

SPECIES SPOTLIGHT:



ABHORRANT

Debra & Raymond
McVay



"Never has intelligence, avarice, and vileness combined so dangerously..."

Crouching behind the hives of wretched villains in the galaxy are their masters, a foul species that is the very embodiment of avarice, gluttony, and sloth. These are the Abhorrans.

In this **Species Spotlight** supplement you will find:

A Race of Vice: The Abhorrans, a foul species that is the very embodiment of avarice, gluttony, and sloth.

A Race of Oppressors: The Abhorrans are Tyrants, brutal leaders who rule their planets with iron fists and live to dominate their hapless subjects.

A Race of Opulence: The Abhorrans have a ravenous appetite for the finer things, and their Yachts are famous for vulgar excess.

Do you have the courage to face a species whose vengeance is the stuff of legend?

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**SPECIES SPOTLIGHT:
ABHORRANS**

By Debra & Raymond
McVay

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Pierson Frass was forced to his knees by the two burly thugs that gripped his shoulders on either side. Sweaty, bloody, and stripped to the waist, there was little to Frass' current appearance that indicated he was a Legate of the Consortium.

Frass peered through the gloom. All around him were the dregs of space: smugglers, slave traders, and killers, all chuckling evilly in the dimly lit chamber. At the far end of the room, barely visible though the smoke of elicit spices, sat the Tyrant itself, Tsara the Abhorran.

"I warned you, Legate, not to interfere with my operations on Tangere." The Abhorran's voice rumbled out of its fleshy maw. The orifice was surrounded by stubby fingers of segmented muscle that writhed as it spoke.

Frass swallowed his gorge and spoke through split lips, "H-how dare you! When the Consortium h-hears of this...outrage -"

Tsara's booming laughter cut off the battered Legate. A dozen cackles and sneers joined it.

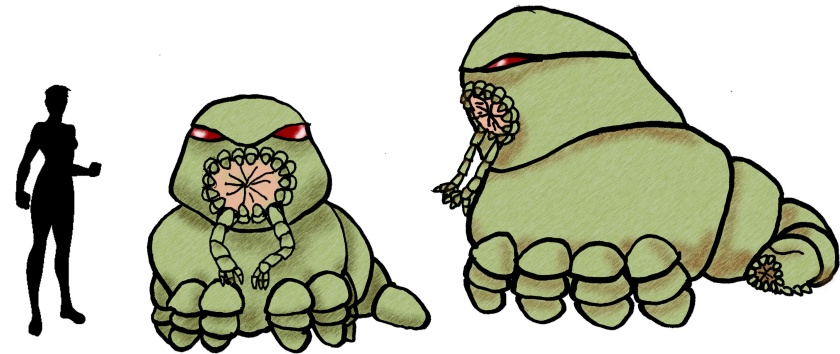
"Fool!" Tsara rumbled, "Your precious Consortium may rule the stars, Frass, but your death will serve as a reminder that this planet is mine."

The Abhorran gestured to his thugs. "Feed him to the dogs."

Never has intelligence, avarice, and vileness combined so dangerously as they have in the Abhorran species. Found throughout known space, these massive, writhing creatures do not colonize worlds, they conquer them. Once a planet falls into the tentacles of an Abhorran, drug processing, slavery, and all manner of illegal and amoral vices spread like a cancer, with the noisome creature at its center.

Physically, Abhorrans resemble large, boneless heaps of flesh. They have distinct heads, torsos, and tails, but such body areas are more like the segments of a large worm than the more well defined physiques of vertebrates. The torso segment has a series of eight "legs" - smaller, segmented tentacles - that serve more for balance and steering than locomotion. While short compared to the Abhorran's body, the tail segments are thick with muscle and enormously strong. The Abhorran head sits more or less on top of the torso, with flabby folds overhanging the segment. A smaller roll of flesh sits at the crown of the head, and served to overhang the creatures two eyes. The most striking, and disturbing, feature of the Abhorran is the maw. This orifice sits in the center of the head and is ringed with smaller segmented tentacles similar to the legs. Under the maw, at least two of these mouth tentacles are much longer than the rest, and split terminally into three or more segments that serve as the Abhorran's primary manipulators.

Abhorrans switch sexes depending on where they are in their life cycle. Juvenile and adults are universally male and spend most of their lives this way. Toward the



end of their lives, Abhorrans become female and bud an offspring off their tails. This offspring usually replaces the parent as Tyrant of a planet once it becomes of age and the parent dies (sometimes under mysterious circumstances) Very rarely, a female will spawn two children and the siblings will invariably fight one another for dominance. These dynastic struggles can be quite violent, as these foul creatures care nothing for collateral damage.

