

# Creature/NPC (CR X)

## XP 307,200

Space goblin technomancer

NE Large humanoid (goblinoid)

**Init** +9; **Senses** darkvision 60 ft.; **Perception** +34

**Aura** unnatural aura (30 ft.)

## DEFENSE

**HP** 395; **RP** 7

**EAC** 34; **KAC** 35

**Fort** +17; **Ref** +17; **Will** +22; +4 vs. enchantments

**Defensive Abilities** natural invisibility; **DR** 10/magic; **Immunities** fire; **Resistances** sonic 20; **SR** 31

**Weaknesses** light sensitivity

## OFFENSE

**Speed** 35 ft., climb 20 ft., swim 30 ft.; earth glide

**Melee** quantum dogslicer +28 (13d6+22 S)

**Multiattack** quantum dogslicer +24 (13d6+22 S), bite +24 (9d6+22 P)

**Ranged** junklaser bazooka +3 (4d12+20 F; critical burn 1d8)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with bite)

**Offensive Abilities** breath weapon (80-ft. line, 5d8 A, Reflex DC 27 half, usable every 1d4 rounds)

**Spell-Like Abilities** (CL 20th)

At will—*charm person* (DC 24)

**Technomancer Spells Known** (CL 20th)

6th (7/day)—*chain surge* (DC 29), *disintegrate* (DC 29), *flight*, *interplanetary teleport*, *true seeing*

5th (7/day)—*control machines* (DC 28), *heat leech* (DC 28), *synapse overload* (DC 28), *telekinesis*, *wall of force*

4th (7/day)—*corrosive haze* (DC 27), *dimension door*, *overload systems* (DC 27), *rewire flesh* (DC 27), *soothing protocol*, *wall of fire*

## STATISTICS

**Str** +2; **Dex** +9; **Con** +2; **Int** +12; **Wis** +2; **Cha** +6

**Skills** Computers +39, Engineering +34, Stealth +39

**Feats** Cleave, Mobility

**Languages** Common, Goblin

**Other Abilities** water breathing

**Gear** nanotube carbon skin, junklaser bazooka, quantum dogslicer, spell cache, 1,000 credits

## **ECOLOGY**

**Environment** any

**Organization** solitary or cult (1 plus 20–30 space goblins of CR 3–4)

## **SPECIAL ABILITIES**

**Breath Weapon (Su)** A space goblin monarch can exhale a line of caustic acid as a standard action.

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