes are found throughout the galaxy, with many civilizations in Near Space maintaining growing communities of these tiny furry creatures, much to the growing consternation of the Xenowardens who worry that the highly adaptable squox has become an intrusive species in several biomes. While some advocate for culling these populations, the popularity of the animal as a pet has made this an incredibly unpopular stance.

Young squoxes are referred to as kits and can be purchased from the open market on most Pact Worlds. A squox tends to live for about 10 years. A typical squox weighs about 10 pounds and is about 3 feet long, with much of its length being its tail. Squoxes come in all colorations, and many even take on unique environmental adaptations to specific climates, such as desert-dwelling squoxes growing longer ears to help disperse heat.

SQUOX

CREATURE -1

TINY ANIMAL

Perception +6; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +6, Stealth +6, Thievery +6

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

AC 14; **Fort** +2, **Ref** +7, **Will** +2

HP 7

Speed 25 feet, climb 20 feet

Melee **◆** jaws +6 (agile, finesse), **Damage** 1d4 piercing

Squox Tricks A squox can Disarm and Trip creatures with its tail using Acrobatics instead of Athletics, even if it doesn't have a free hand. A squox can attempt to Disarm or Trip off-guard creatures up to two sizes larger than it and gains a +2 circumstance bonus to Disarm or Trip an off-guard target.

TRAINED SQUOX

CREATURE 0

TINY ANIMAL

Perception +7; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Stealth +7, Thievery +7

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

AC 15; **Fort** +4, **Ref** +8, **Will** +3

HP 16

Speed 25 feet, climb 20 feet

Melee **◆** jaws +7 (agile, finesse), **Damage** 1d4+2 piercing

Squox Tricks As Squox.

Go for the Eyes! **◆◆** (mental) The squox Strides, attempts an Acrobatics check against an adjacent creature's Perception DC, and then makes a jaws Strike.

Critical Success Thrown by the squox's sudden leap, the target is off-guard until the end of the squox's next turn.

Success The target is only momentarily startled and is off-guard until the end of the squox's current turn.

Critical Failure The squox misjudges the distance to its target's face and falls prone.

SQUOX COMPANION

Some institutions have bred larger squoxes that are specially engineered to be larger and more appropriate for combat. You can select a squox companion using the animal companion rules (*Pathfinder Player Core* 206).

COMBAT SQUOX COMPANION

UNCOMMON

Your companion is an augmented squox.

Size Small

Melee **◆** jaws (finesse, agile), **Damage** 1d6 piercing

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

Hit Points 6

Skill Stealth

Senses low-light vision, scent (imprecise, 30 feet)

Speed 25 feet, climb 25 feet

Support Benefit Your squox works with you to form an opening in combat. Until the start of your next turn, if your Strike damages a creature in your squox's reach, your squox can attempt to Disarm the target using its Acrobatics instead of Athletics.

Advanced Maneuver Go For the Eyes!

GO FOR THE EYES **◆◆**

MENTAL

As trained squox.



SWARM TRAIT?

Since the term swarm already appears as a trait used by creatures who form swarms, the Swarm as it exists in Starfinder uses a different trait. Anything part of the overall Swarm is marked with the kucharn trait.

THE SWARM

Developing from an insectile species far out in the Vast known as kucharns, the Swarm are considered the greatest threat in existence for several cultures. Composed of countless subcolonies, each consisting of countless different component subspecies, the Swarm is a vast host that acts in psychic union for the purpose of consuming all matter across the cosmos. Most frightening of all is the Swarm's ability to assimilate the knowledge and DNA of those they consume. Thanks to its pre-Gap development of star travel, the Swarm had already consumed innumerable systems before history short-circuited, and its pace only accelerated once it received access to the Signal and the hyperspace dimension known as the Drift.

Worlds touched by the Swarm are drained of their natural resources and rendered barren places known as huskworlds. What outsiders consider to be "Swarm space" is little more than a swathe of lifeless worlds that the Swarm have consumed in their reckless advance. The Swarm so thoroughly strips these worlds that surveyors struggle to find even trace amounts of inorganic resources, such as rare minerals and water. Few of these huskworlds have been thoroughly explored, as oftentimes exploration awakens inert drones, theorized to have been left behind in case the devoured system was ever colonized and repopulated. Pockets of Swarm activity exist well beyond this region of space, as the Swarm sent out countless subcolonies in the ages before the Gap, and even now, only some of them have reached their intended destinations.

The Swarm is perhaps most known in the current era for two important facts. First, their assault on the Pact Worlds and the Veskarium led to the cessation of hostilities and tenuous alliance between the two powers. Second, the Swarm are the direct ancestors of the shirren species. Having broken away sometime during the Gap, shirrens found succor with the deity Hylax, who was believed to have evolved from a pre-Swarm kucharn, and who turned her back on the ravenous entity the Swarm has evolved into.

