

LEGENDARY PLANET

TO KILL A STAR



BY JASON NELSON





TO KILL A STAR

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This product is a part of our line of sword-and-planet adventure products blending science fiction and traditional fantasy in an interplanetary epic that will take your characters to whole new worlds of adventure. Drawing from the pulp sci-fi tradition of Edgar Rice Burroughs, Jack Vance, and their contemporaries, this adventure saga spans exotic worlds filled with alien races and ancient secrets, as the heroes must confront interstellar conspiracies and unravel long-lost mysteries if they are to save the galaxy from annihilation, or even just find a way home. Whatever you favor the *Pathfinder Roleplaying Game* or the 5th edition of the world's most famous RPG, when you see the Legendary Planet logo you'll know you are getting an adventure that is quite literally out of this world.

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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

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WHAT YOU WILL FIND INSIDE LEGENDARY PLANET: TO KILL A STAR

To Kill a Star is the endgame of Legendary Planet Adventure Path and allows them to bring the final battle to the gates of the enemy. After beating back the invasions of the Ultari Hegemony and turning the tide, the heroes at last have a clue as to the long-hidden sanctuary of the Hegemony forces and can follow them there after their retreat from the gas giant of Qanna at the end of *Mind Tyrants of the Merciless Moons*. Arriving at a transmat relay station on the edge of a vast nebula, traps and guardians await to delay them while the ultari make good their escape, leaving them to track them into the nebula's heart where a graveyard of the gods awaits. The deathless inhabitants there are happy to betray the ultari, but the only route they offer to their sanctuary passes through a titanic black hole. The PCs finally arrive at the vast Dyson sphere encapsulating an entire star and criss-crossed by a network of hypertubes, making their way at last to the capital city of Atlas Prime, where they find a telepathic police state yet with factions unhappy with ultari leadership after their reverses at the heroes' hands. The PCs discover a small cadre of long-lost spies from the Bellianic Accord that assist them in destabilizing the ultari rulers and playing off splintered factions long enough for them to recover an ancient artifact and destroy the last living descendant of the Principalities themselves. Her death precipitates a sealing of the sphere and absolute chaos between the factions and their slave-soldiers, but in the midst of it all the PCs can pull off a desperate gambit, traversing the sphere in spirit form to recover the sundered pieces of their artifact and plunging into the heart of the star itself, where they have the chance to destroy not just the source of the Hegemony's power but the Dyson sphere and the Hegemony itself once and for all.

This adventure continues on from *Mind Tyrants of the Merciless Moons* with the assumption that the PCs have already experienced that adventure and those previous. Their mythic powers continue to grow, and with their growing power they are now ready to take the lead and finish the fight that has consumed their careers up to this point. *To Kill a Star* brings into the harshness of empty space and the terrors it brings, and from there into a vast and advanced psionic and technomagic society unlike any they have encountered before, and finally into the most inhospitable environment imaginable in the pulsing heart of a star.

Legendary Games has brought together a group of authors, artists, and contributors including industry veterans as well as talented newcomers all in an effort to create products for your favorite roleplaying games that are both inspiring and unique. Combining rich story and background with beautiful aesthetics, we hope to create gaming experiences that are second to none. This product follows in that proud tradition, and we hope you enjoy using it as much as we enjoyed making it. Now go create a mythic surge of gaming! Your players deserve it!!



- Jason Nelson

ADVANCEMENT TRACK

This is a long adventure, nearly triple the length of most adventures in this saga, and it is intended to be epic in scope. It is designed for four characters, who should be 19th level with 5 mythic tiers at the beginning of the adventure. We suggest you grant PCs their sixth mythic tier upon passing through the Titan's Maw black hole, advance them to 20th level when they are ready to enter the city of Axis Prime, and add a seventh mythic tier after they destroy Invidia and her allies in *The Daughter's Fane* at the conclusion of part 3. If you wish to use experience points rather than such "milestone" advancement, we recommend using the Slow advancement track. PCs should be 20th level with 7 mythic tiers when they begin part 4.



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SUPERSCRIPT REFERENCES

The following superscripts are used to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference.

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
B1 = *Pathfinder Roleplaying Game Bestiary*
B2 = *Pathfinder Roleplaying Game Bestiary 2*
B3 = *Pathfinder Roleplaying Game Bestiary 3*
B4 = *Pathfinder Roleplaying Game Bestiary 4*
B5 = *Pathfinder Roleplaying Game Bestiary 5*
B6 = *Pathfinder Roleplaying Game Bestiary 6*
CRB = *Pathfinder Roleplaying Game Core Rulebook*

HA = *Pathfinder Roleplaying Game Horror Adventures*
MA^{Adv} = *Pathfinder Roleplaying Game Mythic Adventures*
OA = *Pathfinder Roleplaying Game Occult Adventures*
PsiU = *Psionics Unleashed*
TG = *Companion softcover guide to technology*
UC = *Pathfinder Roleplaying Game Ultimate Combat*
UE = *Pathfinder Roleplaying Game Ultimate Equipment*
UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
UM = *Pathfinder Roleplaying Game Ultimate Magic*
UP = *Ultimate Psionics*



TO KILL A STAR

LEGENDARY PLANET: CHAPTER SEVEN

INTRODUCTION

To Kill a Star concludes the Legendary Planet Adventure Path, as the PCs having thwarted the great counter-offensive the Hegemony planned to launch from the gas giant of Qanna and resolve to end the war once and for all with a desperate strike into the very heart of the Ultari Hegemony. The secretive Hegemony has wiped knowledge of their core capital's location from all computers and navigation systems and even from the minds of its servants, though examination of Mind Tyrant systems leads the heroes into the Latere Nebula, a cosmic graveyard of dead gods whose essence is mined by deathless champions to power their entropic mission to end all that is. Yet they know a perilous passage that can take the PCs directly to the doorstep of their hidden refuge, if they dare cross the bridge of the infinite through the Titan's Maw.

After the PCs pass through a black hole, they exit the singularity right in the literal backyard of the ultari base, a vast Dyson Sphere trapping the singularity star of **Faa Dlan** and drawing upon its stellar fires and nigh-limitless power to keep secret and safe the heart of their civilization. They must force their way into one of the sentinel towers surrounding the impervious sphere, battling its guardians to access the vast transit network within. Here they find an unexpected ally, a long-lost spy for the Bellianic Accord, who with her ghostly kin have been gathering information here for years but have been unable to escape back across the endless void to return and report.

Navigating to the capital city of Atlas Major, the heroes must force an entrance by power or persuasion and meet up with their allied spies to get a clearer picture of the situation in this vast megalopolis. The war is going poorly, and propaganda has not been enough to quell dissenters among the ultari's allies, and even among the once-united ultari themselves. The PCs can incite the jagladine and onaryx to turn on their masters and reach for power themselves, if they can but break the immortal hold the ultari have in the degenerate last progeny of the Principalities themselves.

In victory, the PCs can trigger an all-out civil war that begins to turn into a purge but find themselves trapped within the sphere as the chaos and carnage mounts. If the power of the Hegemony is to be broken once and for all, it

is here. The sphere must be shattered and the star destroyed to end ultari tyranny forever. Veterans of the psychic wars, they unlock an ancient secret that may allow them to put the Ultari Hegemony to a final explosive end, but it will take literally all they have to descend into depths where none can survive, at long last **To Kill a Star** and write their names across the cosmos.

ADVENTURE BACKGROUND

Thousands of years ago, most of the cultures spread across the galaxy were still young. Gods experimented with their favorite races, tribes warred and most planets knew very little of life among the stars. Recondite powers from outside time and space walked between dimensions, edifying or destroying worlds with their very presence. The disruption of dimensions combined with the powers of creation and entropy to forge anomalies and singularities in a universe already filled with wonder.

The mortal races who now explore both cosmos and planes might have been young, but the universe they live in was not. Before the oldest dragons were born; before the wisest angels and devils answered mortal prayers, space had already seen hundreds of dynasties, empires, wars, and extinctions. When the Principalities that threatened peace in the galaxy sought to amass forces and control every world they could touch, they were just another chapter in the eternal struggle between good and evil.

Still, the Principalities left their mark. They enslaved entire systems and shattered planets in their war against the Bellianic Accord. The farther out their borders reached, the more secure they felt in their home system. As a demonstration of power, they collapsed the nearest star, creating a black hole through which they disposed of both refuse and rivals. The execution of their enemies by wormhole became a high ritual attended by their most accomplished officers. More than a few members of the Accord sacrificed themselves for small gains against the Principalities, and many of the galaxy's greatest heroes, some of them gods in their own right, were crushed by the singularity known as the Titan's Maw.

Eventually the Accord prevailed over their tyrannical enemies. They locked the Principalities in a secret dimension accessed only through the center of their own star and threw away the key. For thousands of years, the loose cults and secret societies that remembered the ancient war sought a way to loose these evil powers and restore them to prominence. The Ultari Hegemony was born—several factions united with this one diabolical goal.

The Hegemony approached their agenda with careful planning and stealth. They conceived a way to find and free their inimical idols from temporal stasis. To that end, they located the prison-star of the Principalities' home world. Agents of the Hegemony discovered that Titan's Maw had moved closer to their star over the centuries, disrupting the orbits of her planets and eventually devouring all but the closest one. Hegemony scientists built a Dyson sphere around the sun and its lone partner. They included technology that slowed the Titan's Maw's approach and worked to analyze the star, looking for ways to reach (and then release) the Principalities. Every alien contact, every new ally, and every plot to enslave a world or build the Hegemony an intergalactic army was hatched from this unique metal shell.

Now the leaders of the Ultari Hegemony return to their vast hidden starbase sanctuary in full retreat. Though their nemeses in the Bellianic Accord were thought vanquished or dormant, a small band of relentless heroes has consistently disrupted their efforts until a recent confrontation on the moon of an immense gas giant. The Hegemony flees through a gateway to bring their pursuers closer to death. Meanwhile they rush to their Dyson sphere and their own last line of defense.

ADVENTURE SUMMARY

Faa Dlan is the heart of the Ultari Hegemony. It is not only the birthplace of their greatest patriarchs and matriarchs, it is believed that Faa Dlan, the star at the Dyson Sphere's heart, is a nexus point to the subspatial null-void in which the Patrons long ago sealed the Principalities. The scope of the adventure is vast and the stakes titanic, and in the end the PCs must face a final sacrifice that will bring freedom to the stars and make them truly immortal.

In Chapter 1, the PCs arrive at a deep space relay station to find the ultari fleeing the previous adventure have vanished with little trace. Clues point towards a vast nebula inhabited by spirits of entropy and destruction, yet they themselves have little loyalty to the ultari and offer a harrowing shortcut to the ultari homeworld through the Titan's Maw, a black hole.

Chapter 2 brings the PCs to the surface of the Dyson Sphere that forms the ultari homeworld. They must infiltrate its defenses, seek out information, and explore the high-speed transit network that provides transportation through the sphere, facing challenges along the way.

In Chapter 3, the PCs arrive in ultari capital of Atlas Prime, where they must explore the political situation and avoid detection as they figure out which factions they can manipulate and undermine while they research how to destroy the Ultari Hegemony from within. They discover hidden secrets that offer the chance to not just bring down the empire but to destabilize the singularity star of Faa Dlan itself and destroy the entire sphere and everyone in it.

In Chapter 4, the PCs undertake a desperate gambit as the Hegemony factions turn on each other, plunging deep into the heart of Faa Dlan to find the breach nexus to the prison plane of the Principalities where they must use all their powers *To Kill a Star!*

TECHNOLOGY IN TO KILL A STAR

By this point in the *Legendary Planet Adventure Path*, the PCs have seen several different kinds of technology and witnessed unusual items powered by magic or science, or both. By the time they arrive at the Faa Dlan, they are approaching the pinnacle of what the fusion of those two fields can create, all shaped by the psychic will-force and malign intellect of the Ultari and their allies. Many parts of this adventure have a much more sci-fi flavor than earlier installments in the series, and while some technology is infused with psionics or magic that is specifically keyed to the Ultari, most of it can be operated on at least a basic level by PCs with the experience they've developed over the preceding adventures.

When PCs encounter things like automated door panels and computer kiosks, these items often are purely technological, featuring polymorphic software that a character can bypass with a successful Disable Device check. The interface for these systems is different from one culture to another, but symbolic icons suggest their function. As a result, a character attempting a Disable Device check to use a panel or kiosk can first attempt a DC 15 Linguistics check to gain a +2 bonus on the Disable Device check. This check is made as part of the same action. If a character can reach the inner workings of a device or door, he can instead make a Disable Device check to disarm or operate the mechanism instead of the interface by adding 5 to a door or trap's Disable Device DC.

Some technology is powered by magic, or energy indistinguishable from magic. An item described as technomantic can be circumvented or countered with normal magic (such as an *antimagic field* or *break enchantment* spell), or with sufficient technological equipment and a Use Magic Device check with a DC equal to 11 plus the effect's caster level. Regarding effects that are both magical and technological, whenever the following text refers to a Technomancy check, it refers to the highest of the acting character's Disable Device or Use Magic Device bonus. Characters using the aid another action to assist this check must make the same check the acting character makes.

Some items in this adventure are specifically keyed to the psionic resonance of the Ultari mind, and items that are psychoelectric in this fashion are more difficult to operate for creatures that lack natural psionics or the ability to cast psychic spells, with a -5 penalty on Disable Device checks related to their operation. A character using the Use Magic Device skill must first use that skill to emulate the Ultari race, with a -5 penalty on the check if they do not themselves possess psionics or the ability to cast psychic spells. If they successfully emulate an Ultari, they do not take the usual penalty

MYTHIC HEROES IN SPACE

To Kill A Star concludes the epic Legendary Planet adventure path, pitting the player characters against godlike adversaries and the deadliest environments imaginable. Fortunately, the PCs wield mythic power, including the Morphic Nature mythic feat. As with the preceding adventures, the PCs' destiny (and divine investment from the Accord) protects them from several immediate environmental dangers. **Adventuring in the Void** in the Appendices provides rules for dealing with light or heavy gravity, radiation, vacuum, and other dangers of the void. The characters' Morphic Nature provides them with the following benefits:

- **Far Sight:** They gain low-light vision, improving their vision in the dim light that pervades most space environments. Creatures that already have low-light vision instead reduce the distance penalty on vision-based Perception checks in space to 1/10 the normal penalty (i.e., -1 per 100 feet).
- **Hold Breath:** In a vacuum, they can hold their breath for 2 minutes per point of Constitution, and only need to make Constitution checks once per minute if they take any standard action or full-round action.
- **Orbital Control:** They have limited resistance to being drawn into gravity wells and can choose to approach large bodies and/or maintain an orbital distance without helplessly plummeting out of control into their gravity. This gives them time to prepare spells or other effects to help prepare their descent or escape, but this control is not absolute and may decay at the GM's discretion depending on the actions of the character.
- **Radiation Resistance:** They treat environmental radiation from cosmic rays as one step less severe than normal, unless the radiation comes from a mythic source (such as the Titan's Maw black hole). This does not protect against spells, weapons, or other effects that cause radiation.
- **Starflight:** They can expend one use of mythic power as a standard action to use levitate as a spell-like ability (caster level equal to their mythic tier) when in a zero-gravity environment. They must determine their subjective verticality when activating this ability and can accelerate or decelerate only on that axis; if they wish to move in a different direction, they must activate it again. Creatures with the ability to *levitate* or with a supernatural fly speed can concentrate for one minute and expend two uses of mythic power to accelerate to interstellar speed for a number of hours equal to their mythic tier. When approaching a planetary body or similar destination, characters must spend one minute concentrating to decelerate from starflight and resume normal tactical movement.

This interstellar speed is abstract and undefined, but for the purpose of encounters with other creatures that also possess starflight, they and the PCs can match each other's relative starflight speed, at which point they can interact with each other using normal tactical movement. Starflight is irrelevant to combat encounters unless one side possesses it and the other does not.

- **Temperature Regulation:** They gain cold resistance 10 and fire resistance 10 against environmental heat and cold effects. This does not protect against spells, weapons, or other effects that deal cold or fire damage; however, it stacks with any cold resistance or fire resistance they already possess for the purpose of protecting against environmental heat and cold. In addition, if they are the target of a *resist energy* spell that protects against cold or fire, they can expend one use of mythic power to increase the spell's duration to 1 hour per caster level.
- **Zero-G Maneuvers:** They gain a bonus equal to their mythic tier on Acrobatics and Fly checks to maneuver in zero gravity. In addition, once the character has spent at least 24 hours in zero gravity (see page 144 in **Adventuring in the Void**) they can expend one use of mythic power as a standard action to gain the benefits of the Zero-G Training feat for a number of minutes equal to their mythic tier, or they can expend two uses of mythic power as a full-round action to gain the benefits of Zero-G Training for one hour per mythic tier.

on Disable Device checks.

Characters with at least 5 ranks in Knowledge (engineering) gain a +2 circumstance bonus on Disable Device and Use Magic Device checks to operate technomagical and psychoelectric mechanisms in this adventure.

BEGINNING THE ADVENTURE

To Kill A Star begins in *media res*, with the party in hot pursuit of the Ultari forces in full retreat. The PCs emerge from the Scarab Relay gate to find themselves outside a shimmering cloud of blue and white gas. The PCs could go around the immense cloud, but even with the power of star flight they could fail to catch their quarry. Instead, they are led to pursue

PART 1: THE BLACK NEBULA

through the Latere Nebula, an ancient collection of dust, undead, and necromantic energies. The party might regret this shortcut, as the very substance of space and time attacks their life force. However, amid fighting the undead and the nebula's sole living resident, the party discovers an ancient disagreement. Exploiting it carefully may allow them to gain passage from the nebula to the Dyson sphere before their fleeing enemy can activate their defenses.

PART 1: THE BLACK NEBULA

After their victories on the moons of Qanna and their first encounter with the legendary ultari themselves, shattering their hoped-for final offensive and fully putting them on the retreat, the PCs are now in a position to break the back of the Ultari Hegemony once and for all. Their allied forces in the Bellianic Accord can make use of the multiple gates of Qanna to strike out and turn back ultari incursions and keep them scattered and on the run, but only the PCs have the strength and skill to seek out and strike at the heart of the ultari empire. When the ultari leadership fled from the Weave Moon, they were not able to sabotage the gateway that led them onward, leaving a precious clue – coordinates to the relay station they used to depart. Senior leadership would need to make a full report to the high command. Many spies have sought the ultari homeworld, rumored to lie within a hidden star system that none have ever been able to locate and survive to return.

The PCs' encounter with the ultari and their technology indicates that they integrate psychic power with their magic and technology but withhold psychic power from their allied races like the jagladine, onaryx, bil'djooli, and klaven. However, it also suggests that some of their bases or structures are exposed to the void of space, so PCs should be prepared for the most hostile of environments. The PCs can use the gate from the Weave Moon, programmed with the aid of the Opus Aeterna and the trace data from the fleeing ultari, to pursue the enemy leaders and hopefully uncover their final location, scout the area, and set the stage for an all-out assault. Or, as champions of destiny, they could seek to cut the head off the ultari snake themselves and bring an end to this war forever.

Relstanna and her friends on the Bellianic Accord stand ready to aid the PCs in their final quest, and they offer to them a number of items they have researched and crafted to assist them, including:

- A [+1 heavy fortification spacesuit](#)^{TC}.
- Arcane scrolls of [planetary adaptation](#)^{DW} (CL 9) and [mass planetary adaptation](#) (CL 13).
- A special [bracelet of friends](#)^{UE} with charms for each character, cohort, familiar, companion. This bracelet does not occupy a magic item slot.
- An enhanced [staff of healing](#) that also can perform the

following spell effects: *remove sickness* (1 charge), *neutralize poison* (3 charges), *mass cure light wounds* (4 charges), and *breath of life* (5 charges).

- An *iridescent spindle ioun stone*.

With their fervent wishes for success and anticipation of a triumphant return that will write their name in the stars, their allies accompany them to the Weave Moon and make ready the gateway to pursue the departed ultari leaders.

A. SCARAB RELAY

When the PCs arrive here, they find the relay station deserted. In the unlikely event that they pursue the fleeing ultari at the end of the previous adventure immediately rather than waiting to heal, regain spells, purchase or craft equipment, etc., the damage dealt by the fleeing ultari to the relay station delays their transit through the portal, allowing the ultari to make good their escape.

1. TRANSMAT NAVE

The now-familiar stretching of time and space warps the universe around you, bending endless streaks of light and phantasmagorical whorls of color and muffled sound. Once such journeys left you dizzied and adrift, but now it seems almost comforting to slide through the hidden ways of the Patrons' embrace, feeling the cosmic peristalsis contract inward as you slip in between moments with dreamlike smoothness. Sparkling lights coalesce before you into a nova-bright pulse as your mind, body, and spirit merge once more into the realm of the material. The slip back into reality seems to stretch onward uncomfortably, however, as your joints seem to deform and pop as your body is nearly pulled apart by an awkward straining, as though the portal beyond keeps sliding away and taking part of you with it. Discordant high-pitched whines and rumbles echo and vibrations rattle your very soul until, with a deafening tearing sound you suddenly hurtle through the gateway and slam hard into a glowing platform of cracked lavender crystal.

Blinking your eyes into focus, a vast angular chamber soars above you, with pillared alcoves flanking the chamber on every side but one, where an immense portico leads to a set of massive sliding metal doors.

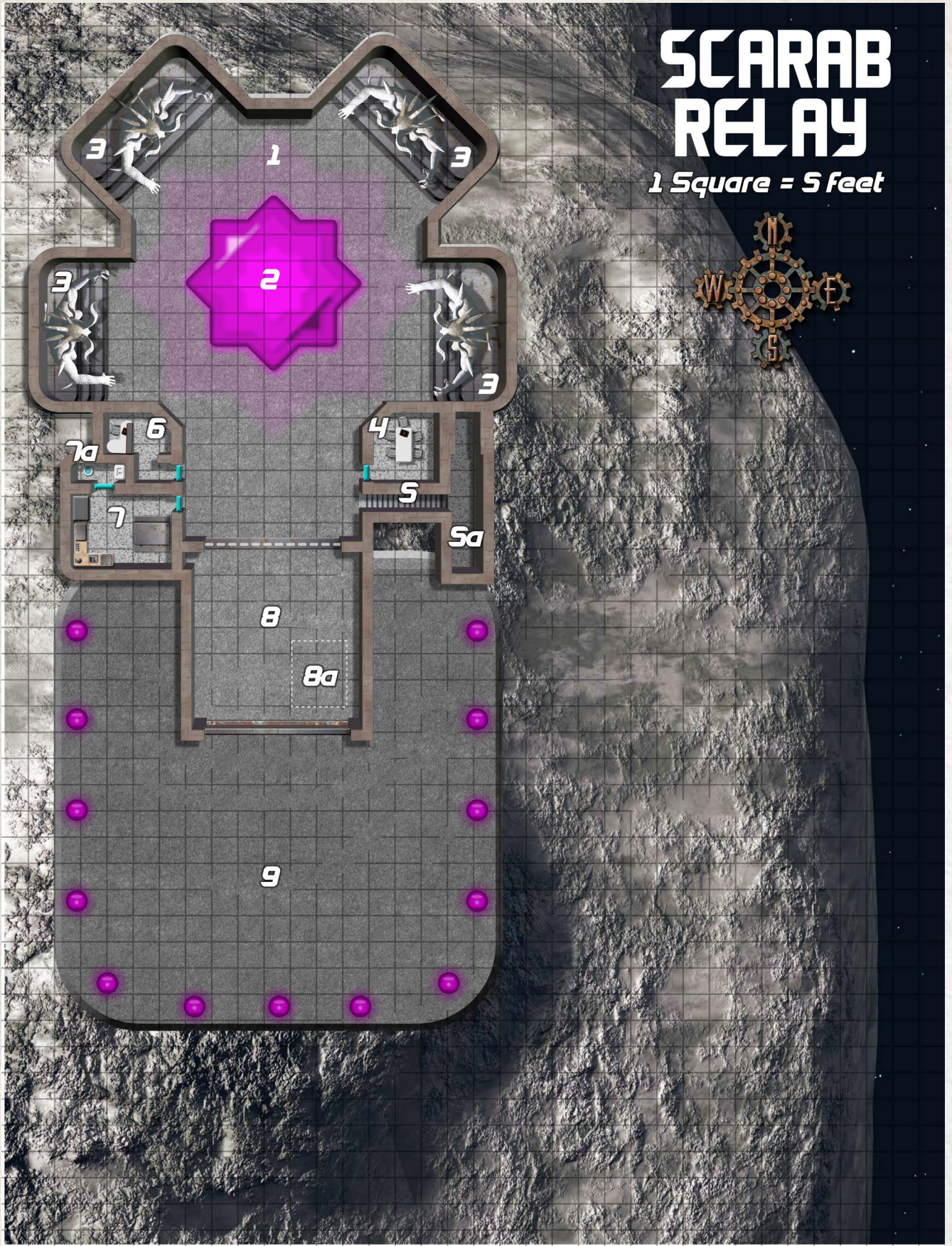
Characters arriving here without ultari escort are immediately set upon by the aluum guardians in the alcoves (area 3). This chamber and all of the Scarab Relay station contain breathable atmosphere.

Special: The entire chamber is under an *unhallow* effect coupled with an *invisibility purge* spell (caster level 15th). In addition, the entire relay station is an area of **light gravity** (see page 144).

Development: The violent portal displacement caused by the damaged portal mechanism causes creatures emerging from the portal to take 12d6 points of damage (DC 30 Fortitude half) and become staggered for 1 round. Creatures

SCARAB RELAY

1 Square = 5 Feet



failing their save are staggered for 1d4 rounds and fall prone. This is a conjuration (teleportation) effect.

2. ARRIVAL STAR

The floor here is raised a foot above the surrounding floor in a massive eight-pointed star of faintly glowing lavender crystal. The glow seems to intensify wherever your feet touch it, leaving luminous footprints behind you as you move. Milky whorls within the crystal seem to quiver and shift like turgid ooze, drawing the eye and making you feel as though you are about to stumble even though it feels perfectly solid and smooth as glass.

The arrival star is disorienting to those nearby, causing them to become dazzled as long as they remain within 5 feet of it (no save). Once they leave it (or if their line of sight is interrupted, such as by magical darkness), they can attempt a DC 20 Will save each round at the beginning of their turn to end it. A creature falling prone on the arrival star becomes fascinated (DC 20 Will negates) in addition to being dazzled.

3. ALUUM ALCOVES (CR 20)

A metallic titan with glowing eyes stands motionless in this vast alcove, adopting a triumphant stance down from a raised dais in the rear of the alcove, stepping down into the central nave.

These automatons are guardians of the station left by the ultari and poised and ready to pounce on creatures arriving in the transmat nave that are not accompanied by ultari. If the PCs have disguised themselves as ultari, such as with a *veil* spell, the aluums do not immediately attack; however, they have been programmed to await a two-step passcode – “Devotion is Life” followed by “and Life is the Law.” If this passcode is not given within 1 round of arrival, the aluums attack, though they focus their attacks against creatures that do not appear to be ultari if possible.

ALUUM TITAN

CR 16/MR 1

Advanced [invincible](#)^{MAdv} [aluum](#)^{ISWG}

XP 76,800

N Gargantuan construct (mythic)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 35, touch 10, flat-footed 24 (+26 natural, –4 size)

hp 224 (28d10+70)

Fort +9, **Ref** +9, **Will** +9

Defensive Abilities [block attacks](#)^{MA}, [second save](#)^{MA}; **DR** 10/adamantine and epic; **Immune** blindness and dazzling, magic, construct traits; **Resist** acid 15, cold 15, electricity 15, fire 15, sonic 15

OFFENSE

Speed 30 ft.

Melee 2 slams +35 (6d8+18 plus paralysis)

Space 20 ft.; **Reach** 20 ft.

Special Attacks soul shriek

STATISTICS

Str 46, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +21; **CMB** +43; **CMD** 53

SPECIAL ABILITIES

Immunity to Magic (Ex) An aluum is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A magical attack that uses negative energy (such as channel negative energy, *inflict light wounds*, or *enervation*) deals no damage, but speeds up the aluum’s attacks and movement as if it were under the effects of a *haste* spell for 1d6 rounds. A magical attack that uses positive energy slows the aluum as if by a *slow* spell for 1d6 rounds and dispels any *haste* effects currently affecting it. *Magic jar* confuses the creature for 1d6 rounds.



Paralysis (Su) The touch of an aluum paralyzes living creatures that fail a DC 24 Fortitude save for 1d4 minutes. The save DC is Constitution-based.

Soul Shriek (Su) As a free action every 1d4 rounds, the aluum's enslaved souls may emit a keening wail in a 15-foot cone. Creatures in the cone take 10d6 points of sonic damage and are stunned for 1 round. A DC 24 Will save halves the damage and negates the stun effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

4. MEETING ROOM

A large table surrounded by chairs of various sizes and shapes dominates this room. Large white metallic panels hang on each wall.

