

## BESMARAN WHELP TIER 1

N Medium starship aberration

**Speed 12; Maneuverability** good (+1 Piloting, turn 2)

**AC 14; TL 11**

**HP 55; DT —; CT 11**

**Attack (Forward)** energy drain bite +3 (2d4 + EMP)

**Attack (Port)** claws +3 (3d4)

**Attack (Starboard)** claws +3 (3d4)

**Attack (Aft)** tail slap +3 (2d4)

**Skills** Engineering +5, Piloting +10

Power Core Besmaran whelp heart (150 PCU); Drift Engine none; Systems mk 2 armor;

Expansion Bays none

Other Abilities living starship, no breath,

randomized traits:

## SPECIAL ABILITIES

**Claws (Ex)** A Besmaran whelp can use its clawed appendages to grab and attach to a starship. A Besmaran whelp can make a claw attack against an adjacent ship in its port or starboard firing arc. If the attack deals hull damage, the Besmaran whelp attaches itself to the ship (if performing a flyby attack, the whelp must end its movement in an adjacent hex to benefit from the attached effect). A ship the whelp attaches itself to can still move and takes no other negative effects, but when the ship moves, the whelp moves with it and remains adjacent in the same relative position. A pilot on a ship with an attached Besmaran whelp can shake the whelp off by succeeding at a DC 18 Piloting check before moving. Succeeding at this check negates the attached effect, so the whelp does not move with the ship when the ship moves. Failure causes the pilot's starship to take 1d4 damage on the arc where the Besmaran whelp is attached, in addition to the whelp still moving with the attached starship when the ship moves. The attached effect continues until the end of the following helm phase.

**Energy Drain Bite (Ex)** The "mouth" of a Besmaran whelp drains a ship of power. A Besmaran whelp can make an energy drain bite attack against an adjacent ship in its forward firing arc. If the attack hits, the ship is affected by an EMP effect.

**Living Starship (Ex)** A Besmaran whelp is a living creature, but it is so immense, it counts as a starship (and thus engages only in starship combat). Though it has no crew, it can still take engineer, gunner, and pilot actions (one each in the appropriate phases) using the skill bonuses listed above. Modifiers for its size, speed, and maneuverability have already been factored into its statistics. It has 1 rank in Engineering and Piloting and a base attack bonus of +1. Use the following table to determine the effects when a Besmaran whelp takes critical damage. The Besmaran whelp's brain doesn't take critical damage conditions.

**Random trait Pulsing Bite:** The whelp's bite deals 2d4 damage in addition to the EMP effect.

**EMP:** A weapon with this special property emits a beam of electromagnetic energy that does not deal damage to ships or shields, but plays havoc with a ship's electronic systems. On a hit, an EMP weapon scrambles one of the target starship's systems, determined randomly. This causes that system to act as if it had the glitching condition for 1d4 rounds. A system glitching in this way can be patched as normal, but if it takes critical damage, its glitching condition becomes constant until the system is patched or repaired (or takes further critical damage). Functioning shields are unaffected by EMP weapons and completely block an EMP weapon's effects.

**Random trait Armored:** The whelp gains +1 AC

**Random trait Abnormally Fast:** The whelp adds +2 speed.

Planetary make up:

### **TABLE 1: PLANET GRAVITY**

Normal Gravity

### **TABLE 2: PLANET ATMOSPHERE**

Thick atmosphere: A nonacclimated creature operating in a thick atmosphere treats it as somewhat harmful, due to the extra chemical compounds in the air and the increased atmospheric pressure. Every hour, such a creature must succeed at a Fortitude save (DC = 15 + 1 per previous check) or become sickened. This condition ends when the creature returns to a normal atmosphere. Conversely, the increased weight of the air grants a +4 circumstance bonus to Acrobatics checks to fly or Piloting checks to keep an aircraft in flight.

### **TABLE 3: HIRING ORGANIZATION**

Organization:	Knights of Golarion
Linked Biome:	Temperate grassland
Security Summoning Graft*	Archon
Storm Damage Type:	Lightning (E)

### **TABLE 4: BESMARAN WHELP OFFENSIVE TRAITS**

Pulsing Bite: The whelp's bite deals 2d4 damage in addition to the EMP effect.