In recent years, the Swarm had been seen as little more than a distant boogeyman, with no activities save for classified actions in the Suskillon system in the Vast. However, the recent discovery of the missing Szandite world of Krethiskar inadvertently awoke a dormant subcolony that had been responsible for the world's consumption. Since then, the newly dubbed Krethiskar subcolony has become a scourge of Near

Space, engaged in an active invasion of Szandite Collective worlds and being poised to spill over into other powers like the Veskarium and Pact Worlds. This rediscovered subcolony has begun rapid evolution of its components and remains cut off from the wider Swarm, but it still represents a clear danger to Near Space.

The dreaded bastorox is a bio-organic bulwark that uses an immense chitinous shield to deflect damage while loosing bolts of bioelectricity at foes. It holds positions for advancing Krethiskar subcolony components, such as the multitudes of agile emganats. These biohulks are but one of the new innovations found within the ranks of the Krethiskar subcolony, and they were active during the siege of Rodnarth, where they implacably advanced through that world's treacherous swamps.

Emganats were first encountered during the Krethiskar subcolony's sudden emergence and the first attacks on Szandite Collective space. These wolf-sized components can burrow beneath the ground, moving at great speeds to reach a location where they can set up an ambush. Then, once a threat is detected, the emganat springs forth and lays into its foes with an acidic cannon located in its mouth. The more emganats that unleash their bio-acid on foes, the faster the substance dissolves their targets in an agonizing display.



EMGANAT

MEDIUM KUCHARN

Perception +10; darkvision, motion sense 30 feet**Skills** Athletics +8, Stealth +11**Str** +2, **Dex** +4, **Con** +1, **Int** +0, **Wis** +0, **Cha** -2**Motion Sense** An emganat can sense nearby creatures through vibration and air or water movement.**AC** 18; **Fort** +9, **Ref** +12, **Will** +6**HP** 38; **Resistances** acid 5**Swarm Mind** (aura); 30 feet. All allies with Swarm mind within the listed range of each other are in constant telepathic communication and are aware of all threats they know about. While within range of at least one ally with Swarm mind, when an emganat rolls a success on a save against a mental effect, it gets a critical success instead.**Burrowing Reveal** ⤴ (move); **Requirement** Initiative has not yet been rolled and the emganat is burrowed; **Trigger** A creature enters the range of the emganat's motion sense; **Effect** The emganat notices the creature and Burrows before it rolls initiative. This movement must cause it to emerge from the ground.**Speed** 20 feet, burrow 30 feet**Melee** ⤴ claws +10 (agile), **Damage** 1d6+3 piercing**Ranged** ⤴ acidic mouth cannon +12 (acid, range increment 30 feet), **Damage** 1d8+2 acid plus 1d4 persistent acid**Coordinated Digestion** If the emganat successfully Strikes a creature with its acidic mouth cannon and that creature was already taking persistent acid damage, increase the damage dice of the persistent damage by one step (to a maximum of 1d8).

BASTOROX

LARGE KUCHARN

Perception +14; darkvision, motion sense 30 feet**Skills** Athletics +16, Intimidation +14**Str** +4, **Dex** +1, **Con** +6, **Int** +0, **Wis** +2, **Cha** +1**Motion Sense** A bastorox can sense nearby creatures through vibration and air or water movement.**AC** 23 (25 with shield raised); **Fort** +17, **Ref** +12, **Will** +13**HP** 110; **Resistances** acid 10**Shield Arm** A bastorox's battering arm can also be used as a shield (Hardness 5, 30 HP, BT 15). If the shield is destroyed, the bastorox takes a -2 circumstance penalty to attack rolls made with its battering arm Strike. A destroyed shield arm regenerates over the course of 24 hours.**Swarm Mind** (aura) 30 feet. All allies with Swarm mind within the listed range of each other are in constant telepathic communication and are aware of all threats they know about. While within range of at least one ally with Swarm mind, when a bastorox rolls a success on a save against a mental effect, it gets a critical success instead.**Shield Block** ⤴**Speed** 25 feet**Melee** ⤴ battering arm +15 (shove), **Damage** 2d6+6 bludgeoning**Melee** ⤴ arm blade +15 (agile, reach 10 feet, versatile P), **Damage** 2d8+8 slashing**Bioelectric Jolt** ⤴ (electricity) The bastorox unleashes a bolt of bioelectric energy from its arm blade. The bolt deals 6d8 electricity damage to all creatures in a 30-foot line (DC 22 basic Reflex save). The bastorox can't use Bioelectric Jolt again for 1d4 rounds.

