

Black Sky Industries



# Dhahabi Gwahl

*The Parasite War*



# Dhahabi Gwahl

*The Golden Ghouls, Thieves of Lives, The Divine Deceivers*

Black Sky Industries

**By Philip Forbes**

**of Black Sky Industries**

[www.patreon.com/BlackSkyIndustries](http://www.patreon.com/BlackSkyIndustries)

[www.facebook.com/BlackSkyIndustries](http://www.facebook.com/BlackSkyIndustries)

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/starfinder> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

# Dhahabi Gwahl

*The Golden Ghouls, Thieves of Lives, The Divine Decievers*

## Role

**Theme:** The Dhahabi Gwahl are a species of highly evolved scorpion-like symbiends who rose to power in a distant section of the galaxy. They conquer primitive cultures by posing as their gods and enslaving them.

**Goals:** The primary goal of the Dhahabi Gwahl is to set themselves up as the supreme species in the galaxy.

**Threats:** Not only do they kill those who oppose them, but they can infest a host and take control of it, imprisoning a person in their own bodies as they commit atrocities throughout their territory and against their neighbors. This gives them the ability to infiltrate other civilizations and take control of them from the inside, even if they couldn't conquer them by force.

**Rewards:** Powerful ships, armies, and unique technologies are at the Dhahabi Gwahl's disposal. Those who serve them with honor are greatly rewarded.

## Relationships

**Allies/positive:** The Dhahabi Gwahl engineered a species of undead servitor soldiers to serve them and fill the ranks of their armies. Outside of their own numbers though, they only ever have allies of convenience.

**Enemies/negative:** Though they seek to conquer everywhere, the Corpse fleets led by Necrovites are their most hated foes. An enemy capable of forcibly taking control of their servitor armies can strike blows against the Dhahabi Gwahl that no other group can equal.

**Conflicted/neutral:** It bears mentioning that some elements within the Dhahabi Gwahl's own ranks seek to change their way of life to be less parasitic and more symbiotic, enriching the lives of both symbiend and host. So far these elements have been easily contained and do not have a lot of power.

## Identification

**Description:** The Dhahabi Gwahl have a scorpion-like form, about the size of a human hand. In place of mandibles and a mouth the creature has writhing tendrils that are pseudo-tentacles. It is not venomous at all however, and its tail's primary purpose is to facilitate penetrating spinal cords and allowing the creature to access the host's central nervous system.

**Signature:** A scar along the spine of the host, and a small lump on the back. The host's eyes glow golden, giving the species its name.

**Scope:** The Dhahabi Gwahl Empire spans more than one hundred systems in the great beyond.

## Hooks

- A strange stone obelisk is found on a planet long abandoned by its inhabitants. After discovering how to activate it an unknown starship arrives in orbit around the planet from hyperspace, and begins deploying troops to the surface in order to take the Obelisk back. The ship is a Barijat Alharb Mothership, and the obelisk a Stone of Worlds.
- Upon arriving on an uncharted planet, you meet the inhabitants of a small colony. During the friendly meeting that follows, a force of unknown humanoids in stylized armor attacks, taking captives and withdrawing. The colony asks for help against these raiders, who are Dhahabi Ghawl Servitor Soldiers.
- After returning from a mission, the sudden arrival of a warship in system quickly turns the station to panic as it comes under attack. Shortly after the first shots are fired a message is heard across the stations from the attackers demanding surrender if they want to survive.

## Mechanics

### Dhahabi Ghawl Technology

#### Stone of Worlds

This 10 ft. tall Obelisk appears to be wrought of roughhewn stone, but is in fact an unknown starmetal alloy containing a device that can teleport groups of people from one planet to another. The device uses alien pictograms on its controls to target and activate the ability.

Activating the device requires a DC 20 Physical Science check, however if you don't want the target to be random, you must decipher the meaning of the pictograms with magic or knowledge of the language of the Dhahabi Ghawl, and then must succeed on a DC 25 Culture check to target the correct location.

The device then teleports itself and anyone within 20 feet of it who spend one resolve to the planet targeted, as per the spell Interplanetary Teleport. It can target a planet in another system by doubling the resolve cost for the trip.

