



Image © Wayne Barlowe, accessed at The Grim Gallery [here](#)

[The *Barlowe's Guide to Aliens* and *Barlowe's Guide to Fantasy* were foundational texts for me growing up as a young monster lover, and so when I started to homebrew in D&D, I used them as resources. I've never read many of the books they drew inspiration from, like *Imajica*, origin of the gek-a-gek. From reading the [Wikipedia summary](#), I gather that *Imajica* is a reality-hopping, anti-theist fantasy novel in the vein of *His Dark Materials*, only with a lot of weird sex. The gek-a-geks are apparently so incidental they don't even appear in that summary.

But they appeared frequently in my games. My original 3.0 gek-a-gek was a terrible glass cannon, with 58 hit points but sneak attack +4d6, making fights with them nasty, brutal and short. They've been decidedly rebalanced for PFRPG. I managed to get versions of them with the serial numbers filed off published multiple times in my freelancing days, once as the "leytru" in the 3pp book [Into the Black](#) and as the "akleyu" in [Dragon 348's](#) article "Horrors of the Daelkyr"]

### **Gek-a-gek**

#### **CR 8 NE Medium Aberration**

*This lean creature has a vaguely humanoid shape, and moves between a two-legged and four-legged gait. Its head is wedge-shaped, with beady black eyes and an under-slung jaw. All four of its feet bear sharp claws. Its skin and muscles are transparent, revealing an alien skeletal structure.*

Denizens of the dark and foul places of the world, gek-a-geks are shadowy predators with a preference for sapient prey. They themselves are intelligent, albeit not very much so, and lack material culture. Their sickle claws and sharp fangs are weapons enough for them, and armor or clothing would get in the way of their incredible stealth abilities. Many gek-a-geks are fascinated by

the trappings of civilization, however, and their treasuries often contain mundane tools and devices in addition to valuables.

Gek-a-geks are social creatures, and they hunt in packs when prey is suitably common. Their rookeries are twisted, three-dimensional structures, to give them ample opportunity to climb and hide if invaded by those seeking to exterminate them. There is no sexual dimorphism in the species, and males and females are of equal social standing. Their society is a meritocracy, and the leader of a gek-a-gek pack often has class levels (typically in barbarian, rogue or fighter). Squabbles for rank are infrequent, as they are typically fatal for the loser.

A gek-a-gek is an ambush predator, and they typically approach as close as possible to a prospective victim before pouncing. Their transparency allows them to hide even without cover, and many ambushes begin with a gek-a-gek skittering down a rock wall or pouncing from a ceiling. Both their fore- and hind-claws are lethally sharp, but their bite may be more fearsome. Creatures bitten by a gek-a-gek are cursed with a resistance to both magical and mundane healing. Gek-a-gek packs may track a wounded victim for days, hoping to catch it unaware in its weakened state to finish it off.

A gek-a-gek would stand six feet tall if they were ever fully upright. They are lean creatures, rarely weighing more than 150 pounds.

**Gek-a-gek**            **CR 8**  
**XP 4,800**

NE Medium aberration

**Init** +10; **Senses** darkvision 120 ft., low-light vision, Perception +11

Defense

**AC** 21, touch 17, flat-footed 14 (+6 Dex, +4 natural, +1 dodge)

**hp** 93 (11d8+44)

**Fort** +7, **Ref** +9, **Will** +9; evasion

**DR** 10/slashing or bludgeoning; **Defensive Abilities** transparent

Offense

**Speed** 50 ft., climb 30 ft.

**Melee** 2 claws +14 (1d8+3/19-20 plus grab), bite +14 (1d6+3 plus curse)

**Special Abilities** pounce, rake (2 claws +14, 1d8+3/19-20)

Statistics

**Str** 17, **Dex** 23, **Con** 18, **Int** 8, **Wis** 15, **Cha** 12

**Base Atk** +8; **CMB** +14 (+18 grab); **CMD** 28

**Feats** Agile Maneuvers, Dodge, Improved Critical (claw), Improved Initiative, Stealthy, Weapon Finesse

**Skills** Acrobatics +15 (+23 when jumping), Climb +19, Escape Artist +16, Perception +11, Stealth +24, Survival +11; **Racial Modifiers** +8 Stealth

**Languages** Undercommon

Ecology

**Environment** underground and urban

**Organization** solitary, pair or pack (3-12)

**Treasure** standard

Special Abilities

**Curse (Su)** Bite—injury; *save* Will DC 16; *effect* creature cannot heal hit point or ability point damage naturally. Any healing spell cast on the creature must succeed a DC 16 caster level check or fail. The save DC is Charisma based.

**Transparent (Ex)** A gek-a-gek gains a 20% miss chance against melee attacks made against it, and a 50% miss chance against ranged attacks. It may make Stealth checks without cover or concealment. This effect cannot be seen through with *see invisibility* or removed with *invisibility purge*, but is ignored by *true seeing* and suppressed if the gek-a-gek is subject to a *faerie fire* or *glitterdust* spell.