### **TABLE 5: BESMARAN WHELP DEFENSIVE TRAITS**

Armored: The whelp gains +1 AC.

### **TABLE 6: BESMARAN WHELP SPECIAL TRAITS**

Abnormally Fast: The whelp adds +2 speed

### **TABLE 7: NATIVE PHYSICAL TRAITS**

The natives have rocklike skin. They gain a +2 bonus to KAC.

### **TABLE 8: NATIVE CULTURAL TRAITS**

**Cultural trait:** The natives were conquered by the Veskarium in the past. The Veskarium has forgotten about them for now, but the natives still revere their old masters.

**Racial trait:** +1 bonus to attack rolls and damage rolls with melee weapons.

**Alternative Skill:** Martial prowess (1d20 + BAB +Strength modifier)

**Interaction bonus:** Vesk and soldiers

### **TABLE 9: NATIVES' VIEW OF THE BESMARAN WHELP**

**Natives view:** The natives viewed the whelp as an enlightened reincarnation of an elder. The natives are dismayed at the whelp's destruction, but they understand that even powerful beings need to move along the cycle of reincarnation to become one with the universe.

**Exiles view:** The exile was studying the whelp in the hopes of becoming one. Now, they can no longer learn from the whelp, and the PCs must suffer for that loss.

## **OUTPOST SECURITY (2)**

LG Tiny outsider (archon, extraplanar, good, lawful)

Init +1; Senses Low-light vision.; Perception +3

## **DEFENSE**

**EAC** 11; **KAC** 12

**Fort** +3; +4 to saving throws against poison; **Ref** +1; **Will** +0

**Immunities** electricity and petrification

## **OFFENSE**

**Speed** 20 ft, Fly 30 ft. (perfect),

**Melee** slam +5 (1d6+3 B)

**Ranged** light ray +6 (1d4+1 F)

## **TACTICS**

During Combat The exile ordered the security entities to attack intruders on sight without giving a warning. They target opponents with noticeably powerful weaponry (such as heavy weapons or longarms) first. If multiple opponents seem equally dangerous, they divide their attacks between such opponents.

Morale The outpost security entities fight to the death.

## **STATISTICS**

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

**Skills** Diplomacy +3, Intimidate +3

**Languages:** Common and Celestial.

## **SPECIAL ABILITIES**

Summoning Graft (Ex) Archon

## THE EXILE CR 1

NE Medium humanoid

Init +2; Perception +5

### DEFENSE

**HP 16 RP 4**

**EAC 10; KAC 13**

**Fort +1; Ref +3; Will +4**

### OFFENSE

**Speed** 30 ft.,

**Melee** survival knife +4 (1d4 + 1 S)

**Ranged** azimuth laser pistol +4 (1d4+1 F; critical burn 1d4)

**Offensive Abilities** inexplicable commands

**Mystic Spells Known** (CL 1st; ranged +4)

1st (3/day)—command (DC 14), mind thrust (1st level, DC 14)

0 (at will)—daze (DC 13), telekinetic projectile

Connection overlord

### TACTICS

**Before Combat** The exile takes cover and prepares to fire on any PC who enters the area.

**During Combat** The exile assumes that any foes who favor melee combat or are especially well-armored must be weak-willed, so the exile targets such creatures with mind thrust — particularly those who are attacking the security units. The exile casts command on those closing into melee range, ordering them to flee. Once their 1st-level spells are used up, the exile casts daze on opponents who get too close and telekinetic projectile to attack from range. The exile is hesitant to use the laser pistol because it runs out of power.

**Morale** The exile is enraged at the PCs for invading their home and probably ruining their other plans regarding the Besmaran whelp. They fight to the death.

### STATISTICS

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

**Skills** Diplomacy +5, Intimidate +10, Mysticism +10

**Languages** Common, natives' language

**Other Abilities** mindlink, randomized traits

Gear graphite carbonskin, azimuth laser pistol with 1 battery (14 charges), survival knife, credstick (800 credits)

### SPECIAL ABILITIES

**Randomized Traits (Ex):** The natives have rocklike skin. They gain a +2 bonus to KAC.

**Racial trait:** +1 bonus to attack rolls and damage rolls with melee weapons.