The device may be used more than once per day, however for each time a character uses it within 24 hours, the resolve cost to use it increases by 1.

In addition, the device acts as a Hyperspace beacon to Dhahabi Ghawl built starships only. This means such starships can travel to anywhere one of these devices is at in 1d6 days, regardless of their starting point.

#### Muhinat's Table

This device functions as a regeneration table, with additional features. It uses the Regeneration spell instead of the Mystic Cure VI a normal regeneration table uses. If anyone uses it while uninjured it will improve their health, giving them 1d10+their level in temporary HP, and giving them the benefit of the Keen Senses and Haste spells for 24 hours. Anyone gaining the benefit of the temporary HP, Keen Senses and Haste spells pays a cost though. Their alignment shifts one step towards evil, and they become

Charmed, as the spell, by any Dhahabi Ghawl symbiend host they encounter during the 24 hour duration of the spells.

### **Scepter of Thought**

This is an ornate, arm length, golden scepter with a red sapphire in a setting at the top. Anyone with a Dhahabi Ghawl symbiend may activate this device once each turn for one of four effects:

- Mind Thrust X-The spell level this is cast at is equal to half the host's hit dice or class levels, as appropriate.
- Telekinesis-The violent thrust version of the spell only.
- Mystic Cure X-The spell level this is cast at is equal to half the host's hit dice or class levels, as appropriate.
- Prismatic Force Field-The scepter is able to emit a powerful force field around the user, however unlike a standard force field, this one takes a full round action to activate, but stays active either until it is brought down by damage, turned off, or another ability of the Scepter is used.

All DCs are calculated as if the Dhahabi Ghawl symbiend had cast the ability itself. The Spell-like abilities each has a casting time of 1 full round, and may be interrupted as if they were spells.

## **Dhahabi Ghawl Weapons:**

### **Plasma Staff Caster**

These count as a combination of both plasma caster and staff weapon. They come in two varieties, one that is the equivalent of a white star plasma caster at range, and in melee acts as a repeller staff. It counts as a level 13 item. The other type counts as a blue star plasma caster and a hardlight staff and is item level 18. Switching between melee and ranged weapon takes a swift action.

### **Ceremonial Monolith Armor (I (12), II (16), III (20))**

This heavy armor is very similar to Vesk Monolith Armor, with the exception that this armor uses stylized retractable helmets that are very imposing and give +2 to intimidate checks. It is made from the same unknown starmetal as the Stone of Worlds are.

## Barijat Alharb Mothership

The Warbarges of the Dhahabi Gwahl are heavily armed warship capable of blasting most other ships apart in short order. Few individual ships can match them in fire power, and they are quite tough as well. Fortunately they are also quite rare. The Stone of Worlds used by the conquerors allows them to travel from planet to planet without need of ships, and as a result their fleets are quite small compared to other nations.

The Barijat Alharb Mothership was built on a wide three pronged base, with two prongs thrusting forward and the third to the rear, housing the ship's thrusters. On the rearmost prong sitting atop the thrusters is a pyramidal shaped command center, which is mirrored on the underside of the ship for a housing of its rear plasma cannons and a small craft bay. The two forward prongs have a similar appearance, with a pyramidal structure on the top and bottom of each prong. The top of each side houses the port and starboard plasma cannons, and the bottom houses small craft and cargo bays. The central section has another pyramid on top housing the forward plasma cannons. Below the central section is an obelisk jutting downward, at the apex of which is a turreted housing for the rest of the ship's plasma cannons.