This meeting room contains nothing of interest, though characters with psionic abilities or psychic spellcasting who touch the white metallic boards find them to be psychoreactive and allow them to draw detailed images with simple physical contact in whatever colors they imagine.

5. STAIRS BELOW

A smoothly polished metal staircase leads down to a set of narrow corridors lined with metal doors.

This staircase leads down 15 feet to a perpendicular hallway (5a) that links a series of 50-foot-long corridors. Each corridor has 5 doors down each side, and each door opens into a sparsely furnished 10-foot-square room with its own built-in light source and air supply. These rooms serve as quarters for the staff operating the Scarab Relay, but with the station's evacuation they are currently unoccupied and contain nothing of value. A quick search (DC 25 Perception or Survival) shows evidence of a hasty departure, including a few discarded personal items.

6. COMMAND CENTER

A short flight of steps leads up to a series of chairs and crystalline displays, all shattered and demolished, with large spherical sections entirely missing as if disintegrated.

This place has been trashed so the arrival star is a one-way arrival portal. Several essential components have been removed in addition to the raw destruction here, so that even if the consoles are repaired the portal will not work to redirect travelers from the Transmat Star to arrive at the Dyson Sphere. Those components have been taken inside the Dyson sphere and are not subject to *wish* or *miracle* spells from outside the Sphere.

A DC 40 Knowledge (engineering) check along with a DC 30 Linguistics check or Use Magic Device check is able to

recover fragmentary data from shattered bits of a data core that reveals multiple trips from landing platform into Latere Nebula, which may lead PCs to go there following what they think are the fleeing ultari, though in reality it represents multiple trips back and forth made by the nightshades.

7. LOUNGE

This comfortable room contains several small tables with chairs as well as plush divans and a small bookcase with colorful tomes in a variety of alien languages. One corner of the room contains floor-to-ceiling cabinets and several odd metallic devices.

The cabinets contain preserved alien foodstuffs, much of which is edible by PCs, though there is a 50% chance that any given item consumed is either spoiled or indigestible, acting like a randomly determined poison. The metallic devices, some flat and some pot-shaped, are made of a psychoreactive material that can be commanded to heat or cool by creatures with psionic abilities or psychic spellcasting abilities.

A lavatory is located at 7a, which vents out into space.

8. AIRLOCK

Massive reinforced metal doors slide together on both sides of this 15-foot-wide chamber, with small control panels displaying blinking lights near each door.

The inner and outer doors of this chamber are secured with powered mechanical locks (Disable Device DC 40), characters trained in Knowledge (engineering) gain a +2 circumstance bonus on Disable Device checks to open them every 5 ranks they have in that skill. In addition, a successful DC 20 Knowledge (engineering) check reveals the airlock function of the controls, allowing a PC to pressurize the chamber within and fill it with breathable air, taking 2d6 rounds.

The section of the airlock marked 8a has a retracting wall and ceiling, allowing only a small portion of the larger airlock to be sealed and used for smaller creatures coming to and fro. Operating this smaller airlock system requires the same skill checks as above. The mechanism takes 1d4 rounds to extend and seal the 10-foot-wide, 10-foot-high tunnel, and it can be pressurized and filled with breathable air in only 1d3 rounds.

9. LANDING PLATFORM

This wide, angular platform is open to the sooty, airless vastness above. A low railing surrounds the edge of the platform, with a drop of 20 to 30 feet to the rocky surface below. Strange runes are inlaid into the platform in faintly glowing purplish crystal, giving off a dim light.



This platform is a landing spot for the nightshades and their minions. The runes form a necropsychic beacon, aiding undead creatures attuned to it in locating the platform even across the vastness of space, allowing them to determine its direction. This purpose can be understood with a successful DC 30 Knowledge (arcana) check, with a +2 bonus on the check for characters who use psionics or psychic magic or who are specialist wizards in the school of necromancy.

B. DEAD SPACE

The Latere Nebula shares several common traits with other events of its type. Planets, stars, and other bodies float inside a cloud of condensed gas millions of miles across. Some orbit the nearest heavier bodies, some drift freely in the dark eternal night. Latere has its unique characteristics, however. The entire expanse overlays a coterminous reach of the Negative Material Plane, where the borders between the nothingness of space align with the nothingness of oblivion. This thin veil between realities is maintained by a hungry wormhole called the Titan's Maw—a vortex of destruction that pulls in all matter, life, and light. Anything on the far side of the vortex is crushed by a combination of immense gravity and the drain of entropy. The remains are sucked through time and space; deposited in the Latere formation, where time and exposure to negative energy further erode the integrity of any matter that remains.

The opening end of the Titan's Maw is just outside an ancient solar system long forgotten by most of the cosmos. A single star resists the vortex, burning inside an artificial metal shell that forms a perfectly balanced Dyson sphere. This structure locks away a dimensional entry to the quantum prison where the villainous Principalities, ancient enemies of the Bellianic Accord, wait in permanent temporal suspension. The original members of the Ultari factions built the sphere quickly when they realized they needed a protected base of operations and to buy time to release their idols from incarceration.

The large star once warmed the face of thirteen planets, but those were pulled into the Titan's Maw one by one. The gas and fine dust from those planets are the remains of the vortex's most recent victims. The Titan's Maw has claimed stars, worlds, moons, and even a handful of gods. Now the PCs emerge from the gate at Scarab Relay to chase down their enemy and eliminate the threat they pose forever.

B1. ANNIHILATION STATION (CR 19)

The Patrons of the Bellianic Accord may be transcendent planners and mathematicians, but the Ultari know how to place their own contingencies. For centuries the path from the Scarab Relay to their adopted home system has been under tireless vigil by a squadron of roaming warcraft. These autonomous robots scout space outside the Latere Nebula, with two guardians always stationed within close range of the portal's arrival point. There are 12 total

robots in the area, though most are too far away to initially notice any traffic here on their own.

Sensors on board Scarab Relay alert the nearest void-dwelling guardians left behind by the ultari, rocket-powered insectoid automata known as astro-annihilators. Two astro-annihilators arrive at Scarab Relay within 1 minute of the PCs' arrival. If PCs are outside the station, the annihilators open fire with their long-range weapons while approaching. Spotting the robots is difficult against the background of the nebula and the starry void, requiring a DC 22 Wisdom (Perception) check to spot them before they approach within 200 feet. The astro-annihilators prefer to wait until they are within 120 feet before activating their braking jets and unleashing their chain guns and plasma lances.

If PCs remain within the station when the robots appear, they soar and land but may be more easily noticed with a DC 17 Wisdom (Perception) check. When PCs encounter the annihilators, the following:

The coldness of outer space outside the relay station sets in as quickly as the sensation of zero gravity outside the station's confines. The starry void beckons from one horizon, while an enormous cloud of translucent blue-gray gas extends up, down, left, and right on the other side for as far as the eye can see. The surreal moment is shattered by the drone of void engines and the arrival of dangerous energy blasts erupting from enormous insectoid automata.



ANNIHILATOR (2)

CR 17

XP 76,800

Variant advanced [annihilator robot](#)^{B5}

N Gargantuan construct (robot)

Init +7; **Senses** darkvision 120 ft., low-light vision, blindsense 60 ft.; Perception +24

DEFENSE

AC 32, touch 10, flat-footed 28 (+3 Dex, +1 dodge, +22 natural, -4 size)

Hp 209 (23d10+83), force field (85 hp, fast healing 17)

Fort +9, **Ref** +10, **Will** +8

Defensive Abilities hardness 10; Immune cold, construct traits; Resist electricity 30, fire 30

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., climb 20 ft., fly 60 ft. (good); booster jets

Melee 2 claws +27 (2d6+10/19-20)

Ranged 2 integrated chain guns +23 (10d6/x4)

Space 20 ft.; **Reach** 20 ft.

Special Attacks combined arms, plasma lance, suppressing fire

TACTICS

Before Combat Each robot chooses an angle of approach and arrives so it can use its suppressing fire ability the first round of combat.

During Combat The robots continue to fire in a cone until a dangerous opponent separates itself from the others. Then one or both robots position themselves to strike the distinguished target with their plasma lances. They attempt to hit as many PCs as they can in addition to their chosen target.

Morale When the annihilators' shields are depleted, they retreat to 200 feet and fire their chain guns. The robots fight until destroyed.

STATISTICS

Str 30, **Dex** 20, **Con** —, **Int** 14, **Wis** 13, **Cha** 1

Base Atk +21; **CMB** +35; **CMD** 51 (can't be tripped)

Feats Alertness, Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Skill Focus (Fly), Toughness, Weapon Focus (chain gun)

Skills Acrobatics +18 (+26 when flying), Climb +20, Fly +19, Intimidate +15, Perception +28, Sense Motive +28; Racial Modifiers +8 Acrobatics (when flying), Fly +8

Languages Ultari

SQ starflight

SPECIAL ABILITIES

Booster Jets (Ex) This variant robot excels in achieving rapid velocity. As a swift action up to ten times per hour, the annihilator can increase its fly speed to 120 feet (with average maneuverability) for a duration of 1 minute. Alternatively, if it would be forced to move by any effect, including a combat maneuver, as an immediate action it can use its booster jets to counter that movement, granting it a +10 bonus to its CMD or a +10 bonus on its saving throw against the effect.

It also can use this ability as a swift action when making a Strength check or combat maneuver check to break free from any form of grapple, entanglement, or similar physical impediment.

Starflight (Su) Astro-annihilators can survive in the void of outer space and fly through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided it knows the way to its destination.

Development: As mentioned above there are a dozen astro-annihilators guarding the outside of the nebula, though most of them are much farther away. Each round the party fights the first pair, there's a cumulative 1% chance that 1d4 more annihilators notice the conflict and immediately proceed to the fight. Using a combination of interstellar flight and their booster jets, they arrive in 2 rounds.

Any ultari who may have escaped at the end of the previous adventure are long since out of sight when the PCs arrive. Without knowing exactly where their quarry is going, the PCs' only choices are to go around the nebula until they choose a new destination or enter it and determine Latere's connection to the Ultari. It's almost certain that none of the PCs possess enough knowledge to reach the Ultari base via *interplanetary teleport* or *planeshift*.

B2. NEGATIVE SYNERGY

Once the party annihilates the annihilators they can fully take in their surroundings. Read or paraphrase the following.

A shimmering barrier of blue-white mist swirls in slow rotation. Outside it the void stretches for eternity in every direction. The distant stars of alien constellations twinkle against the black backdrop. Some shine brightly, while others are barely imperceptible. The cloud is incredibly bright, almost as if viewed in a sort of reverse spectrum. Beyond the barrier great tendrils of white gas indicate empty space within its expanse. Also visible are several points of darkness; black shapes floating in a cosmic fog.

One of the deadliest environments in all the cosmos, Latere is home to a number of destructive singularities, which motivated the Ultari to make their escape path to and around it. Their intention is for any pursuers to enter the nebula, encounter its inhabitants, and die.

The blue-white appearance of the gas outside the nebula is actually open space viewed in photo-negative. Though it takes a few minutes to adjust to the contrast, creatures inside the nebula see as if the whole expanse were dimly lit. Darkvision works normally in the nebula.

While the Shadow Plane and Ethereal Plane routinely overlay the Material Plane, this region of space is dangerously

To Kill A Star is an incredibly lethal adventure even for the most powerful player characters. Throughout the adventure, immortal enemies with godlike power defend themselves against the party's intrusion, and the environment alone can (and has) reduce(d) deities to lifeless husks. To offer additional flavor (after all, there's no "atmosphere") and afford the PCs additional opportunities to gain experience, consider the following additional encounters as they travel the vast distances in **Chapter One**.

D8	Encounter	CR	Reference
1	1 aeon, pleroma	20	<i>Pathfinder Roleplaying Game Bestiary 2</i>
2	1d6 advanced gray goo	15	<i>Pathfinder Roleplaying Game Bestiary 5</i>
3	1d4 astro-annihilators	17	See area B1
4	1 mu spore	21	<i>Pathfinder Roleplaying Game Bestiary 2</i>
5	1d4+2 advanced living nebulas	12	See Alien Bestiary (page 124)
6	2d8 undead mi-go	20	See area B2
7	1 star blight	20	See Alien Bestiary (page 126)
8	interstellar haunt	varies	See area B6

Some of these creatures are native to the spaceways, while others are space-faring analogs of their more familiar earthbound versions, with no need to breathe and with the starflight universal monster ability, as well as immunity to radiation and environmental heat and cold damage from exposure to the void. You also might give creatures encountered in the void an unusual physical description, like a mu spore formed from a congealed mass of burned flesh and photonegative dust, the fused remnant of an entire regiment of long-dead spacefaring soldiers.



coterminous with the Negative Energy Plane. No life can survive here long—even the pre-destined player characters risk the erosion of their mythic power and morphic mythic tier. If the PCs enter the cloud, they immediately make Fortitude saving throws (see below) against the nebula's effects (see below).

The Ultari chose to skirt Latere during their retreat for multiple reasons. The expanse is thousands of miles across, meaning any pursuit must have a ship or other interstellar travel to follow them. The nebula's inhabitants are powerful undead and other creatures who hate the living and attack aggressively. Finally, Latere is home to a vortex of negative energy that destroys anything travelling through it.

The Principalities' plan has one two flaws. First, successfully riding the vortex to its other side deposits the PCs very close to the Dyson sphere that surrounds the Ultari's home star (see **Chapter Two**). The PCs could possibly reach the star just after their quarry arrives. Perhaps an even costlier mistake, the undead who inhabit Latere chafe at the idea of a living dragon in their presence, or that the Ultari have hidden away these centuries with no tribute, only to resurface with the intention of dominating the cosmos instead of ending it. They are merciless, evil creatures but may be willing to let the PCs pass if it means ending their relationship with the Ultari.

Any references to travel through the nebula assume the PCs have access to interstellar travel. Even a relatively small

nebula can span multiple stars, so traditional flight speeds are insignificant in terms of crossing through the gas cloud or between its encounters. Creatures with the starflight special ability can move between the encounters in **Chapter One** in 10-60 (1d6x10) minutes. Creatures with the ability to move through space under their own power but that lack starflight take three times this amount of time.

Hazard: The party faces significant danger just being inside the nebula. A living creature remaining inside the nebula for 1 hour gains a permanent negative level (DC 20 Fortitude negates), and the DC increases by 1 for each hour after the first, up to a maximum of DC 30. Non-mythic creatures take a -4 penalty on their saving throw against this effect. Fungoid creatures are immune to this effect, as are aeons, psychopomps, and sakhils. Creatures in an extradimensional space or structure within the nebula are not immune to this life-draining effect, though they gain a +10 bonus on saving throws against it and the save DC does not increase as long as they remain within.

A mythic creature failing its save also loses one daily use of mythic power, and if the save is failed by 5 or more the character permanently loses a mythic rank or tier, including any mythic abilities gained at that tier. These lost ranks or tiers can be restored only with a *miracle* or *wish* (restoring one lost rank or tier per casting), or though an *ascension*^{MAAdv} spell also can be cast

for this purpose; in this case, it restores all lost mythic ranks or tiers rather than having its usual effect.

This otherworldly concentration of negative energy is similar to exposure to the Negative Material Plane, and characters can ward themselves against its effects with a *planar adaptation*^{APG} spell (This is in addition to other spell effects they may use to ward off the effects of the void of space, such as *life bubble* or *planetary adaptation*), which grants energy resistance 20 against negative energy effects. A mythic character with the Morphic Nature feat targeted with a *death ward* spell can expend one use of mythic power to convert that spell's normal effect into *planar adaptation* to adapt to the negative energy rather than the spell's normal effects.

The power of the nebula is corrosive to such protections, however, and each hour spent within the nebula acts as a *dispel magic* against *death ward*, *planar adaptation*, and similar effects (GM's discretion). This acts as caster level 11th after 1 hour and increases by 1 for each hour thereafter. A mythic character with the force of will base mythic ability can use that ability to force the nebula to reroll on its caster level check. In addition, any mythic character can expend two uses of mythic power to add the result of their surge die to the DC to dispel their *death ward*

or *planar adaptation* effect; this applies only against a single dispel check. The nebula is equally corrosive to extradimensional spaces, such as a *rope trick* or *mage's magnificent mansion*.

All magical effects are corroded by the eldritch entropy of the nebula. Non-instantaneous spell effects lose 1 caster level every hour they are in the nebula, until they reach a caster level of zero or their modified duration expires. In these cases, the spells effects are automatically dispelled.

B3. SHARKWAVE (CR 21)

As the party makes its way through the nebula, one of Latere's most terrifying inhabitants catches their scent and begins to hunt them. This formidable terror is Broln, and it hunts the nebula with insatiable hunger. The nightwave flies through the nebula, seeking any semblance of life to devour, and reducing any matter it encounters to dust. The mythic life force of the PCs shines brightly in a place like Latere, so the beast rushes to consume their life and light.

You may unleash this attack in a violent frenzy, or he may soar through the party, snatching one member and swimming off into the void to devour his victim only to



PART 1: THE BLACK NEBULA

return later, or he may appear unlooked for as the PCs are concluding a battle against a randomly encountered foe, in which case it may attack the PCs or their enemies.

Creature: Broln arose from the psychic energy of nightmare cults across many worlds, though it hears none of the prayers of its would-be supplicants praying for world-ending tidal waves. Instead, it soars and swims through the murky nebula ocean that is Latere and devours anything and everything it sees. It is always accompanied by a summoned nightwing.

BLACKSTAR NIGHTWAVE

CR 21/MR 2

XP 409,600

CE Colossal undead (aquatic, extraplanar, mythic, nightshade)

Init +7; **Senses** darksense, darkvision 120 ft., detect magic, low-light vision; **Perception** +37

Aura blackest depths (60 ft.), desecrating aura (30 ft.)

DEFENSE

AC 36, touch 5, flat-footed 33 (+3 Dex, +31 natural, -8 size)

hp 407 (29d8+277)

Fort +18, **Ref** +16, **Will** +25

DR 15/epic, good, and silver; **Immune** cold, undead traits;

Resist acid 15, electricity 15, fire 15, sonic 15; **SR** 32

Weaknesses light aversion

OFFENSE

Speed fly 60 ft. (good), swim 60 ft.

Melee bite +35 (5d10+22/19-20 plus bleed 1, 4d6 cold, energy drain, and grab), tail slap +30 (4d8+12/19-20 plus bleed 1, 4d6 cold)

Space 30 ft.; **Reach** 30 ft.

Special Attacks channel energy (10d6, DC 33, 10/day), energy drain (2 levels, DC 31), fast swallow, **feral savagery** (full attack)^{MA}, swallow whole (5d10+28 bludgeoning plus energy drain, AC 25, 39 hp)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*detect magic*, *magic fang*, *see invisibility*

At will—*confusion* (DC 21), *contagion* (DC 21), *deeper darkness*, *greater dispel magic*, *invisibility*, *unholy blight* (DC 21)

3/day—quicken *cone of cold* (DC 22), *finger of death* (DC 24), *haste*, *hold monster* (DC 22)

1/day—*mass hold monster* (DC 26), *plane shift* (DC 24), *summon* (level 9, 1 nightwing), *wail of the banshee* (DC 26)

STATISTICS

Str 49, **Dex** 16, **Con** —, **Int** 22, **Wis** 21, **Cha** 25

Base Atk +21; CMB +48 (+52 grapple); CMD 61 (can't be tripped)

Feats Combat Reflexes, Command Undead, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite, tail slap), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Staggering Critical, Vital Strike

Skills Fly +31, Intimidate +39, Knowledge (arcana) +38, Knowledge (planes) +35, Knowledge (religion) +38, Perception +37, Sense Motive +37, Spellcraft +38, Stealth +19 (+27 in darkness), Swim +59; Racial Modifiers +8 Stealth in dim light and darkness.

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Blackest Depths (Su) The nebula clouds in which a blackstar nightwave swims become as chill, dark, and heavy as those in the deepest reaches of terrestrial oceans. All nebula clouds within 60 feet are completely dark (as *deeper darkness*), and creatures within this radius take 6d6 points of damage (half cold, half bludgeoning) at the end of their turn each round if they remain in the area at this time. A DC 31 Fortitude save negates the crushing damage. Incorporeal creatures and creatures with the aquatic or water subtypes native to deep waters do not take this damage, and *freedom of movement* protects against the bludgeoning damage but not the cold damage. Any magical light effect within this radius at the beginning of the nightwave's turn is dispelled (treat as *greater dispel magic*). This effect does not extend out of the nebula. The save DC is Charisma-based.

Energy Drain (Su) A creature that has been swallowed whole by a blackstar nightwave gains 2 negative levels each round.

SUMMONED NIGHTWING

CR —

hp 195 (*Pathfinder Roleplaying Game Bestiary 2*)

B4. CRUSHING DESPAIR (CR 19)

The Latere Nebula is home to an assortment of undead, space-faring constructs, the dragon Ingulnexia (see **B7**), and a small number of outsiders with negative energy affinity. Truly living creatures connected to the Positive Energy Plane don't last long in the void, even if the residents don't find them and murder them just for being alive. Among the living outsiders roaming the nebula are a number of locusdaemons—powerful fiends who embody the hopelessness of death in outer space. Rarely, one of these daemons arrives when a mortal creature dies traversing the nebula, or during its transport from the other side of the Maw. Locusdaemons who arrive here wander the nebula until called by some mortal spellcaster or conscripted by a ranking daemon seeking to bring more death to space.

Creatures: If only one soul in a million pulled into the Titan's Maw became a dreadful locusdaemon there could still be dozens of them floating throughout Latere. These daemons attempt to share their misery with any living creatures they encounter.

LOCUSDAEMON (8)

CR 13

Hp 181 (see page 118)

Development: The locusdaemons refuse to allow the PCs to live nor do they care whether the PCs prevail over the Ultari Hegemony. No level of negotiation (barring some magical effect like charm monster or dominate monster) can persuade the daemons not to murder the PCs.

B5. GRAVEYARD OF THE GODS (CR 21)

Any journey through the center of the nebula passes through the Graveyard of the Gods. A dark hollow inside the nebula—free of dust and gas—hosts the immense calcified bodies of dozens of once-powerful beings. Most of these corpses weren't gods but powerful immortal creatures whose remains resist the utter destruction of the Titan's Maw (even if their living forms failed to survive it). Several measured in mythic power and beyond, some of them the champions of the Accord when intergalactic war raged at its hottest. All have been forgotten in the millennia since they came to rest here.

Though the entire nebula is comprised of the dust of crushed planets, a few structures remain more or less intact. The most ancient of these floating bodies are literally the gigantic remains of deceased immortal powers. The bodies take many forms, but all are larger than the largest earthbound creatures. A few even seem to have other corpses trapped in orbit.

When the PCs have traveled inward from their encounters with Broln and the locusdaemons, read or paraphrase the following.

What showed as black spaces in the photo-negative appearance of the nebula take more foreboding form about an hour into the nebula. The colossal shapes of once-living creatures, some as large as small moons, float scattered throughout the celestial cloud. After a moment adjusting to the reality of creatures so large they remain visible in deep space, a low voice sounds out threatening words.

“Behold Latere, the graveyard of gods. All life ends and no power resists it inevitability. Gaze upon their bodies and know that nothing is immortal.”

The voice sounds like a combination of animal growls and distant thunder. As it continues, the darkness of space coalesces into a single flat pane of obsidian stretching for hundreds of feet. A humanoid figure composed of solid blackness, save for a craggy white skull-like face, steps onto the glass and advances swiftly. Behind and beside it, several insectoid creatures move up on its flank. Each one has a rotting carapace and a set of clawed legs that more resembles a tangle of vines.

“Nothing on this side of the Maw lives. No life survives. Whatever your errand, you have failed by coming here. Now you must die, as all things must die.”

The strange figure is engulfed in uttermost blackness flowing up from the strange flat plane as the clawed and winged horrors around it take flight.

Creatures devoted to the nihilistic application of death generally care little for leadership roles or other

conventions of the living. Over the early decades, however, the amount of death that took place in and around the Titan's Maw spawned uniquely powerful beings and invested them with incredible power. Most notable among these is Arasaim, a rare albino nightwalker directly imbued with divine might by the negative energy plane. Arasaim hasn't just seen worlds crushed in the black hole. He's fought avatars, heroes, and gods—any who entered his realm seeking to conquer death itself.

The only living creature he knowingly allowed to reside in Latere unmolested is the umbral dragon Ingulnexia. When the Principalities yet schemed to spread their dominion over the galaxy, they collapsed a star with fell technomancy as a display of power. They sent hundreds of thousands of souls through the Titan's Maw, as example to those who would resist them, as execution of heroes who defied them, or as extermination of those they deemed incompatible with their future vision. The residents of Latere waited on the other side to welcome corpses, ships, and even planets into oblivion. To verify their enemies remained hopelessly eliminated, they bargained with Arasaim. In exchange for continued rapid use of Latere as a repository for the powerful dead, the Principalities negotiated the permanent residence of one living agent to monitor events and ensure the destruction of anything that survived the wormhole.

Arasaim chafed at this agreement in the beginning, but its power expanded with the nebula of condensed gas and crushed earth. Its discomfort turned to ire when the Principalities were defeated and the streak of vanquished souls broke into irregular events. Ingulnexia promised that new champions would resume their work. Combined with the dragon's own prowess, that served as sufficient promise for Arasaim. When the black hole moved near enough to devour some of the planets orbiting the Principalities' home star, its death lust was temporarily sated. Centuries later, the nightwalker despises Ingulnexia and all the living. It waits for an opportunity to dispatch the dragon, devour the Dyson sphere, or receive a payment in millions of deaths to reward its patience. The antipaladin may entertain any offer that includes one or more of the three.

During combat with the PCs, Arasaim telepathically demands to know the PCs' purpose in the nebula, then communicates an offer. The nightwalker promises to allow the PCs passage from the nebula to the “star of the PCs' ancient enemies” on the condition they find the umbral dragon in the nebula's center (see B7) and slay it. If the PCs agree, Arasaim tells them the dragon lairs in the skull of the dead god at the center of the nebula. It then proceeds to attack until it or the party is destroyed.

While it may bargain with the PCs, Arasaim is constitutionally unable to spare the party. Its unique tie to Latere and proximity to the negative energy plane means it reforms when new creatures die in the Maw or

the nebula, so it can fight to the death and still return to verify that any deal it makes with the party is satisfied.

Creatures: Arasaim is one of the single deadliest entities in the cosmos. It abhors all life including the PCs, but it also seeks a way to rid Latere of its living occupants. It threatens and bargains telepathically, even as it fights to destroy them. Arasaim deploys patrols of undead mi-go, who explore the nebula and apprise it of changes and newcomers. They click menacingly but do not communicate out of turn.

ARASAIM, THE DARKNESS

CR 20

XP 307,200

Nightwalker^{B2} antipaladin^{APG} 8

CE Huge undead (extraplanar, nightshade)

Init +3; **Senses** darksense, darkvision 60 ft., low-light vision, detect magic; Perception +37

Aura desecrating aura (30 ft.)

DEFENSE

AC 41, touch 11, flat-footed 38 (+9 armor, +2 Dex, +1 dodge, +21 natural, -2 size)

hp 428 (21d8+8d10+290)

Fort +30, **Ref** +26, **Will** +36

Defensive Abilities fortification (50%); **DR** 15/good and silver; **Immune** cold, undead traits; **SR** 27

Weaknesses light aversion

OFFENSE

Speed 40 ft.

Melee +3 *Huge mythic bane* [conductive](#)^{UE} *adamantine scimitar* +41/+41/+36/+31/+26 (2d6+19/15-20) or +3 *Huge mythic bane* [conductive](#)^{UE} *adamantine scimitar* +39/+39/+34/+29/+24 (2d6+17/15-20) and *claw* +37/+32 (3d6+17/19-20 plus 4d6 cold) or 2 *claws* +39/+39/+39 (3d6+17/19-20 plus 4d6 cold)

Space 15 ft.; **Reach** 15 ft.

Special Attacks channel energy (8d6, DC 34, 13/day), cruelty (dazed, sickened, Fortitude DC 24), fear gaze, smite good 3/day (+10 to AC and attack rolls, +8 damage), swift sundering, touch of corruption (4d6, 14/day)

Spell-Like Abilities (CL 16th; concentration +26)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 24), *deeper darkness*, *detect good*, *greater dispel magic*, *unholy blight* (DC 24)

3/day—*confusion* (DC 24), *haste*, *hold monster* (DC 25), *quicken invisibility*

1/day—*cone of cold* (DC 25), *finger of death* (DC 27), *plane shift* (DC 27), *summon* (level 7, 4 greater shadows)

TACTICS

Before Combat Before it utters its final greeting, Arasaim uses its *deeper darkness* and *haste* spell-like abilities. These changes are included in this statistics block.

During Combat Arasaim focuses his attacks where possible on spellcasters, using his Blinding Critical and Censoring Critical to quell their ability to cast spells. He uses his touch

CENSORING CRITICAL (COMBAT, CRITICAL)

Your critical hits mute your enemies.

