

## Star Spawn

Monster	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Star Spawn Grue	1	14	+1	1d4	1/13	30'	9	5	+1	15+
<b>Maddening Aura:</b> Creatures within 30' of the Grue that aren't Star Spawn have a -2 to all saves.										
Star Spawn Hulk	8	15	+10 x2	2d6+3	6/15	30'	11	4	+1	11+
<b>Psychic Mirror:</b> If the Hulk is subjected to mental or psychic damage it is unharmed. Instead each creature within 10 feet take that damage instead. Additionally, the Hulk's thoughts cannot be read, detected, or subverted by magical means.										
Star Spawn Larva Mage	10	17	+2	1d10	1/13	30'	12	3	+3	10+
<b>Swarm of Worms:</b> Creatures other than Star Spawn within 10' of the Larva Mage must succeed on an evasion saving throw or be blinded, lose their move action, and take 6d6 damage. Physical saving throws can be made at the end of each turn to end the conditions <b>Feed on Weakness:</b> When a creature fails a saving throw within 30' of the Larva Mage it gains 10 hit points. <b>Spellcasting:</b> Level 10 Necromancer, 6 spells per day -Call of the Tomb (pg. 84) Attacks automatically hit against all enemy creatures within 40' and damage is maximized for 10 rounds, with a physical save to make it last for 1 round. -Compel Flesh (pg. 85) A target's body obeys the commands of the caster. The Target is aware and can try to break the spell. -Dazzling Prismatic Hemicycle (pg. 69) Creatures in a 100' cone must make a physical save or suffer a random effect. -Enfeebling Wave (pg. 84) Creatures in a 20' radius within 100'. Have their movement rate halved and make attack and damage rolls twice, taking the worse results. Physical save to limit it to one scene. -Open the High Road (pg. 73) Opens a portal to a prepared point with a chance of missing. <b>Arts:</b> Necromancer, 5 Effort (pg. 83) -Cold Flesh Suffer no more than 2 shock from any instance of damage. -Consume Life Energy Absorb 1d6 HP with a successful weapon attack. -False Death INSTANT Caster appears dead to mundane examination for 10 days -Gravesight COMMITTED Caster can see in darkness and detect poisons and disease with sight. -Keeper of the Gate Mortally Wounded creatures within 200 feet die. -Uncanny Ichor Piercing or slashing injuries cannot kill the Larva Mage unless it is pincushioned.										
Star Spawn Mangler	4	13	+7 x2	1d10+1	2/-	40'	10	4	+1	13+
<b>Shadow Steps:</b> The Mangler can Make a Fighting Withdrawal as an on-turn action in areas of dim light or darkness. <b>Flurry of Claws:</b> The Mangler gains 2 additional attacks in areas of dim light or darkness										
Star Spawn Seer	8	12	+5	3d6	-	30'	11	3	+2	11+
<b>Psychic Orb.</b> The Seer's attacks have a range of 100' and deal mental damage. <b>Out-of-Phase Movement:</b> The Seer can move through solid objects and creatures. Corporeal creatures the Seer moves through take 1d6 damage. <b>Collapse Distance.</b> As a main action, the Seer can attempt to teleport a hostile creature it can see to a spot within 10' of the Seer. The target creature can make a mental save to resist. On a failed save the creature is teleported and the seer can make a free attack on all creatures within 10' of the target's original location. <b>Bend Space.</b> When it is about to be hit by an attack the Seer can make a Saving Throw as an Instant Action, swapping locations with another Star Spawn on a success. The other star spawn takes the attack instead.										

## Star Spawn

Star Spawn are vaguely humanoid creatures that serve entities from the spaces between worlds. While their objectives may make no sense in the moment, they and their eldritch masters are evil.

**Grues** are the most human-like of these creatures. These yammering and emaciated figures have no tactical sense: Unless directed to spread their auras over a larger area by another Star Spawn they *make swarm attacks* against the first enemy they run into.

**Hulks** are 10-foot-tall semi-simian bodyguards of Larva Mages and Seers. With Larva Mages they almost always take the *screen an ally* action. Seers use Hulks more aggressively, making use of the brute's *psychic mirror* trait to redirect and redistribute the damage of their *psychic orb* attacks.

**Larva Mages** are writhing masses of worms that take the shape of men. They are almost always accompanied by at least 2 Hulks. They use the hulks to absorb hits and let them cast spells. Unlike most spellcasters, they aren't concerned with getting hit—when killed, they collapse into a swarm of worms, re-forming later via the *false death* art.

**Manglers** are four-armed assassins and guards. Their fighting style is hit-and-run. They flee bright light unless they are guarding a Larva Mage or Seer.

**Seers** alone were once humans, though now they have been warped by the dream-magic of the eldritch entities to a point of unrecognizability. In combat seers always try to harm the most opponents at once as possible, by with using their *collapse distance* ability or targeting an accompanying Hulk with their *psychic orb*. Seers rarely have an instinct for self-preservation—Their masters can always make more servitors.