**Tier:** 19 (890 BP)

**Size:** Huge

**Frame:** Bulk Freighter

**Speed:** 8

**Maneuverability:** Poor (turn 3)

**Hyperspace Rating:** 1

**AC:** 21 (19 ranks, 4 Armor, -2 Size)

**TL:** 21 (19 ranks, 4 DCM, -2 Size)

**Hull Points:** 240 (20) DT: 5 CT: 32

**Shield Total:** 360 (forward 90, port 90, starboard 90, aft 90)

### Weapons

**Forward:** 4 Plasma Cannons (5d12 each) (30 PCU each)

**Port:** 4 Plasma Cannons (5d12 each) (30 PCU each)

**Turret:** 4 Plasma Cannons (5d12 each) (30 PCU each)

**Starboard:** 4 Plasma Cannons (5d12 each) (30 PCU each)

**Aft:** 4 Plasma Cannons (5d12 each)(30 PCU each)

**Power Core:** Triple Gateway Lights (900 PCU) **Hyperspace Engine:** Signal Basic (75 PCU) **Systems:** H8 Thrusters (140 PCU), Mk 4 Armor, Mk 5 Mononode Computer (1 node, +5, 30 PCU), Luxury Crew Quarters, Mk 4 Defensive Countermeasures, Biometric Locks, Self-Destruct System, Advanced Long Range Sensors, Heavy Shields 360 (80 PCU) **Expansion Bays:** 2 Power Core Housings, 3 Shuttle Bays (30 PCU), 2 Cargo Holds (50 tons of cargo, max Large Size)

**Modifiers:** -1 Piloting, +5 to one check per round Complement: 50

### Crew:

**Captain** Diplomacy +34 (19 ranks), Engineering +34 (19 ranks), Gunnery +34, Intimidate +38 (19 ranks), Piloting +38 (19 ranks)

**Engineers** (2 officers, 4 crew each) Engineering +38 (19 ranks)

**Gunners** (5 officers, 4 crew each) gunnery +38 (19 ranks)

**Pilot** (4 officers) Piloting +38 (19 ranks)

**Science Officers** (2 officers, 4 crew each) Computers +34 (19 ranks)

## Dhahabi Gwahl Serviter Soldier

These bipedal creatures are undead created to serve the Dhahabi Gwahl as soldiers, servants, and incubators. Each carries an egg sack of thousands of larval Dhahabi Gwahl. The creature serves until it is destroyed or the egg sack bursts and the hatched creatures consume the undead flesh, followed by each other. Usually only one symbiend survives the birthing to find a host.

**LE Medium Undead**

**CR 13**

**HP:** 225

**Defenses:** Undead Immunities, Unliving, 5 Acid Resistance

**Ceremonial Monolith I** (Heavy, 2 Bulk, Quick Release Sheath (Arc Pistol), 2 Backup Generators, Filtered Rebreather, +2 to Intimidation (Included))

**KAC-** 33 (18 Armor, 4 Dexterity, 1 insight)

**EAC-** 30 (16 Armor, 4 Dexterity)

**Fortitude:** +15

**Reflex:** +12

**Willpower:** +17

**Strength:** +6

**Dexterity:** +8

**Constitution:** -

**Initiative:** +16

**Speed:** 45 ft., Burrow: 25 ft.

**Senses:** Blindsight (Vibration) 30 ft., Darkvision 60 ft., Perception +22

**Intelligence:** +1

**Wisdom:** +4

**Charisma:** +2

**Skills:** Intimidation +29, Athletics +25, Piloting +25, Survival +27, Acrobatics +22

**Languages:** Common, Dhahabi Gwahl

**Special Abilities:** **Gear Boosts:** Armored Advantage (Included), Electric Arc (Included), Plasma Immolation (Included); **Fighting Style Techniques:** Rune of the Eldritch Knight (Included), Secret of the Magi (included), Secret of the Archmagi (Included), Rapid Response (Included), Charge Attack (See Soldier Class, Blitz Fighting Style); **Soldier's Onslaught** (See Soldier Class); **Feats:** Fleet, Deadly Aim, Jet Dash, Mobility, Improved Initiative, Shot on the Run, Kip Up, Parting Shot, Lunge, Far Shot, Opening Volley, Slippery Shooter, Penetrating Attack

**Melee** Plasma Staff Caster (Repeller) +23 (3d8+19 B & Magic, Stun, Block, Critical Knockdown)(Holy)

**Ranged** Arc Pistol, Aurora +24 (3d6+20 E & C & Magic, 50 ft., Stun, 13 damage to secondary target in 10 ft, Critical Arc 2d6)(Unholy)(Frost)