Prerequisites: Critical Focus, base attack bonus +15.

Benefit: Whenever you confirm a critical hit against an opponent, the victim is unable to speak for 1d4+1 rounds. This prevents spellcasters from using spells with verbal components. A successful Fortitude saving throw reduces this muteness to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus.

Special: You can apply the effects of only one critical feat to a given critical hit unless you have Critical Mastery.



of corruption through his conductive scimitar once per round, dazing the if possible target. He attempts to sunder weapons with his Sundering Strike feat, and may sunder weapons, armor, or other held or worn items every round with his swift sundering ability. If heavily damaged, he uses his swift action to heal himself with his touch of corruption rather than sundering. If forced to move rather than making full attacks, he uses his spell-like abilities (and may use Quick Channel as a move action to heal his allied mi-go). If his *deeper darkness* is dispelled, he renews it on his next turn as a swift action. He uses smite good to target any creature of apparent good alignment

Morale Arasaim rejects the concept of self-preservation. It knows the peculiar nature of Latere will allow it to reform if destroyed so it fights to the death. However, it offers its bargain as soon as the PCs demonstrate themselves as potent warriors.

STATISTICS

Str 38, **Dex** 18, **Con** —, **Int** 20, **Wis** 23, **Cha** 30

Base Atk +23; **CMB** +39 (+43 sunder); **CMD** 53 (55 vs. sunder)

Feats Blinding Critical, [Censoring Critical](#)^{PHK}, Critical Focus, Double Slice, Greater Sunder, Improved Critical (claws, scimitar), Improved Sunder, Improved Two-Weapon Fighting, Power Attack, [Quick Channel](#)^{UM}, Quicken Spell-Like Ability (*deeper darkness*), [Sundering Strike](#)^{APG}, Two-Weapon Fighting, Two-Weapon Rend

Skills Intimidate +42, Knowledge (arcana) +29, Knowledge (planes) +29, Knowledge (religion) +29, Perception +38, Ride +35, Sense Motive +32, Spellcraft +29, Stealth +27 (+35 in darkness), Swim +32; Racial Modifiers +8 Stealth in dim light and darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ interstellar travel

Gear +4 *headband of alluring charisma*, +3 *medium fortification mithral breastplate*

SPECIAL ABILITIES

Aura of Cowardice (Su) At 3rd level, an antipaladin radiates



a palpably daunting aura that causes all enemies within 10 feet to take a –4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of an antipaladin with this ability.

Aura of Despair (Su) At 8th level, enemies within 10 feet of an antipaladin take a –2 penalty on all saving throws.

Fear Gaze (Su) Cower in fear for 1 round, 30 feet, Will DC 30 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.

UNDEAD MI-GO (8)

CR 12

XP 204,800

Advanced juju zombie B2 mi-go B4

NE Medium undead (augmented plant)

Init +9; **Senses** blindsight 30 ft., darkvision 60 ft. low-light vision; Perception +20

DEFENSE

AC 24, touch 15, flat-footed 18 (+5 Dex, +1 dodge, +9 natural, –1 size)

hp 147 (14d8+84)

Fort +14, **Ref** +9, **Will** +10

Defensive Abilities channel resistance +4, **DR** 10/magic and slashing; **Immune** cold, electricity, magic missile, plant traits, undead traits; Resist fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 4 claws +20 (1d6+9/19–20 plus grab)

Special Attacks evisceration (DC 22), grab, sneak attack +4d6

TACTICS

Before Combat Arasaim's undead minions fly around their enemies to flank them. They charge as soon as their master or one of the PCs attacks.

During Combat The mi-go maintain flanking positions, but also move to interpose themselves between Arasaim any creature that seems eager to enter combat with him. They make full attacks and establish pins against easily grappled opponents.

Morale There are countless undead mi-go in the nebula. All fight to the death.

STATISTICS

Str 28, **Dex** 20, **Con** —, **Int** 25, **Wis** 14, **Cha** 21

Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 36 (44 vs trip)

Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (claws), Improved Initiative, Power Attack, Toughness, Weapon Focus (claws)

Skills Bluff +21, Climb +17, Disable Device +15, Disguise +21, Fly +20, Heal +10, Knowledge (arcana, geography, religion) +14, Perception +20, Sense Motive +20, Spellcraft +15, Stealth +20; Racial Modifiers +4 Bluff, +8 Climb, +4 Disguise

Languages Aklo, Common, Mi-Go

SQ deceptive, item creation, no breath, starflight



Development: Arasaim exercises supreme authority within the nebula, and swarms of undead mi-go carry its will across the expanse. Once it strikes a deal with the PCs, any undead creature (except the Shadow Storm at Encounter 7) within the nebula becomes aware and allows the party to pass. If the PCs stop to rest or investigate a location other than the center of the nebula, more mi-go arrive to communicate a warning: The PCs must seek and destroy Ingulnexia immediately or once again be regarded as trespassers. Arasaim's will does not translate to the Shadow Storm, which act as a retinue for the umbral dragon. The shadows are cut off from the will of Arasaim and have no way to warn their liege the PCs are coming.

B6. THE HAUNTS IN OUR STARS (CR 15+)

The story of the Principalities' use of the Titan's Maw is told in the vestigial impressions left by its victims. The following haunts are tied to the nebula, owing to the actions of the Principalities or the Ultari Hegemony. Though the haunts presented here are more like dimensional instabilities (see *Pathfinder Roleplaying Game Horror Adventures*), they can still be neutralized by a quick application of positive energy. These haunts can be encountered as random encounters (see area B2), or as reactive manifestations that occur during or immediately before or after any of the other encounters in this section.

They also can serve as a standalone events en route to the Titan's Tomb or the Titan's Maw.

Burning Billow An illusory comet flies through the PC's region of space, spreading a wide cloud of flammable gas.

BURNING BILLOW

CR 16

XP 51,200

NE variant persistent haunt (a 40-ft.-radius spread)

Caster Level 14th

Notice DC 25 Perception (to notice a spontaneously manifesting comet)

hp 72; Trigger proximity; Reset 1 hour

Effect A block of brown stone and blue ice appears in mid-space and charges one creature's location (usually a centrally located creature). That creature must succeed on a DC 23 Reflex save to avoid its impact, which deals 6d6 points of bludgeoning damage. The comet then vanishes, leaving a cloud of flammable gases in its wake. At the start of the following round, and each following round for 15 rounds, white-hot embers in the cloud ignite the gases and deal 6d6 points of fire damage (as with *incendiary cloud*) to anyone in the cloud. The dense gases obscure vision as a fog cloud does. Each round the cloud moves 10 feet in the direction the comet was moving when it vanished.

Destruction The haunt can only be permanently destroyed if an area is magically silenced by an effect (or multiple effects) at least the size of the haunt's area with a caster level of 17 or higher. The silence must cover the area before the haunt manifests and last for the full round.

Death Screams The last gasp of air for many of the Principalities' enemies was spent screaming in protest of their execution. When this haunt manifests, the void remembers their torment and amplifies it.

DEATH SCREAMS

CR 15

XP 51,200

NE variant fast spiteful haunt (a 40-ft.-radius emanation)

Caster Level 17th, **Initiative Count** 20

Notice DC 30 Perception (to see a vortex open and a thousand creatures wracked with pain as they are pulled into it)

hp 30; Trigger proximity; Reset 1 hour

Effect A vortex of swirling colors opens. Any character can make a DC 20 Perception check to notice that the streaks of light pulled into the vortex are the elongated bodies of thousands of creatures distorted by a sudden change in gravity (there is no change in actual gravity during this haunt). As the creatures are pulled into this vortex, they scream in pain, affecting every creature in the area with an effect identical to the *wail of the banshee* spell (DC 24 for half damage). The lights are swallowed up at the end of the round and the haunt ends.

Destruction The haunt can only be permanently destroyed if

an area is magically silenced by an effect (or multiple effects) at least the size of the haunt's area with a caster level of 17 or higher. The silence must cover the area before the haunt manifests and last for the full round.

Prismatic Peril This haunt manifests as an immense energy barrier and mimics the multiple ways the Principalities' victims perished over their centuries-long campaign before they were defeated.

PRISMATIC PERIL

CR 19

XP 204,800

NE persistent unyieldingHA variant haunt (a vertical wall 68 feet high by 136 feet long)

Caster Level 15th, **Saving Throws** +21

Notice DC 35 Perception (to see a wall of layered colors fade into view)

hp 85; Trigger proximity; Reset 1 hour

Effect A vast *prismatic wall* manifests in the PCs' immediate area. Surprised PCs count as being inside the wall already. Wary PCs can succeed on a DC 22 Reflex save to avoid the wall as it comes into being. Any creature with less than 8 HD that is within 20 feet of the wall and can see it is blinded for 2d4 rounds. The wall remains in place for a full minute before disappearing.

Destruction The prismatic peril haunt can only be permanently destroyed if the spells necessary to disrupt a normal prismatic wall are cast on the haunt in the correct order while it is manifest.

Development: The intelligent residents of Latera are aware of the haunts that move through local space. If one of the nightwalkers or daemons inside the nebula follows the PCs it gains a +5 bonus on any Perception checks or saving throws to detect a haunt or avoid its effects.

B7. TITAN'S TOMB (CR 21)

The corpses in the Graveyard of the Gods float in a slow rotation around the nebula's center, with the largest body turning in place for millennia. Over two miles long, this (legitimately) dead god's body now serves as the lair of the umbral dragon Ingulnaxia. The corpse's size and characteristics afford it a light gravity. Acrobatics checks to jump receive a +5 bonus anywhere on the dead god's body. Any creature within 200 feet of the corpse falls toward it at a rate of 60 feet per round. The last few breaths of this deceased god clung to the corpse and created a stale atmosphere. It smells like death but is breathable and carries sound.

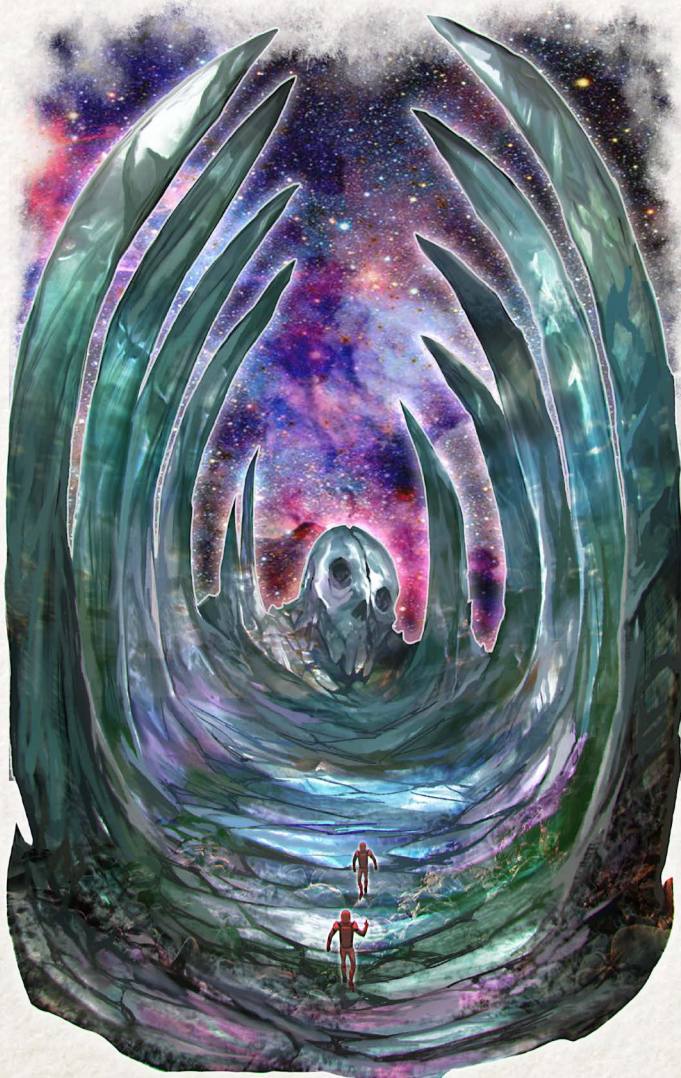
The surface of the body is chalky and calcified, with wrinkles of dead flesh easily breaking off and shallow craters forming under the PCs' feet. Acrobatics checks to move over the surface take a -5 penalty, but don't count as difficult terrain. Smaller god-corpse have been drawn into the floating divine planetoid where she makes her home and become embedded in the flesh-dust of the great titan's body.

PART 1: THE BLACK NEBULA

A sample embedded skeleton map is provided here, with an assumed scale of 10 feet per square; however, if you prefer a more titanic scale for this confrontation, by all means expand the scale of the map to 20, 30, 50, or even 100 feet per square. The giant ribs and bones are the strength and consistency of stone for all purposes.

The wyrm lives in the vacuum of space in relative comfort. Her affinity for negative energy protects her from the eroding influence of the divine corpse that makes up her lair. Her extraplanar nature enables her to live in outer space indefinitely—even going months at a time without hunting the nebula for scarce morsels of food (usually one of the undead mi-go). Dragons are patient creatures, and Ingulnexia can devote years to lethargy without damaging her pride. She adds to her collection of diamonds and shadows when she can, and otherwise comports herself as the aimless lord of Latere.

When the PCs arrive on the floating corpse that serves as her home, Ingulnexia lies curled in one of the eye sockets of the immense skull at one end of the vaguely humanoid form.



Unless the PCs are incredibly quiet, it's likely she'll notice at least one of them traversing the surface of her home. She speaks from her lair, audible across the terrain of crumbling flesh. The dragon quickly deduces the PCs' purpose (it is unlikely they would survive and happen on her by accident unless Arasaim bargained with them) and attempts to convince them to abandon their errand. While the dragon sincerely believes she and her retinue of advanced shadows can prevail against a small band of mortals, she also wants to preserve her strength in case the nightwalker attacks. She tells the party they've little hope of defeating her in combat, and in any event almost nothing survives passage through the Titan's Maw. She promises to allow the party to pass if they leave her domain and flee the nebula.

Ingulnexia has one other gambit in mind during this negotiation. She sends out one shadow after another, each flying out from the skull in the attempt to form a circle around her enemies. Character may notice the movement of these shadows with a DC 37 Perception check, with a cumulative +1 to the DC for each ten feet of distance between the character and the closest shadow. If the PCs choose to attack, the shadow storm joins combat immediately.

Creature: The great dragon lairs in the skull of the deceased god. As she speaks with the party, she casts *haste* upon herself and her shadows and then sends them slinking incorporeally through the ground to take up positions around the PCs, moving along with them and erupting out of the ground when combat begins.

INGULNEXIA, SHADOW IN THE VOID

CR 19

XP 204,800

Advanced void creature old umbral dragon

CE Gargantuan dragon (extraplanar)

Init +5; **Senses** dragon senses; Perception +32

Aura frightful presence (240 ft., DC 28)

DEFENSE

AC 36, touch 7, flat-footed 34 (+1 Dex, +29 natural, -4 size)

hp 304 (21d12+168)

Fort +20, **Ref** +13, **Will** +20

DR 15/magic and piercing; **Immune** cold, death effects, negative energy, paralysis, radiation, sleep; **SR** 28

OFFENSE

Speed 40 ft., fly 200 ft. (average)

Melee bite +29 (4d6+18/19–20), 2 claws +29 (2d8+12), tail slap +27 (2d8+18) and 2 wings +27 (2d6+6)

Special Attacks breath weapon (50-ft. cone, 16d8 negative energy, DC 28), crush (4d6+18, DC 28), shadow breath (8 Str), tail sweep (2d6+18, DC 28)

Spell-Like Abilities (CL 21st; concentration +29)

At will—*darkness*, *project image* (DC 25), *shadow walk*, *vampiric touch*

Spells Known (CL 11th; concentration +19)

5th (5/day)—*righteous might*, *slay living* (DC 23)

4th (7/day)—*dimension door*, *enervation*, *inflict critical wounds* (DC 22)

- 3rd (7/day)—*deeper darkness, displacement, haste, magic circle against good*
- 2nd (8/day)—*alter self, bear's endurance, bull's strength, invisibility, mirror image*
- 1st (8/day)—*divine favor, inflict light wounds (DC 19), mage armor, magic missile, shield*
- o (at will)—*acid splash, bleed (DC 18), detect magic, detect poison, disrupt undead, ghost sound (DC 18), mage hand, open/close, read magic*

STATISTICS

Str 35, **Dex** 12, **Con** 27, **Int** 26, **Wis** 27, **Cha** 26

Base Atk +21; **CMB** +37; **CMD** 48 (52 vs trip)

Feats Bleeding Critical, Critical Focus, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Snatch, Vital Strike

Skills Acrobatics +22, Appraise +32, Bluff +32, Diplomacy +32, Fly +13, Knowledge (arcana, local, planes, religion) +32, Perception +32, Sense Motive +32, Spellcraft +32, Stealth +19, Use Magic Device +26

Languages Abyssal, Bellianic, Common, Draconic, Jagladine, Ultari, Undercommon

SQ ghost bane, no breath, starflight, umbral scion

SPECIAL ABILITIES

Breath Weapon (Su) Although it deals negative energy damage, Ingulnexia's breath weapon does not heal undead creatures.

Ghost Bane (Su) Ingulnexia's physical attacks deal damage to incorporeal creatures normally.

Shadow Breath (Su) Three times per day, Ingulnexia can breathe a cone of shadows dealing 8 points of Strength drain and blinding creatures for 1d4 rounds. A successful save negates the blindness and reduces Str drain to 1d4 points.

Starflight (Su) Ingulnexia can survive in the void of outer space and fly through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided she knows the way to its destination.

Umbral Scion (Ex) Ingulnexia has negative energy affinity and is immune to energy drain and death effects.



THE SHADOW STORM (16)

CR 9

Advanced greater shadows

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 22, touch 22, flat-footed 14 (+4 deflection, +7 Dex, +1 dodge)

Hp 76 (9d8+36)

Fort +7, **Ref** +10, **Will** +9

Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +13 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

TACTICS

Before Combat The shadows swarm out of the giant skull in pairs, stealthily moving across the ground until they surround the party. They circle around her like bats for a second and then charge the PCs.

During Combat Ingulnexia's shadows learn after their initial attacks who is the easier target and swarm that opponent. With only one melee attack, they move through their enemy's square each turn to allow all shadows to attack. When one target collapses from loss of Strength they choose a new one and repeat this tactic.

Morale The shadows obey Ingulnexia with no sense of self. They attack until destroyed.

RIBCAGE

1 Square = 10 feet



STATISTICS

Str —, **Dex** 24, **Con** —, **Int** 10, **Wis** 16, **Cha** 19

Base Atk +6; **CMB** +13; **CMD** 26

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +17, Perception +15, Stealth +22 (+26 in dim light, +18 in bright light); Racial Modifiers +4 Stealth in dim light (-4 in bright light)

Languages Common, Ultari (can't speak)

Hazard: The grounds for Ingulnexia's lair is the corpse of a forgotten god. While the entity is long-deceased and not even its name lingers, its dead body responds to the presence of living creatures. At the beginning of each round, any living creature in contact with the body must succeed on a DC 30 Fortitude save or gain a permanent negative level as its life force drains into the corpse. Creatures protected by *death ward* are immune to this effect; however, the necrotic energies of the god-corpse act as a *dispel magic* effect against *death ward* (and similar effects, at the GM's discretion) which occurs whenever a creature comes within 30 feet of the skeleton or appears anywhere inside the span of its ribs or bones (caster level 15th). Each round a creature begins its turn within this area, this *dispel magic* effect recurs with a cumulative +1 bonus on the caster level check each round. This bonus applies separately to each character, so the check might be +2 vs. a PC who has spent two rounds inside the area but only +1 against another character beginning their first round in the area.

A creature with more than 8 Hit Dice who dies in this way becomes an advanced greater shadow in 1d10 days and joins the other members of Ingulnexia's shadow storm. The dragon herself is not harmed because of her affinity for negative energy.

The life-draining nature of the corpse is incidental; the dead god isn't trying to resurrect itself and reviving the might take the energy of a thousand powerful believers to revive it.

Non-Mythic Nemesis: The dead god's power was one of fate and doom, and its power lingers here and has bled into Ingulnexia and tips the scales of fate back in her favor when others would attempt to bend fate against her. She is not a mythic creature per se, but when affected by any effect that has different effects against mythic or non-mythic creatures, she may choose whichever is most beneficial to her. Thus a mythic spell might have a lesser effect against her and the Mythic Critical Focus feat would not automatically allow critical hit confirmation against her, but she would not be affected by a *mythic bane* weapon. Conversely, any spell, spell-like, or supernatural ability Ingulnexia uses is considered a mythic effect, and her natural attacks are considered epic weapons for the purpose of bypassing DR. When attacking a mythic creature that has previously attacked her, her natural weapons also gain the *mythic bane* ability, with a +2

enhancement bonus and dealing 2d6 additional points of damage against mythic foes. When attacked by a mythic creature, she gains DR 15/epic, magic, and piercing.

Whenever a mythic creature she threatens expends a use of mythic power, it provokes an attack of opportunity from her, with a +2 circumstance bonus on her attack and damage roll for every use of mythic power after the first. She may instead forgo this attack of opportunity to gain 30 temporary hit points per use of mythic power expended, or to turn a critical hit into a normal hit. Temporary hit points gained in this way stack with themselves and other source of temporary hit points and disappear after 1 hour if not expended, and they cannot exceed Ingulnexia's normal hit point total.

In addition, if a creature uses mythic power to target Ingulnexia with a spell, spell-like ability, or supernatural ability (including an area effect that includes her), as an immediate action she can choose to add 1d10 to her saving throw and spell resistance against that effect. Alternatively, she may draw in that mythic power to enhance her breath weapon in one of the following ways:

- Instantly recharge her breath weapon, eliminating the normal interval of 1d4 rounds in between using her breath (this does not require an action); or,
- If her breath weapon is already recharged or available to use, she may use her breath weapon as a swift action on her next turn; or,
- Use her breath weapon as an immediate action to target the creature that used the spell or ability. This does not affect her normal breath weapon usage (including recharge time), but it automatically hits the attacker and bypasses resistance or immunity to negative energy or negative levels from any non-mythic source.

Any damage or harm caused by Ingulnexia's nemesis abilities is considered damage taken while spellcasting for the purpose of making concentration checks.

Reward: Over the centuries, Ingulnexia scavenged the remains of dead heroes (even entire planets). Those toys she recovered from the black hole share durability as a common trait. Inside the cavernous eye socket that makes up her lair are a +3 *deflecting large steel shield*, an *anchoring belt*^{MAdv}, and the *Unbroken Blade* (see page 158). Most precious metals don't survive the Titan's Maw or the tarnishing influence of Latere, but over the centuries, several masses of bodies, bones, and ash have emerged from the black hole compressed into crude diamonds of impressive size. A DC 15 Appraise check reveals the collection of them to be worth about 100,000 gp to a talented jeweler.

Development: With Ingulnexia destroyed, Arasaim (or one of the undead mi-go) makes its way to the PCs to keep the nightwalker's bargain. The antipaladin tells the party about the Titan's Maw and the dangers of traveling through it but swears that the wormhole will deposit them near their desired destination. If they ask how he knows, he tells them

that the ultari, in their temerity, use the other end of the wormhole as an undignified garbage dump, expelling their refuse into it to be compressed and consumed by the Titan's Maw. They do not know that the singularity works both ways, for those with the daring and the destiny to traverse it.

B8. EVENT HORIZON (CR 21)

The wormhole that connects Latera to the Principalities' home star floats in space, offset from the center of the nebula by hundreds of miles. As they approach, characters can detect the existence of larger particles of dust in a trail that suggests (with a DC 25 Knowledge [engineering or nature] check) a powerful destructive event, though it also hastens their arrival. **Hence, traveling to area B8 takes only half the normal amount of time.** The "current" of this matter as it flows out into the nebula indicates the particles enter space from a different location. As this information directs the party toward the Maw, it becomes clear an immense sphere of empty space hangs amid the crushed rocks and fine dust.

Once the PCs arrive on the scene, the Maw is still over 1,000 miles away. Read or paraphrase the following text.

If the expanse of space can have a hole in it, this seems the perfect manifestation. A black sphere of darkness floats some distance away. It turns to a flat disc and at times appears as a funnel with tiny motes of light or crushed asteroids spiraling into existence from the disc's flat edge or the sphere's center. In addition to the rapid, inconsistent changes in shape, the hole also seems to change in size based on the objects emerging from it. It's clear during these transitions that the matter and energy expelled by the hole do not come from the visible space on the other side of it. However dangerous the journey, the hole leads somewhere far away.

The Titan's Maw is a stable wormhole made possible by a regular diet of matter and its proximity to the negative material plane (see the sidebar for a more detailed discussion of the Maw's theoretical nature). Though most fantasy characters with ranks in Knowledge (nature) understand terrestrial flora and fauna, a space-faring character with significant exposure to cosmic events can warn the party of the incredibly destructive potential of entering the Maw with a DC 30 Knowledge (nature or planes) check. First, their physical forms are distorted by rapid acceleration toward the black hole. Then, the raw elemental energies created by the wormhole's destructive power ravage anything inside the event. Finally, the existence of dark matter erodes the life force of any creature passing through the singularity. The PCs must exploit potent defensive abilities and mythic mettle to traverse the very mouth of the negative energy plane. If they survive, they pull through the Titan's Maw and arrive just above the Dyson sphere in Chapter 2.

BLACK HOLES AND MAYBE UNIVERSES

For all the films and theories, quantum science has barely scratched the surface of truth about black holes and similar phenomena. As a hybrid of science fiction and high fantasy, *To Kill A Star* combines several modern explanations for traveling through black holes and applies a fantasy twist. Drawing from the remarks of Einstein and Rosen, Wheeler, and Thorne, the Titan's Maw has characteristics of both a rotating Kerr black hole and an Einstein-Rosen bridge. Its features include a Cauchy horizon stabilized by a ring of negative energy, which allows the singularity to exist in multiple dimensions at once. Understanding the adventure's approach to the black hole may help describe the PCs' dynamic (and deadly!) journey through it to the captive star on the other side.

As the player characters approach the wormhole, it visibly exists in three dimensions. The black sphere contains strange constellations, cleanly visible in the center of the sphere, and blurred as a character looks toward the outside of the event. As the PCs approach, the incredible gravitational and elemental forces transform any matter into one-dimensional rays of energy. As they touch the surface of the sphere, it becomes a flat plane perpendicular to each individual creature's approach. Inside the event, all matter that has ever traversed the wormhole is separated into its individual elements and stabilized by a ring of negative energy. This accounts for the damage the PCs take during their trip.

Once a character pulls through to the other side, a creature's physical reality and senses return to normal. It emerges from the event as a single ray and once again becomes a three-dimensional being. Whether a character survives this incredible experience is determined by its mythic nature and the damage it takes as it passes through.



Hazard: Without knowing the true location of the ultari homeworld, the only way to reach the Dyson sphere and confront the ultari is to travel through the wormhole. If they survive the PCs emerge in a completely different system hundreds of stars away.

Normally, no energy or matter can pass through the event horizon without being completely destroyed. Any creature caught within the Maw's gravitational pull must spend one use of mythic power or be destroyed instantly and irrevocably with no chance of resurrection, as if drawn into a *sphere of annihilation*. Creatures that spend mythic power successfully navigate the three-dimensional wormhole and are pulled into its center by incredible forces, until their physical form becomes a single one-

dimensional ray. This process deals 20d6 points of bludgeoning damage to each creature or unattended object passing through the event horizon (DC 30 Fortitude half) and exposes creatures to the effects of severe radiation (DC 30 Fortitude negates; see page 147).

In addition, almost all matter that passes through the void breaks down into basic elements and energy. These forces remain trapped in time, such that creatures or unattended objects passing through the event are exposed to every bit of particulate matter and component energy that has ever existed before being expelled on the other side of the bridge. These particles deal an additional 12d6 points each of acid, cold, electricity, and fire damage. Finally, the outer ring of the event is stabilized by a current of exotic matter that deals 20d6 points of negative energy damage to each living creature passing through the wormhole. Each instance of damage caused by the wormhole can be halved if a creature succeeds on a DC 30 Fortitude save (roll once for each type of damage). Mythic creatures can spend any number of mythic surges to enhance their saving throws.

Mythic player characters have access to a wide array of resources that may help them survive this journey, but at the least they should have access to abilities, items, or spells that improve their energy resistance, hit points, and saving throws. Among the effects they are likely to have:

- Their *Morphic Nature* feat grants them cold resistance 10 and fire resistance 10 against environmental effects from the void of space. This resistance stacks with any other form of cold resistance or fire resistance they possess.
- Any PCs using *planar adaptation* to resist the life-draining effects of the nebula gains energy resistance 20 against negative energy.
- A character with the [Portal subdomain](#)^{DA} can apply the temporary hit points they gain from their *Travel as One* domain power when transiting the Titan's Maw.
- A character able to become incorporeal takes half damage from most effects of the Titan's Maw, other than radiation and negative energy damage, which have their full effect.
- Using *delay poison* grants temporary immunity to radiation.
- A creature inside a *resilient sphere* or *telekinetic sphere* can be sucked in by the black hole's gravity and transit the Titan's Maw, even if the sphere normally cannot be moved. All effects of the Titan's Maw deal full damage to the sphere, with no saving throw allowed, though its hardness applies separately against each type of damage. If the sphere is reduced to 0 hit points, it is destroyed and any leftover damage is applied to the creature within, as well as exposure to its radiation. If the sphere remains intact after all damage is applied, the radiation from the Titan's Maw does not penetrate it and the sphere is ejected on the far side, coming to rest in the debris field where it becomes stationary once again.

