

## LORE WARDENS (2) CR 4

N Medium construct (technological)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

**Aura** grandiose proclamations (120 ft., DC 15)

### DEFENSE

**HP** 43 EACH

**EAC** 15; **KAC** 16

**Fort** +1; **Ref** +1; **Will** +5

**Defensive Abilities** integrated weapons; **Immunities** construct immunities

### OFFENSE

**Speed** 30 ft.

**Melee** bladed slam +7 (1d4+5 S)

**Ranged** integrated tactical arc emitter +9 (1d4+4 E)

**Spell-Like Abilities** (CL 4th; melee +7, ranged +9)

3/day—*hurl forcedisk*, *inject nanobots* (DC 17)

6/day—*comprehend languages*, *jolting surge*, *magic missile*

At will—*energy ray*, *mending*

### TACTICS

**During Combat** The wardens use *hurl forcedisk* and *magic missile* at range. They switch to using *jolting surge* or *inject nanobots* against creatures who close on them. The nascent vanity of the constructs makes them particularly prone to attacking creatures who succeeded at the saving throw against the lore warden's grandiose proclamations aura.

**Morale** The lore wardens believe they are superior to all other life-forms in the universe, so they fight to the death to attempt to prove it.

### STATISTICS

**Str** +1; **Dex** +3; **Con** —; **Int** +5; **Wis** +0; **Cha** +0

**Skills** Computers +15, Mysticism +10, Profession (librarian) +15

**Languages** Common

**Other Abilities** unliving

**Gear** tactical arc emitter with 1 battery (20 charges)

### SPECIAL ABILITIES

**Grandiose Proclamations (Su)** The lore warden shouts an unnerving constant stream of delusional grandeur. Each creature within 120 feet of the lore warden that can hear it must succeed at a DC 15 Will saving throw at the start of their turn or become off-target for one round. This is a mind-affecting, sense-dependent effect.

**Integrated Weapons (Ex)** A lore warden's weapons are integrated into its frame and can't be disarmed.

### **Inect nanobots**

**Casting Time** 1 standard action

**Range** touch; **Targets** one living creature or construct

**Duration** instantaneous and 1 round/level; see text

**Saving Throw** Fortitude partial and Will partial, see text; **Spell Resistance** yes

You concentrate key particles in your blood into tiny biological nanobots that you can inject into a foe with a touch, disrupting and damaging its natural processes. Make a melee attack against the target's EAC; if you hit, the nanobots deal 4d8 damage and swarm through the target's biological or mechanical systems, causing the creature to be confused, as per confusion, for 1 round per your caster level. If the target succeeds at a Fortitude save, it takes only half damage and negates the confusion effect. A confused target can attempt a Will saving throw at the beginning of its turn each round to end the confusion effect. Casting this spell doesn't provoke attacks of opportunity.

### **Jolting surge**

**Casting Time** 1 standard action

**Range** touch; **Targets** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You touch a target with a device you're holding that uses electricity, requiring a melee attack against the target's EAC. Alternatively, you can instead touch an electrical device a target is wearing (or a target that is an electrical device, such as a robot) with your hand, gaining a +2 bonus to your attack roll. Either way, if your attack hits, the electrical device surges out of control, dealing 4d6 electricity damage to your target. Casting this spell doesn't provoke attacks of opportunity.

### **Hurl Forcédisk**

**Casting Time** 1 standard action

**Range** medium (100 ft. +10 ft./level)

**Targets** up to five creatures; see text

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You create a spinning disk made of pure, shimmering force and hurl it at one opponent within range, potentially striking other nearby enemies as the disk ricochets. Choose the initial target, and make a ranged attack against its EAC. If the attack hits, the disk deals 3d6 force damage. The disk then ricochets to hit up to four more creatures of your choice, each no more than 15 feet from the last target. Make a ranged attack against each successive target's EAC in turn; the disk deals 2d6 force damage to each secondary target struck (this damage is rolled separately for each target). The disk continues to ricochet in this way until it has attempted to strike five creatures, or until there are no more valid targets, or until you voluntarily end the spell. A creature can take damage only once from a single casting of this spell.

The forcedisk is subject to spell resistance, so you must attempt a caster level check (1d20 + your caster level) against each target with spell resistance before determining whether the target might take damage. If you fail this check, the spell ends.