Plasma Staff Caster (White Star) +24 (3d10+20 E & F & Magic, 80 ft., Boost 1d10, Natural 19 Burn 1d8, Critical Burn 1d10)(Holy)

**OR**

**Ranged** Arc Pistol, Aurora +24 (3d6+20 E & C & Magic, 50 ft., Stun, 13 damage to secondary target in 10 ft, Critical Arc 2d6)(Unholy)(Frost)

Blue Star Plasma Cannon +24 (8d10+20 E & F & Magic, 100 ft., Explode 15 ft., Unwieldly, Natural 19 Burn 2d8, Critical Burn 4d8)(Holy)

## Dhahabi Gwahl Elite Servitor Soldier

Sometimes a servitor will survive the birthing of its egg sack and go on to serve its master further. These are the most trusted servants of the Dhahabi Gwahl. More experienced and deadly than their lesser kin, these soldiers are as ruthless as any undead.

Without the egg sack they begin feeling the hunger to consume flesh, and after a battle the Dhahabi Gwahl often pause to allow these elite soldiers to consume the corpses of their victims. If that is not possible, they simple feed them from the stable of slaves they keep.

**LE Medium Undead**

**CR 19**

**HP:** 415

**Defenses:** Undead Immunities, Unliving, 15 Energy Resistance (Electric, Frost, Fire), 5 Acid Resistance, 3d6 Electric Damage to melee attackers.

**Ceremonial Monolith II** (Heavy, 2 Bulk, Quick Release Sheath (Arc Pistol), 2 Backup Generators, Filtered Rebreather, Electrostatic Field mk 3, Thermal Capacitor mk 3, +2 to Intimidation (Included))

**KAC-** 39 (24 Armor, 4 Dexterity, 1 insight)

**EAC-** 36 (22 Armor, 4 Dexterity)

**Fortitude:** +19

**Speed:** 45 ft., Burrow: 25 ft.

**Reflex:** +16

**Senses:** Blindsight (Vibration) 30 ft., Darkvision 60 ft., Perception +32

**Willpower:** +21

**Strength:** +9

**Intelligence:** +1

**Dexterity:** +11

**Wisdom:** +6

**Constitution:** -

**Charisma:** +2

**Initiative:** +19

**Skills:** Intimidation +39, Athletics +34, Piloting +34, Survival +35, Acrobatics +29

**Languages:** Common, Dhahabi Gwahl; **Special Abilities:** **Gear Boosts:** Armored Advantage (Included), Electric Arc (Included), Plasma Immolation (Included), Melee Striker (Included), Powerful Explosive (Included); **Fighting Style Techniques:** Rune of the Eldritch Knight (Included), Secret of the Magi (included), Secret of the Archmagi (Included), Rapid Response (Included), Charge Attack (See Soldier Class, Blitz Fighting Style); **Soldier's Onslaught** (See Soldier Class); **Feats:** Fleet, Deadly Aim, Jet Dash, Mobility, Improved Initiative, Shot on the Run, Kip Up, Parting Shot, Lunge, Far Shot, Opening Volley, Slippery Shooter, Penetrating Attack, Step Up, Step Up and Strike, Sidestep, Improved Sidestep, Nimble Moves, Spring Attack

**Melee** Plasma Staff Caster (Hardlight) +30 (8d8+37 B & Magic, Analogue, Block, Critical Knockdown)(Holy)

**Ranged** Arc Pistol, Storm +31 (3d12+29 E & C & Magic, 50 ft., Stun, 19 damage to secondary target in 10 ft, Critical Arc 4d6)(Unholy)(Frost)

Plasma Staff Caster (Blue Star) +31 (5d10+29 E & F & Magic, 80 ft., Boost 2d10, Natural 19 Burn 2d8, Critical Burn 2d10)(Holy)

**OR**

**Ranged** Arc Pistol, Storm +31 (3d12+29 E & C & Magic, 50 ft., Stun, 19 damage to secondary target in 10 ft, Critical Arc 4d6)(Unholy)(Frost)

Blue Star Plasma Cannon +31 (8d10+29 E & F & Magic, 100 ft., Explode 15 ft., Unwieldy, Natural 19 Burn 2d8, Critical Burn 4d8)(Holy)

## Dhahabi Ghawl Symbiend

This scorpion-like creature is extremely vulnerable while outside a host. Once it finds a host however, it uses its claws to burrow under the skin, and attach to the spine. Its stinger painfully enters the spinal column and creates a link directly with the spinal cord, while tendrils on the front of the creature enter into the skull and incorporate into the neural structures of the host.