CREATURE 3

KRETHISKAR SUBCOLONY

First discovered by an overeager shirren Starfinder, the Krethiskar subcolony rested in torpor within the consumed huskworld of Krethiskar following its arrival during the pre-Gap era. Once uncovered, the subcolony quickly sprung to life, but thanks to a series of events involved in the psychically attuned Szandite crystals, the subcolony formed a powerful mental link with the Starfinder who had arrived. Now completely subsumed by the Swarm, the former Starfinder has become a living avatar for the Krethiskar subcolony, which unlike the great Swarm, has become a clear and present danger in Near Space.

CREATURE 6



ABADARCORP APPROVED!

Most robots found throughout the Pact Worlds are the product of AbadarCorp or one of its many subsidiary companies.

While this means that consumers get guaranteed quality, it also means that expert infiltrators know what to look for in these specific brands of automatons.

SECURITY ROBOTS

Robots are ubiquitous throughout civilized space and have major presences in both the Pact Worlds and Veskarium, employed and customized by corporations and private citizens alike.

Robot Abilities

Security robots come in a wide variety of makes and models with a near-endless variety of customizations based on both manufacturer capacity and consumer trends. The most common method of customization is simply giving one's robot a different weapon. Robots can be programmed to use any technological weapon using those weapon's traits. The attack bonus and damage use the robot's level from the Strike Attack Bonus and Strike Damage.

You can further modify security robots with the following robot abilities. The DCs use the robot's level from the Spell DC and Spell Attack Bonus (*Pathfinder GM Core* 120).

Exigency \curvearrowright **Frequency** Once every 10 minutes; **Trigger** A creature targets the security robot with an attack; **Effect** The robot overlocks its processing power to attempt to avoid an attack, gaining a +2 circumstance bonus to its AC against the triggering attack.

Fire Suppressor $\curvearrowright\curvearrowright$ **Effect** The robot sprays a torrent of water that functions as *hydraulic push*. The robot must refill its tanks after using this ability.

Nanite Surge $\curvearrowright\curvearrowright$ **Frequency** once per day; **Effect** The security robot restores 6 hit points per level to one technological creature or item.

OBSERVER-CLASS SECURITY ROBOT

CREATURE 1

SMALL CONSTRUCT ROBOT TECH

Perception +10; darkvision

Skills Acrobatics +6, Athletics +4, Computers +4

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

Items integrated commercial pulsecaster pistol (2 commercial batteries)

AC 15; **Fort** +7, **Ref** +10, **Will** +4

HP 20; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 5

Exigency see above.

Speed 25 feet, fly 25 feet

Melee \curvearrowright slam +5, **Damage** 1d6+1 bludgeoning

Ranged \curvearrowright pulsecaster pistol +8 (integrated, nonlethal, range increment 30 feet), **Damage** 1d6+3 electricity

PROTECTION-CLASS SECURITY ROBOT

CREATURE 4

MEDIUM CONSTRUCT ROBOT TECH

Perception +11; darkvision

Skills Acrobatics +10, Athletics +8, Computers +8, Intimidation +12

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

Items integrated tactical laser rifle (advanced battery)

AC 20; **Fort** +11, **Ref** +13, **Will** +8

HP 60; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** electricity 5

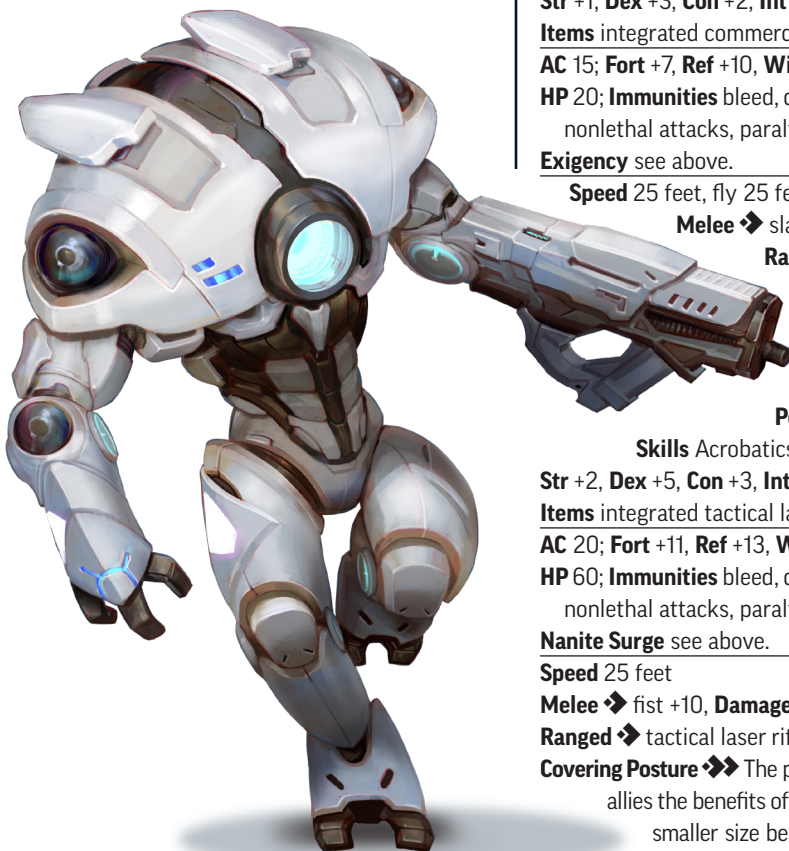
Nanite Surge see above.