The Titan's Maw counts a mythic encounter and a magical mythic effect for all purposes.

Development: PCs who send other creatures or objects through the Titan's Maw to observe their passage through the singularity notice immediate redshifting as it moves toward the wormhole. Any article traveling toward the black hole appears to elongate and slow terminally until it actually reaches the event horizon (the flat plane of the black hole), at which time it disappears, pulled through space to the PCs' arrival point in **Chapter Two**.

Once the PCs successfully traverse the Titan's Maw in reverse, they arrive in empty space outside the ultari's adopted home system. Their Dyson sphere encompasses almost the entire range of the former second planet's orbit. The ejection of the wormhole speeds them towards the sphere and into a belt of debris that surrounds it, and they must escape from the wormhole's collapse and move toward the Dyson sphere as the adventure continues in **Part Two**.

Reward: Regardless of a creature's mythic tier, successfully traversing the wormhole counts as successful completion of a mythic trial.

PART 2: THE SPHERE

The Dyson sphere surrounding Faa Dlan is immense at a scale difficult to even conceive, being over a hundred million miles across, encompassing the entire star and some of its nearest planetoids within its span. From the outside, the sphere is nearly imperceptible at first, occluding the star's light as it absorbs its energies, but the PCs know where to look to find it can see at first a shadowy blurring of the starfields beyond that becomes clearer as they approach and their senses clear, revealing a dim translucence of its own and an unimaginably vast circumference.

The sphere itself is not a solid construct but is primarily a shroud of energy akin to a vast wall of force, held together by a web-like network of satellite stations that regulate the vast radiant energies absorbed by the star and channel them back to Atlas Prime. These stations protrude like towers above the exterior of the sphere's immense curvature, extending into space and surmounted with sensor arrays and deadly defense weapons.

Debris Field: The PCs are ejected back into empty space as the Maw begins to open, passing through a debris field of ejecta from the sphere, much of it encased in 10-foot cubes of ice. This debris screens their appearance from the sensors of the Sphere, as nothing ever comes out of the Maw, so they merely appear floating amid the junk.

As they emerge, PCs may crash into this floating debris, taking 5d6 points of bludgeoning damage (DC 15 Reflex half). The opening of the Titan's Maw singularity begins as a beacon of oscillating light but it begins to collapse in on itself 2d4 rounds later, at which time its gravitic force

PART 2: THE SPHERE

begins agitating the debris and drawing it back towards the Maw. Each round thereafter, creatures in the debris field are battered by the accelerating and agitating debris as above, with the damage increasing by 1d6 per round and the save DC increasing by 1 per round, to a maximum of 20d6 and DC 30. Once it reaches this level, on the following round creatures still in the debris field that fail their Reflex save are sucked back into the Titan's Maw and ejected back into the Latere Nebula along with the surviving debris as the Maw collapses completely. Any creature killed within the debris field while the Titan's Maw is collapsing is sucked into the black hole 1 round later, as if drawn into a *sphere of annihilation*.

Creatures failing a save against the debris field take a cumulative -1 penalty on further saves against it for each failed save as they are battered and dragged back towards the singularity. Incorporeal or ethereal creatures take no damage from the debris field, while creatures in gaseous form take half damage.

In order to escape the debris field, PCs must move at least 1000 feet away from their arrival point. Creatures moving at half speed gain a +2 circumstance bonus on saving throws against the debris field, while creatures taking the run action automatically fail their save against it.

Once they have escaped the debris field, they have an additional 4000 feet to cross to get to the surface of the sphere.

Teleportation: While the PCs cannot teleport through the sphere or into the Sentinel Tower below, they certainly can use teleportation effects to escape from the debris field. Teleportation is difficult while the Titan's Maw is open, as its gravitic distortion warps the interdimensional pathways nearby, requiring a successful DC 30 caster level check. If the check fails by 5 or less, the teleportation effect does not function at all, but all creatures take 1d6 points of damage per point of the check less than 30. If it fails by more than 5, the teleportation effect is disrupted and bent back towards the Maw, dealing 6d6 points of damage moving them 2d10 x 10 feet closer to the black hole.

Stealth and Detection: Once the PCs escape the debris field, they can continue towards the sphere. Their initial approach deposits them in the debris field, where they cannot be detected (unless they create a dramatic visual effect, at the GM's discretion). In addition, the opening of the Titan's Maw is accompanied by a broad-spectrum radiofrequency burst that "blinds" the sensors of the tower for 1d4 minutes, reducing the range of the tower's blindsense to zero and its Perception bonus to +0. After this time, the tower's sensors begin to reset and the tower's Perception bonus resets to +10 with no blindsense. Each round thereafter, its Perception bonus increases by 1 and its blindsense range increases by 200 feet, up to its normal levels after 2 minutes.

If the PCs act in a way that draws obvious attention to themselves while approaching through open space, they face

a barrage of fire from the railgun turrets mounted atop the tower, and the klaven dragoons assigned to guard the tower scramble to intercept them.

RAILGUN TURRET (2)

CR 14

XP 38,400

Type mechanical and technological; Perception DC 15; Disable Device DC 40

EFFECTS

Trigger psycholocation (blindsense 2000 ft.) plus electric eyes (Perception +30); Reset automatic (1 round; see text)

Effect Atk +26 ranged touch (6d8+7 bludgeoning and piercing/19-20/x4), range increment 200 ft. A railgun's shot affects all creatures in a line 2,000 feet long. Shots fired from the railgun ignore the first 10 points of hardness of any object in the line; however, if any obstacle in its path takes no damage due to hardness or damage reduction, the line ends at that point and does not affect any creatures beyond that target. Each railgun turret has enough ammunition and power charge for 20 shots. Reloading and recharging a railgun turret takes 1 minute. These railguns are +1 magical weapons.

Special Each railgun turret is crafted from a mithral-orium alloy and has hardness 17, AC 30 (touch 15, flat-footed 25) and 310 hit points. Each turret uses its own initiative in combat, with an initiative modifier of +5. While technically mindless, turrets are controlled by a resonant psychoelectronic consciousness embedded in its orium construction that interfaces with telepathic sensor arrays mounted in each tower. Their psycholocation sensors can detect the location any non-mindless creature not screened with *non-detection*, *mind blank*, or a similar effect at a range of 2,000 feet as if using blindsense. If they detect any creatures that are not accompanied by ultari or onaryx, they begin firing. They take aim to maximize multiple targets in line if possible; if not, the turrets target creatures at random. The turrets' optic sensors are also highly refined, taking only a -1 penalty on Perception checks for every 100 feet rather than every 10 feet. Turrets can sense creatures within 200 feet as if they had blindsight as long as their psycholocation can detect them.

As soon as a railgun turret's sensors are activated, a myrmidon robot detaches from each one and flies out to investigate the intruders, greeting incoming ultari and onaryx and anyone accompanying them and assaulting any unescorted creatures, beginning with its rocket launcher and laser rifle at long range before closing to melee. As long as a railgun turret is active, it conveys the location of targets detected by its psycholocation continuously to its slaved myrmidon robot, allowing the robot to always target the correct square of creatures it detects. If the railgun turret is destroyed, the robot can still use its own senses (including its ability to see invisible creatures) to attack intruders.

ADVANCED MYRMIDON ROBOTS (2)**CR 12**

XP 19,200

hp 112 (plus 60 force field) (*Pathfinder Roleplaying Game Bestiary 5*)**RED ALERT (CR 17)**

When the psycholocation sensors are triggered, the two railgun turrets mounted on the tower begin firing at intruders, while within the tower a pair of klaven dragoons is released from psionic stasis and spring into action. At 1d3+1 rounds after the alert is triggered, the dragoons emerge mounted their solar dragon steeds from the dragon hangar gates to intercept and destroy any intruders.

SUNDRAGON STEED (2)**CR 10/MR 2**

XP 12,800

Invincible^{MA} advanced feral^{AB} adult solar dragon^{B4}

LN Huge dragon (fire, mythic)

Init +1; Senses dragon senses, see in darkness;

Perception +23

DEFENSE

AC 39, touch 11, flat-footed 36 (+5 armor, +3 Dex, +23 natural, -2 size)

hp 306 (17d12+186)

Fort +17, Ref +13, Will +15; second save^{MA}Defensive Abilities block attacks^{MA}; DR 10/epic;

Immune fire, paralysis, sleep; Resist acid 15, cold 15, electricity 15, sonic 15

Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +28 (2d8+18), 2 claws +29 (2d6+13/19-20), tail slap +26 (2d6+18), 2 wings +26 (1d8+7)

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

Special Attacks breath weapon (100-ft. line, 12d10 fire, DC 29), crush

STATISTICS

Str 36, Dex 17, Con 28, Int 8, Wis 20, Cha 25

Base Atk +17; CMB +32; CMD 43 (47 vs. trip)

Feats Ability Focus (breath weapon), Improved Critical (claws), Improved Iron Will, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Toughness, Weapon Focus (claws)

Skills Acrobatics +22, Fly +20, Perception +25, Survival +25

Languages Draconic

SQ no breath, starflight

Gear +1 chain shirt barding

KLAVEN DRAGOON (2)**CR 14**

XP 38,400

Klaven ogrekin human fighter (dragoonUC) 13

LE Medium humanoid (human)

Init +1; Senses darkvision 60 ft., low-light vision;

Perception +14

DEFENSE

AC 30, touch 11, flat-footed 29 (+8 armor, +1 Dex, +7 natural, +4 shield)

hp 167 (13d10+91)

Fort +15, Ref +6, Will +9 (+3 vs. fear); +2 vs. disease, ingested poisons, and becoming nauseated and sickened

Defensive Abilities bravery +3; Immune inhaled effects, radiation, vacuum; Resist cold 5, fire 5

OFFENSE

Speed 15 ft., fly 20 ft. (poor)

Melee +1 heartseeker lance +28/+23/+18 (2d6+24/19-20/x3) or 2 claws +23 (1d6+10)

Ranged javelin +18 (1d6+16)

Space 5 ft.; Reach 5 ft. (10 ft. with lance)

Special Attacks banner, piercing lance, spear training (+3 attack rolls, +6 damage), spinning lance

TACTICS

Before Combat Klaven dragoons use potion of heroism on themselves and administer a potion to their dragon mounts as well.



During Combat Klaven dragoons make charge attacks whenever possible, using Furious Focus and Power Attack. If they observe spellcasters, they close into melee to interfere with spellcasting with Disruptive and Spellbreaker. If confronted with invisible opponents, they use their dragons' blindsense to locate their prey and their heartseeker lances to attack the same targets without a miss chance.

Morale Klaven dragoons retreat if they or their dragons are reduced below 20 hit points. If unable to flee, they fight to the death.

STATISTICS

Str 31, **Dex** 12, **Con** 22, **Int** 6, **Wis** 14, **Cha** 6

Base Atk +13; **CMB** +23; **CMD** 34

Feats Disruptive, Endurance, **Furious Focus**^{APG}, Improved Critical (lance), Iron Will, **Missile Shield**^{APG}, Mounted Combat, Power Attack, **Ray Shield**^{APG}, Ride-By Attack, Shield Focus, Skill Focus (Ride)^B, Spellbreaker, Spirited Charge, Weapon Focus (lance), Weapon Specialization (lance)

Skills Fly -10, Linguistics -1, Perception +14, Ride +16

Languages Common, Draconic

SQ armor training 1

Combat Gear *potions of cure serious wounds* (2), *potions of heroism* (2), 2 masterwork javelins; **Other Gear** +1 *klaven spacesuit*, +1 *heavy steel shield*, +1 **heartseeker**^{JE} lance, *belt of mighty constitution* +2, +1 *cloak of resistance*

SPECIAL ABILITIES

Converted Host (Ex) Klaven transformations leave nothing for restoration of a base creature to its original self. As a result, klaven cannot be killed and returned to life with raise dead or similar effects. Spells such as *true resurrection*, *wish*, and *miracle* work normally.

Energy Modulation (Su) As an immediate action, a klaven manufactured from a living creature may treat positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This lasts until the start of the klaven's next turn. The ability may be used once per day, and an additional time per day when they gain 8 HD and 12 HD.

Nanite Exchange (Su) Klaven nanites swarm around them on a microscopic level, providing a continuous awareness of the location and condition of other klaven within 60 feet, as the *status* spell. The range of this ability increases to 100 feet for klaven with at least 8 HD, and one mile for klaven with 12 HD or more. Klaven may also communicate with one another by passing memories and sensory information through their nanites but must come into physical contact to do so. This exchange of memories requires a full-round action and only consists of perceptions and first-hand experiences. Klaven cannot exchange skills, special abilities, or other individual qualities in this manner.

Oversized Limb (Ex) Klaven dragoons have massively overdeveloped arms, gaining a +2 bonus to Strength and allowing them to wield weapons one size larger with no penalty.

Stunted Legs (Ex) Klaven dragoons have stunted and weak legs, reducing their speed by 10 feet.

BREACHING THE SPHERE

Once the PCs evade or overcome the first waves of defenders, they must find a way inside the sphere. They most likely will attempt to break into the relay tower, especially if they have information about the sphere from the nightshades, but creative PCs may choose to simply break through the surface of the sphere itself. If they do, they discover that the sphere's surface is nearly impervious to damage, having the characteristics of a **mythic wall of force**^{MAdv} (caster level 20th). The outer surface of the sphere repels creatures attempting to approach it as a *repulsion* spell (DC 25), and if attacked it has hardness 40 and 600 hit points per 5-foot section, and each damaged square repairs damage at a rate of 10 points per round. A non-mythic *disintegrate* spell or *rod of cancellation* negates a 10-foot-square section of the sphere for 1 round, after which it reforms at full strength. The sphere also prevents teleportation and divination effects from going through it and affects the area within 10 feet above and below it as *dimensional lock*.

C. THE SENTINEL TOWER

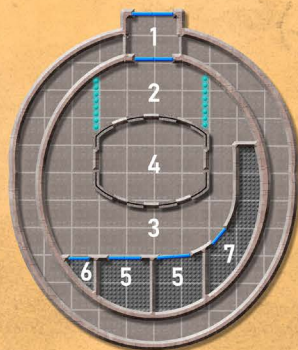
PCs close enough to see the tower may observe the dragons and dragoons emerging from the dragon hangars and seek to enter there, while those who have spoken with the nightshades also are aware of the presence and location of the garbage chute hatch as a possible point of ingress. If neither is the case, PCs approaching can spot the lighted viewports and hatch that mark the main airlock at area **B1**.

The orium alloy of the tower blocks teleportation through its walls and floors, though teleportation effects that move a creature entirely within an open space but do not pass through a solid barrier function normally. Creatures entirely within a tower cannot summon creatures from outside it, though creatures already summoned that enter the tower still disappear at the end of their summons. Unless noted otherwise, the interior walls and floors of the tower have hardness 15, 180 hit points per 5-foot section, and a break DC of 33. Exterior walls have hardness 20, 300 hit points per 5-foot section, and a break DC of 38. Most areas within the tower have both artificial gravity and artificial lighting that provides dim light, increasing to normal light 1 round after a creature enters a room and persisting at that illumination level for 1 minute after creatures leave that area.

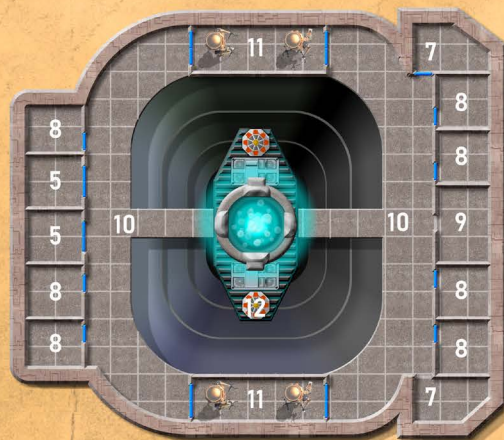
Navigating the Tower: The towers are large, and not all areas of the tower are not detailed or mapped. Instead, finding their way around the towers requires a combination of skills to get from one place to another, allowing them to decipher passcodes and operate doors and turbolifts moving between different levels of the tower.

Making their way from the Entry Level to the Core Level, or from the Core Level to the Lower Level takes 2d6 minutes, but they can reduce this amount of time with a successful DC 30 check against any of the following skills: Climb, Disable Device, Knowledge (engineering), Linguistics, Perception, Stealth, and

THE SENTINEL TOWER & TUBE STATION

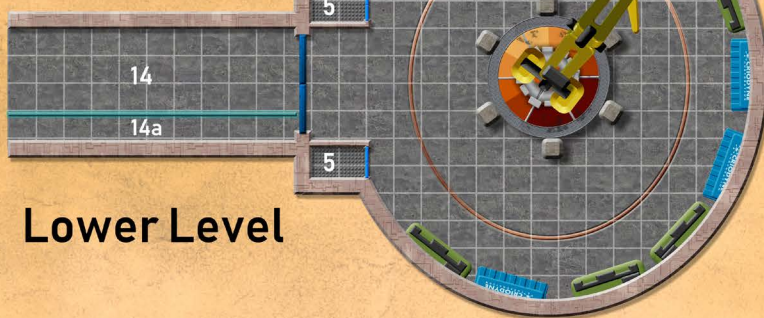
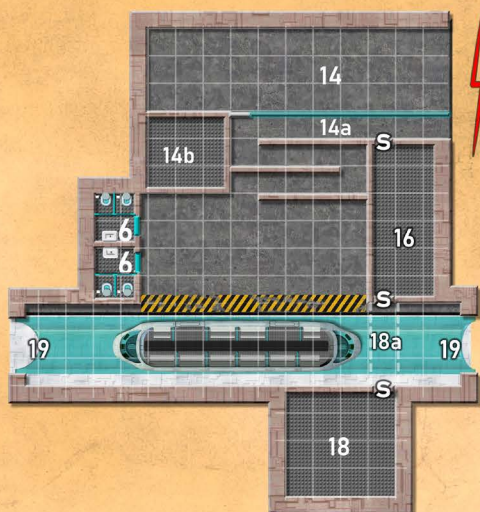


Entry Level



Core Level

Tube Station



Lower Level

Survival. Each character can spend one minute making a check against one of these skills, with a successful check reducing the amount of time required to get to the next level by 1 minute. A character fluent in Jagladine or Ultari or who possesses psionics or psychic spellcasting ability gains a +2 circumstance bonus on any of these checks (+4 if both apply). If a character beats the DC by 10 or more, they gain a +2 circumstance bonus on their next check with that skill to navigate the tower.

If a character fails a skill check by 10 or more, or rolls a natural 1 on any skill check, they trigger a dangerous mechanical malfunction or attract the attention of workers or guards in the tower. The interior of the tower is largely unmapped, but most encounters are apt to take place in a corridor area (5 or 10 feet wide), getting onto or off of a turbolift, or you could devise any simple encounter map that would make sense in a

large industrial-style building. PCs might find themselves in a dead-end corridor or opening a door or hatch that they have misread in a dangerous way. For the shocking and electrified door traps, you also could easily replace those with caustic acid spills, burning fuel lines or spraying hypercoolant if you wish to change up the type of challenges the party faces.

ELECTRIFIED DOOR

CR 11

XP 12,800

Type mechanical and technological; **Trigger** touch (see text);

Reset automatic (1 minute; see text)

Notice Perception DC 32; Disable Device DC 29

Effect 10d8 electricity damage (Reflex DC 25 half) to the character failing the check

PART 2: THE SPHERE

D6 Roll	CR	Encounter
1	15	1d3 klaven grenadiers (see Area 4)
2	9	1 jagladine tech team (see Area 9)
3	14	2 jagladine tech teams and 1 clockwork golem (see Areas 9 and 11)
4	9	shocking floor trap
5	12	shocking floor trap and electrified door trap
6	13	plasma core leak

PLASMA CORE LEAK

CR 13

XP 25,600

Type mechanical and technological; **Trigger** touch (see text); **Reset** automatic (1 minute; see text)

Notice Perception DC 32; Disable Device DC 29

Effect The area PCs are surrounded by an extraordinary effect identical to incendiary cloud (DC 22), but half of the damage dealt is fire and half is electricity. In addition, any creature in the area is exposed to [high radiation](#)^{TG} (see [Adventuring in the Void](#)).

SHOCKING FLOOR TRAP

CR 9

XP 6,400

Type mechanical and technological

Trigger proximity (*alarm*); **Duration** 1d6 rounds; **Reset** none

Notice Perception DC 26; Disable Device DC 26

Effect Atk +9 melee touch [4d6 electricity damage]; multiple targets (all targets in a 40-ft.-square room)

Entering the Tower: An airlock chamber is located at the upper end of the tower and is the typical point of entry for creatures coming from outside the sphere. Clever PCs who are aware of the garbage dumping by the inhabitants may search for a garbage chute to force an entry by stealth. The massive gates of the dragon chamber may at first appear to offer a means of entering the tower, but they are a self-contained dwelling area for the spaceborn dragons and their riders and do not connect directly to the tower's interior.

DRAGON HANGAR

Reinforced metal doors swing open to reveal a vast, cavernous chamber with numerous small platforms, perches, and catwalks around its edges. The metal of the interior is scorched and blackened. At each end of the chamber is a small windowed cell overlooking the hangar.

This massive chamber is 60 feet deep, 90 feet wide, and 300 feet long. Its gates are alloyed with adamantine, with a hardness of 20, 320 hit points per 5-foot section, and a break DC of 38. Their locking mechanism is also exceptionally

secure (Disable Device DC 50). The doors open when activated by the klaven dragoons and swing closed at the end of the dragoon's turn.

Inside the hangar, multiple massive bars and perches provide areas for the dragons to climb and stretch as they wish.

Hazard: When the doors are closed, the dragon hangar also becomes extremely hot and filled with bright light, dealing 1d6 points of fire damage per round (no save) to creatures within and causing them to become dazzled.

There is no artificial gravity or atmosphere in the dragon hangars. The dragon hangars do not directly connect to the tower's interior, but there is a dragoon chamber at each end where the dragonriders spend their time when not on alert or on patrol.

Note: Because of their size and the likelihood that they will not be explored, these areas are unmapped. If PCs choose to enter a dragon hangar, use the dimensions above to resolve tactical movement as necessary.

DRAGON CHAMBER

This austere bedroom holds a large vertical glass tube in one corner and opposite a rack for weapons and helmet. A small bank of cabinets stands adjacent to a collapsible table and chair folded up against the wall.

The dragoons remain in stasis in these chambers built into their dragon hangar in between alerts and activations. The cabinets contain spare uniforms and repair supplies for their spacesuits, along with preserved food and water canteens. The stasis tubes are larger than human size to accommodate the dragoons' misshapen physique, with a series of tubes and hoses that attach directly to their spacesuit when they are inside the tube to maintain their physiological needs while they are kept in a kind of alchemical suspended animation.

THE GARBAGE CHUTE

This metal hatch covers a bulky hydraulic mechanism and holding tank made of smooth metal, with pipes and chutes draining into it from above.

The garbage chute is offers a less-guarded entry point to the tower if PCs choose to enter that way. Finding the chute door requires 1d4 minutes of searching the tower's exterior and a DC 30 Perception check. The time required is reduced by 1 round for every point by which the searcher's Perception check beats the DC. If multiple characters are searching, use the highest Perception bonus among them with a +2 circumstance bonus for each other character assisting.

The outer doors of this chamber are secured with powered mechanical locks (Disable Device DC 40), characters trained

in Knowledge (engineering) gain a +2 circumstance bonus on Disable Device checks to open them every 5 ranks they have in that skill. Once inside the holding tank, a successful DC 30 Knowledge (engineering) check reveals the airlock function of the controls, allowing a PC to pressurize the chamber within and fill it with breathable air, taking 1d4 rounds.

Entering through the garbage chute is not without risk, as the fastidious Ultari developed a simple expedient for ensuring that their trash would be cleanly dispatched by freezing it into smooth-sided cubes before ejecting it into space. This is typically done in synchronization with the opening of the vortex, but the system is also designed to detect when the holding tank is getting full or when vermin are proliferating, and PCs entering the chute may find themselves frozen with the trash.

COLD CUBE

CR 12

XP 19,200

Type magical and technological; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (alarm); **Reset** automatic

Effect This trap floods the holding tank with uttercold mist, dealing 15d6 points of cold damage (DC 17 Fortitude half), while simultaneously forming a 1-foot-thick *wall of ice* along every wall (blocking doorways) and reduces the temperature in the room to -30° F for 12 minutes. The cube of ice and all creatures inside it are then ejected into space at a speed of 60 feet per round, towards the aperture of the **inverted vortex**. Once the trap runs its course, both doors unlock, but the walls of ice remain for 12 minutes. Creatures within the cube are exposed to extreme cold, taking 1d6 points of cold damage per minute and being at risk for hypothermia. Creatures in contact with exposed metal, including wielding metal weapons or shields or wearing metal armor, take 1d6 points of cold damage per round. The walls of ice can be smashed as normal for the spell; creatures passing through the wall of frigid mist left behind take 1d6+12 points of cold damage (no save). Once the cold cube is ejected from the chute, the outer doors close 1 round later and the system recharges, resetting the trap in 1 minute.

Once the trap is bypassed or disarmed, the PCs can move up into the tubes and chutes bringing trash here from elsewhere in the tower. Tiny or smaller creatures can move freely through this network of tubes, while larger creatures can navigate them with a successful DC 20 Escape Artist check for Small creatures, with the DC increasing by 10 for every size category larger than Small. Finding their way through the chutes to a trash portal that opens into the tower's interior requires successful DC 20 Knowledge (engineering) and Survival checks, requiring 1 minute for each check. A failed check increases the DC on the next check by 1d4. Once the PCs find their way to an interior trash hatch, a DC 20 Disable Device check is needed to open the hatch from the inside, or the hatch can be broken (Strength

DC 28, hardness 10, hit points 60).

ENTRY LEVEL

This is where the PCs enter the tower if they use the obvious airlock entrance at the tower's top.

1. AIRLOCK

Massive reinforced metal doors slide together on both sides of this 15-foot-wide chamber, with small control panels displaying blinking lights near each door.

A successful DC 30 Knowledge (engineering) check reveals the airlock function of the controls, allowing a PC to pressurize the chamber within and fill it with breathable air, taking 1d4 rounds. The inner and outer doors of this chamber are secured with powered mechanical locks (Disable Device DC 40), characters trained in Knowledge (engineering) gain a +2 circumstance bonus on Disable Device checks to open them every 5 ranks they have in that skill.

A failsafe sensor prevents the inner doors of the airlock from being opened if the airlock is not pressurized, increasing the DC to unlock them by 10.

2. CAGE AND CUBE (CR 18)

A wide, curved hall stretches to the left and right. A series of narrow windows pierce the curved wall across from the airlock entry.

When any creature that is not an ultari, jagladine, klaven, or onaryx exits the airlock into the hall at C2 without being escorted by a creature of one of those types, a two-part magical hazard is triggered.

Hazard: Two *forcecage* effects (CL 15th) are triggered simultaneously. A *forcecage* (solid, windowless cube) is triggered in the airlock at area 1, encasing any creatures within that area inside the cage (DC 20 Reflex negates). In addition, a second, larger *forcecage* (barred cage), forming bars of force at the dashed lines indicated on the map. This unusual variant *forcecage* has larger bar and gaps than usual, allowing weapons up to 3 inches wide to pass through them, including alchemist bombs. The intent of the trap is to hopefully separate groups of intruders, leaving some within the cube and others within the larger cage outside of it.

Creature: If any creature is trapped within the solid cube, the griever at area 4 steps onto the *teleportation circle* that allows it to teleport into the cube. This is a 5-foot step for the griever. Once inside the cube, it uses its deadly blades to slay any creatures separated from their allies that succeeded on the Reflex save. Once it has slain all creatures within the cube, it activates a recall trigger that reverses the effect of the *teleportation circle* and allows it to return and step out of the circle at 4. Returning to Area 4 is a move action.

PART 2: THE SPHERE

GRIEVER

CR 17

XP 102,400

hp 130 (plus 85 force field) (see page 121)

3. ENTRY RING

This curved hall offers slit window views out into the darkness of the void, as well as narrow mirrors arrayed around the circumference of the inner wall. The walls here are of polished metal but are otherwise unadorned.

The mirrors on the inner wall are one-way windows allowing the guards within to look out without allowing others to see in.