## VINDURTH CR 4

Ksarik (*Starfinder Alien Archive* 70, see page 20)

N Large plant

**Init** +1; **Senses** blindsense (scent) 30ft. Low light vision; **Perception** +10

### DEFENSE

**HP** 52 **RP** 3

**EAC** 16; **KAC** 18

**Fort** +8; **Ref** +6; **Will** +3

**Defensive Abilities** fast healing 2; **Immunities** plant immunities

### OFFENSE

**Speed** 40 ft.; climb 40 ft.

**Melee** tentacle +12 (1d6+9 B plus ingested adaptation)

**Ranged** acid spit +9 (1d4+4 A) or  
thorn dart +9 (1d6+4 P plus carrion spores)

**Space** 10 ft.; **Reach** 10 ft.

**Offensive Abilities** ingested adaptation

### TACTICS

**During Combat** Vindurth alternates between attacking with its tentacles and thorn darts. It attempts to bull rush particularly small or weak-looking foes into the explosive runes on the walls.

**Morale** If reduced to 10 Hit Points or fewer, Vindurth quits fighting, backs away from the PCs, and begins submissively cowering to avoid further conflict.

### STATISTICS

**Str** +5; **Dex** +1; **Con** +3; **Int** -3; **Wis** +1; **Cha** -1

**Skills** Acrobatics +10, Athletics +15 (+23 when climbing), Survival +10

**Languages** Common (can't speak any language)

### SPECIAL ABILITIES

**Acid Spit (Ex)** As a standard action once every 1d4 rounds, a ksarik can spit a glob of acid at a target within 60 feet.

**Ingested Adaptation (Su)** Whenever a ksarik deals damage to a living creature with its tentacles, it siphons off a portion of the target's genetic code and psychic resonance, temporarily reshaping its own physiology and psychology to match its victim's. This grants the ksarik one of the following abilities (provided the target has it) for 1 minute: blindsense (up to 60 feet), blindsight (up to 60 feet), darkvision (up to 60 feet), damage reduction (up to 5/—), resistance to one type of energy damage (up to 20 points), burrow (up to 40 feet), fly (up to 40 feet, with maximum average maneuverability), swim (up to 40 feet), or water breathing. Alternatively, the ksarik can gain the ability to understand (but not speak) up to three languages that the target knows, gain the target's weapon proficiencies (its tentacles can operate two-handed weapons in this state), or change the damage dealt by its acid spit ability to any one energy type dealt by one of the target's supernatural attacks. A ksarik can maintain only one adaptation at a time, and gaining a new adaptation ends the previous one. A ksarik can spend 1 Resolve Point to extend the duration of an ongoing benefit by 8 hours. It can also spend 1 Resolve Point to gain a second adaptation and sustain them both simultaneously.

**Thorn Dart (Ex)** A ksarik can fire one of its thorns as a ranged attack. The dart has a range of 100 feet, deals piercing damage, and exposes the target to carrion spores.

### CARRION SPORES

**Type** disease (injury); **Save** Fortitude DC 13

**Track** physical; **Frequency** 1/day

**Effect** When an infected creature reaches the comatose state, 1d10+10 Diminutive ksarik seedlings burrow out of its flesh and wriggle away. This ends the disease and deals 1 piercing damage for each ksarik seedling.

**Cure** 2 consecutive saves

## **PYRE HELLKNIGHT FANATICS (2) CR 3**

Human soldier

LE Medium humanoid (human)

**Init** +8; **Perception** +8

### **DEFENSE**

**HP** 40 EACH

**EAC** 14; **KAC** 16

**Fort** +5; **Ref** +3; **Will** +4

### **OFFENSE**

**Speed** 40 ft.

**Melee** tactical pike +8 (1d8+4 P)

**Ranged** ifrit-class flamethrower +11 (1d6 F; critical burn 1d6) or incendiary grenade I +11 (explode [5 ft., 1d6 F, 1d4 burn, DC 12])

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tactical pike)

**Offensive Abilities** gear boosts (brutal blast)

### **TACTICS**

**Before Combat (in encounter B2 only)** One Hellknight sustained serious injuries during the previous combat with the lore wardens stationed here; his Hit Points are reduced to 10, and he has the sickened condition.

