

NIHILI CR 5**XP 1,600**

NE Medium undead

Init +3; Senses darkvision 60 ft.; **Perception +11****Aura** gravity well (5 ft., DC 15)**DEFENSE****HP 72****EAC 17; KAC 19****Fort +7; Ref +7; Will +6****Immunities** undead immunities**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** slam +14 (1d6+10 B)**Offensive Abilities** decompression gaze (15 ft., DC 15, 1d4+3 B)**STATISTICS****Str +5; Dex +3; Con —; Int +2; Wis +0; Cha +0****Skills** Athletics +16 (+24 when climbing), Stealth +11**Other Abilities** unliving**SPECIAL ABILITIES**

Decompression Gaze (Su) The dead stare of a nihili makes those around the undead feel like their own lungs are starting to violently collapse, mimicking the nihili's demise. A living creature that can see and breathe that begins its turn within 15 feet of a nihili must succeed at a DC 15 Fortitude save or take 1d4+3 bludgeoning damage.

Gravity Well (Su) A nihili generates a field of gravity that functions in a 5-foot aura around itself (including 5 feet above the nihili), exerting a downward force toward the nihili's feet. This allows the nihili to function as if constantly under the effect of *spider climb*. Any creature entering this aura from an area of zero-g must succeed at a DC 15 Reflex saving throw or be knocked prone.

TRAMPLERAM, ELLICOTH CR 9

XP 6,400

N Gargantuan magical beast

Init +0; **Senses** blindsense (life) 60 ft., low-light vision; **Perception** +22

Aura radiation (30 ft., DC 17)

DEFENSE

HP 145

EAC 22; **KAC** 24

Fort +13; **Ref** +13; **Will** +8

OFFENSE

Speed 50 ft.

Melee gore +22 (2d10+15 P) or soul drain +22 (see below)

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

TACTICS

During Combat Trampleram uses its natural gore attack against opponents until it drops below 100 Hit Points, at which point the ellicoth alternates its gores with its soul drain attack, attempting to regain Hit Points to make up for those it's lost.

Morale Trampleram is a rather thick, stubborn beast and fights until it is destroyed.

STATISTICS

Str +6; **Dex** +0; **Con** +4; **Int** -3; **Wis** +3; **Cha** +2

Skills Athletics +17, Intimidate +17, Survival +17

Languages Eoxian (can't speak any language)

Other Abilities no breath

SPECIAL ABILITIES

Aura of Radiation (Ex) Due to the environments in which they live, ellicoths absorb extreme levels of radiation, and have evolved the ability to store and redirect this energy without being harmed by it. An ellicoth emanates medium radiation out to 15 feet and low radiation for an additional 15 feet.

Soul Drain (Su) As a standard action, an ellicoth can make an attack with its trunks against the KAC of a single living or undead target within its reach. If struck, the target takes 3d6+9 bludgeoning damage and is staggered for 1 round; the target can attempt a DC 16 Fortitude save to halve the damage and negate the staggered condition.

If the target takes Hit Point damage, the ellicoth regains a number of Hit Points equal to that amount, up to its maximum.

XERANTHA MORTRANT, MARROWBLIGHT CR7

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE

HP 105

EAC 19; **KAC** 21

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

Immunities undead immunities

OFFENSE

Speed 30 ft.

Melee claw +17 (1d8+12 S) or spur +17 (1d8+12 P plus red ache)

Ranged thunderstrike streetsweeper +12 (1d10+7 So; critical knockdown)

Multiattack claw +12 (1d8+12), spur +12 (1d8+12 plus red ache)

Offensive Abilities pounce

TACTICS

During Combat Xerantha uses the furniture inside her home for partial cover and pounces next to opponents to attack them with her claws and spurs and infect them with red ache. If the fight becomes too cramped inside her shack, Xerantha attempts to move outside to her garden (area H1). If she can't pin anyone down in melee combat, or when she's outside, Xerantha fires her streetsweeper at enemies at range.

Morale Xerantha is fiercely loyal to the Corpse Fleet and immensely proud of her undead status and hatred of the living. The more her enemies wound her, the more enraged she becomes. Xerantha tries to surrender only if she loses half of her Hit Points or more in a single round (see Development below). Otherwise, the marrowblight fights until destroyed.

STATISTICS

Str +5; **Dex** +4; **Con** —; **Int** +2; **Wis** +1; **Cha** —1

Skills Acrobatics +14, Athletics +14, Intimidate +19

Languages Common, Eoxian

Other Abilities unliving

Gear thunderstrike streetsweeper with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Pounce (Ex) As a standard action, a marrowblight can leap up to 15 feet into an empty space, provoking attacks of opportunity as normal for this movement. Each creature in a square adjacent to the marrowblight at the end of its movement must succeed at a DC 15 Reflex saving throw or gain the off-target condition for 1 round. Creatures that fail this check by 10 or more are also knocked prone. The marrowblight can exclude a number of allies from this effect equal to its Intelligence modifier (2 for most marrowblights).