4. GUARD ROOM (CR 17 OR 19)

This ovoid room contains several stools, with manacles attached to their bases. Slit-like tinted windows give a view out into the surrounding ring hallway.

A quartet of klaven grenadiers stand guard here, alert for danger whenever creatures approach, along with their griever commander. A small circular portal in the floor (directly under the number 4 on the map) is a short-range teleportation circle, allowing a creature stepping onto it to teleport directly into any

location on the Entry Level as part of their normal movement (including as part of a 5-foot step). If no creature is trapped within the airlock at area 1, it may instead teleport itself to one side or the other of the forcecage to attack a creature adjacent to the cage, using Stealth as part of its movement to appear suddenly, make a single attack, and then return to area 4 at the teleportation circle. If an enemy forces their way into area 4, the griever engages in melee with that enemy. If the PCs seem unable to escape the forcecage, it uses its built-in hand crossbows while reserving one or more arms for defense to add to its AC and block incoming ranged attacks.

The mirrored slit windows can be opened or closed as a swift action by the klaven inside, and they give the klaven improved cover against ranged attacks (+8 cover bonus to AC, +4 Reflex saves, and improved evasion) and total cover against melee attacks. The klaven also may act in coordination, with one opening the slit as a swift action, making a full attack, and then stepping back, while its partner uses Shot on the Run to move into the vacated space, make a single attack through the open slit window, move again out of the way, and then use their swift action to close the slit window.

If an enemy is able to escape the cage-and-cube at area 2 and force their way into area 4, the klaven use Close Quarters Thrower, Shot on the Run, and precise bombs to continue bombarding their enemies while keeping their allies safe from friendly fire.

KLAVEN GRENADIER (4)

CR 13

XP 25,600

Klaven ranger (bombardier) 13

LE Medium humanoid (augmented, human)

Init +5; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 27, touch 15, flat-footed 22 (+4 armor, +5 Dex, +6 natural, +2 shield)

hp 127 (13d10+52)

Fort +14, Ref +15, Will +9; +2 vs disease, ingested poisons, and becoming nauseated and sickened

Defensive Abilities evasion

Weaknesses malign influence

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d4+1)

Ranged bomb +20/+15/+10 ranged touch (7d6+5/19-20)

Special Attacks bombs 18/day (7d6+5, DC 21), bomber combat style

Alchemist Extracts (caster level 10th)

4th—*fire shield*

3rd—*bouncing bomb admixture*^{MTT}(2)

2nd—*bullet shield*^{UC}, *resist energy*

1st—*bomber's eye*^{APG} (3), *longshot*^{UC}, *targeted bomb admixture*^{UC}

TACTICS

Before Combat These klaven have precast mage armor from their wands. With time to prepare, these klaven use *resist*





energy against whatever types of energy attack the PCs use in battling the defenders outside the tower, as well as *bomber's eye* and *longshot*. If PCs seem skilled at ranged combat, they use their wands of *mirror image* and *shield*. When PCs enter the airlock, they each use *bouncing bomb admixture*.

During Combat One grenadier uses its *wand of haste* on the first round of combat on all klaven and the griever. The grenadiers use *tanglefoot bombs* to stick enemies in place and force bombs against creatures trying to engage in melee with them or with the griever. If the *haste* is dispelled or countered, one of the klaven renews the spell on the following round.

Morale These klaven fight to the death.

STATISTICS

Str 12, **Dex** 20, **Con** 16, **Int** 20, **Wis** 12, **Cha** 8

Base Atk +13; **CMB** +14; **CMD** 29

Feats Amateur Gunslinger (gunslinger's dodge), [Close-Quarters Thrower](#)^{UC} (bombs), Exotic Weapon Proficiency (heavy weaponry), Exotic Weapon Proficiency (siege weapons), Extra Discovery ([fast bombs](#)), Improved Critical

(bombs), Iron Will^B, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shot on the Run, Skill Focus (Use Magic Device), Throw Anything, Weapon Focus (bombs)

Skills Acrobatics +18, Craft (alchemy) +21, Craft (siege weapons) +21, Heal +17, Intimidate +19, Knowledge (arcana) +21, Knowledge (engineering) +21, Perception +17, Stealth +22 (+26 in forest and jungle), Survival +17, Use Magic Device +21; **Racial Modifiers** +4 Intimidate, +4 Stealth in forest and jungle terrain

Languages Aklo, Common, Draconic, Jagladine, Onaryx, Ultari
SQ converted host, discoveries (force bomb, precise bombs, [tanglefoot bomb](#)^{UM}), energy modulation 2/day, grenadier +3, nanite exchange (100 ft.)

Gear +1 buckler, +4 belt of incredible dexterity, +2 cloak of resistance, +2 headband of intellect (Use Magic Device), wand of haste (CL 5, 5 charges), wand of mirror image (CL 3, 5 charges), wand of mage armor (CL 1, 10 charges), wand of shield (CL 1, 10 charges), wand of cure light wounds (CL 1, 10 charges), *disintegration torc* (see page 158), *arc grenade* (2), *concussion grenade* (2)

5. TURBOLIFT

A pair of metallic doors opens onto a square chamber lined with crystalline control panels.

These lifts can be used to access the lower levels of the complex. For security purposes, no single turbolift traverses the entire height of the tower, and the PCs must use the rules described in Navigating the Tower above to decipher and operate the controls and to figure out their pathway through the massive tower.

6. LAVATORY

A simple metal lavatory offers unlovely but functional wash and waste facilities.

There is nothing of interest here.

7. CREW QUARTERS

Spartan bunks are arrayed along the walls, with small metal apparatus and tubes built into the walls nearby. Cabinets line the walls beneath the bunks. A large painted ultari face with jet-black empty eye sockets adorns one wall.

These are sleeping quarters for the guards and technicians of the tower. The cabinets contain uniforms, simple food and drink, and functional items such as dishes and basic tools. There are no personal items or effects here, nor any items of value.

THE TOWER CORE

Most of the tower's central length is comprised of a set of deep open shafts with balcony rings set every 30 feet around a central power core, connected by open stairs and ramps as well as by the turbolifts.

If PCs enter the tower through the garbage chute and successfully navigate their way into the tower, they arrive in this section of the tower, bypassing the Entry Level completely.

The crew quarters (area 7) are identical here to those on the Entry Level.

8. EQUIPMENT STORAGE

The cabinets and shelves here are stacked with boxes and cases, some of heavy paper, others of metal.

These contain parts and supplies for the maintenance of the tower, and the power core. These generally contain nothing of interest, though at the GM's option a careful search (DC 40) may uncover a discarded technological item, such as a [stun](#)

[gun](#)^{TG}, ammunition or power conduits for the railguns, 1d4 random grenades (see page 155), 2d6 gems or carved crystals worth 100 gp each, or 1d4 doses of a random poison collected by one of the jagladine technicians and stored for future study.

9. WORKROOM (CR 9)

The tables and benches in this room are scattered with a variety of tools and equipment in various stages of repair.

The jagladine tech teams at area 10 split their time between working here and working out in the core. The exposed equipment in this room exposes anyone entering to [medium radiation](#)^{TG} (see page 147). A cursory search (DC 20) reveals all manner of ordinary tools useful for nearly any Craft skill. A careful search (DC 40) reveals a set of masterwork instruments that grant a +2 bonus on Knowledge (engineering) checks as well as a set of schematic diagrams that grant the PCs a +2 circumstance bonus on checks made to navigate the tower.

10. BOTTOMLESS BALCONY (CR 11)

This chamber is built around a massive shaft stretching a vast distance above and below. A massive pale violet column dominates the center of the shaft, seemingly made of delicate crystal or perhaps even planes of pure force, with roiling energy swirling within. Balconies circle the edge of the chamber, with doored chambers opening from time to time to admit teams of jagladine workers, many of whom stand on narrow catwalks leading from the outer balcony to span across to the glowing central shaft as they tend an array of instruments and conduits.

Most of the work of maintaining the tower and its mechanisms falls to ordinary jagladine expert technicians. They are highly skilled at the manufacture and maintenance of all of the tower's systems and they work well together in tech teams that support one another. If PCs are not taking care to use stealth, they are likely to be detected by jagladine workers moving around the area. This is especially true within the vast cylindrical core if PCs cause a core breach.

If jagladine tech teams are engaged by the PCs, they seek to sound an alarm and bring help, while also unleashing their needlers and spell-like abilities on the PCs. They also use their expertise with the station's systems to manipulate the environment to their advantage, as described in their **environmental controls** ability, including using this ability to open doors to unleash the clockwork golems stored in area 11 and use grease to grant them the benefits of haste. If the PCs seem very dangerous, they do not hesitate to open one of the conduits of the plasma core to intentionally create a plasma cloud and release a plasma ooze. They and

the golems have no fear of radiation and release the ooze much closer to the PCs than to themselves, directing its fury against the intruders.

If observed for at least 1 minute (whether with direct observation in a non-combat situation or with magical scrying or mind-reading), the character observing them can attempt a DC 30 Sense Motive check to gain impressions about the jagladines' habit and work patterns and how they interact with the station's functions and mechanisms. Thereafter, that character gains a +2 circumstance bonus on all skill checks related to navigating the tower or operating doors, lifts, airlocks, or other devices.

JAGLADINE TECH TEAM (2)

CR 9

XP 6,400

Troop of jagladine experts

NE Medium monstrous humanoid (troop)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura chaos of combat

DEFENSE

AC 20, touch 11, flat-footed 19 (+5 armor, +1 Dex, +4 natural)

hp 133 (14d10+56); fast healing 2

Fort +9, **Ref** +12, **Will** +13

Defensive Abilities hazmat gear, troop traits; **Immune** disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft., climb 20 ft.

Melee troop attack (3d6+1 plus radioactive)

Ranged 4 needlers +15 ranged touch (1d4 plus poison)

Spell-like Abilities (CL 14th, concentration +17)

At will—[detect radiation](#)^{TC}

3/day—[irradiate](#)^{TC}, [radiation ward](#)^{HoD}

STATISTICS

Str 12, **Dex** 12, **Con** 16, **Int** 16, **Wis** 14, **Cha** 11

Base Atk +14; **CMB** +15; **CMD** 26

Feats Ability Focus (radioactive), Great Fortitude, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Toughness

Skills Climb +24, Craft (mechanical) +22, Disable Device +18,

Heal +19, Knowledge (engineering) +20, Perception +22,

Stealth +16; **Racial Modifiers** +4 Bluff, +4 Intimidate, +4

Perception

Languages Aklo, Common, Jagladine, Ultari

SQ intuitive naturalist, multi-armed, reflexive biology

SPECIAL ABILITIES

Chaos of Combat (Ex) Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Environmental Controls (Ex) A jagladine tech team can manipulate mechanical devices including and hatches, cause cables and clamps to swing and grip creatures in the area, electronic devices to short-circuit and spray sparks or smoke, manipulate artificial gravity controls, and otherwise

manipulate objects or impede creatures within 30 feet.

- As a swift action, a tech team can open or close a door or hatch, create sound effects as *ghost sound* or lights as *dancing lights*, or target a single creature with a dirty trick combat maneuver.
- As a move action, a tech team can create speech effects as *ventriloquism*, bar a doorway or opening as *hold portal*, cover a 10-foot-radius spread with grease, fill a 10-foot-radius spread with smoke (treat as *obscuring mist*), target all enemies in a 10-foot-radius spread with a dirty trick combat maneuver (using the same type of maneuver against all targets), or target a single creature with a dirty trick combat maneuver with a +10 bonus on the check.
- As a standard action, a tech team can create *darkness* or *daylight* lasting 1 minute, seal a doorway or opening as arcane lock, open a sealed doorway or opening as knock, fill a 20-foot-radius spread with smoke (as *obscuring mist*) or a 10-foot-radius spread with noxious gas (as *stinking cloud*) for 1 round, create an explosion in a 10-foot-radius burst dealing 5d8 points of acid, cold, electricity, or fire damage (roll randomly to determine which type of damage), target all enemies in a 20-foot-radius spread with a dirty trick combat maneuver (using the same maneuver against all targets), or target a single creature with a dirty trick combat maneuver with a +20 bonus on the check.

All of the effects of the tech team's environmental controls are non-magical, but they otherwise function as the spell effects they duplicate. Effects that deal hit point damage or duplicate combat maneuvers are instantaneous. Other effects persist for 1 minute unless otherwise specified. Saving throws, where applicable, are against DC 20. The save DC is Intelligence-based.

Hazmat Gear (Ex) A jagladine tech team is equipped with protective suits that supply them with breathable air and grant them cold resistance 10, electricity resistance 10, and fire resistance 10. The gear grants a +5 armor bonus to AC but take a -2 armor check penalty. This gear is specifically designed for jagladine physiology and does not function for other creatures.

Multi-Armed (Ex) A jagladine has four arms. One hand is considered its primary hand, but all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Poison (Ex) The needler pistols wielded by jagladine technicians are steeped in [nerveblast](#) poison: *type* poison, injury; *save* Fortitude DC 19; *frequency* 1/round for 6 rounds; *effect* 1 Dex drain and shaken for 1 hour. The shaken condition progresses to more severe fear effects if the affected creature fails additional Fortitude saving throws against the poison. These more severe effects have the same duration as the initial shaken effect; *cure* 2 consecutive saves.

Radioactive (Ex) Jagladine are immune to the harmful effects of radiation, and tech teams are exposed to energies harmful to others that their own physiology naturally absorbs. The save DC of any radiation effect is increased by 2 within 5

feet of a jagladine tech team, though they can suppress this effect if they wish. In addition, creatures damaged by a tech team's troop attack also become sickened for 1 minute (DC 24 Fortitude negates). The save DC is Constitution-based and includes the increase noted above. This radiation is a poison effect.

Reflexive Biology (Ex) As a full-round action, a jagladine may absorb a single disease or poison effect without suffering any ill conditions. It may then excrete a liquified version of the disease or poison with swift action, and a successful Fortitude save against the DC of the absorbed disease or poison. If successful, this excretion remains potent for the next 24 hours, and the jagladine can apply this excretion to a held weapon as part of this swift action. The liquified version of the disease or poison must be applied via ingestion or injury. A jagladine can only store one disease or poison at a time. Further disease and poison effects are ignored per their racial immunity.

Tech Training (Ex) Knowledge (nature) and Heal are always class skills for jagladine. In addition, Disable Device and Knowledge (engineering) are always class skills for a jagladine tech team, and they are considered to have masterwork tools to use with these skills and with any Craft skills made to build or repair machinery.

11. MECHANICAL MANIPULATOR (CR 15)

These garages have doorways that roll up into the ceiling and allow egress of massive, vaguely jagladine-shaped contraptions of gleaming metal and gears.

The jagladine tech teams are not shy about diving into dangerous technological problems, but they keep a set of magical-mechanical probe units for delving into situations they feel are too dangerous, whether on the inside or outside of the tower. They normally are stored here unless called into action. If the PCs raise an alarm, the jagladine in area 10 do not hesitate to unleash all four of their mechanical monstrosities (two at each area 11, one emerging from each door). The golems move in their usual form or shift into the form of a wall of gears as directed by the jagladine.

INVINCIBLE CLOCKWORK GOLEM CR 13/MR 2

XP 25,600

hp 138 (*Pathfinder Roleplaying Game Bestiary 2*, *Pathfinder Roleplaying Game Mythic Adventures*)

12. PLASMA CORE (CR 18)

A massive cylinder of glowing purple energy fills a vast open chamber extending out of sight into the depths below. The energies within are held back by a transparent column of energy, with couplings and conduits attached at intervals along its length and circumference. Occasional bridges lead from surrounding catwalks out to the cylinder in the center.

The interior of the tower is largely filled by a massive power capacitor contained within a *wall of force*. This is part of the network that absorbs the energies constantly flowing from the star within and converts it to usable psychomagic power that maintains the force shield surrounding the star as well as empowers the psychomagic technology of the sphere. If curious PCs attempt to breach the *wall of force* containing the energy, they are immediately exposed to a plasma cloud filling a 30-foot radius spread, increasing in radius by 10 feet each round after the first for 1d4 rounds and then decreasing in size by 10 feet per round as the station's environmental countermeasures contain the leak and repair the breach in the containment field. This plasma cloud blocks vision as *obscuring mist* but also affects creatures in the area as [high radiation](#)^{TG} (or severe radiation, if they move inside the energy shaft itself). In addition, a flood this of energy coalesces into an advanced plasma ooze that immediately attacks all creatures nearby. The ooze is an unstable creature and begins to dissolve into nothingness 2d4 rounds after it appears, gaining one negative level per round thereafter until it dies.

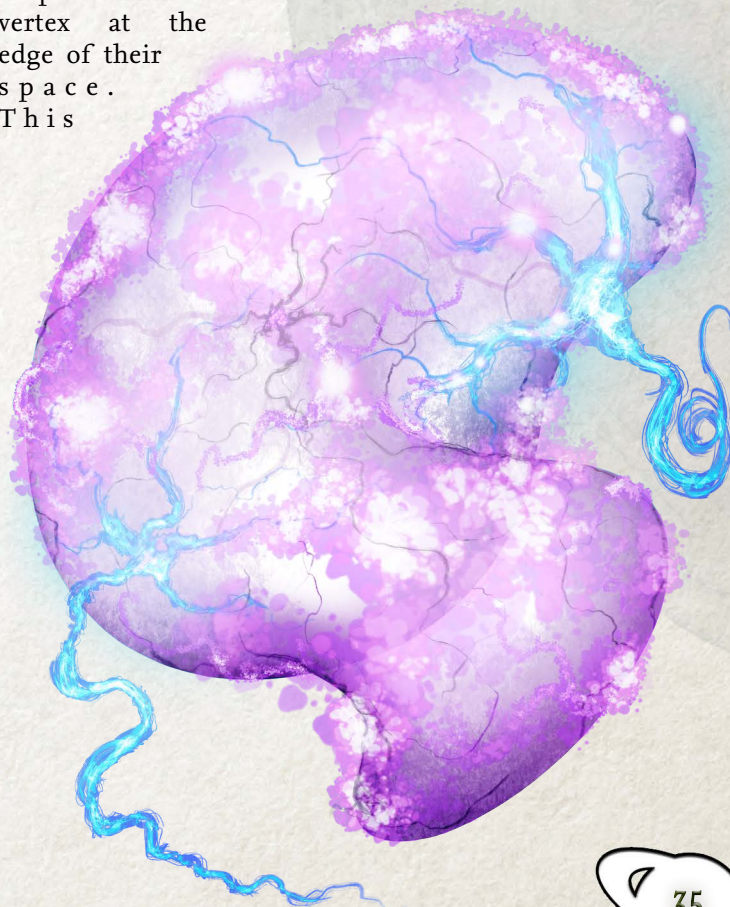
PLASMA OOZE

CR 17

XP 76,800

hp 241 (*Pathfinder Roleplaying Game Bestiary 3*)

In addition to its radioactivity, the plasma cloud is highly reactive to electricity and fire. Any creature creating an electricity or fire effect causes a 5-foot-radius burst to erupt centered on a random vertex at the edge of their space. This



burst deals 3d6 points of fire damage and 3d6 points of electricity damage (DC 20 Reflex half). This burst also occurs if a creature uses a gunpowder firearm. If a creature creates multiple such effects in the same round, it creates a separate burst each time, with the save DC increasing by 1 for each burst after the first on that creature's turn. If the target or area affected by the fire or electricity effect is also within the plasma cloud, it creates the same kind of burst around the target (if a targeted effect) or filling the same area (if it affects an area). The plasma ooze, if present, is immune to these plasma bursts and to the radiation of the cloud.

LOWER LEVEL

PCs must again navigate their way through the tower to the lower level. The final stage of their journey most likely will be aboard the turbolifts once again. The turbolift shafts diverge as they approach the lower level and end their descent at 5.

13. CARGO LOADING ZONE (CR 19)

This curved chamber has high stacks of metal scaffolding and shelving along its outer edge, with a wide track running along its inner edge. The floor thrums with the vibration of large machines in constant motion.

The is ring-shaped chamber surrounds the plasma core chamber and is used to store cargo containers of equipment and supplies shipped around the tube network. The racking system reaches all the way to the ceiling 100 feet above. The racking system is made up of 10-foot cubic slots with containers of uniform size carried and moved by a quartet of cargo loaders. These mindless constructs are overseen by an annihilator robot that clings to the ceiling, moving around the ring and directing their movements. If intruders are spotted, it directs the cargo loaders to use their trample attacks to crush creatures on the ground or climbing, while it focuses its attacks on flying opponents. If combat occurs in this chamber, a second annihilator robot is activated and arrives 1 round later to join the fray.

ANNIHILATOR ROBOTS (2) CR 16

XP 76,800

hp 170 (plus 80 force field) (*Pathfinder Roleplaying Game Bestiary* 5)

CARGO LOADERS (4) CR 7

XP 3,200

N Huge construct

Init -2; Senses darkvision 60, low-light vision; Perception -5

DEFENSE

AC 17, touch 6, flat-footed 17 (-2 Dex, +11 natural, -2 size)

hp 78 (7d10+40)

Fort +2, Ref +0, Will -3

Defensive Abilities hardness 10; Immune construct traits

OFFENSE

Speed 30 ft., climb 30 ft.

Melee slam +15 (1d8+15)

Special Attacks trample (DC 23, 1d8+15)

STATISTICS

Str 30, Dex 6, Con -, Int -, Wis 1, Cha 1

Base Atk +7; CMB +19; CMD 27

SQ 4 construction points (metal, trample)

14. CARGO CORRIDOR

This wide hall has a raised catwalk running along one side, with a railing separating it from a sunken thoroughway that allows larger creatures or vehicles to move easily through the passage.

Creatures moving through this corridor have a 25% chance to encounter a cargo loader (as at area C6) carrying a cargo container to or from area 15. If they do not draw attention to themselves, the cargo loader ignores them but it fights if attacked. Any surviving constructs from area 13 pursue creatures into this area. The cargo corridor is 30 feet high, and the annihilators typically climb across the ceiling to move through this area.

The catwalk runs alongside the main corridor at area 14a, and when it emerges into the Tube Station the catwalk splits off into a ramp down to the main platform, while the corridor turns and ends in a freight lift at 14b. This simple open elevator operates with a push-button control, lowering cargo 20 feet to the platform below.

15. TUBE STATION (CR 16)

The access corridor opens through windowed sliding gates onto a large lift, while the catwalk gives way to a sloping ramp down to a lower platform 20 feet below. A large bank of heavy machinery rises up to one side above the ramp. On the opposite side of the room is a windowed chamber with blinking lights and displays dimly visible within, and on the lower platform below is a perfectly smooth half-cylindrical trough made of some translucent crystal. Dimly visible through the floor of this trough is a long metallic half-cylinder rather like a blunt-ended boat, with a seating platform built within it and several small displays within. The trough connects to a cylindrical tunnel at each end of the chamber, capped in each direction by a circular portal.

The tube station offers access to the transit network that spans the entirety of the sphere, linking the other stations for creatures or cargo that need to move from one to the other. This access is guarded by a team of jagladine techs in the control room (area 18).

As soon as the jagladine tech team becomes aware of the PCs entering the tube station, they trigger a psychomagical overload in the electrical system that manifests in the form



of a quartet of massive beings of living lightning erupting from the exposed engines of the machine room at area 16 and moving to attack all intruders.

ADVANCED ELDER LIGHTNING ELEMENTALS (4) CR 12

XP 19,200

hp 168 (*Pathfinder Roleplaying Game Bestiary 2*)

16. MACHINE ROOM

This large room thrums with mechanical rhythms as vast banks of eldritch turbines whirl and whine with impossible energies.

This room is dangerous to traverse without touching sensitive equipment. Any creature moving through the area must succeed on a DC 30 Escape Artist or Knowledge (engineering) check to avoid triggering either a shocking floor trap or electrified door trap (see **Navigating the Tower**). If the check is failed by 10 or more, the character triggers

both traps simultaneously. Creatures entering the chamber also are exposed to [medium radiation](#)^{TG} (see page 147).

The catwalk to area 18 can be extended with a successful DC 20 Disable Device or Knowledge (engineering) check.

The secret doors granting access to this chamber are well hidden, requiring a DC 35 Perception check to locate.

17. THE TUBE

This translucent cylinder of force drops away below, and you can dimly see the faraway sun and the void of space around it just beyond that thin wall of energy.

The tube is approximately 10 feet deep, but its curved walls are very difficult to climb (DC 40). The tube sled levitates suspended in the tube, but other objects dropped into it do not.

18. TUBE CONTROL ROOM (CR 9)

The walls of this raised room are dominated with metallic boards covered in dials and blinking indicator lights alongside crystal display screens. These controls and readouts run from waist height to ceiling around the room's perimeter, save for a wide window overlooking the tube platform below. This opening has no solid window, but rather a screen of barely visible energy blocking access.

A jagladine tech team monitors the tube station here, maintaining the equipment and keeping the system relays calibrated and working normally, including making sure any tube capsules transiting the station can do so without impediment. The catwalk at 18a can be extended from within the area 18 with a successful DC 20 Knowledge (engineering) check.

The secret door granting access to this chamber is well hidden, requiring a DC 35 Perception check to locate.

JAGLADINE TECH TEAM

CR 9

XP 6,400

hp 133 (see page 34)

Special Unlike standard jagladine tech teams, these jagladine are armed with laser weapons that are powered by the tower station itself; they do not retain any charge if removed from the station. Their ranged attack is changed to: Ranged 4 laser rifles +15 ranged touch (2d6 fire). Laser beams can pass unimpeded through the *wall of force* protecting the control booth.

These jagladine also must conduct occasional routine inspections, so replace their Stealth skill with Sense Motive +17.

In addition to the standard environmental controls a jagladine tech team can use the following controls:

- As an immediate action, they can activate a cylindrical *wall of force* that encapsulates the trough and the entry tunnels.
- As a swift action or move action, they can activate an *inertial accelerator*, which provides the benefits of *haste* to up to four creatures on the platform until the beginning of the tech team's next turn.
- As a swift or move action, the team in the control room can use a swift or move action to trigger an *inertial dampener* on up to four creatures until the beginning of the team's next turn. This automatically suppresses any *fly*, *haste*, or *jump* spells. Creatures not already *hasted* targeted with this *inertial dampener* are affected as *slow* (DC 20).
- As a full-round action, cause the sunken tube capsule to phase up through the crystalline floor as if incorporeal, solidifying in the loading trough for passengers or cargo to be loaded.

Development: Unknown to the jagladine, one of their number has been possessed by an yllosan (see page 128) named **Seantrelle**, a spy for the Bellianic Accord who managed to psychically hitchhike through a series of Hegemony agents and finally make their way into the sphere and even to the heart of Atlas Prime itself. She has been slowly making her way back out of the capital and working through the network while seeking a way to escape the sphere and get back to the Accord with her findings. The lurking nightshades of the Latere Nebula and uncertainties about her precise location have dissuaded her from daring a lone starflight across the void, but at the same time the recent strategic failures by the Hegemony have led to the cancellation of almost all missions out of the sphere and she has been stranded among the jagladine and unable to escape the sphere. Due to the prevalence of the psychic *ultari* in Atlas Prime and the much higher chance of detection there, she has elected to stay among the outlying stations to learn as much as she can from the jagladine while also monitoring the tube network in hopes that she might find a mission leaving the sphere.

When the PCs arrive, however, and clearly are fighting against the jagladine and their masters, Seantrelle sees an entirely different opportunity. After observing the PCs fighting the jagladine for one round, she attempts to make telepathic contact with a random PC, asking who they are and why they are here, hailing them first in Celestial and Elali before defaulting to Common. If PCs indicate that they are here on behalf of the Bellianic Accord, or if any of them are wearing a *bellianic crown* or similar item that clearly denotes their affiliation, Seantrelle begins using her *suggestion* spell-like ability on the jagladine she is possessing to compel it to deactivate the *wall of force* screening the jagladine from attack from the platform. She alternates that suggestion each round with using her aetheric throw ability to hurl loose objects inside the control room into the laser rifles mounted inside it, trying to knock them out of action. Each laser rifle has hardness 8 and 10 hit points.

When the battle is won, she continues questioning the PCs to learn more about their motives. She is excited at the possibility of working with allies but is cautious, with an initial attitude of Indifferent. If made Helpful, Seantrelle reveals herself as a fellow agent of the Bellianic Accord and offers to help the PCs navigate to share what she has learned about the sphere, Atlas Prime, and the factions therein, as well as how to operate the tube network. She prefers to travel via *riding possession* inside another creature and requests one of the PCs to allow her to travel in this way, but she does not insist if they are uncomfortable and refuse.

Seantrelle can provide general information about the Dyson Sphere, about the star Faa Dlan, and about

what they can expect in Atlas Major, including warning them about Marks and the Scroll. She can tell them generally about the tensions between the Devotee and Legate factions within the ultari leadership, and about the growing lack of confidence of the jagladine and onaryx leaders in the ultari, though for now the psychic stranglehold the ultari have on information is keeping their allies in line. She also tells them about the **Safe House** in Atlas Prime and that other yllosan have been in the capital more recently and likely have more up-to-date information.

