

The Cosmic Captive GM Organization Tools

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Overseer Conditions – Part 2

Allies Benefit: The House has freed a rebellious marid and her aquatic allies. During one encounter, the PCs may call upon one of the creatures that appears in encounter D1 in their subtier to appear during an encounter and fight alongside the Pathfinders.

Earth Event: Fire and Water locations are set to normal gravity for 5 rounds. Gravity shifts in Earth locations, throwing creatures without the earth subtype up and then down and knocking them prone. This deals 1d6 falling damage in Subtier 1–2, 2d6 in Subtier 3–4, 4d6 in Subtier 5–6, 6d6 in Subtier 7–8, and 10d6 in Subtier 10–11; a successful Average Reflex save halves this damage and does not knock the PC prone. Gravity is twice normal in Earth areas for 5 rounds afterward.

Engines Benefit: When the vercrite spaceship's engines fire, they resume the asteroid's rotation and begin to normalize the surface temperatures (i.e. in areas **D** and **F**). Some of the creatures in these areas gain the sickened condition as noted in their individual encounter entries.

Fire Event: Earth locations become sweltering. Creatures without fire resistance must succeed at an Average Fortitude save or become fatigued until the end of the next encounter. Water locations, if frozen, begin to warm, staying a comfortable temperature for the duration of the encounter. Liquid water in Water locations warms rapidly over 4 rounds, finally boiling during the fifth round; this deals 1d6 fire damage to creatures in contact with the water and, fully submerged creatures take damage equal to 1d6 damage times the APL. Fire locations become volcanically active, showering each creature with lava at the end of the next combat round. This deals 1d6 fire damage in Subtier 1–2, 2d6 in Subtier 3–4, 4d6 in Subtier 5–6, 6d6 in Subtier 7–8, and 10d6 in Subtier 10–11. PCs that succeed at an Average Reflex save halve the damage.

Spells Benefit: When the Overseer GM as Sorrina Westyr announces the final defeat of the ravener flight, Pathfinder healers, spellcasters, and other assistants pour out to the front lines to provide aid. This provides each table the following two benefits:

- Each table receives a pool of healing points equal to 10 times its APL (minimum 20). Between encounters, the players can spend points from this pool to heal their characters on a 1-for-1 point basis.
- At the start of one encounter during this adventure, the players can activate this ability to grant each of their PCs the benefits of *haste*, *fly*, and *endure elements* for 11 rounds.

Transport Benefit: When the Overseer GM as Sorrina Westyr announces the final defeat of the xiomorn, Pathfinder agents gain a one-time ability to travel from one region to another almost instantaneously. The PCs might use this to escape an encounter, but they can also use it to travel to any discovered or claimed region without expending valuable minutes and ongoing spell effects. Furthermore, reduce the damage dealt by radiation effects each round in area **C** by 5 (minimum 0).

Water Event: Earth and Fire locations experience light rain for 5 rounds; this qualifies as touching water for abilities like water mastery. Creatures with the fire subtype gain the sickened condition. Water locations experience a one-round flash flood. The water rushes in from a random direction (roll 1d8 to determine the direction) and strikes each creature as a bull rush with Combat Maneuver Bonus equal to 5 + twice the APL. Creatures moved by this effect damage equal to 1d6 + the APL and are knocked prone. Creatures that succeed on an Average Reflex save halve the damage and negate the prone condition. Creatures flying at least 5 feet above the ground are unaffected. Water locations are partially submerged for 5 rounds and all squares are treated as difficult terrain during that time.

Environment Conditions

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Heat Dangers

Heat deals nonlethal damage that cannot be recovered from until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a hot environment is lethal damage.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the Survival skill in Using Skills). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers from the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves.

Monster Traits

Construct Traits:

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.

Elemental Traits:

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Ooze Traits:

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Undead Traits:

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.