Red Ache

Type disease (injury); **Save** Fortitude DC 15

Track physical; **Frequency** 1/day

Cure 2 consecutive saves

BONE TROOPERS (5) CR 3

Female elebrian technomancer

LE Medium undead

Init +7; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE

HP 34

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +8

Defensive Abilities magic hack (countertech); **DR** 5/—; **Immunities** cold, undead immunities

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +5 (1d6+4 S) or claw +5 (1d4+4 S)

Ranged tactical semi-auto pistol +9 (1d6+3 P)

Offensive Abilities spell cache (*mk 1 ring of resistance*)

Technomancer Spells Known

(CL 3rd; ranged +7)

1st (3/day)—*magic missile*, *supercharge weapon*

0 (at will)—*daze* (DC 15), *energy ray*

TACTICS

During Combat The bone troopers position themselves to pin opponents between themselves and Captain Vesh. The troopers cast *supercharge weapon* on their pistols before attacking, and they launch *magic missiles* at enemies with concealment or behind cover.

Morale Fanatically loyal to the Corpse Fleet, the bone troopers fight until destroyed.

STATISTICS

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

Skills Computers +13, Mysticism +8, Piloting +13

Languages Common, Eoxian

Other Abilities unliving

Gear graphite carbon skin, tactical dueling sword, tactical semi-auto pistol with 30 rounds, *mk 1 ring of resistance*

ZEERA VESH, JIANG-SHI CR 6

Elebrian jiang-shi operative

LE Medium undead

Init +6; **Senses** blindsight (breath) 60 ft., darkvision 60 ft.; **Perception** +19

DEFENSE

HP 80

EAC 18; **KAC** 20

Fort +5, **Ref** +8, **Will** +9

Defensive Abilities evasion, fast healing 5, prayer scroll; DR 10/magic; Immunities effects from spell gems, undead immunities; Resistances cold 10

Weaknesses jiang-shi weaknesses

OFFENSE

Speed 30 ft.

Melee bite +12 (1d6+8 P) or claw +14 (1d6+8 S plus grab)

Ranged advanced shirren-eye rifle +14 (2d10+6 P) or corona laser pistol +14 (2d4+6 F; crit burn 1d4)

Offensive Abilities debilitating trick, deft claws, drain chi, trick attack +3d8

TACTICS

During Combat Captain Vesh targets foes with her shirren-eye rifle, using her debilitating sniper exploit to make them flat-footed or off-target, as the situation requires. Vesh's hopping gait allows her to traverse the rocky stairs at full speed, so she tries to lure as many opponents onto the stairs as possible to take advantage of their hindered movement. Vesh tries to stay just out of melee reach, slowly moving toward the top of the stairs as needed. Once on top of the cliff, Vesh attacks with her claws, attempting to grapple her enemies and drain their chi or bull rush them off the cliff and into the acid pool below.

Morale Captain Vesh fights until destroyed.

STATISTICS

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

Skills Acrobatics +19, Bluff +19, Disguise +19, Engineering +14, Stealth +14

Languages Common, Eoxian

Other Abilities hopping gait, operative exploits (debilitating sniper, master of disguise [2/day, 60 minutes or 6 minutes, DC 16]), specialization (spy), unliving

Gear freebooter armor II (mk 1 electrostatic field), advanced shirren-eye rifle with 25 sniper rounds, corona laser pistol with 2 batteries (20 charges each), secure data module, credstick (4,000 credits)

SPECIAL ABILITIES

Blindsight (Ex) A jiang-shi can sense the breathing of living creatures. A creature that holds its breath or doesn't need to breathe cannot be perceived by a jiang-shi's blindsight.

Deft Claws (Ex) A jiang-shi's claw attack has the grab ability and the operative weapon special property.

Drain Chi (Su) When a jiang-shi succeeds at a grapple combat maneuver, it can drain "chi," or life energy, by drinking its victim's breath. A victim must succeed at DC 16 Fortitude save or gain 1 negative level and be staggered for 1d4 rounds.

Hopping Gait (Ex) A jiang-shi moves by hopping, and its land speed is reduced by 10 feet from its base creature's speed (this adjustment is already included in the statistics above). A jiang-shi ignores difficult terrain and can't be tripped. Other speeds (such as fly and swim speeds) are unaffected by this ability.

Jiang-Shi Weaknesses (Ex) A jiang-shi is held at bay by cooked rice, mirrors, or ringing a handbell. It

must stay at least 5 feet away from the object of its revulsion and cannot touch or make melee attacks against a creature brandishing such an object. Holding a jiang-shi at bay is a standard action. After being held at bay for 1 round, a jiang-shi can attempt a DC 20 Will save at the beginning of its turn to act normally.

Prayer Scroll (Su) The holographic prayer scroll at a jiangshi's brow grants immunity to any effects from spellgems or other items that store spells, as if the jiang-shi had unbeatable spell resistance. It also grants the jiang-shi fast healing 5 and prevents the jiang-shi from being destroyed. When reduced to 0 Hit Points, a jiang-shi crumbles to dust, but it re-forms in 1 minute with 1 Hit Point in the nearest unoccupied space. Scattering the dust or mixing rice into the dust with a dose of Vinegar before the jiang-shi re-forms destroys it permanently.