In this case, the victorious Abhorran takes over tyrannical control of the parents' planet, while the defeated Abhorran will travel to a new planet to begin the process of taking over - through any means necessary.

While Abhorrans are obviously physically intimidating, their minds are perhaps even more so. Abhorrans seem incapable of caring for any creature other than themselves and, at most, their offspring (familial love is considered a sign of senility among this selfish species). Given this mindset, it is little wonder that the creatures are able to so callously treat other sentient species. In fact, the Abhorran view of other species is so disdainful that the murder of an Abhorran by another species is one of the few things that will make a group of Abhorrans band together. Their vengeance is the stuff of legend. To make matters worse, Abhorrans are strongly resistant to the meditations of Star Knights. It is as if their selfishness has cut them off from – and made them resistant to the Way.

ABHORRANS	
ARMOR CLASS	5 [14]
HIT DICE	5
TO HIT BONUS	+3
ATTACKS	Tail Slam (2d6)
SAVING THROW	114 (5 HD) 13 (6 HD) 12 (7 HD) 11 (8 HD) 10 (9 HD) 9 (10 HD)
SPECIAL	Immune to mind-influencing effects
<i>Movement</i>	3
HDE/XP	7/1,100 (5 HD) 8/1,400 (6 HD) 9/1,700 (7 HD) 10/2,000 (8 HD) 11/2,300 (9 HD) 12/2,600 (10 HD)

There are those among many species that believe that they alone have the right to command. Contemptuous of others and with no regard for personal freedoms, these beings seek to not only rule all they survey, but to possess it utterly. These are the despots and dictators of the Galaxy – these are the Tyrants.

Tyrants do not always reveal themselves openly. The demagogue that seeks to sway crowds with empty rhetoric, the so-called “guardian of morality” that preaches hate and bigotry, and the autocrat that stands at the head of a cult of personality are all types of Tyrants. Tyrants often seek to gain control through legitimate means, using the loopholes in free societies' laws and manipulated support to ascend to power without little or no opposition. Once ensconced in their respective governments' power center, however, these Tyrants show their true colors, and change laws and traditions at a whim. Slavery, indentured servitude, and all manner of crimes against sentients are all hallmarks of a Tyrant's regime. Those who stand against an entrenched Tyrant face a nearly impossible battle for freedom, and likely end up “disappearing” at best, and gunned down like animals at worst.

While very few Tyrants are alike, some commonalities exist. All Tyrants, regardless of their species and talents, are so convinced of their in-born right to dominate others that their commands are difficult to ignore. When a Tyrant orders another being, they speak not only with their own voice, but with the weight of their entire society behind them. Tyrants may target an enemy once per round and issue an Oppressive Command. Targets of this Oppressive

Command must make a saving throw or be forced to bow to the Tyrant's wishes.

Naturally, given that species' natural inclination, Anhorrans are almost to a being a race of Tyrants.

TYRANT	
ARMOR CLASS	As base creature
HIT DICE	As base creature +1
TO HIT BONUS	As base creature +1
ATTACKS	As base creature
SAVING THROW	12
SPECIAL	Oppressive Command
<i>Movement</i>	As base creature
HDE/XP	A base creature +1

Abhorrans prefer to travel in style. Though many different kinds of luxury transports may be used by this species, the star yacht described below is typical.

1. Cockpit: This is a simple control room, with a single pilot position and a navigator's station.

2. Crew Galley: This room feature a plain steel table and auto-kitchen alcove.

3. Ship's Locker: This locked closet stores the yacht's petty cash and weapons for the crew and bodyguards. It is locked at all times.

