Colossus Heist
Subtier 7-8

The Most Dangerous Game

Incapacitator w/ Standard Battery

Level 9; **Price** 14,200
Hands 1; **Proficiency** Basic Melee
Damage 3d4 B; **Critical** staggered
Bulk L; **Special** nonlethal, operative, powered (capacity 20; usage 2)

Aphelion Laser Pistol w/ High Capacity Battery

Laser Pistol, Aphelion
Level 9; **Price** 14,820
Hands 1; **Proficiency** Small Arms
Damage 3d4 F; **Range** 90 ft.; **Critical** burn 1d4
Capacity 40 charges; **Usage** 2
Bulk L; **Special** boost 1d4

You can charge up a weapon with the boost property as a move action. When you do, you increase the weapon's damage by the listed amount on the next attack you make with the weapon. Boosting expends charges from the weapon equal to its usage value. This increases the weapon's damage and is multiplied on a critical hit. Boosting a weapon more than once before firing it doesn't have any extra effect, and the extra charge dissipates if the weapon is not fired by the end of your next turn.

D-Suit III

Level 9; **Price** 13,300; **Category** Light
EAC Bonus +11; **KAC Bonus** +12; **Max. Dex Bonus** +6
Armor Check Penalty —; **Speed Adjustment** —
Upgrade Slots 3; **Bulk** L

A3. Bleached Cavern

SHARPWING   CR 8

N Large animal
Init +12; **Senses** low-light vision; Perception +21

DEFENSE   HP 125

EAC 20; **KAC** 22
Fort +12; **Ref** +12; **Will** +7
Defensive Abilities unflankable; **Immunities** nonlethal damage

OFFENSE

Speed 15 ft., fly 80 ft. (Ex, perfect)
Melee bite +19 (1d10+14 P) or
   claw +19 (1d6+14 S; critical bleed 1d4)
Multiattack bite +13 (1d10+14 P), 2 claws +13 (1d6+14 S; critical bleed 1d4)

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** −4; **Wis** +0; **Cha** +0
Skills Acrobatics +21 (+29 when flying), Athletics +16, Stealth +16
Feat Spring Attack
Other Abilities ovitonomy

SPECIAL ABILITIES

Ovitonomy (Ex) A sharpwing egg is inlaid with the same visual sensors that cover the adult creature's body. By concentrating, either parent can see through these eyes just as it can through its own, allowing it to monitor the egg's surroundings for potential threats while it is out hunting for sustenance. However, the sharpwing is unaware of its own surroundings while it is concentrating on its egg. In addition, these visual sensors allow a sharpwing egg to nominally react to its own surroundings. If an unattended egg sees an approaching threat (usually any creature other than a sharpwing), it can extend a number of short limbs and crawl away in search of safety at a speed of 10 feet per round. Either of the egg's parents can also direct the egg to move, using the same connection that allows the parent to see through the egg's eyes.

Spring Attack As a full action, you can move up to your speed and make a single melee attack or combat maneuver without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack, and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Ring of Resistance, Mk 3

Level 10; **Price** 18,100; **Bulk** —
   This ring grants you magic protection against attacks and effects to which you are particularly vulnerable. You gain an enhancement bonus to saving throws with your lowest base saving throw bonus. If two or three of your base saving throw bonuses are tied for lowest value, you select which category gains this bonus when you first put on the ring, and this choice does not change unless a different base saving throw bonus later becomes your lowest bonus. The bonus is determined by the model of the ring of resistance.

B2. East Power Grid

SCAVENGER SLIME	CR 9

N Large ooze
Init +3; **Senses** blindsight (vibration) 60 ft, sightless; **Perception** +17

DEFENSE	HP 145

EAC 22; **KAC** 24
Fort +13; **Ref** +9; **Will** +6
Defensive Abilities scavenger shell; **DR** 5/adamantine;
Immunities ooze immunities; **Resistances** fire 10

OFFENSE

Speed 20 ft.
Melee pseudopod +18 (2d10+13 B)
Ranged aphelion artillery laser +21 (3d8+9 F, crit burn 1d6, range 120ft., penetrating 9) or
   dual crossbolter +21 (2d10+9 P, range 70 ft., unwieldy) or
   red star plasma rifle +21 (1d10+9 E & F range 50 ft., line, unwieldy)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str +4; **Dex** +3; **Con** +6; **Int** —; **Wis** +0; **Cha** −2
Skills Stealth +22 (+27 in ruins or garbage)
Other Abilities kitbash

SPECIAL ABILITIES

Kitbash (Ex) Scavenger slimes have an intuitive understanding of technology and how to use and repair it, despite their otherwise mindless nature. An ooze has a +22 bonus to Engineering checks to repair mechanical and technological items. A scavenger slime can form its body into any tool required for this repair work.

