Skeletal Copaxi Sharpshooter (2) CR 1/2

NE Medium undead

Init +3; Senses darkvision 60 ft.; Perception +4

DEFENSE   HP 13 each

EAC 10; KAC 12

Fort +2; Ref +2; Will +2

Defensive Abilities DR 5/magic; Immunities cold, undead immunities

OFFENSE

Speed 30 ft.

Melee tactical baton +3 (1d4+2 B) or claw +3 (1d6+2 S)

Ranged hunting rifle +6 (1d8 P; 90 ft. range, capacity 6, usage 1, analog)

Tactics

During Combat The undead sharpshooters lack the intelligence to stay behind cover or line up good shots; they repeatedly fire their rifles at any enemies that they can perceive, regardless of cover or other circumstances. They move in if they lose line of sight completely, but they do not pursue foes any significant distance beyond this area.

Morale These mindless creatures fight to the death.

STATISTICS

Str +2; Dex +3; Con —; Int —; Wis +1; Cha +0

Skills Athletics +4

Other Abilitiesmindless, unliving

Gear hunting rifle with 12 longarm rounds, tactical baton

SPECIAL ABILITIES

Mindless (Ex): The creature has no Intelligence score or modifier and is immune to mind-affecting effects. Any DCs or other statistics that rely on an Intelligence score treat the creature as having a score of 10 (+0).

Undead Immunities (Ex): Undead are immune to the following effects, unless the effect specifies it works against undead creatures. D Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning. D Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage. D Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Unliving (Ex): The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn’t heal damage naturally, but a construct can be repaired with the right tools. Spells such as make whole can heal constructs, and magic effects can heal undead. An unliving creature with fast healing (see page 154) still benefits from that ability. Unliving creatures don’t breathe, eat, or sleep. They can’t be raised or resurrected, except through the use of miracle, wish, or a similar effect that specifically works on unliving creatures.

**Adjustment:** With only four PCs, remove one skeletal copaxi sharpshooter.

Skeletal Copaxi Riot Breaker CR 1

NE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE   HP 20

EAC 11; KAC 13

Fort +3; Ref +3; Will +3

Defensive Abilities DR 5/magic; Immunities cold, undead immunities

OFFENSE

Speed 30 ft.

Melee tactical spear +8 (1d6+5 P; analog, block) or claw +8 (1d6+5 S)

Ranged tactical spear +5 (1d6+5 P)

Tactics

During Combat The riot breaker closes with its enemy and fights without any sense of tactics or purpose; it desires only to slay its foes.

Morale This mindless creature fights to the death

STATISTICS

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

Skills Athletics +5

Other Abilitiesmindless, unliving

Gear tactical spear

SPECIAL ABILITIES

Mindless (Ex): The creature has no Intelligence score or modifier and is immune to mind-affecting effects. Any DCs or other statistics that rely on an Intelligence score treat the creature as having a score of 10 (+0).

Undead Immunities (Ex): Undead are immune to the following effects, unless the effect specifies it works against undead creatures. D Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning. D Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage. D Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

Unliving (Ex): The creature has no Constitution score or modifier. Any DCs or other statistics that rely on a Constitution score treat the creature as having a score of 10 (+0). The creature is immediately destroyed when it reaches 0 Hit Points. An unliving creature doesn’t heal damage naturally, but a construct can be repaired with the right tools. Spells such as make whole can heal constructs, and magic effects can heal undead. An unliving creature with fast healing (see page 154) still benefits from that ability. Unliving creatures don’t breathe, eat, or sleep. They can’t be raised or resurrected, except through the use of miracle, wish, or a similar effect that specifically works on unliving creatures.

Weapon Property – Block: When you successfully strike a target with a melee attack using such a weapon, you gain a +1 enhancement bonus to your AC for 1 round against melee attacks from that target.

Corchaaz CR 3

N Large magical beast

Init +1; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE   HP 40

EAC 14; KAC 16

Fort +7; Ref +7; Will +2

OFFENSE

Speed 40 ft.

Melee claw +12 (1d6+5 S plus grab)

Ranged graviton grip +9 (1d6+3 B plus paralysis)

Space 10 ft.; Reach 10 ft.