Speed 25 feet

Melee \curvearrowright fist +10, **Damage** 2d6+6 bludgeoning

Ranged \curvearrowright tactical laser rifle +13 (integrated, range increment 100 feet), **Damage** 1d8+9 fire

Covering Posture $\curvearrowright\curvearrowright$ The protection-class security robot enters a position that grants adjacent allies the benefits of lesser cover until the start of its next turn. A creature of Medium or smaller size benefiting from the robot's position can Take Cover while adjacent to the robot and gains the benefits of standard cover.



ZOMBIE, CYBERNETIC

The advent of augmentations and other technological advances also led to the creation of new types of augmented undead. The cybernetic zombie is a testament to the fact that zombies can arise in almost any society. Creatures with distinct augmentations reborn as undead often become such zombies, though freak accidents of rampant self-replicating augmentations that animate dead flesh are not unheard of. The first notable Pact Worlds instance of a cybernetic undead incursion took place on the technologically inclined planet of Verces, before a dedicated task force of Pharasmin worshippers managed to destroy them.

Undead hunters learn the safest way to deal with cybernetic zombies is the application of electrical weaponry. Electricity destabilizes the augmentations that fuel the undead, temporarily disabling the systems that power them. In cases where electricity isn't available, it's possible to access a cybernetic zombie's systems physically or remotely to momentarily disable them. All these options to disable these undead are important, as the cybernetics on zombies are prone to overloading under extreme stress.

Tech Zombie Abilities

You can modify most zombies (*Pathfinder Monster Core* 356) to make them more tech-themed with the following abilities. Most zombies, including cybernetic zombies, have one of these abilities; if you give a zombie more, you might want to increase its level and adjust its statistics.

Arm Cannon The zombie's weapon gains the area (cone or line) trait with a range of 15 feet.

Short Circuit (aura, electricity) The zombie has malfunctioning tech components that crackle with electricity. A creature that hits the zombie with an unarmed Strike takes an amount of electricity damage equal to the zombie's level (minimum 1).

Shriek Module The zombie can emit an unerring sonic cry as a ranged Strike with a range of 30 feet. This uses the highest attack bonus among the zombie's Strikes and deals 1d10 sonic damage per 3 levels of the zombie (or 1d6 sonic below level 3). On a critical hit, the target is also deafened for 1 round per the number of damage dice of the Strike. Once used, the zombie must spend 1 action to recharge the module to use this ability again.

Repair Nanites The zombie has integrated nanites that swarm over damage. It gains fast healing equal to its level (minimum 1). The zombie loses fast healing for 1 minute after it takes any electricity damage.

CYBERNETIC ZOMBIE

CREATURE 1

MEDIUM MINDLESS TECH UNDEAD ZOMBIE

Perception +3; darkvision


Skills Athletics +5

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

AC 15; **Fort** +6, **Ref** +7, **Will** +3


HP 40, void healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** electricity 10, slashing 10

Cybernetics The cybernetics of a cybernetic zombie can be disabled for 1 hour with a successful DC 15 Disable Device or Disable a System check. A zombie's cybernetics are disabled for 1 hour if it takes any electricity damage. A cybernetic zombie with disabled cybernetics is slowed 1 and can't use reactions (including self destruct).

Self Destruct  A cybernetic zombie must use this reaction unless its cybernetics are disabled; **Trigger** The cybernetic zombie is reduced to 0 Hit Points; **Effect** The zombie's damaged cybernetics explode, dealing 1d8 electricity damage in a 10-foot radius (DC 15 basic Reflex save). This ability destroys any technological items on the zombie.

Speed 20 feet

Melee  fist +7, **Damage** 1d6+2 bludgeoning

Ranged  integrated commercial laser pistol +9 (fire, range increment 40 feet), **Damage** 1d6+2 fire

NOT UNDEAD!

Sometimes a cybernetic zombie makes more sense without the undead trait. This applies to situations where technology has run rampant, and the body is not animated by any unholy magic. In these instances, simply remove the undead trait as well as the void healing ability.



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