

ANIMATED LICTOR HELLKNIIGHT PLATE CR 5

XP 1,600

N Medium construct (magical, technological; *PW 196*)**Init** +3; **Senses** darkvision 60 ft., low-light vision;**Perception** +11**DEFENSE** **HP 70****EAC** 17; **KAC** 19**Fort** +5; **Ref** +5; **Will** +2**Defensive Abilities** integrated weapons; **Resistances** cold 5, fire 5; **Immunities** construct immunities**OFFENSE****Speed** 20 ft., fly 30 ft. (jetpack, average)**Melee** slam +15 (1d6+10 B)**Ranged** integrated corona laser pistol +13 (2d4+5 F; critical burn 1d4)**STATISTICS****Str** +5; **Dex** +3; **Con** —; **Int** —; **Wis** +0; **Cha** –2**Skills** Acrobatics +11, Athletics +16**Other Abilities** comm, mindless, unliving**Gear** corona laser pistol with 4 batteries (20 charges each), jetpack, mk 1 thermal capacitor**ECOLOGY****Environment** any**Organization** solitary, pair, or troop (3–6)**SPECIAL ABILITIES****Comm (Ex)** Animated lictor Hellknight plate can receive wireless communications (and thus commands from its allies and creator) at planetary range.**SMALL WATER ELEMENTALS (2) CR 1**

XP 400 each

N Small outsider (elemental, extraplanar; water)

Init +2; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE** **HP 20****EAC** 12; **KAC** 13**Fort** +5; **Ref** +3; **Will** +1**Immunities** elemental immunities**Defensive Abilities** Water Mastery**OFFENSE****Speed** 20 ft., swim 90 ft.**Melee** slam +9 (1d6+5 B)**STATISTICS****Str** +4; **Dex** +2; **Con** +1; **Int** –3; **Wis** +0; **Cha** +0**Skills** Acrobatics +5, Athletics +5**Languages** Aquan**Other Abilities** Drench**SPECIAL ABILITIES****Drench (Ex)** A water elemental's touch douses Large or smaller nonmagical flames. The outsider can dispel magical fire it touches as per dispel magic (caster level = the elemental's CR).**Water Mastery (Ex)** Waterborne creatures take a –1 penalty to attack and damage rolls against a water elemental.**FERROFLUID OOZES (2) CR 2**

XP 600 each

N Medium ooze

Init +2; **Senses** blindsight (magnetism) 60 ft., sightless;**Perception** +7**Aura** magnetic field (30 ft. Strength DC 11)**DEFENSE** **HP 25****EAC** 13; **KAC** 15**Fort** +6; **Ref** +2; **Will** –1**DR** 5/piercing or slashing; **Immunities** ooze immunities;**Resistances** electricity 5**Weaknesses** demagnetization**OFFENSE****Speed** 20 ft., **climb** 20 ft. (magnetic surfaces only)**Melee** pseudopod +10 (1d6+6 B)**Offensive Abilities** magnetic leap (attach)**STATISTICS****Str** +4; **Dex** +2; **Con** +1; **Int** —; **Wis** +0; **Cha** +0**Skills** Stealth +12**Other Abilities** mindless**ECOLOGY****Environment** any**Organization** solitary**SPECIAL ABILITIES****Demagnetization (Ex)** If a ferrofluid ooze takes fire damage, any creature to which the ooze is attached is released. In addition, until the end of the ooze's next turn, its magnetic field aura has no effect, and it can't use magnetic leap.**Magnetic Field (Ex)** A ferrofluid ooze is surrounded by a constant magnetic field that interferes with nearby technological equipment. Each time a creature within the field attacks with a technological weapon, it must succeed at a Strength check (DC = 10 + 1/2 the ooze's CR) or take a –2 penalty to its attack.**Magnetic Leap (Ex)** As a move action every 1d4 rounds, a ferrofluid ooze can move adjacent to a creature within its magnetic field that is either a technological construct or wearing or wielding technological equipment. This movement does not provoke attacks of opportunity. The ooze then automatically attaches to that creature, as per the attach universal creature rule.

STRIDERMANDERS (4)**CR 3****XP 800 each**

CN Medium monstrous humanoid (skittermander)

Init +2; **Senses** darkvision 60 ft., low-light vision;**Perception** +8**DEFENSE****HP 40****EAC** 14; **KAC** 16**Fort** +5; **Ref** +7; **Will** +4; +2 vs. disease and poison effects**Defensive Abilities** camouflage**Weaknesses** light blindness**OFFENSE****Speed** 40 ft., climb 30 ft.**Melee** archaic obsidian spear +12 (1d6+7 P) or

bite +12 (1d6+7 P) or

feeding tendril +12 (1d3+7 P)

Ranged archaic obsidian spear +9 (1d6+7 P)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with feeding tendril)**Offensive Abilities** gorge (+4)**STATISTICS****Str** +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +1; **Cha** -2**Skills** Athletics +8 (+16 to climb), Stealth +13, Survival +8**Gear** archaic obsidian spear (treat as archaic tactical spear)**ECOLOGY****Environment** any (Vesk-3)**Organization** solitary, pair, or route (3-10)**SPECIAL ABILITIES**

Camouflage (Ex) A stridermander can alter the color and texture of its fur to blend into its environment. Whenever a stridermander remains motionless for 1 round, it gains a +10 bonus to Stealth checks (this bonus doesn't stack with the invisibility spell or similar effects). If the stridermander moves more than 10 feet or takes a hostile action (such as attacking or casting a spell), it loses this bonus until it once again spends 1 round remaining still.

Feeding Tendril (Ex) A stridermander's secondary mouth is similar to a skittermander whelp's, but it has a more powerful and developed feeding tendril. As a standard action, a stridermander can strike at a creature its size or smaller up to 10 feet away with this tendril. In addition to dealing damage, if the stridermander hits the target's KAC + 4, it grapples the target and pulls the target adjacent to the stridermander; this movement doesn't provoke attacks of opportunity. The stridermander doesn't need to have a limb free to perform or maintain this grapple, but it can only grapple one target at a time. The stridermander can maintain this grapple with the same attack as a move action on subsequent rounds.

Gorge (Ex) When a stridermander hits with its bite attack against a creature it has grappled with its feeding tendril, it deals additional damage equal to its Strength modifier.