Offensive Abilities black hole (pulled 10 ft.; range 20 ft.; Fort DC 12 negates)

Tactics

Before Combat The corchaaz crouches out of sight about 20 feet to one side of the door, lying in ambush.

During Combat The corchaaz focuses its attacks on the nearest foe, attempting to prevent its escape with its claws, graviton grip, and black hole. It moves to another target only once its first has fallen. It prefers to fight enemies in area B2 rather than squeeze into area B1, scuttling out of the line of fire to lure in prey.

Morale The angry predator defends its home to the death

STATISTICS

Str +2; Dex +1; Con +4; Int -3; Wis +1; Cha -1

Skills Stealth +13, Survival +8

Languages Copaxi (cannot speak)

Other Abilities stellar mode (graviton)

SPECIAL ABILITIES

Black Hole (Su) When you’re fully graviton-attuned, as a standard action, you can pull any number of creatures within 20 feet of you closer. You choose which creatures are affected and which ones aren’t. Each target must succeed at a Fortitude save or be pulled 10 feet toward you. The range of this revelation and the distance pulled increase by 5 feet at 5th level and every 4 levels thereafter. Solid objects do not block this ability, but any creature that runs into a solid object ceases moving closer to you. Creatures moved by this ability do not provoke attacks of opportunity from this movement. After you use this revelation, you immediately become unattuned. Black hole functions as a zenith revelation for the purposes of abilities that reference them.

Graviton Grip (Su) As a standard action, a corchaaz can make a ranged attack against the EAC of a single target within 30 feet, using gravitons to hold the creature in place. If struck, the target must succeed at a DC 11 Fortitude save or be paralyzed for 1 round. This paralysis does not cause creatures to fall.

Stellar Mode (Su) This functions as the solarian ability of the same name, except a corchaaz can only select graviton mode.

**Adjustment:** With only four PCs, the corchaaz is sickened.

Copaxi Scroungers (2) CR 1

Copaxi operatives

CN medium humanoid (copaxi)

Init +5; Senses blindsense (scent) 30ft.; Perception +1

DEFENSE   HP 17 each

EAC 1; KAC 12

Fort +1; Ref +6; Will +4

OFFENSE

Speed 30 ft.

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

Ranged tactical semi-auto pistol +6 (1d6+1 P; 30 ft. range, capacity 9, usage 1, analog)

Offensive Abilities trick attack +1d4

Tactics

Before Combat The scavengers use their gravity adjustment to gain the effects of low gravity.

During Combat The scavengers use Jet Dash and their low gravity adjustment to kick off walls and leap high into the air to perform daring trick attacks.

Morale If one of the scavengers is left standing and has fewer than 8 Hit Points, they surrender.

STATISTICS

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

Skills Acrobatics +11, Athletics +11, Engineering +6, Survival +6

Feats Jet Dash

Languages Common, Copaxi

Other Abilities gravity adjustment, operative specialization (daredevil)

Gear second skin (quick-release sheath), tactical semi-auto pistol with 9 rounds, survival knife

SPECIAL ABILITIES

Blindsense (Scent, Ex): A copaxi ignores the Stealth bonuses from any form of visual camouflage, invisibility, and the like when attempting a Perception check opposed by a creature’s Stealth check. Even on a successful Perception check, any foe that can’t be seen still has total concealment (50% miss chance) against a copaxi, and the copaxi still has the normal miss chance when attacking foes that have concealment. A copaxi is still flat-footed against attacks from creatures it can’t see.

Gravity Adjustment (Ex): Copaxis retain some of their ancient connection to the gravitational forces of the universe. A copaxi can adjust their personal gravity as a standard action. This adjustment remains in effect until the copaxi spends another standard action to return to their environment’s natural gravity. Entering an environment with a different gravity also cancels the copaxi’s ongoing adjustment. A copaxi can treat high or low gravity as standard gravity or treat standard gravity as high or low gravity. These adjustments only affect the copaxi and anything the copaxi is carrying; they do not affect thrown weapons. The copaxi cannot adjust to or from extreme or zero gravity.

Low Gravity: With low gravity, the scroungers can jump three times as high and as far and lift three times as much. (Movement speed, however, stays the same, as moving in great bounds is awkward and difficult to control.) Thrown weapons have their range categories tripled.

**Adjustment:** With only four PCs, the scroungers are fatigued, and are shaken for the first two combat rounds.