Once it has taken up residence in a host the host gains a number of powerful abilities, and the symbiend can take control of it at will. Some symbiends have a symbiotic relationship working together to the benefit of both. Most, however, enslave their hosts and use them however they wish.

### N Diminutive Aberration

CR 19

HP: 6

EAC: 11

KAC: 11

Fortitude: +0

Reflex: +2

Willpower: +14

Strength: +1

Dexterity: +3

Constitution: +1

Initiative: +3

Skills: Stealth +7, Survival +7, Culture +37, Bluff +32, Sense Motive +32

Languages: Limited Telepathy (with host only) All non-secret languages (Can only speak using Host Body)

### Melee

Sting +2 (attach)

Other Abilities: Dhahabi Ghawl Symbiosis, Host Maintenance, Synapse Link, Ancestral Memories

### SPECIAL ABILITIES

**Dhahabi Ghawl Symbiosis (Ex):** As a full action, a dhahabi ghawl symbiend that begins its turn attached to a living humanoid or monstrous humanoid can connect to that creature's nervous system, granting it several abilities. The two creatures effectively become one until the host is killed, the symbiend chooses to detach itself, or the symbiend is removed with a medical procedure requiring a successful DC 35 Medicine check (no spell will remove the symbiend except wish or miracle). An unwilling host can prevent this connection with a successful DC 26 Will save. A helpless host is automatically hit by a dhahabi ghawl symbiend's attach attack, but may attempt to resist as normal. While symbiosis is active the host's eyes glow golden, shedding dim light in the host's square

**Host Maintenance (Ex):** The dhahabi ghawl symbiend can take control of the biological functions of the host body to achieve results similar to a number of spell-like abilities. These happen reflexively when a situation occurs that one of them could cure. The abilities may only target the host. The spells this ability can mimic are Remove Affliction, Remove Condition, Remove Radioactivity, and Mystic Cure 1 (at a maximum of once per turn). None of these abilities use an action, and will happen even if the host loses consciousness.

The dhahabi ghawl symbiend also grants the host the improved unarmed strike, toughness and diehard feats, if it does not already possess them on its own. The host is also considered to possess all the proficiency feats while it is

joined as the massive array of technology the dhahabi ghawl symbiends gain experience with over the generations is more than most beings ever manage.

Lastly while joined, the host simply stops aging, and suffers no effects of aging. If at a later time the host and dhahabi ghawl symbiend separate, the host will begin aging again where it left off; suffering no ill effects for the time it spent ageless.

**Synapse Link (Ex):** The dhahabi ghawl symbiend has complete access to the host's memory and knowledge. The host can attempt to deceive the symbiend about a memory with a bluff check as if the dhahabi ghawl symbiend were using the mind probe spell. The dhahabi ghawl symbiend gains +10 to any Bluff check to impersonate his host to people who know him, and in addition the dhahabi ghawl symbiend may use the skill modifiers of the host if they are higher than their own.

In addition the dhahabi ghawl may attempt to assume control of the host at any time, which may be resisted by a DC 26 Will save. Should the host fail this save, the dhahabi ghawl gains control of the body until it relinquishes it (the host may attempt to reassert control only if the dhahabi ghawl tries to make it do something drastically bad for it, like murdering a loved one, however the longer the dhahabi ghawl maintains control, the less likely the host will respond to such things, becoming resigned to being imprisoned in its own flesh). It uses its own intelligence, wisdom, charisma, and will saves, but uses the host's strength, dexterity, and constitution. It uses the host's HP, but combine's it's and it's host's stamina and resolve, each into combined pools. For these purposes, treat the dhahabi ghawl symbiend as having 6 resolve and 175 stamina to contribute. It has full access to the host's class features, if any.