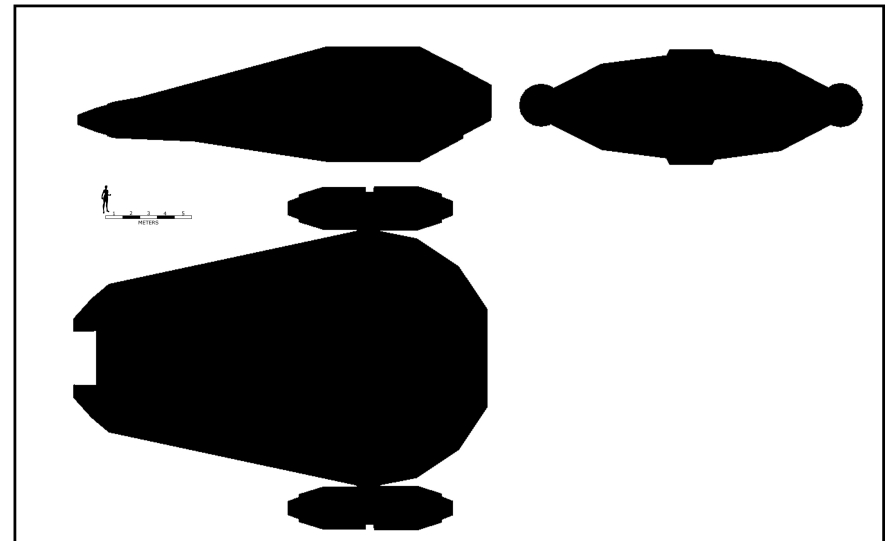
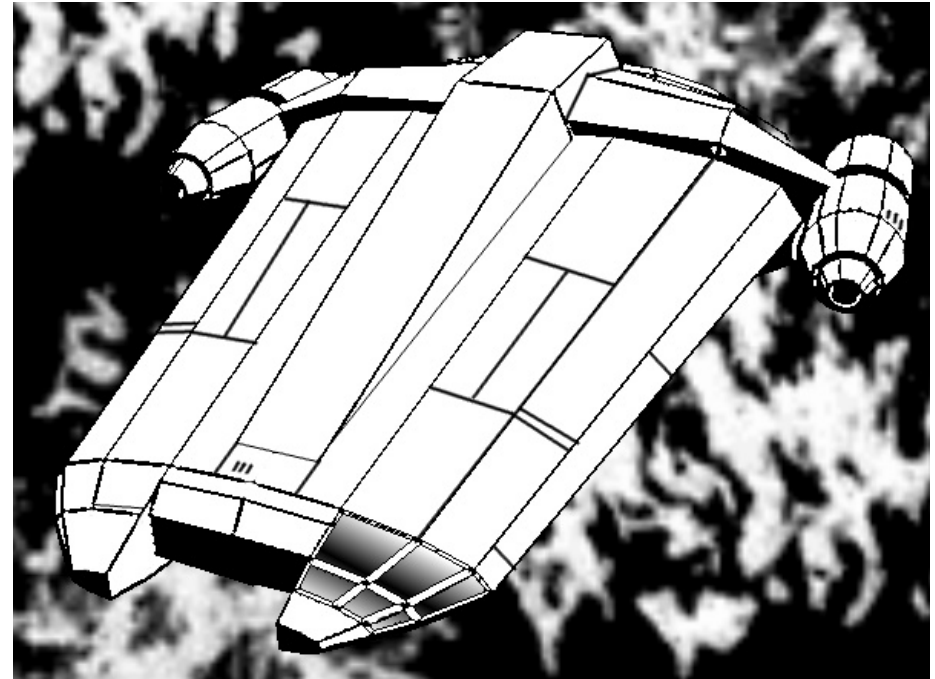
4. Captain's Quarter's: The only single cabin on the ship, this room also has it's own hygiene alcove.