She also can speak generally to the state of readiness of the **Entry Station** to Atlas Major, including the typical guards and that they have a magical barrier that prevents people from easily escaping the station, though she does not know for sure what it is other than that she became very sleepy and couldn't seem to read creatures she was possessing for some time after she passed through it.

SEANTRELLE (YLLOSAN)

CR 7

XP 3,200

hp 52 (see page 128)

19. THE VOID VALVES

These cylindrical tubes end in valve-like curtains of force. The silent void lies beyond them.

These tubes are as durable as a *wall of force* but are programmed to open automatically as tube sleds approach, to allow them to slip through like sliding through a semi-permeable curtain but without venting the atmosphere in the station into the void.

THE TUBE NETWORK

Because teleportation is relatively dangerous inside the sphere, rapid transportation is instead achieved by a network of transit tubes comprised of force rails wedded to orium hardpoints that channel and shape the cosmic energies absorbed and converted by the towers. The network links all of the towers in a grid pattern, with each tower able to rotate its tube station 360 degrees to facilitate both latitudinal and longitudinal travel along the sphere. Each set of rails can accommodate two capsules at the same time, typically used to allow traffic in both directions along each side of the rail, though in times of need the switching system of the network can put both tubes in operation in the same direction.

Getting Through: Control of each tube station's orientation is managed by the local tech team, but as long as all transponder signals are functioning properly, transit from one tower to the next is fairly routine and unlikely to arouse any suspicion. If Seantrelle is present,

she can handle the codes without difficulty. If not, PCs must succeed on DC 30 Linguistics and Use Magic Device checks each time they approach a station in order to bluff their way past the tech team. The DC is increased by 5 if they are not fluent in Ultari, but they gain a +2 circumstance bonus if they are using veil or similar magic to disguise themselves as ultari or jagladine.

Travel Time: Travel between each station is accomplished at fantastic speed, covering a distance of over a million miles per day. While not fast enough to produce noticeable time dilation, the system does require internal dampeners to inure travelers to extremes of acceleration and deceleration as they approach each tower station. Each tube capsule also can detect disruptions in the force rails ahead of it, decelerating as it approaches to avoid a collision with any foreign object.

The journey from their entry tower to Atlas Prime takes approximately 15 days, assuming the PCs do not stop for any further exploration of towers. If you use any of the events below, that can delay their trip by a small amount.

Dangers: While the void is inhospitable to most forms of life, you can use the following encounter at any point along the PCs' journey to Atlas Prime to illustrate some of the dangers of the trip.

FORCE-EATERS (CR 17)

One of the few creatures capable of penetrating the sphere are the **entropic scavengers** that mostly prowl the Latere Nebula, as they can consume the force that comprises the surface of the sphere itself that is impenetrable to others. While the sphere seals behind them, they can pass into or out of the sphere with relative impunity in scavenging flocks. They are attracted to high-energy force impulses, including the high-speed transit tube capsules, and can sense energy fluctuations in the tube rails that indicate an approaching capsule. Their constant gnawing on the force tubes causes a tube capsule approaching the damaged rails to gently decelerate, moving slowly enough that the scavengers lurking nearby can attack.

Note: These scavengers have been feasting on force effects within the sphere, and each is currently at its maximum of 69 temporary hit points.

If **Seantrelle** is present, she grants a +10 bonus on Knowledge checks to identify these creatures and their abilities.

If the scavengers disable the capsule's force screen, it remains deactivated for 1d4 rounds, after which it can be reformed with 2 full person-rounds of effort and two DC 30 Technomancy checks. Once the force screen is reformed, restoring the capsule's internal atmosphere is a standard action and requires a DC 25 Use Magic Device check.

ENTROPIC SCAVENGERS (12)

CR 11

XP 12,800

Advanced **force**^{AB} **sceaduinar**^{B2}

NE Medium aberration (extraplanar)

Init +11; **Senses** darkvision 120 ft., **lifesense**^{B2}, low-light vision; Perception +25

DEFENSE

AC 33, touch 33, flat-footed 21 (+11 deflection, +11 Dex, +1 dodge)

hp 207 (13d8+78 plus 69 temporary hit points)

Fort +14, **Ref** +19, **Will** +8

Defensive Abilities entropic flesh, negative energy affinity, void child; **DR** 10/adamantine or good; **Immune** cold, death effects, disease, energy drain, poison; **Resist** acid 10, electricity 10, sonic 10; **SR** 20

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee bite +24 (1d6+6 plus 1d6 negative energy and energy drain), 2 wings +22 (1d6+3 plus 1d6 negative energy)

Special Attacks energy drain (1 level, DC 21), entropic touch

Spell-Like Abilities (CL 13th; concentration +18)

Constant—*entropic shield*, *hide from undead* (DC 16)

At will—*bleed* (DC 15), *dimension door* (self only), *dispel magic*

3/day—*death knell* (DC 17), *deeper darkness*, *empowered enervation*, *inflict serious wounds* (DC 18), *silence*

1/day—*antilife shell*, *greater teleport* (self plus 50 lbs. of objects only), *harm* (DC 21), *slay living* (DC 20)

TACTICS

Before Combat These entropic scavengers shroud their group in deeper darkness and have several members of their flock use draw force on the tube capsule, suppressing its force screen and exposing the interior to the void. The capsule's artificial gravity remains intact even if its force screen is disabled, though a creature moving more than 10 feet from the floor of the capsule slips into zero-gravity. The sudden loss of the force screen does not cause explosive decompression, but the atmosphere does immediately dissipate into vacuum.

If more than half of the scavengers try to draw force and fail, three of their number shrouded in *deeper darkness*, *silence*, and *antilife shell* transport themselves into the capsule's interior with *dimension door*. In addition, if they achieve surprise, at least two of their number use this tactic in order to hinder any spellcasters within the capsule from casting spells.

During Combat Entropic scavengers keep in constant motion, using empowered *enervation* as their primary mode of attack. Against enemies that penetrate their *antilife shells* they switch to *harm* and *slay living* in combination with their energy-draining bite attack, or a full attack if closely pressed. Some scavengers in a group use *dispel magic* to break down the magical protections their foes create. The use draw force if they observe force effects in use by the PCs, including spells such as *mage armor*.

Morale Entropic scavengers retreat if reduced below 20 hit points, escaping by teleportation if flight is impossible. If unable to flee, they fight to the death.

STATISTICS

Str 22, **Dex** 32, **Con** 22, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +13; **CMB** +19; **CMD** 41

Feats Dodge, Empower Spell-like Ability (enervation), Flyby Attack, Mobility, Multiattack, Skill Focus (Perception), Weapon Finesse

Skills Escape Artist +20, Fly +16, Intimidate +17, Knowledge (nature) +10, Knowledge (planes) +20, Perception +26, Sense Motive +17, Spellcraft +16, Stealth +30; Racial Modifiers +4 Knowledge (planes), +3 Stealth

Languages Aklo, Common, Daemon

SQ no breath

SPECIAL ABILITIES

Draw Force (Su) At will, as a standard action, a force creature can draw all magical effects with the force descriptor within 30 feet of it into itself. Drawing force works just like a targeted dispel using *dispel magic*, where the caster level of the force creature is equal to its total Hit Dice. If the force creature succeeds on its rolls vs. the force effect's DC (11 + caster level of the force effect), the effect is dispelled and heals 1d8 hit points times the amount the draw force roll is over the DC of the force effect. Any hit points healed above the force creature's maximum hit points are temporary hit points. A force creature cannot have more temporary hit points than 50% of its maximum hit points, but the temporary hit points last until they are used.

Entropic Body (Ex) A force sceadruinar's body is comprised of faintly glowing violet force. Any creature that striking it with a melee attack or attempting a combat maneuver against it (even if the maneuver fails) takes 1d6 points of negative energy damage and 1d6 points of force damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage.

Entropic Touch (Ex) A sceaduinar's natural attacks can strike incorporeal creatures as if they were ghost touch weapons. A sceaduinar's natural attacks deal +1d6 points of negative energy damage to the target. This energy does not heal creatures healed by *inflict wounds* spells.

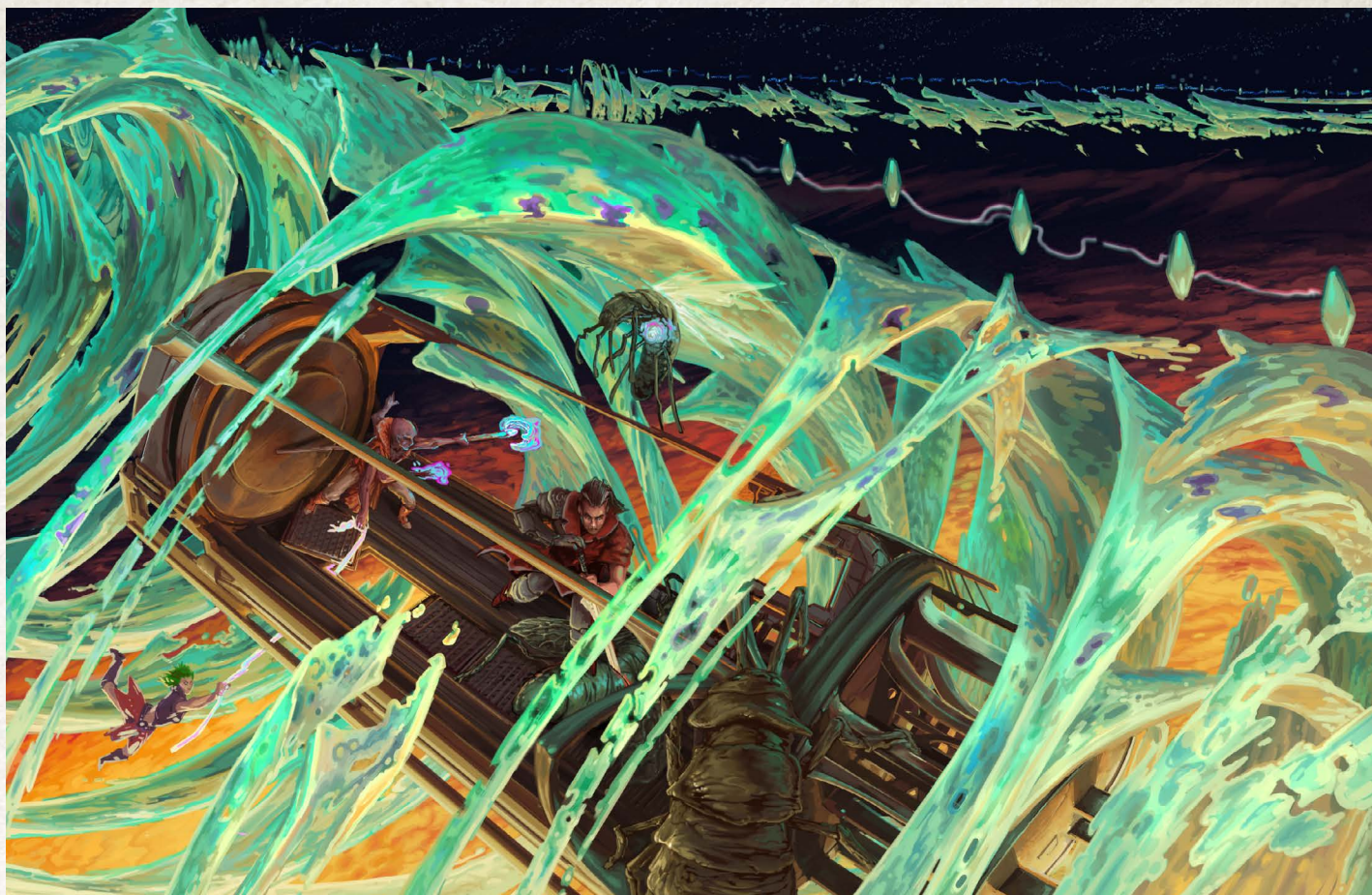
Force Body (Ex) A force creature takes half damage from all attacks and effects that deal hit point damage.

Force Strength (Ex) A force creature gains a +4 bonus on CMB checks made to overrun, bull rush, sunder, or on Strength checks to break items. Additionally, it gains a +4 bonus its CMD vs. overrun, bull rush, push, and trip attempts.

Void Child (Ex) Sceaduinars are immune to effects that target souls (such as *trap the soul*) or require knowledge of a creature's identity (such as *scrying*). When one is slain, it cannot be restored to life by magic save by a *miracle* or *wish*, or by divine intervention.

ROUTINE INSPECTION (CR 18)

At any of the towers they pass through, the PCs' force capsule is stopped and detained for a routine inspection. They are questioned by the jagladine tech team in their control room (see area 18), with a second identical tech team coming to inspect the PCs' capsule in person. If any of the PCs do



not appear to be jagladine, klaven, onaryx, or ultari, the tech team is suspicious and gains a +2 circumstance bonus on Perception and Sense Motive checks to see through any deception. During the inspection, one of the tower's **annihilator robots** is present in the tube station, using its tremorsense to watch for hidden creatures. Before the PCs are allowed to disembark for the inspection, the jagladine release a shower of *glitterdust* (DC 14) that coats the interior of the tube capsule, fading after 3 rounds. Any invisible creatures are placed under arrest and taken for questioning by the tower's griever commander (see area 2).

The inspection takes 2d6 minutes, during which time the PCs are expected to wait in the tube station and answer questions from the jagladine. They can use Bluff, Diplomacy, or Intimidate to try persuading the jagladine to allow them to pass. This requires three DC 30 checks to allay their suspicions or cow them from probing further.

Failed Inspection: If combat ensues, the tech team immediately triggers the station's **lightning elementals** (see area 16) and commands them to attack. They place the station on lockdown, sealing the failsafe exits at 19. If the PCs can access the control room, these can be reopened with two DC 30 Technomancy checks, requiring one full round per check. Opening them from outside the control room increases the DC by 10 and requires 1d4 rounds per check.

During combat, other creatures guarding the tower arrive to reinforce the inspection team, beginning with the second annihilator robot after 1d3 rounds and the griever and 4 klaven grenadiers (see area 4) 2d4 rounds later. The jagladine techs in the plasma core do not enter the fray, nor do the klaven dragons, though the latter mount up on their dragons and take flight.

If the inspection team sounds an alarm, it is relayed into the system that possible intruders are in the network. The entire system continues functioning, but all passcodes are changed and the DC for checks made to bypass passcode requirements at future stations is increased by 10.

THE GHOST TOWER

The space inside the sphere is fraught with many dangers, among both the living and the dead. The necromantic radiations of the Lacuna and Faa Dlan's sunspots have spawned spectral undead variants of the solar dragons native to the star's heart, and rarely these ghostly monstrosities venture beyond their solonecrotic homes into the space between. Recently, one of these undead dragons has infiltrated one of sphere towers and slaughtered the living crew of klaven and jagladine, as well as the solar dragons that once dwelt there.

The constructs inhabiting the tower are largely unaware of the spectres, as their incorporeal forms do not properly register on their sensors, leaving even sentient constructs performing repeated diagnostic checks for system glitches even when they catch sight of the wandering spirits. Unintelligent constructs simply ignore them and even pass through them entirely. While the spectral dragon was originally able to enter the tower when the portals were open, when they closed after jagladine crew was killed the spectres were no longer able to escape the psychically reinforced orium walls of the tower, leaving the spectres within to drift aimlessly unable to escape nor with any living souls on which to prey.

Maps: This tower has the same layout as the one at area C and can reuse the same maps.

Capsule Crash: The death of all living crew has resulted in malfunctions to the tower's systems, as the inertial dampeners and force conduits that should allow easy and rapid transit through the tower by force capsules now behave erratically. When the PCs' capsule approaches the tower, its proximity sensors do not register properly, causing the capsule to crash through the aperture valve into the tower's tube station. All creatures on board the capsule take 15d6 points of bludgeoning damage (DC 30 Reflex half) and are knocked prone. In addition, the capsule's force walls are ruptured along with the entry valve to the tube station, causing an explosive decompression of the tube station's atmosphere.

Until the entry valve is blocked (any magical wall spell that creates a solid barrier suffices), Medium or smaller creatures must succeed on a DC 15 Strength check or be dragged 1d4 x 10 feet towards the entry valve, taking 2d6 points of nonlethal damage. Creatures dragged to the end of the entry valve are discharged out into the void and vacuum of space (see **Adventuring in the Void**). Any non-instantaneous gas, mist, or fire

effects within the tube chamber are treated as if exposed to a windstorm-strength wind; if magical, they are dispelled (+20 caster level check bonus). Breathable air within the chamber swiftly dwindles, becoming effectively a vacuum within 1d4 rounds. The rapid air loss forces concentration checks on any spellcasting with verbal components, starting at DC 15 and increasing by 5 per round.

Repairing the Capsule: The tube capsule is damaged in the crash, requiring 2d6 successful DC 30 Technomancy checks to repair. Each check requires one person-hour of work, and checks gain a +5 bonus if Seantrelle is present to give instructions. Multiple characters can work on repairs at the same time, and bardic inspire competence can be used to boost the chance of success of multiple creatures making Technomancy checks, even if they are using different skills for their check.

INTRUDER ALERT (CR 16)

Within 2d4 rounds of the capsule crash, one of the annihilator robots from this tower's cargo loading zone comes to investigate. The other annihilator and the cargo loaders remain in this tower's area C6 and do not leave it, though they attack any intruders into that area.

If PCs use stealth to evade the annihilator, it investigates the crashed capsule and looks for signs of life, but if none are forthcoming it checks the entry valve and activates its backup system to reseal the room, then returning to area C6. If it observes combat between the PCs and the spectres, it ignores the undead and concentrates its attacks on the living.

ANNIHILATOR ROBOT CR 16

XP 76,800

hp 170 (plus 80 force field)

(*Pathfinder Roleplaying Game Bestiary 5*)

SPECTRAL

SLAUGHTERHOUSE (CR 18)

If PCs hide inside the control room of the tube platform, the presence of their life energy has a 50% chance per round to awaken the restless souls of the jagladine tech team slaughtered here by the spectral dragon and now enslaved to its will. The spectres have the appearance of ghostly jagladine but cannot use any of



the abilities they possessed in life, including operating inertial dampeners or boosters or unleashing lightning elementals.

ADVANCED SPECTRE (8)

CR 8

XP 4,800

hp 68 (*Pathfinder Roleplaying Game Bestiary*)

When these spectres are awakened, so too is the spectral solar dragon that created them. It arrives 1d3 rounds later, accompanied by another swarm of 8 spectres.

SUNDRAGON SPECTRE

CR 14/MR 2

XP 25,600

Advanced **invincible**^{MA} **dread spectre**^{AB} **feral**^{AB} **adult solar dragon**^{B4}

LE Huge undead (fire, incorporeal, mythic)

Init +6; Senses darkvision 120 ft., dragon senses, see in darkness; Perception +23

Aura frightful presence (DC 26, 60 ft.), unnatural aura (25 ft.)

DEFENSE

AC 24, touch 24, flat-footed 20 (+10 deflection, +6 Dex, -2 size)

hp 313 (17d8+237)

Fort +8, Ref +16, Will +17; second save^{MA}Defensive Abilities block attacks^{MA}, channel resistance +4, incorporeal traits; DR 10/epic; Immune fire, paralysis, undead immunities; Resist acid 15, cold 15, electricity 15, sonic 15

Weakness vulnerable to cold

OFFENSE

Speed fly 400 ft. (perfect)

Melee bite +21 (2d8 plus energy drain), 2 claws +22 (2d6/19-20 plus energy drain), tail slap +19 (2d6 plus energy drain), 2 wings +19 (1d8 plus energy drain)

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

Special Attacks breath weapon (100-ft. line, 12d10 fire, DC 22), crush (2d8 plus energy drain)

STATISTICS

Str -, Dex 23, Con -, Int 22, Wis 24, Cha 31

Base Atk +17; CMB +27; CMD 41

Feats Ability Focus (breath weapon), Improved Critical (claws), Improved Iron Will, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Toughness, Weapon Focus (claws)

Skills Acrobatics +26, Fly +23, Perception +27, Sense Motive +27, Stealth +18, Survival +27

Languages Draconic

SQ command spectres, create spawn

SPECIAL ABILITIES

Command Spectres (Su) As a free action, a dread spectre can automatically command all normal spectres within 30 feet (as *command undead*). Normal spectres never attack a dread spectre unless compelled.

Create Spawn (Su) Any creature with a Charisma score of 16 or higher that is killed by a dread spectre rises as a dread spectre in 1d4 rounds. Any other creature slain by a dread spectre instead rises as a normal spectre in 1d4 rounds. A

spectre or dread spectre created in this manner is under the command of its creator (as dominate monster) and remains so until either it or the creator is destroyed.

Daylight Vulnerability (Ex) A dread spectre is not powerless in natural daylight, but it does take a -4 penalty on all attack rolls, checks, and saves when in natural sunlight (but not within the radius of a daylight spell).

Energy Drain (Su) A creature damaged by the sundragon spectre's attacks gains 2 negative levels (DC 28 to remove).

SPECTRAL WAVES

A surge of negative energy begins to build as the spectral dragon and its minions come to unlife and rise up to attack living PCs, and their activity attracts the roaming spirits of spectres elsewhere in the tower. Every round after the spectral dragon appears, there is a 50% chance that 1d3 additional spectres arrive, up to a maximum of 8 additional spectres.

In addition, if the sundragon spectre is reduced below 100 hit points, it sends out a mental call to a second spectral dragon dread spectre it created when it slew one of the dragons posted here (the second dragon was out on patrol and will not return to the tower for another 2d6 hours). The second spectral dragon appears 1 round after being called.

RETURNING PATROL (DC 15)

A klaven dragoon and his sundragon steed (see page 26) return to this tower 2d6 hours after the PCs arrive. The dragoon notices the other dragon and dragoon are missing on a routine check of the dragon hangar and investigates, requisitioning one of the annihilator robots from area area 13 to accompany him. If the PCs have already left the station with their capsule, the klaven reports that the tower was attacked and the tech team wiped out, seemingly by undead, but does not raise any alarm related to the PCs. If the PCs are still here, the dragoon attempts to raise an alarm at its earliest opportunity and flees to his dragon hangar if outnumbered to mount up and escape.

APPROACHING ATLAS PRIME

After the PCs repair their capsule and resume their journey, they encounter no further difficulties en route to Atlas Prime, unless you wish to make the adventure more challenging. The total trip takes over 24 hours to traverse the distance from the entry tower to the ultari capital city of Atlas Prime, though you can have the Ghost Tower sidetrip occur at any point during this journey (though it should not be too close to Atlas Prime, so probably less than halfway there). With the knowledge gained from their early encounters and Seantrelle's technical expertise, they should be able to navigate the remaining junctions without incident. Upon arrival, they must make their way through the **Entry Port** in the following chapter to enter the city proper.

1. SHUTTLE BAY

This gleaming tube of polished metal and translucent force cradles the tube sleds arriving from across the Sphere.

When the PCs' shuttle arrives, 1d4-1 of the other shuttle bays are occupied by arriving shuttles.

2. LOADING RAMP

A metal railing divides this broad area, as each shuttle bay is flanked by access ramps to allow easy departure of passengers and cargo.

These ramps are used by the general public if there are no ultari aboard, but when ultari are present they always use the right-side ramp and others must use the opposite ramp. If PCs are disguised as ultari and do not depart from the right side (or do not proceed to the queues at area 8A), they draw attention immediately from the guards at area 5.

3. CARGO BAY (CR 7)

This double-sized shuttle queue allows the berthing of oversized front-loading cargo craft.

Passengers and light cargo disembark from the flanking ramps as with the passenger shuttles. An automated cargo loader is stationed at 3a to accept cargo and carry it out from the Entry Station. It responds to any commands given to it by the guards at area 5.

CARGO LOADERS

CR 7

XP 3,200

hp 78 (7d10+40) (see page 36)

4. CONCOURSE

This wide plaza of well-worn tiles teems with the citizenry of the Sphere, jostling for position and waiting their turn to seek entry.

At any given time, the platform may hold one or more jagladine tech teams (see C, area 9), common ultari or ultari bureaucrats (see page 138), or other creatures. You can use such passengers descriptively, or you may allow PCs to interact with others as you wish, potentially using Diplomacy to gather information while waiting in line. Most NPCs are suspicious if the PCs do not share their species, though they may be indifferent if the PCs are escorted by a member of their kind. You also may simply rule that the crowded platform functions as difficult terrain in combat situations, as panicked people in the crowd interfere with easy movement. PCs can clear a path through a crowded area as a standard action with a DC 30 Diplomacy or DC 25

Intimidate check. The DC is increased by 5 if they do not speak Ultari, and it is decreased by 5 if they appear to be ultari, such as with a veil spell.

5. SENTINEL PLATFORMS (CR 20)

Atop a cubical blockhouse stands a hulking tauric scorpionlike creature with a humanoid upper body, uniformed as a guardian and intently watching the crowd.

The platform is guarded at all times by centaur-like scorpion soldiers, one atop each of the blockhouses marked 5. If sorely wounded, the shocktroopers can trigger a trap door to the interior of the blockhouse, generally speaking they stand atop their posts and keep their guard up.

Their tremorsense alerts them to the presence of invisible creatures on the ground, which they move to intercept and apprehend. They also immediately attack if any of the inspectors (area 6) call for aid or if shapeshifters or illusion-users are revealed by the *wall of suppression* (area 10). They easily skitter across the tops of the waiting queues (areas 7 and 8), attacking those within or trying to bypass the lines.

These shocktroopers are not indiscriminate in their attacks, preferring to avoid civilian casualties if possible, but they do not hesitate to use scatter fire with their plasmathrowers against groups of enemies. They alternate between careful movement and focused fire with Greater Vital Strike against foes that are difficult to hit and full attacks against easier targets. If forced into melee, they attempt to grapple opponents and drag them into the wall of *suppression*, forcing them into the *prismatic wall*.

SCORPION SHOCKTROOPER (4)

CR 16

XP 76,800

Advanced [girtablilu](#)^{B3} gunslinger ([techslinger](#)^{TC}) 11

N Large monstrous humanoid

Init +15; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +26

DEFENSE

AC 38, touch 22, flat-footed 25 (+3 armor, +9 Dex, +4 dodge, +10 natural, -1 size, +3 shield)

hp 325 (21d10+210)

Fort +22, Ref +25, Will +19

OFFENSE

Speed 50 ft.

Melee 2 claws +23 (1d6+8 plus grab), sting +23 (1d6+4 plus poison)

Ranged +1 *plasmathrower* +32/+27/+22/+17 (4d6+10/17-20) or +30 scatter (4d6+10/17-20, all targets in a 60-ft. cone)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (1d6+8), grit (5), technic training (plasmathrower, rocket launcher)

Spell-Like Abilities (CL 10th; concentration +11)

1/day—*summon nature's ally V* (1d3 giant scorpions)

STATISTICS

Str 26, Dex 28, Con 31, Int 14, Wis 20, Cha 13

Base Atk +21; **CMB** +30 (+34 grapple); **CMD** 49 (61 vs. trip)

Feats Blind-Fight, Deadly Aim, Dodge, Exotic Weapon Proficiency (heavy weapons), Greater Vital Strike, GunsmitingB, Improved Critical (plasmathrower), Improved Initiative, Improved Vital Strike, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Vital Strike

Skills Climb +20, Intimidate +13, Linguistics +5, Perception +26, Sense Motive +19, Stealth +26, Survival +20; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Girtablilu, Jagladine, Ultari

SQ deeds (bleeding wound, charge recycling, cover charge, dead shot, gunslinger initiative, gunslinger's dodge, lightning reload, pistol-whip, reliable, startling shot, targeting, utility shot), heavy weapon deeds, scorpion empathy +10, undersized weapons

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 25; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.

Scorpion Empathy (Ex) This ability functions as a druid's wild empathy ability, save that it works only on scorpions. A girtablilu gains a racial bonus on this check equal to its Hit Dice (normally +10). Scorpions are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing girtablilus to train scorpions and use them as guardians (though it does not grant them skills or feats).

Gear +3 *light fortification bracers of armor*, +2 buckler, +2 *cloak of resistance*, +2 *belt of physical might* (Dex, Con); **Combat Gear** +1 *plasmathrower*, *extra energy clip*, *potion of cure serious wounds*, *potion of remove fear*

6. CONTROL STATION (CR 15)

The shadowed windows of this chamber nearly obscure the piercing eyes of a group of uniformed ultari and the pulsing mental force that emanates from their ghastly visages.

The ultari within these three secure chambers keep a watchful eye and a keen mind trained on all those approaching the interrogation cells at area 10. The windows here are formed of psychoactive crystal that is as hard as stone (hardness 8, hp 80 per 5-foot section) but does not block line of effect for mind-affecting effects.