**Ancestral Memories (Ex):** Each dhahabi ghawl symbiend also has the full memories of all its ancestors. Often this results in a great deal of experience with various host bodies. Each dhahabi ghawl symbiend possesses a single class graft (see alien archive-appendix 1: creating monsters and other npcs-step 4: class grafts) which it applies to the host any time it has taken control of the host at CR 19, even if the host has lower hit die or CR than that.

---

## Granbaran Swiftbody

### Example Dhahabi Gwahl Host

Almost a century ago an infamous pirate stumbled into a crashed starship on an uncharted planet. Taking up residence in the ship in order to repair and take it as his own, the hapless pirate was unaware of the danger he was in. The next morning when looking into a mirror, he noticed his eyes glowing golden, and that is when the dhahabi ghawl symbiend took complete control of its victim. It took the host's name as well, letting its rivals among its own kind think it dead.

In the century since then, the dhahabi ghawl parasite has used its host well to advance its own aims and currently rules over nearly a dozen star systems. While its servitor soldiers engage hostiles, it takes control of their machines and turns the technology of its enemies against them. Even the corpse fleets that most dhahabi ghawl fear find trouble with this one, thanks to its extra study of necromantic control.

### LE Medium Nuar Mercenary Mechanic Host to a Technomancer Dhahabi Gwahl symbiend CR 19

**Resolve:** 17

**Stamina:** 371

**HP:** 96

**Defenses:** Host Maintenance, 15 Energy Resistance (Electric, Frost, Fire), 5 Acid Resistance, 3d6 Electric Damage to melee attackers.

**Ceremonial Monolith III** (Heavy, 2 Bulk, Quick Release Sheath (Arc Pistol), 2 Backup Generators,

Filtered Rebreather, Electrostatic Field mk 3, Thermal Capacitor mk 3, Tensile Reinforcement, +2 to Intimidation (Included))

**KAC** 42 (+27 Armor, +5 Dex)

**EAC** 41 (+26 Armor, +5 Dex)

**Fortitude:** +20

**Reflex:** +20

**Willpower:** +19 (Host has a total +6 will save to resist the symbiend)

**Strength:** +6

**Dexterity:** +6

**Constitution:** +6

**Initiative:** +10

**Speed:** 60 ft.

**Senses:** Blindsense (Sound) 30 ft., Darvision 60 ft., See Invisibility 120 ft., Perception +32

**Intelligence:** +10

**Wisdom:** +6

**Charisma:** +10

**Skills:** Computers +37, Engineering +33, Physical Science +28, Life Science +25, Athletics +22, Acrobatics +22, Piloting +22, Stealth +24 (+34 if taking no actions), Mysticism +32, Culture +37, Bluff +32, Sense Motive +32

**Feats:** Fleet, Improved Initiative, Weapon Specialization, Jet Dash, Skill Synergy (Acrobatics and Stealth), Toughness, Diehard, Barricade, Blind-Fight

**Special Abilities:** See Mechanic class, Technomancer class, and Nuar race. Also see Dhahabi Gwahl entry.

**Bypass** +4, **Theme Knowledge**, **Overload** (DC 27), **Remote Hack** (DC 42), **Grunt**, **Miracle Worker** 3/day, **Override** (DC 27), **Squad Leader**, **Advanced Rig**, **Exocortex**, **Mind Maze**, **Gore**, **Natural Weapons**, **Dhahabi Ghawl Symbiosis**, **Host Maintenance**, **Synapse Link**

**Mechanic Tricks**-Visual Data Processor (Included), Neural Shunt, Hack Directory, Invisibility Bypass Projector (Included), Invisibility-Hampering Projector, Engineer's Eye, Holographic Projector (DC 27)

**Spell Cache**, **Cache Capacitor 3** (Detect Radiation, Spider Climb, Arcane Sight), **Magic Hacks** (Phase Shot, Rain of Fire)