Scavenger Shell (Ex) Scavenger slimes build protective shells for themselves out of refuse and their own natural resin, incorporating bits of repaired technology as they go. A scavenger slime's shell grants the ooze DR 5/adamantine and resistance 10 to a random energy type depending on the technology it has incorporated, and also includes life-support systems similar to those in commercial armor, allowing it to survive in the vacuum of space. A scavenger slime can also incorporate weapons: one heavy weapon of an item level no greater than its Challenge Rating (9 for the typical scavenger slime), and either two longarms or three small arms each of an item level no greater than its CR – 1.

A scavenger slime gains proficiency in whatever weapons it incorporates into its shell and powers these weapons naturally with the energy it produces. A weapon in a scavenger slime's shell can be sundered as if it were an item with an item level equal to the slime's CR. The scavenger slime listed here is resistant to fire and has incorporated an aphelion artillery laser, a dual crossbolter, and a red star plasma rifle.

Weapon Properties

Line This weapon fires a projectile in a straight line that pierces through multiple creatures or obstacles. When attacking with such a weapon, make a single attack roll and compare it to the relevant Armor Class of all creatures and objects in a line extending to the weapon's listed range increment. Roll damage only once. The weapon hits all targets with an AC equal to or lower than the attack roll. However, if an attack fails to damage a creature or obstacle hit in the line (typically due to damage reduction or hardness), the path is stopped and the attack doesn't damage creatures farther away. A line weapon can't damage targets beyond its listed range. If you score a critical hit, that effect applies only to the first target hit in the line, and you roll the critical damage separately. If multiple creatures are equally close, you choose which one takes the effects of the critical hit. A line weapon doesn't benefit from feats or abilities that increase the damage of a single attack (such as the operative's trick attack).

Penetrating A penetrating weapon is designed to punch through large objects' outer layers, making it easier to damage them. A penetrating weapon ignores an amount of hardness equal to the weapon's level.

B4. West Brain Tank

TWO-HEADED CAYPIN (2)	CR 7

N Large magical beast (aquatic)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE	HP 90

EAC 18; **KAC** 20
Fort +10; **Ref** +10; **Will** +5
Defensive Abilities unflankable

OFFENSE

Speed 40 ft., **swim** 30 ft.
Melee bite +14 (3d4+13 P)
Multiattack 2 bites +11 (3d4+13 P)
Space 10 ft.; **Reach** 10 ft.
Offensive Abilities feeding appendages

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** −4; **Wis** −1; **Cha** −1
Skills Acrobatics +13, Athletics +13 (+21 when swimming), Stealth +18
Other Abilities amphibious

SPECIAL ABILITIES

Feeding Appendages (Ex) Instead of a lower jaw, a caypin has a mass of writhing eye stalks that grant the creature sight and also chew its food with tiny, lamprey-like mouths. As a move action, a caypin can detach these appendages (or reattach any adjacent appendages), which are capable of ambulating on their own and transmitting visual data back to the caypin. An appendage that moves farther than 100 feet from the caypin's body immediately dies.

While caypin appendages are harmless individually, they become more formidable in groups. A caypin has enough appendages to form up to two such groups at once. While detached, the appendages share a single set of actions with the caypin and act on the caypin's initiative count. Each group of appendages has the aquatic subtype and is amphibious as per the universal creature rule and has darkvision to a range of 60 feet, low-light vision, 18 Hit Points, a base speed of 20 feet, and a swim speed of 15 feet. A group of appendages takes up 5 feet of space and has a 5-foot reach. When applicable, a group of appendages uses the caypin's Armor Class, saving throw bonuses, skill check bonuses, and other qualities.

As a standard action, a group of appendages can enter an adjacent creature's square without provoking an attack of opportunity from that creature. When in another creature's square, the appendages can attack that creature as a swift action (using the caypin's bite attack bonus and damage).

Multiple groups of caypin feeding appendages cannot share a space with the same creature at once. Other than this ability to swarm an opponent, a group of appendages cannot attack.

If all of a caypin's appendages are detached, the creature can see only what its detached appendages see. If all of a caypin's appendages are destroyed but the caypin still lives, the creature has the blinded condition for 3 days, after which it grows new appendages that function as normal.