ULTARI INQUISITORS (3)

CR 12

XP 19,200

NE Medium outsiders (evil, extraplanar, troop)

Init +5; **Senses** darkvision 60 ft., scent; Perception +27

Aura fear aura (10 ft., DC 23)

DEFENSE

AC 23, touch 12, flat-footed 21 (+4 armor, +1 Dex, +1

dodge, +7 natural)

hp 190 (20d10+80); fast healing 3

Fort +17, **Ref** +9, **Will** +15

Defensive Abilities defensive precognition, force screen; Immune mind-affecting effects, immune to single-target effects

Weaknesses vulnerable to area effects

OFFENSE

Speed 30 ft.

Melee troop attack (4d6+1)

Ranged needler pistols (2d6+1)

Special Attacks extract confession (DC 22), mental assault (DC 24)

STATISTICS

Str 11, **Dex** 13, **Con** 16, **Int** 16, **Wis** 14, **Cha** 14

Base Atk +20; **CMB** +20; **CMD** 31

Feats Ability Focus (mental assault), Alertness, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Sense Motive), Toughness

Skills Bluff +23, Diplomacy +24, Disguise +23, Intimidate +24, Knowledge (arcana) +10, Knowledge (local) +20, Knowledge (nobility) +10, Linguistics +4, Perception +27, Sense Motive +31, Spellcraft +10, Stealth +24, Survival +24

Languages Aklo, Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari



ECOLOGY

Environment any

Organization solitary, pair, or parliament (3-10)

SPECIAL ABILITIES

Defensive Precognition (Su) Ultari inquisitors gain a +1 insight bonus to AC and on saving throws. As a swift action, they can increase this bonus to +3 for 1 minute. This bonus does not apply if the inquisitors are flat-footed or otherwise denied their Dexterity bonus.

Extract Confession (Su) Whenever ultari inquisitors succeed on a Sense Motive check to see through a Bluff or notice mental compulsion, as an immediate action they can attempt to compel a liar to inadvertently reveal the lie and the truth behind it (DC 22 Will negates). A creature under a charm or compulsion reveals the nature of its enchantment and who placed it (if the creature knows) and gains a new saving throw to break free from the enchantment. This ability is language-dependent. A creature that saves against this ability cannot be affected by it again for 24 hours. The save DC is Charisma-based.

Force Screen (Su) As a standard action, ultari inquisitors can manifest telekinetic shields lasting 20 minutes, granting it a +4 shield bonus to AC. This is a force effect and functions against incorporeal touch attacks. If the inquisitors are aware of an attacker, it can manifest this ability as an immediate action lasting 1 until the end of its next turn.

Mental Assault (Su) Ultari inquisitors are naturally psionic and can train the powers of their mind each round against one creature as a standard action or against up to four creatures as a full-round action. The range of its mental assault is 75 feet. Each creature can be targeted with one of the following effects, and the inquisitors can maintain concentration on up to four creatures simultaneously as a standard action, two creatures as a move action, or a single creature as a free action. The ultari inquisitors cannot target a creature with more than one effect each round, but if using a full-round action it can expend one or more of its four allowed mental assaults to use focused thought (see below) one or more times to increase the save DC of one of its other types of assault. The save DC for all mental assaults is Wisdom-based:

Brain lock: The target is dazed for as long as the ultari inquisitors maintain concentration and for 1 round thereafter (Will negates).

Focused thought: The save DC of another power the ultari inquisitors uses is increased by 2. If it uses focused thought more than once to increase the DC of the same power, each subsequent use only increases the DC by 1.

Mind thrust: The target takes 10d8 points of damage (Will half). As a swift action, the ultari inquisitors can cause a creature failing a Will save against its mind thrust to become sickened for 1d4 rounds.

Mindscan: Ultari inquisitors can replace one or more of its usual mental assaults with a *mind probe*^{OA}. Alternatively, it can scan the area around it as *thoughtsense*^{OA}. This lasts as long as the inquisitors maintain concentration on it and reduces

the number of mental assaults the inquisitors can make each round by one.

Show yourselves: All enemies within 30 feet of the ultari inquisitors are compelled to reveal themselves if they are hiding (Will negates). Creatures failing their saves must cease using Stealth, unlock and open doors between themselves and the inquisitors, and dismiss, suppress, or dispel if necessary magical effects that grant invisibility or any other form of concealment from the inquisitors. As long as the inquisitors maintain concentration on this ability, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked.

7. LARGE QUEUES

The bars of these wide queues stand ready to admit a long line of Large creatures to present themselves for inspection, with a grating of bars overhead as well.

When the PCs arrive, these queues may have 1d6-2 Large creatures, such as bat-winged dread onaryx (see *Mind Tyrants of the Merciless Moons*) or ordinary *girtablilu*^{B3}. They generally ignore the PCs and take shelter if combat erupts unless they are directly attacked.

8. COMMON QUEUES AND ULTARI QUEUES

These narrow, barred queues are thronged with an odd array of people of every description, with barred grills stretching overhead, save for a set of blue-lacquered queues off to one side with gilt-tipped bars and none spanning overhead.

Ordinary citizens of Medium or smaller size file into these queues, with 3d10 lined up and waiting at any time. The four queues marked **A** are reserved for use by the ultari. Anyone else daring to enter these queues is accosted immediately by the guards and taken to lockup in area 12 or killed if they resist. Each queue has 1d6-2 ordinary ultari or ultari bureaucrats when PCs arrive.

9. CARGO ENTRY (CR 16)

This wide alley is flanked by heavy bars on each side running floor to ceiling, with serried rows of additional bar-stubs ready to be raised into place to subdivide the space as needed.

This queue is used by extremely large creatures or heavy cargo. There is a 50% chance a cargo loader is already in the queue awaiting inspection. In addition, a chaotic evil sun giant awaits inspection here. She does not work for the ultari directly, but she is never above a bit of opportunistic mayhem should a wounded PC come within reach or to

unleash a *flame strike* or harass and insult the PCs with a quickened *blistering invective* while the guards' attention is diverted towards the PCs. If the PCs directly engage her, she is happy to defend herself aggressively.

SUN GIANT

CR 16

XP 76,800

hp 241 (Pathfinder Roleplaying Game Bestiary 5)

10. INTERROGATION BOOTHS

At the head of each line, a band of tiny gleaming motes hangs golden in the air, just before supplicants must wait for a barred gate to slide into the floor and step forward to stand before another set of bars and shimmering curtain of many colors. Here they submit themselves to interrogation as the bars slide back into place behind them. When the inquisitors are satisfied, they are signaled to step forward as the front bars drop and they pass through the rainbow-hued screen beyond with a brief flash before those bars are raised again and the cell's inner bars lowered to admit the next petitioner.

Creatures wishing access must move up into a series of 5-foot-wide gates (with one 10-foot-wide gate provided for Large creatures), and to get to them they must first pass through a permanent *wall of suppression*^{APG} maintained by the sphere's cosmic energies. This area is marked on the map with a band of rainbow color. Just beyond the interrogation cells lies a permanent *prismatic wall*. Both effects have caster level 18. Spell effects, including spell-like abilities and magic item effects, are not affected by the *wall of suppression* if their caster level exceeds 18, and artifacts and effects created by them are unaffected in any case. However, all magic items and spell effects with a caster level of 17th or lower become non-functional for as long as they remain within the *wall of suppression* and for 18 rounds thereafter. PCs using lower-level magical effects to aid in disguise or deception, such as a *hat of disguise*, *glamered* armor, and the like risk immediate exposure of their trickery on stepping into the the wall.

SUPERNATURAL SUPPRESSION

The effects of a *wall of suppression* on supernatural effects are ambiguous in the text of the spell. They have no caster level per se, but in some places the spell references spells and spell-like abilities and in other places magical effects. Supernatural abilities are suppressed by antimagic effects, so this adventure is written on the premise that *wall of suppression* does suppress the effects of supernatural abilities. If the supernatural effect is based on a class feature and the creature creating it is at least 19th level in that class, such abilities are unaffected by the *wall of suppression*.

The *wall of suppression* prevents the blinding effect that normally occurs when approaching a *prismatic wall*, but once creatures step out and into the cells they are assaulted by its brilliance. Though the PCs are too high level to be blinded by it, its glare provides a disturbing and distracting atmosphere and leaves many ordinary visitors weeping and covering their eyes against it.

CRUSHING CAGE TRAP

CR 11

Type mechanical; Notice Perception DC 29; Disable Device DC 30; Trigger location; Reset manual

EFFECT

A metal cage drops to seal creatures in a 10-foot square area (no saving throw), and the ceiling of this cage begins to slowly lower to crush those within it, descending at a rate of 3 feet per round from a height of 10 feet.

Creatures inside and outside the trapped area can attempt to open the cage's single locked door (Disable Device DC 30), but the lock is electrified, automatically dealing 6d6 points of electricity damage with each attempt, and imposing a -1 penalty on the check for every 5 points of damage dealt in this way. Creatures inside the cage can attempt to hold up the ceiling of the cage as a full-round action with a successful DC 25 Strength check. Success prevents the cage from lowering that round, though it doesn't reverse the progress or allow egress. Breaking out of the cage requires a DC 33 Strength check, or breaking through the bars (hardness 10, hit points 120).

Once the height of the cage's ceiling is 4 feet, Medium creatures take 10d10 points of bludgeoning damage each round the cage's ceiling is not successfully held up. Once the height of the cage's ceiling has descended to 1 foot from the floor, Small creatures take 10d10 points of bludgeoning damage each round that the ceiling is not successfully held up. Tiny creatures can attempt a DC 30 Escape Artist check to flee through the holes in the cage, Diminutive creatures must succeed at a DC 20 Escape Artist check, and Fine creatures can leave automatically.

11. CARGO INSPECTION

This large cage is ample to contain even a titanic visitor or a large cargo vehicle.

This area is identical to the cages at area 10, save that it is sized to accommodate creatures of up to Colossal size.

12. HOLDING AREA

This dank chamber contains narrow locked holding cells with manacles and heavy locks.

Creatures subdued in the Entry Station are taken here, stripped and chained for examination by the ultari inquisitors.

13. CARGO QUARANTINE

This small warehouse holds ample racking and shelves to store contraband.

Items seized by the guards are stored here until they are picked up periodically by law enforcement for transport into city or redirection onto shuttles to be ejected from the sphere for destruction in the Titan's Maw or into the sun.

QUESTIONING

Each of the ultari inquisitors maintains concentration constantly on their *thoughtsense*^{OA}, allowing them to locate any sentient creature within 60 feet and also to notice when they see creatures with their eyes that they do not perceive with *thoughtsense* because they are screened against divination, such as those using *nondetection* or *mind blank*. They also maintain their show yourselves mental assault, causing enemies within 30 feet (including all creatures about to enter one of the interrogation cages, other than the ultari queues, to reveal themselves, abandoning invisibility or Stealth (DC 24 Will negates). These effects do not function within the *wall of suppression*, but they function normally on creatures within the interrogation cells or waiting in the queues behind the wall.

The ultari inquisitors are highly suspicious of all non-ultari, with +27 bonus on Perception checks and +31 on Sense Motive, making it difficult to fool them with Bluff and Disguise. If their Sense Motive check exceeds the result of a Bluff check, as an immediate action they use their *extract confession* ability to attempt to force the creature to reveal the truth behind their lie (DC 22 Will negates). On their turn, they use their mental assault to perform a mind probe (DC 24) on anyone they deem to be suspicious.

While the inquisitors are keen observers, they are not infallible and they do not spend an inordinate time grilling creatures that do not trigger any obvious warning signs. They generally spend 2d4 rounds questioning each petitioner before passing them through. This is halved when questioning an ultari (or someone designated by an ultari as their servant; see below).

Disguised as Yourself: There are representatives of almost every race in Atlas Major, so PCs are not obliged to travel in disguise. They could simply walk through the queue and present themselves as travelers from Lacuna or another distant part of the Sphere. This requires a forged credential showing their place of origin. Seantrelle is familiar with such documents and grants a +8 bonus on the check to create the document, though the inquisitors are familiar with such documents and gain a +2 on their own checks to spot forgeries.

The PC must succeed on a Bluff check to convince the inquisitors of their legitimacy. If they have at least 5 ranks in any Perform or Profession skill, they gain a +2

circumstance bonus on their Bluff check to pass themselves off as a businessperson in that line of work, and this bonus increases by 1 for every 5 additional ranks they have in that skill. They gain a similar bonus if they have at least 5 ranks in Knowledge (local).

If the Bluff check succeeds, the inquisitors become generally disinterested and take a -2 penalty on their Perception check to spot a forged document.

Forged Representative: With Seantrelle's aid and knowledge of the ultari, the PCs can use the Linguistics skill to create a forged pass like those the ultari give to their traveling servants and representatives, using the normal rules for creating forgeries. Seantrelle is familiar with such documents and grants a +8 bonus on the check to create the document, though

In addition to the usual requirements, the pass must be psychically resonant. This is automatic if the pass is inscribed onto a psionic dorje, power stone, or psionic tattoo. Alternatively, a character with the Craft Wondrous Item or Forge Ring feat and either psionic ability or the ability to cast psychic spells can craft a psychically resonant pass with 1 day of work and 100 gp of materials. A non-ultari carrying such a pass gains a +10 bonus on Bluff and Disguise checks to bypass the attention of the inquisitors.

The Ultari Gambit: If PCs are daring enough to disguise themselves as ultari and do so with either a very convincing non-magical disguise or an illusion spell with a caster level higher than 18th, they find the inquisitors less suspicious. Moving through the ultari queues leaves them outside the range of their *show yourselves* ability, and their *thoughtsense* potentially revealing nothing is far less suspicious given that many noble ultari screen their minds as a matter of course. The challenge of passing themselves off as ultari is that they must possess telepathy and be fluent in Ultari in order to do so. If they do not possess telepathy as an innate ability, they must have an item or spell of sufficient caster level to avoid being suppressed by the *wall of suppression*. If they meet these conditions, they gain a +10 bonus on Bluff and Disguise checks to talk their way past the inquisitors.

A creature disguised as an ultari also can attempt a Bluff, Diplomacy, or Intimidate check (with the same bonus) opposed by the inquisitors' Sense Motive check in order to persuade them to fast-track one or more of their "servants" (i.e., other party members) through the inspection queue, enabling them to be moved up in the line. Once they arrive for interrogation, you can make a second Bluff, Diplomacy, or Intimidate check on their behalf (with your +10 bonus) in place of having your ally make a Bluff or Disguise check.

Getting Away with It: A PC that passes the inquisitors' questions is passed through. As a swift action, the inquisitors lower the outer bars of the interrogation cell and cause the *prismatic wall* to fade for 1 round. The PC must pass through the wall, which is solid and opaque from the other side.

It might be possible to time a readied action or a sequence of actions such as those granted by a guardian or marshal mythic path ability or a bonus action from amazing initiative, for a PC to try to rush through the *prismatic wall* when it is opened for another character. This would require slipping through the bars of the cage (Tiny or smaller creatures only) or bursting through the inner cage walls. If this can be done and the PC is still able to move on the same round, they can slip through the *prismatic wall* before it seals behind the original petitioner. This, of course, sets off alarms.

If all of the PCs manage to talk themselves or their allies through the Entry Port without provoking a fight, award them XP as a CR 21 encounter. They also gain the advantage of having more time to investigate without drawing negative attention to themselves and without facing pursuit.

BREAKOUT

Overcoming the Entry Port through guile is difficult but possible for parties with a skilled negotiator or excellent mundane disguise skills. Seantrelle can help a great deal in their preparation but cannot help much when it is time to move in and talk their way through, as her *riding possession* ability is suppressed by the magical barrier. She can revert to her incorporeal state and evade detection can do little to aid directly.

Some parties may elect to eschew the diplomatic approach and try to smash their way through the entry port by main force. While the defenses of the entry port are strong, they are by no means insurmountable for a high-level party. They need to find a way to suppress or otherwise overcome the two magical walls as well as the physical barriers blocking their way, all wall under fire from the scorpion shocktroopers, the ultari inquisitors, and perhaps a rogue sun giant and animated cargo loaders. The obvious and simple methods of bypassing such barriers are not likely to work here, but PCs electing this approach can unleash their offensive prowess and blast their way to freedom. Doing so, however, triggers a general alarm with immediate response.

The entry port is sealed against teleportation and other dimensional travel, so while they can be used within the concourse they cannot be used to enter or leave it. In addition, any attempt to teleport into or out of the interrogation cells triggers a permanent *teleport trap*^{ISWG} that teleports the character instead into one of the holding cells in area 12 (DC 20 Will negates). If the save is successful, the teleportation effect simply fails to function.

The PCs could break through the ceiling of the building with a spell such as *disintegrate*, allowing them to fly, but opening the ceiling opens up a breach into the void of space (see the **Ghost Tower**, page 41). The north wall of the Entry Station slopes downward to connect to the prismatic wall, which is 20 feet high. A *passwall* or *disintegrate* in this upper portion of the wall would work to make a passage out.

Alternatively, they could use *disintegrate* or *passwall* to open a breach into one of the Control Stations (area 6), assaulting the ultari there directly, and either using a second spell to then exit the control station into the city. They also could attempt to locate the *prismatic wall* suppression control. A DC 30 Knowledge (engineering) check finds the proper controls in 1d4 rounds, minus 1 round for every 5 points by which the DC is exceeded. Once found, the control can be activated with a DC 35 Disable Device or Use Magic Device check; either check gains a +5 bonus if the character activating it has psionics or is a psychic spellcaster.

A *rod of cancellation* also suffices to destroy the *prismatic wall*, as does a *mage's disjunction*.

An *earthquake* does not deal sufficient damage to harm a reinforced building like the entry station, but at the GM's discretion multiple *earthquake* spells or a *mythic earthquake* may cause a significant enough collapse to allow creatures to escape.

Marks: Creatures making a breakout attempt from the Entry Station immediately gain 5 Marks each, and you should immediately roll percentile dice to determine what Law Enforcement response occurs (see Gazetteer, page 130). This response team arrives within 1d6 rounds.

THE CHIEF INSPECTOR

If PCs create a major disruption or if a major NPC in Atlas Prime is killed, the ultari authorities begin a serious investigation, at which point a high-ranking **ultari** named **Xaver Brun** begins hounding their steps. He may access any or all the various law enforcement minions in pursuit of the PCs, and never faces the PCs alone without ample backup. He should not dive into a face-to-face showdown with them immediately. Instead, he is more apt to test their defenses and observe their tactics before retreating and planning a new assault, dogging their steps all the while. If the PCs have not had a final confrontation with the Chief Inspector before they reach Part 4, it would be an ideal time to meet him when they are making their way through the strife-torn Ultari Parliament building or even when they finally reached the Star Ladder shuttle atop it. He looks to find a discarded item or personal information about the PCs so he can get enough to use *discern location* to track them down. If some PCs are using *mind blank* and others are not, they may get lucky as that spell can block his divinations.

If the PCs choose to break out from the Entry Port rather than sneaking through by subterfuge, the Chief Inspector immediately begins working on their case. He can show up when the PCs are engaged with other opponents. The chief inspector typically hangs back and uses spells (or rarely his bombs) to attack, while directing minions or surrogates to engage the PCs directly. The PCs also may learn that he is on their trail, as contacts or allies report his efforts or disappear suddenly.

PART 3: ATLAS PRIME

XAVER BRUN, ULTARI TECHLORD

CR 24/MR 3

XP 1,228,800

Advanced **agile**^{MAdv} **arcane**^{MAdv} ultar **alchemist**^{APG} 4/**magus**^{UM} 8/
technomancer^{TG} 10

LE Medium outsider (evil, extraplanar)

Init +27/+7, dual initiative^{MAdv}; **Senses** darkvision 60 ft., scent;

Perception +19

Aura fear aura (10 ft., DC 15)

DEFENSE

AC 40, touch 21, flat-footed 31 (+10 armor, +2 deflection, +5 Dex, +3 dodge, +1 insight, +5 natural, +4 shield)

hp 307 (28 HD; 6d10+4d8+8d8+10d6+150 plus 32 temporary hit points); fast healing 3

Fort +29, **Ref** +24, **Will** +29; +2 vs. poison

Defensive Abilities applied learning, evasion; Immune mind-affecting effects

OFFENSE

Speed 20 ft.

Melee +1 **stun baton**^{TG} +24/+19/+14/+9 touch (1d6+5 plus 1d8 electricity)

Special Attacks brain eater (1/day), bomb 15/day (2d6+11 fire, DC 23), improved spell combat, mythic magic^{MAdv}, spell combat (-2 attack, +2 concentration), spellstrike

Psi-Like Abilities (ML 6th; concentration +10)

at will—*detect good*, **telepathic lash**^{APG}

3/day—**defensive precognition**^{APG}, **mind thrust**^{OA}

1/day—**brain lock**^{UP}, **force screen**^{UP}

Alchemist Extracts Prepared (CL 4th)

2nd—**alchemical allocation**^{APG}, **kinetic reverberation**^{UC} (DC 23), see *invisibility*

1st—**body capacitance**^{*}, **bomber's eye**^{APG}, *comprehend languages*, **shock shield**^{UC}, *true strike*

Magus Spells Prepared (CL 17th; concentration +28)

6th—**chain lightning** (DC 27), **disintegrate** (DC 29), **flesh to stone**^{*} (DC 29), **hellfire ray**^{BotD}

5th—**acidic spray**^{UM} (DC 26), **cone of cold** (DC 26), **fire snake**^{APG} (DC 26), **telekinesis** (DC 28), **vampiric shadow shield**^{ACG}

4th—**dimension door**, **fire shield**, **greater invisibility**, **rebukey technology**^{TG}, ^{B *} (DC 25), **river of wind**^{APG} (DC 25)

3rd—**discharge**^{TG}, ^{B *}, **dispel magic**, **fly**, **force punch**^{UM} (DC 22), **haste**, **recharge**^{TG}, ^{B *} (DC 24), **slow** (DC 26), **vampiric touch**, **wind wall**^{*}

2nd—**ablative barrier**^{UC}, **bladed dash**SM, **euphoric cloud**^{ACG} ^{*}, **fog cloud**, **glitterdust** (DC 23), **mirror image**, **time shudder**^{ACG} ^{*} (DC 25), **twisted space**^{UC} (DC 25)

1st—**call weapon**SM, **glue seal**^{ACG} ^{*} (DC 20), **grease** (DC 22), **jury-rig**^{UC}, **shield**, **thunderstomp**^{ACG} ^{*} (DC 22), **true strike**

0 (at will)—**arcane mark**, **detect magic**, **flare** (DC 21), **spark**^{APG}, **read magic**

Simple Arcane Spellcasting (CL 28th; concentration +39)

9th—*time stop*

8th—**clenched fist** (DC 29), **discern location**

6th—**contingency**, **greater dispel magic**

4th—**resilient sphere**, **greater false life**^{UM}

3rd—**dispel magic**

Precast Spells: He has pre-cast *ablative barrier*, *greater false life* and *see invisibility*. Given the opportunity to observe, he casts many more preparatory spells using his dual initiative (and *time stop*, if necessary).

Contingencies: He has used *mythic contingency* and his Extra Contingency feat to set up the following triggered effects. If attacked in melee, this triggers *mirror image* and *resilient sphere* centered on himself. If dropped below 0 hit points, a second contingency triggers *teleport* (to law enforcement base (studied carefully) and *greater false life*).

STATISTICS

Str 16, **Dex** 20, **Con** 21, **Int** 32, **Wis** 18, **Cha** 19

Base Atk +20; **CMB** +23; **CMD** 42

Feats Brew Potion, **Craft Technological Item**^{TG}, **Extra**

Contingency^{UI}, **Flyby Attack**, **Greater Spell Focus**

(transmutation), **Improved Initiative**, **Iron Will**, **Lightning**

Reflexes, **Medium Armor Proficiency**, **Scavenger's Luck**^{TG},

Sickening Power [Metaspionic]^{UP}, **Skill Focus**

(Knowledge [engineering]), **Skill Focus**

(Craft [mechanical]), **Spell**

Focus (transmutation),

Technologist^{TG}, **Throw**

Anything, **Toughness**

Skills **Bluff** +27, **Craft**

(alchemy) +34, **Craft**

(mechanical) +45 (+55 when

dealing with technology),

Diplomacy +27, **Disable Device**

+27 (+37 when dealing with

technology), **Intimidate** +27,

Knowledge (arcana) +39,

Knowledge (engineering) +48

(+58 when

dealing with

technology),



RED¹⁵

Knowledge (local) +39, Knowledge (nobility) +39, Knowledge (planes) +36, Linguistics +16 (+26 when dealing with technology), Perception +32, Sense Motive +32, Spellcraft +42, Stealth +31, Survival +32, Use Magic Device +32; Class Modifiers +10 Craft (mechanical) when dealing with technology, +10 Disable Device when dealing with technology, +10 Knowledge (engineering) when dealing with technology, +10 Linguistics when dealing with technology

Languages Aklo, Abyssal, Auran, Ashtuul, Belligren, Celestial, Common, Draconic, Ignan, Infernal, Jagladine, Terran, Undercommon, computer

SQ alchemy (alchemy crafting +4, identify potions), arcane battery, arcane pool (19 points, +2), brain eater, discoveries (smoke bomb, **tanglefoot bomb**^{UM}), efficient construction (50%), field improvisation, knowledge pool, medium armor proficiency, mutagen (+4/-2, +2 natural, 40 minutes), naturally psionic (5 PP), magus arcana (prescient attack, pool strike +3d6), poison use, recondition, recycle technology, spell recall, study technology (+5/7 rounds), swift alchemy, technical expertise, ultari weapon affinity, unified energy (20 charges/day)

Gear *amulet of natural armor* +2, +4 *mithral breastplate*, +1 *stun baton*, +5 *cloak of resistance*, *boots of speed*, *ring of counterspells (greater dispel magic)*, *belt of mighty constitution* +6, *headband of vast intelligence* +4 (Knowledge [local, nobility]); **Combat Gear** *scroll of mage's disjunction* (CL 17), *scroll of prismatic sphere* (CL 17), *potion of cure serious wounds*, *potion of remove fear*, *lesser metamagic rod (extend)*, *staff of vision*^{UE}

E. RACE TO SAFETY

If the PCs are able to pass through the Entry Station quietly and without causing a disturbance, they can take a leisurely stroll to the safe house, guided by Seantrelle. They can marvel at the enormous buildings and the too-large sun seemingly directly overhead, yet with its face marred by churning spots visible to the naked eye. Glittering lakes and aqueducts glitter across the cityscape, wending their way through rigidly ordered arbors and parks, with a strange amalgam of ancient and worn stone structures seemingly ripped from an elder civilization alongside modernist architecture of metal, marble, and crystal. A cluster of shadowy blots float overhead in an intricate dance that seems to bring a semblance of twilight to certain parts of the vast mega-city, yet even that is passing. A slender shaft of light lances up from somewhere near the city's heart, what locals call the Axis Major and which is said to pierce all the way through the heart of the star and beyond to far Lacuna.

Alien sights, sounds, and smells assault the senses on every side, and dominating every feature of décor the ubiquitous vacant-eyed visages of ultari carved and watching, always watching. Strange faces flash on glowing crystalline sheets embedded into the walls of public

places, with flowing Ultari script listing their names and their crimes along with their faces. Wherever ultari walk, others give way, and among the humans and other more familiar races (often etched with psychic circuitry or tattoos) you see there is little sense of courage, and for that matter even little indication of fear; instead, you see the eyes of surrender, the eyes of those that have long since abandoned hope and have accepted all that is.

All this the PCs can take in, if they are not fleeing from the Entry Station. In truth, the PCs are very high level and they may rather stand and fight rather than flee. Seantrelle implores them to move on, that there is nothing to be gained from a fruitless standoff with endless waves of the city's protectors, that there are far more important things to tackle, but if PCs wish to stand firm the waves of enemies will not stop coming.

Managing the Escape: At very high levels, it is difficult to predict exactly which strategies will be employed. The ultari have vast resources at their disposal, including a network of minions, abundant psychic, magical, and technological surveillance (including the power to pierce illusions and disguises and trace teleportation effects), and the ability to relay information telepathically and through the ubiquitous Scroll announcements. It is not impossible to escape their notice, but it is not as simple as throwing up a simple illusion or teleporting to a new location.

Making their way from the Entry Port to Seantrelle's promised safe house by a circuitous route, evading patrols and surveillance as best they possibly can and having to take side trips to throw off pursuit, takes 3d6 hours, but they can reduce this amount of time with a successful DC 35 check against any of the following skills: Bluff, Diplomacy, Disable Device, Disguise, Knowledge (local), Knowledge (nobility), Linguistics, Stealth, and Survival. Each character can spend one hour making a check against one of these skills, with a successful check reducing the amount of time required to get to the next level by 1 hour. A character disguised as an ultari gains a +2 circumstance bonus on any of these checks (other than Disguise itself). If a character beats the DC by 10 or more, they gain a +2 circumstance bonus on their next check with that skill to navigate the streets of Axis Major. A character who does not make their own check can spend an hour using the aid another action to boost an ally's skill check.