**Exocortex Features:** Combat Tracking, Memory Module, Wireless Hack, Twin Tracking, Multitasking

**Mods:** Reactive Camouflage, Invisibility Field, Echolocators, Speed

**Skill Focus:** Computers

**Advanced Custom Rig (Brain) with Accelerated Datajack augmentation**

**Tier 7**

**Countermeasures:** Alarm, Lockout, Fake Shell, 3 Firewalls, Wipe, Bonus Countermeasure-Feedback

**Modules:** Control-Stone of Worlds, Control-Muhinat's Table, Secure Data-Large-Dhahabi Gwal Empire Starmap and Atlas

**Upgrades:** Hardened, Security 4, Range 3

**Ancestral Memories** (Ex): Each dhahabi ghawl symbiend also has the full memories of all its ancestors. Often this results in a great deal of experience with various host bodies. This dhahabi ghawl symbiend possesses the Technomancer class graft (see alien archive-appendix 1: creating monsters and other npc-step 4: class grafts) which it applies to the host any time it has taken control of the host at CR 19, even if the host has lower hit die or CR than that.

## Equipment

**Personal Upgrades** (included): Strength Ability Crystal Mk 1, Dexterity Ability Crystal Mk 3, Constitution Ability Crystal Mk 2

Scepter of Thought

Ring of Resistance +5 (Included)

## Melee

Natural Weapons +17 1d3+27, Knockdown

## Ranged

Arc Pistol, Storm +17 (3d12+15 E, 50 ft., Stun, Critical Arc 4d6)

## Spellcasting

6th (3/day DC 26)—Battle Junkbot, Control Undead, Terraform, True Seeing

5th (6/day DC 25)—Control Machines, Unwilling Guardian, Wall of Force

4th (at will DC 24)—Destruction Protocol, Soothing Protocol

## Story

One thousand years ago on a primordial world the dhahabi gwahl evolved into the symbiends they are today. They had little idea of their full potential until wandering explorers landed on their world and because the first sentient hosts to the creatures. This introduced technology and space travel to them for the first time, and changed the course of their future.

Their expansion came rapidly after that, since they gained the memories and minds of their hosts, and passed this knowledge on to their spawn. Within three generations they had taken control of their home system and all other systems in close proximity. They even discovered the Stone of Worlds, and began duplicating the relics, greatly increasing their ability to expand their sphere of influence. Expansion continued until they ran into a corpsefleet that had left civilized space in their direction.

Confused by the undead and their inability to control these “lifeforms,” the expansion stopped for a time as the dhahabi gwahl sent out hosts to learn more about this new threat. It took almost a decade, but they eventually returned, having learned a great deal about necromantic rituals. They used this knowledge to their advantage and created the servitor soldiers they have been using ever since. Terribly effective warriors, they remained at the mercy of the necromancers controlling the corpse fleets.

This disadvantage to the corpse fleets began disappearing with the launch of the first Barijat Alharb Motherships. Designed specifically to deal with the powerful Omnibringers leading the corpsefleet squadrons, these deadly warbarges were able to hold the line by destroying the enemy ships faster than they could establish control over the servitor soldiers. Now the two groups are locked in a deadly war of attrition it may not be possible to win. However it was enough of a break to allow the dhahabi gwahl to continue expanding in other directions. Their greatest hindrance now is internecine warfare from their own ranks. Rivalries for dominance amongst themselves are never ending, but they always close ranks and turn on outsiders who try to use it to their advantage.

The term "Dhahabi Gwahl" is considered product identity of Black Sky Industries.

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/starfinderRPG> for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See <http://paizo.com/starfinderRPG/compatibility> for more information on the compatibility license.

Starfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See [paizo.com/starfinderRPG](http://paizo.com/starfinderRPG) for more information on the Starfinder Roleplaying Game.

#### **OPEN GAME LICENSE VERSION 1.0A**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

**Open Game License v 1.0a** © 2000, Wizards of the Coast, Inc.

**Dhahabi Gwahl, The Parasite War** © 2017, Black Sky Industries

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Starfinder Core Rulebook** © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

**Starfinder Alien Archive** © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.

# Black Sky Industries