**During Combat** If the PCs are clustered together, the Hellknights overlap their flamethrower blasts to concentrate damage on as many enemies as possible. They coordinate in combat by speaking Infernal. Knowing the floor is unstable, they throw grenades at foes outside the room, hoping to ignite ranged attackers. They switch to their melee weapons only if their flamethrowers are somehow disabled.

**Morale** The fanatics fight to the death.

### **STATISTICS**

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

**Skills** Intimidate +13, Piloting + 8, Sense Motive +8, Survival +8

**Languages** Common, Infernal

**Gear** armiger hellknight plate<sup>mw</sup>, ifrit-class flamethrower with 1 standard petrol tank (20 petrol), tactical pike, incendiary grenade I (2)

## LOOMARCH DEVILBOUND CR 5

Male unique devil

LE Medium outsider (devil, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +11

### DEFENSE

**HP** 70

**EAC** 17; **KAC** 19

**Fort** +7; **Ref** +7; **Will** +6

**Immunities** fire, poison; **Resistances** acid 10, cold 10

### OFFENSE

**Speed** 30 ft.

**Melee** armored claw +12 (1d6+10 S plus grab)

**Ranged** pyre-class flamethrower +15 (1d10+4 F; critical burn 1d8) or incendiary grenade II +15 (explode [10 ft., 2d6 F, 1d6 burn, DC 13])

**Offensive Abilities** incinerate

**Spell-Like Abilities** (CL 5th)

1/day—summon allies (1d2 hellhounds 35%)

### TACTICS

**Before Combat** Loomarch failed to use his summon allies ability.

**During Combat** Loomarch takes cover behind the bookshelves or dives into the trench, depending on where enemy fire is coming from. If uninterrupted, he continues burning books while using grenades to harass distant enemies. If the PCs close for melee, Loomarch uses his armored claw or flamethrower depending on what makes most tactical sense. Against lone foes, he prefers to use his armored claw, following up such attacks with a grapple and then an attempt to incinerate a target's limb. If multiple PCs visibly gather in the control room at **B2**, or if the PCs use the cryo-nozzles to any major effect against the burning, Loomarch hurls a grenade at the control room to collapse the floor.

**Morale** Loomarch fights to the death.

### STATISTICS

**Str** +5; **Dex** +3; **Con** +2; **Int** +0; **Wis** +1; **Cha** +2

**Skills** Intimidate +16, Mysticism +11, Piloting +11

**Languages** Common, Infernal; telepathy 100 ft.

**Gear** pyre-class flamethrower with 1 standard petrol tank (20 petrol), incendiary grenade II (2)

### SPECIAL ABILITIES

**Incinerate (Ex)** As a standard action on Loomarch's next turn after he grapples or pins a target, if the target has not escaped the grapple or pin, Loomarch can pull one of the target's limbs into his furnace mouth. This deals 5d6 fire damage to the target, who must then succeed at a DC

13 Fortitude save. If the target fails this save, Loomarch's flames incinerate the limb, along with any items carried or worn by the limb. Targets with an incinerated arm lose a hand, while targets with an incinerated leg lose a foot (–10 land speed). Targets that are immune to fire damage ignore this effect.

### Combat maneuver

As a standard action, you can attempt one of the following combat maneuvers. For each maneuver, choose an opponent within your reach (including your weapon's reach, if applicable) and then make a melee attack roll against the opponent's KAC + 8. The effects of success vary depending on the maneuver, as described below.

#### Grapple

You hold the target in place. You must have at least one hand free to perform a grapple combat maneuver. Your target has the grappled condition, meaning she can't move from her current space and takes further penalties until she either uses a standard action to attempt a grapple combat maneuver to grapple you (giving you the grappled condition) or uses the escape task of the Acrobatics skill to break free. If the result of your attack roll equals or exceeds the target's KAC + 13, the target is instead pinned for the same duration, and she can't take any actions that involve moving her limbs other than to attempt to escape.

The grappled or pinned condition lasts until the end of your next turn, unless you renew it on your next turn with another grapple combat maneuver. The condition ends immediately if you move away. As long as you have one target grappled or pinned, you cannot attempt to grapple another.