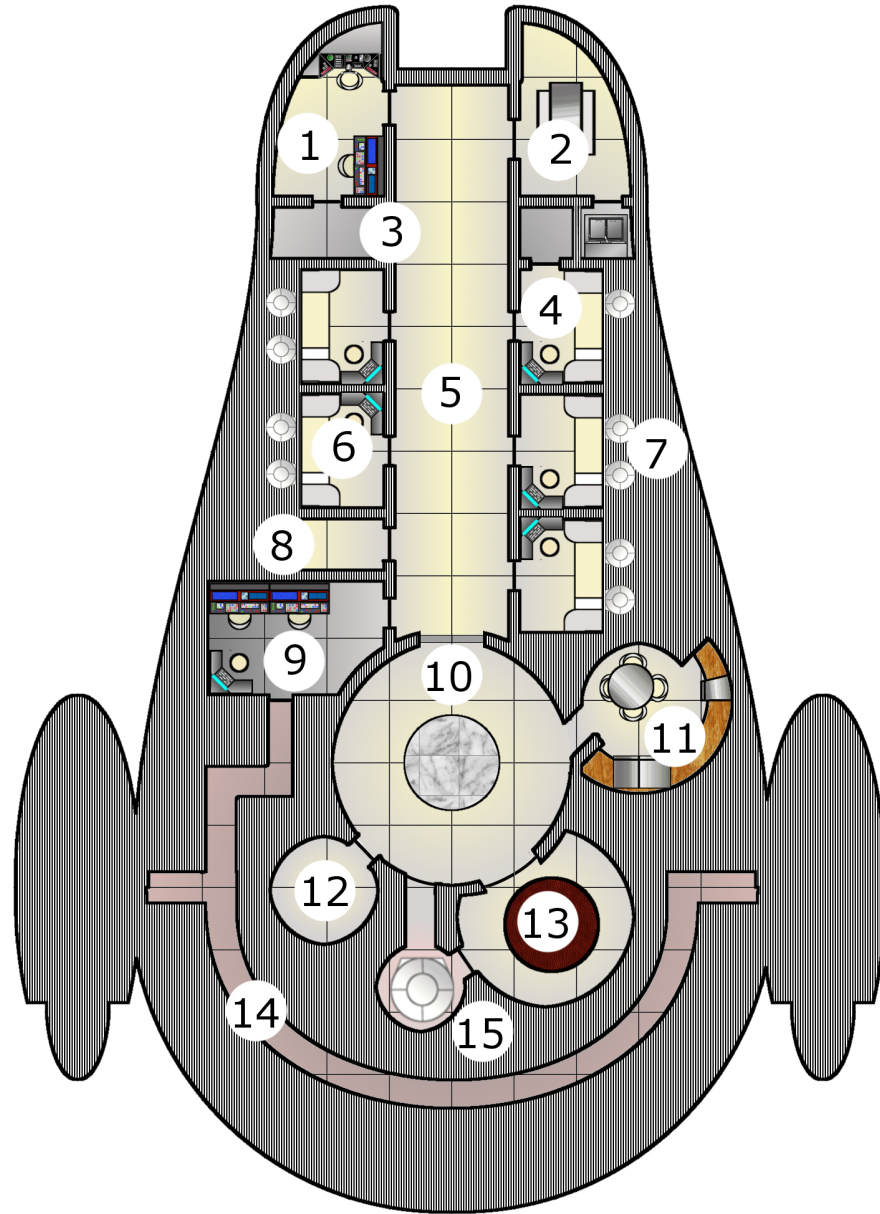
5. Great Hall: The entire purpose of such a yacht is to provide it's Abhorran owner with a proper throne room even when traveling. This double wide corridor, the largest area in the entire spacecraft, is a example of conspicuous consumption. Murals of the Abhorran's conquest may decorate the walls, or grisly trophies of the hapless sentients that crossed the resident tyrant.

6. Crew Cabins: These four dingy compartments are stuffed with a pair of bunks and small console – which is often dented, cracked or completely non-functional.

7. Escape Pods: It may seem unusual to see the transport of such a selfish species be stocked with sufficient escape pods – until one realizes that most of these single-crew capsules are stuffed with contraband that can be easily jettisoned.

8. Hygiene: Words cannot describe the foulness of a hygiene pod used by a pack of cut-throats and ne'er-do-wells. Slave guilty of minor offenses may be





ABHORRAN YACHT

- 1. Cockpit
- 2. Crew Galley
- 3. Ship's Locker
- 4. Captain's Quarters
- 5. Great Hall
- 6. Crew Cabins (4)
- 7. Escape Pod
- 8. Hygiene
- 9. Security Room
- 10. Audience Chamber
- 11. Private Galley
- 12. Slave Pen
- 13. Sleeping Chamber
- 14. Maintenance Crawlspace
- 15. Private Escape Pod

punished by being forced to clean this noisome chamber.

9. Security Room: A paranoid species, Abhorran yachts are festooned with surveillance cameras and listening devices. These feeds are monitored from the security room. The ship's weapons are fired from a remote terminal in this area, and the security room offers the only access to the maintenance crawlspace.

10. Audience Chamber: The great hall opens directly into a large, dome-shaped vault where the tyrant may hold court. There is a central dais made of rare stones that serves as the Abhorran's throne. The doors to this section of the yacht are gas-tight and reinforced.

11. Private Galley: Abhorran's are known for their enormous - and enormously varied - appetites. The private galley on board an Abhorran's yacht is large and full of all manner of foodstuffs and live creatures.

12. Slave Pen: The Abhorran's private body servants are housed in this chamber like so many animals. The room is bare and often contains only the most minimal life-support.

13. Sleeping Chamber: A smaller version of the audience chamber, this room features a huge mattress covered with furs.

14. Maintenance Crawlspace: This corridor starts in the security room and wraps around the entire aft of the yacht. The crawlspace offers access to the ship's life-support, shields, engines, and other vital systems.

15 Private Escape Pod: Only the Abhorran itself is likely to have a working escape pod. The double-sized capsule is accessible from both the audience chamber and the sleeping chamber.

Prudent tyrants often keep their prized possessions and ready cash in the escape pod, just in case.

CLASS-6 COMBAT POD

ARMOR CLASS	6 [13]
HIT POINTS	15
SHIELD STRENGTH	2
Movement	10
TARGETING	+2
ATTACK	3d6 (Laser Cannons) [pilot-]

MODIFICATIONS

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