If a character fails a skill check by 10 or more, or rolls a natural 1 on any skill check, they trigger a **law enforcement** encounter, as described in the Gazetteer (see page 130), though because of the dramatic nature of their breakout from Entry Station, you should add an additional +10 modifier to the result of the encounter. In addition, for every round of combat, there is a 10% cumulative chance that an additional **law enforcement** encounter occurs. They must defeat or evade that encounter before they can continue making their way to the safe house. In addition,

MAGE'S PRIVATE SANCTUM

You may choose to make the boundary of the spell invisible, allowing vision into the mythic mage's private sanctum but masking the presence of the spell to ordinary observation and rendering its magical aura undetectable by non-mythic effects. You may affect the normal area while extending the duration by a number of days equal to your mythic tier.

Augmented: If you expend two uses of mythic power, you increase the area to one 100-foot cube per caster level.



each check failed by 10 or more (or with a natural 1) increases the DC of future checks by 1 for all characters in the party.

The city of Atlas Major is unmapped, but most encounters of this sort occur in streets or plazas with crowd terrain (similar to the concourse at area 4 in the Entry Station). They may occur when PCs are hiding inside a vacant building, or when they are stopping inside a shop or similar area to gather information or spread rumors to throw off their pursuers.

Once the PCs reduce the time remaining to zero, they arrive at the safe house clear of their pursuers and can rest and stay hidden, at least for now.

THE SAFE HOUSE

The yllosan safe house is a nondescript hostel catering to travelers of various races, presided by low-ranking ultari managers and their staff. The lower levels of the safe house are shrouded in a permanent *mythic mage's sanctum* that shrouds it from divination effects, even hiding its own magical aura. In addition, the entry to the stairwell leading down into the lower level is covered by a group of mimics^{B1} and a [trapper](#)^{B4} allied with the yllosan who presents the appearance of an ordinary room. The yllosan rarely stay long in any one body, instead body-hopping on a regular basis (using *modify memory* to cover their psychic trail) to avoid arousing suspicion while gathering all manner of information from an endless supply of hosts.

Half a dozen additional **yllosans** regularly return here to make contact and commune, compiling their psychic journals and cross-checking information to see what might be done. They are frankly shocked that the Accord hadn't simply forgotten about them. They've been kind of just going through and continuing their task even though they had mostly lost hope that anyone would ever be able to use it, even as their numbers have gradually thinned. The exact number of yllosan remaining is uncertain, but the colony



of spies guesses their remaining number is not much more than 10. The leader of the group that remained behind in Atlas Major is **Rumealle**, cousin to **Seantrelle** and a priestess of **Kytheblo**, the yllosan god of deception and psionics.

How Safe are the PCs? As long as they remain within the cellar sanctum here and do not expend mythic power, they can remain hidden almost indefinitely, with the yllosans bringing food in their ever-changing array of host bodies. They may take this opportunity to craft items, remove negative levels or lingering ability damage or drain or other ill effects, or perform research.

RESEARCH

The PCs can study the data the yllosans have collected during there many years here. You can supply additional knowledge from the *Gazetteer*, but Rumealle and Seantrelle also can confer with their fellows and answer more specific questions the PCs might have. Spells such as *legend lore* and *vision* also can unlock secrets about Atlas Major, Faa Dlan, and the Sphere, including the following subjects. Each of these might be the result of a research effort with magical divination or DC 25 Knowledge checks.

Ultari Religion (Knowledge [religion]): The ultari are now sharply divided between two factions, the **Devotees** and the **Legates**. While many ultari worship the sinister Cyshrn the Gentle, here in Atlas Major and throughout the sphere that deific worship pales in comparison to fanaticism of the Devotees that give homage to **Invidia Ultimi**. This loathsome and monstrous being is ancient beyond knowing, the very last living descendant of the Principalities themselves. She dwells in sacred squalor beneath the immense **Daughter's Fane**, and her priests, known as the Voices (led by the Elder Voice **Xeas Yahamun**), hold great sway among the ultari and their devotion to bringing the Principalities back into the world, not just in spirit but in living truth.

Ultari Politics (Knowledge [nobility]): The **Legates**, on the other hand, give more lip service to the Principalities. They are generally content with how things are now, with the ultari ascending to their own rightful rulership over the lesser races. They pay lip service to the Devotees' demand but mostly just want them distracted and agreeable so they can maintain the status quo. That said, the status quo has been decidedly upset by the defeats on Vareen, Qanna, and beyond, and with the Legates busy debating and assigning blame for these failures, it has become harder for them to maintain control of their coalition. For now, their leader **Nammu Ki** still maintains an exalted position as **Speaker** of the Ultari Parliament, but his focus is scattered in keeping things down.

The Onaryx Veterans (Knowledge [history] or Profession [soldier]): The onaryx at one time were the leading race among the inheritors of the principalities, but their battle-lust led them ever to the forefront of the Hegemony's battles. While this brought them great glory, it gradually decimated their numbers while the ultari stayed behind and multiplied, consolidating their control over the other member races of the Hegemony and pushing the onaryx to the margins. They still hold ceremonial positions, including **Aorno** the nominal Field General of the Empire, and still serve as elite shock troops and commanders, but many among them (especially their powerful elders) chafe at what they think of as their stolen glory. They haven't moved against the ultari, but they sense weakness and may be ready to make a play to reclaim their position and cast the ultari down. They are an exceptionally proud race, arrogant and boastful, but those who can match their bombast and aggression with words and deeds may intrigue them.

The Jagladine Science Council (Knowledge [dungeoneering, engineering, or nature]): The jagladine have always been all about their experiments and the quest for knowledge at any cost. The ultari have given them a great deal of responsibility over the centuries, to the point where the jagladine make up the majority of the technical professions and experts in the empire. The yllosan believe the ultari may be beginning to fear the extent of this majority, that if the jagladine ever pulled their noses out of their labs and grotesque research projects they would realize they could cripple the Hegemony with a general strike. Others dismiss this fear, feeling it is simply not

in the nature of the jagladine to worry about anything other than their science.

The yllosan can confirm that a great many jagladine are exactly as oblivious as the mainstream ultari opinion holds, but by no means all. Some prominent jagladine, including perhaps High Science Councilor **Lagazu Nin**, may be coming around to the idea that perhaps the age of the ultari is nearing its end and it is time to replace them with a technocracy of the most brilliant minds in the empire: theirs! However, the jagladine still fear the ultari psychic powers, against which they have little defense (one reason the yllosan also have been successful at plucking information from their minds), and a vast advantage in their ability to tap into mythic power, far more than the jagladine themselves have ever mastered. Like the onaryx, they would need to see the ultari even more seriously weakened before rising up to claim their place, but there are those who thirst for the opportunity to lord it over the ultari for a change.

Even those jagladine that do not believe that revolution is the way to academic freedom do in fact deeply treasure that freedom. Thus, playing on their fears that their sometimes religiously fanatical ultari masters might pull their support for research, steal their data, destroy their labs, or otherwise take away their science privileges, might activate a panicked fury in the jagladine at this potential interference.

The Thralls (Knowledge [local] or Sense Motive): Even in moving swiftly through the city, the PCs could not miss the substantial number of dead-eyed servants of many races bound to the ultari and onaryx, as well as vast numbers of klaven serving the jagladine and bil'djooli. The yllosan have possessed and read the minds and souls of both types of thralls and shudder with dismay at the internal desolation of these slaves and sadly report that the vast majority have been selectively lobotomized. The ultari use keenly honed psychic surgery to retain only those specific traits and skills they wish their thralls to maintain, erasing all else that does not conform to their vision (or even implanting entirely false memories and mindscapes). They are something akin to organic automatons, kept either as perverse trophies of past conquests or simply for aesthetic preferences of those rulers who disdain reliance on purely mechanical servants. Of course, the jagladine science council is happy to blend meat and machine in any number of horrible ways as well.

What is the shaft of light going to the star (Knowledge [geography])? This is the **Axis Major**, a magical shaft of energy that pierces all the way to the surface of the star and maybe through the heart of the star itself. There is another Axis Major on the opposite side of the star (sometimes derisively called the **Axis Minor** by people in Atlas Prime) that leads to the far distant city of Lacuna, a place filled with the spirits of the dead and ruled by an ancient ultari titan. **Lacuna** is far smaller than Atlas Prime, and diplomatic or technical assignments there are generally seen as a form of exile. It takes about a month to get to Lacuna via the tube network.

What does that shaft do (Knowledge [arcana])? The ultari sometimes visit the surface of the star or send jagladine tech teams there. Over the centuries they have constructed a massive solid structure around the Axis Major that plunges into the heart of the star. The ultari believe that the constant flow of mythic energy from the star is because at the star's heart is a gateway or portal that leads to the prison dimension where they were trapped so long ago by the Patrons. The Devotees believe that by "mining" the star they are working to open a bore that will one day release the Principalities once more into the world, where of course they will anoint their faithful servants the masters of all under their dominion. It's unclear if the Principalities or their prison plane are *really* inside the star, but it is clear that something extremely powerful is to be bleeding off the amount of mythic energies that Faa Dlan does.

The shaft reaches down to the Ultari Parliament, and whatever control mechanism exists for it is likely located within that building. Presumably there is a similar building on the far side of the star in Lacuna that serves the same function as the one in Atlas Prime.

Why do we feel strange when using mythic power (Knowledge [arcana])? The yllosan can explain the general nature of the Mythic Ravage. As non-mythic creatures themselves they are not affected by it, but they have observed a handful of outsiders and its effects on them. They don't know exact details about it, but they have determined that it is a progressive disease and seems very difficult to treat.

DEEPER SECRETS

If the PCs reveal that they have the *Opus Aeterna* with them, the yllosan are very interested in studying it with them, and with 2d4 days of study they are able to put together the secrets within its pages with the fragments of lore they've gathered to produce a number of stunning revelations. The PCs may stay and research with them, or they may look into contacting the jagladine or onaryx to see whether they can make headway with getting them to turn against the ultari. Either way, further research uncovers the following information:

The origin of the sphere: The ultari did not build the sphere. In fact, none of the Hegemony did. It's not a homeworld. It's a prison, and it was built by the Patrons. The ultari actually are partially correct; the star of Faa Dlan *does* contain the essence of the Principalities, but the entire system of the sphere and its network of mythic power is a self-regenerating battery whose sole function is to keep the Principalities trapped forever. A few tiny threads of their power and their thought can seep through, and it was those emanations that first led ultari explorers to this place millennia ago (perhaps at the direction of their immortal mistress, Invidia Ultimi). They led their allies

in the Hegemony here and swiftly infested the sphere like parasites, studying and learning the ancient Patron technology as best they could and building up their own structures and settlements throughout.

The meaning of the Axis Major: The Axis is part of the ancient technology, and it stabilizes the star's rotation and orbit, ensuring a smooth and continuous reaction pattern that feeds the sphere and in turn cycles back to the star. It allows a closer approach to the star than would normally be possible, and even the ability to delve into the star itself, which would normally be high-impossible.

The Axis Major is not a permanent fixture, however; and in fact, it is controlled by a pair of golden crystal spheres the *Opus Aeterna* names as the *Egg of the Phoenix*... a singular noun, as they were once a single device but were split by eldritch sorcery into a linked pair, one at each of the star's poles, quite likely located in the control facilities in Atlas Prime and Lacuna.

This artifact has the power to absorb intense energies. If they were removed, the Axis Major would be disrupted and the star would become unstable. It might begin to wobble, throwing off catastrophic solar flares, and perhaps even begin to decay over the course of millennia.

Joining the Egg: The frightening prospect is that the *Opus Aeterna's* lore about the Egg actually implies a more drastic course of action may be possible. If both halves of the *Egg of the Phoenix* could be joined and infused with the power of an immortal, it could accelerate that process exponentially. It could compress the course of time and alter the destiny of the star itself, with a cataclysmic result.

What would that do? It's hard to say for sure, and it might depend on exactly how great a power was invested in the *Egg of the Phoenix*, but unleashing it all at once, especially if it were brought near to whatever portal may exist within the heart of Faa Dlan, it might well not only cauterize that interspatial gap but might even cause the star to go nova, destroying the entire sphere and with it the heart of the Ultari Hegemony.

On reflection, the yllosan wonder if creating the entire sphere might have been an elaborate eons-long honey trap for not just the Principalities but all their subject races, drawing them together all in one place for just such a time as this, to be ended once and for all. They are not sure how to accomplish retrieving the halves of the Egg of the Phoenix, with one half of it over a hundred million miles away and the other much closer but stored in one of the most heavily guarded buildings in the entire Hegemony. They will continue researching options for how to crack this problem while the PCs look into mobilizing the jagladine or onaryx against the ultari.

DANGEROUS DEVELOPMENTS

Each time the PCs venture out of the Safe House, there is a 10% cumulative chance that upon their return they find it having been attacked by the ultari and most of the inhabitants wiped out. At the GM's option, the PCs may simply find the rubble of the attack or may find a double-sized **Law Enforcement** encounter with a modifier equal to the chance of the encounter happening. Roll twice to see how extensive the attack is, or you may simply rule the Chief Inspector is automatically here and make a second roll to determine his backup.

If the PCs leave and visit either the onaryx or the jagladine, the chance of a Law Enforcement encounter is increased by 20% rather than 10%. Whether the destruction of the Safe House is inevitable or whether you wish to maintain it as a safe haven for the PCs depends on your play style and the power and resourcefulness of the PCs in your campaign. It is suggested that the PCs be able to return to the Safe House to rest and recover at least a few times before being forced to go on the run. The PCs are individually very powerful but, surrounded by literally millions of enemies, they need to exercise caution to keep the mission secret and safe as long as possible.

F. THE CHILOPTIARY BARRACKS

This sprawling military complex is built around an open parade ground dominated by a trio of cyclopean statues of ancient onaryx generals long dead, flanked by ever-burning pits. Soaring over the building and grounds is massive domed structure like a massive cage of steel and stone that spans over the entire area. Innumerable battle standards and pennons hang like streamers from the underside of the cage and decorate the façade of every building within. Even given the patchwork nature of some parts of Atlas Prime, this complex feels old, worn by the passage of time, and almost out of place, as though it was lifted entire from another place and time and deposited here to sit like a relic of a bygone age. Indeed, this is exactly what happened, with their high command psychoportively scooped out of their homeworld and transplanted here by the ultari psychics when they took command of Atlas Prime as a gesture to pacify the onaryx and ensure their loyalty.

Like most of the city, the Barracks complex is left unmapped. Most of the action here should take place on the parade grounds and perhaps in the Hunting Lodge, and any such building map of a similar type (including



PART 3: ATLAS PRIME

a coliseum or large open plaza for the parade ground) could easily stand in its place, or you can create a simple map that shows the locations relevant to any conflict that might occur.

Challenged (CR 20+): Onaryx guards patrol the grounds constantly, roosting in the bars of the cage above and dangling beneath the eaves of the academy's buildings. Characters entering the Chiroptiary Barracks are challenged by a pair of onaryx commanders, each backed up by an onaryx strike wing under their command. They demand to know the PCs' business in daring to show up here on the sacred fields of blood.

The onaryx guards' initial attitude is hostile to all non-onaryx, and suspicious even of onaryx they do not know personally. PCs can use Disguise or illusion to try impersonating a specific onaryx, with success adjusting onaryx guard reactions to indifferent. The onaryx guards can be made helpful with a successful DC 31 Diplomacy check (DC 26 if the PCs are in disguise as onaryx and speak Onaryx to them) or a DC 31 Intimidate check. However, they are impressed by personal bravery and persuasion, and only allow characters who can make either skill check onto the grounds. A successful DC 35 Bluff check can substitute for either of the other checks. A successful check gets them permission to visit the Hunting Lodge, and PCs are escorted there while any PCs deemed unworthy are left to wait outside the grounds.

If other PCs attempt to cross onto the grounds without permission, or if any invisible creature attempts entry into the cage or teleports into the grounds anywhere within range of an onaryx's blindsense (which is almost anywhere in the Barracks complex, they attack that character immediately. A character who has successfully talked their way through with a Bluff, Diplomacy, or Intimidate check can attempt an additional check to bring along a guest, requiring another skill check of the same type, but the DC increases by 4 for each check they attempt after the first. If they fail any check by 10 or more, their original invitation to visit is rescinded for their presumption and they and their friends are demanded to leave.

Development: If combat occurs, the onaryx guards are backed up every 1d4-1 rounds by another pair of onaryx commanders and their dread strike wings. Onaryx killed defending the Barracks have their bodies and all their gear collapse into pools of steaming blood within a few rounds of death, as they are reborn in the Boiling Blood pits described below. It takes 1 round for them to return from the pits to the battlefield with the PCs.

ONARYX COMMANDER (2)

CR 17/MR 2

XP 104,400

Advanced **savage**^{MAdv} dread onaryx fighter 9

NE Large outsider (evil, extraplanar)

Init +8; **Senses** blindsense 90 ft., darkvision 60 ft.; Perception +21

DEFENSE

AC 30, touch 12, flat-footed 27 (+11 armor, +3 Dex, +7 natural, -1 size)

hp 253 (18 HD; 10d10+8d10+154); fast healing 4

Fort +21, **Ref** +15, **Will** +12 (+2 vs. fear)

Defensive Abilities bravery +2; **DR** 10/epic; **Resist** acid 15, cold 15, electricity 15, fire 15, negative energy 15, sonic 15

OFFENSE

Speed 40 ft., fly 120 ft. (good)

Melee **null blade**^{TG} +31/+26/+21/+16 (1d10+19/17-20) or 2 claws +22 (1d8+9)

Ranged plasma javelin +21 ranged touch (1d8+8/x4 plus 1d6 electricity and 1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks **advanced weapon training**^{WMH} (warrior spirit, 3 points), bleed 1, feral savagery (flyby rake), flyby rake, weapon training (heavy blades +1), sonic cry (DC 25, echolocate, maddening, nauseating, sonic thrust)

STATISTICS

Str 27, **Dex** 18, **Con** 25, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +18; **CMB** +27; **CMD** 41 (45 vs. disarm and trip)

Feats **Devastating Strike**^{UC}, Flyby Attack, **Furious Focus**^{APG}, Greater Vital Strike, Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Vital Strike, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Acrobatics +6 (+14 when jumping), Fly +25, Intimidate +15, Perception +21, Sense Motive +10, Stealth +14, Survival +15;

Racial Modifiers +4 Acrobatics when jumping

Languages Onaryx, Ultari

SQ armor training 2

Combat Gear +2 full plate, null blade, +2 cloak of resistance, **gloves of dueling**^{UE}, +4 belt of physical might (STR, CON)

TACTICS

Before Combat Onaryx commanders trigger their warrior spirit advanced weapon training to add a +2 enhancement bonus to their null blades; this stacks with the weapon's existing +1 enhancement bonus. Alternatively, they may substitute bane for the PCs' creature type, or add the conductive^{UE} property so they can channel their sonic cry through their weapon.

During Combat Onaryx commanders may engage in close combat, making full attacks, but they prefer to making soaring Vital Strike attacks with their Flyby Rake ability. When their null blades are activated, they deliver a targeted dispel magic (caster level 18th) once per round to a target struck.

SPECIAL ABILITIES

Flyby Rake (Ex) Onaryx are skilled at swooping down on opponents and using their claws to rake them to shreds as they fly past. Whenever they are at least 30 feet from a target, they can attempt an opposed Fly skill check against their intended target's Reflex save. If it wins the opposed check, the target is unable to make attacks of opportunity against the onaryx until the end of the commander's turn. In addition, any critical threat against the target during its flyby attack is automatically confirmed.

Onaryx Senses (Ex) Onaryx have darkvision 60 ft. and blindsense 90 ft. They see four times as well as a human in dim light and twice as well in normal light.

Sonic Cry (Ex) An onaryx commander can use its sonic cry as a standard action. They can use it as a ray (+20 ranged touch) dealing 1d6+17 points of nonlethal sonic damage and knocking the target prone (Reflex negates being knocked prone). Using it in this way does not provoke attacks of opportunity. Alternatively, they can target a single target within 90 feet, causing them to become confused (as *confusion*) for 8 rounds (Will negates) or nauseated for 1 round (Fortitude negates). Rather than attacking with its sonic cry, an onaryx commander can bounce sonic frequencies off its surroundings, allowing it to perceive creatures within 90 feet as if it had blindsight for 1d4 rounds. This echolocation effect is stationary and ends immediately if the onaryx commander leaves the area.

DREAD STRIKE WING (2)

CR 17

XP 102,400

Troop of advanced dread onaryx barbarian 2
NE Large outsider (evil, extraplanar, troop) [Colossal troop]
Init +9; **Senses** blindsense 90 ft., darkvision 60 ft.; Perception +12

DEFENSE

AC 31, touch 14, flat-footed 26 (+7 armor, +4 Dex, +1 dodge, +10 natural, -1 size)

hp 246 (21d10+126); fast healing 10

Fort +22, **Ref** +16, **Will** +10; +2 vs. spells, spell-like abilities, and supernatural abilities

Defensive Abilities uncanny dodge; **Immune** troop immunities

Weaknesses vulnerable to area effects

OFFENSE

Speed 40 ft., fly 120 ft. (good)

Melee troop (5d6+7)

Space 10 ft.; **Reach** 10 ft.

Special Attacks flyby rake, sonic cry (DC 27), rage (11 rounds, +4 Str, +6 Con, +2 Will saves, -2 AC)

STATISTICS

Str 25, **Dex** 20, **Con** 23, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +21; **CMB** +29; **CMD** 43 (cannot be tripped or bull rushed)

Feats Ability Focus (sonic cry), Dodge, [Fighting Frenzy](#)^{ACO}, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Quick Draw, [Raging Vitality](#)^{APG}

Skills Acrobatics +25 (+29 when jumping), Bluff +11, Climb +5, Fly +27, Intimidate +13, Perception +26, Stealth +17, Survival +26; **Racial Modifiers** +4 Acrobatics when jumping

Languages Onaryx, Ultari

Gear masterwork breastplate

SQ battle-tech trained, chaos of combat

SPECIAL ABILITIES

Fusillade (Ex) As a full-round action, a dread strike wing can unleash a barrage of plasma javelins in a up to five 60-foot lines, dealing 5d6+5 points of damage (DC 25 Reflex half). This damage is half electricity and half fire. Unattended

REDUCED RAVAGE

The burning blood and the great cage of the Chiroptary Barracks acts as a buffer against mythic ravage (see page 142). Mythic power spent within the grounds does not increase their next save DC against mythic ravage, and saving throws related to the effects of mythic ravage gain a +4 bonus on the save. In addition, PCs who spend 24 hours within the grounds they do not need to make a save against contracting or profession of the disease.

objects in the area take full damage rather than half damage from this attack, and this damage ignores the 10 points of hardness. The save DC is Constitution-based.

Onaryx Senses (Ex) As an onaryx commander.

Sonic Cry (Ex) The dread strike wing can use its sonic cry in place of one or more of its javelin fusillades, affecting a 90-foot line rather than a 60-foot line. Alternatively, it can use a single cry as a swift action, affecting a 90-foot line (or as a *shatter* spell; see below). Its cry can cause one of the following effects: deafened for 1 hour (Will negates); nauseated for 1 round (Fortitude negates), frightened for 21 rounds (Will partial; a creature successfully saving is shaken 1 round instead); acting as a *shatter* spell (caster level 21); or causing creatures to become dizzy and disoriented for 1 round (Fortitude negates), with creatures failing a save treating all other creatures as if they had concealment, and each time they leave a square there is a 50% chance they move in a random direction rather than their intended direction; creatures remaining stationary instead have a 50% chance to fall prone at the end of their turn). All save DCs are Constitution-based.

The Burning Blood: The steps from the parade ground leading up to the titanic statues, are filled with steaming pits of hot blood, bubbling in an endless brume and with varicolored flames licking across the surface. Whenever an onaryx is killed within the grounds of the Barracks, they are reborn at full health and vigor (as *true resurrection*) 1d4 rounds later from the blood pits. All gear they were carrying at the time of their death dissolves into blood along with their corpses, and their gear reappears on them when they return to life. In addition, they are filled with a deadly battle lust when they return, granting them a +1 morale bonus on attack and damage rolls, saving throws, and skill checks or ability checks and increases their fast healing by 1, and also grants them the [savage](#)^{MAdv} mythic simple template for 1 hour. If killed again after gaining the savage template, they continue returning from death 1d4 rounds later, with the morale bonus and fast healing increasing stacking (up to a maximum of +6) and resetting the duration to one hour each time. The onaryx continue returning from death each

time they are killed as long as their death occurs within the boundaries of the Chiroptary Barracks.

The burning blood itself is considered an artifact, and any barrier placed over the blood-pits is affected as *disintegrate* (caster level 20th) once per round until destroyed. A barrier that is not affected by *disintegrate* has a 10% cumulative chance per round of collapsing; this chance is halved for mythic effects.

THE HUNTING LODGE

If the PCs make the onaryx guarding the perimeter of the Chiroptary Barracks helpful, they garner an invitation to visit the Hunting Lodge, where the old veterans gather to drink and share war stories. Here, they are introduced to a pair of onaryx commanders, **Jugurtha** and **Hydaspes**, who are the ranking commanders in the Barracks currently, though other onaryx commanders lounge about here as well as enough other onaryx to form several onaryx strike wings. Virtually all of the furnishings here are sized for Large creatures, so PCs may be forced to stand or climb onto chairs or tables to see eye to eye with the onaryx. There is one enormous throne-like chair that stands empty, sized for Gargantuan creature.

Jugurtha and Hydaspes address the PCs with aggressive bombast



and braggadocio, celebrating their vicious triumphs and the trail of slaughter they have left in their wake during their careers. If PCs don't interrupt, their conversation continues but mostly addressed to each other in a cascade of one-upsmanship, building to a crescendo of boasting while virtually ignoring the PCs. Their conversation is entirely in Onaryx, as are all signs and markings in the Hunting Lodge. Attentive PCs may notice that no other languages are spoken here.

The Proud Speech: Any PC speaking a word in any language other than Onaryx, including spellcasting with a verbal component, takes a -2 penalty on all checks to impress the onaryx here and are warned that "only the Proud Speech is allowed in this place." PCs continuing to speak in another language cause the onaryx to become hostile, demanding that they leave or be attacked.

Impressing the Onaryx: A successful DC 25 Knowledge (local) or Sense Motive check allows PCs to realize that they are supposed to interrupt with their own boasting about their exploits, and that it is considered very bad form to try making any requests or demands before proving themselves worthy of being heard. A successful DC 31 Intimidate check is required to get a word in edgewise and get the attention of the onaryx commanders, who then demand to hear the PCs' greatest accomplishments.

At this point, the PCs present must tell their tale (which may be real, embellished, or even entirely invented if they wish), involving some roleplay as well as a series of skill checks over the course of an hour of conversation with the onaryx. To begin, any PC must succeed on a DC 31 Intimidate or Perform check to make their tale entertaining. Then, during this hour, each PC must succeed on at least one DC 31 check against one of the following skills: Bluff, Diplomacy, Intimidate, Knowledge (history), Knowledge (nature), Perform, or Survival. A PC can substitute a Strength check to perform an astonishing feat of Strength or a Constitution check to perform an incredible feat of endurance. The PC gains a +4 circumstance bonus when making a Strength or Constitution check due to their sheer audacity.

Modifiers: The onaryx like to be impressed by individual acts, not just group accomplishments, so if anyone uses the aid another action to assist another character's check the DC increases by 1 for each person attempting to assist (whether or not they succeed). The exception is that a DC 30 Perform check can be used to grant a +2 circumstance bonus to any character's check to impress the onaryx; this does not raise the DC of the check.

Whenever a character fails a check to impress the onaryx, **all** further checks they make to impress them take a -2 penalty; this penalty stacks. This is reduced to -1 if the check succeeds and eliminated entirely if the check succeeds by 5 or more.

PCs that have successfully disguised themselves as onaryx, such as with a veil spell, gain a +2 circumstance bonus on all checks. Characters with at least 5 ranks in Profession (soldier) gain a +1 bonus for every 5 ranks in that skill, as their military bearing and tactical acumen impress the warlike onaryx.

Retries: If a PC fails a check, they can try again but the vicious mockery of the onaryx causes them to take a -5 penalty on their check. This stacks with the penalty a failing character takes on all subsequent checks. If another character attempts the same type of check their ally failed, they take a -2 penalty.

FUN AND GAMES

Once all PCs have succeeded on at least one check, the onaryx are sufficiently impressed by their words that they invite them to play a traditional onaryx game out on the parade ground while they continue their conversation, with Jugurtha and Hydaspes accepting challenges from a team of two PCs. Physical exertion clears the mind, they claim, and helps a true warrior focus. Any two PCs can stand against them in the contest, in which a tapered metal bar over 20 feet long and weighing nearly 200 pounds is lifted, balanced, and thrown so that the tip (the top end) strikes the ground first more than 30 feet away and the butt end then falls directly away from the thrower.

The Hoist: Lifting the gravbar and getting into position to throw it is a test of brawn and balance. The contestant must first succeed on a DC 20 Strength check to lift the bar off the ground. If the check fails, the bar falls to the ground and that throw is considered a drop. After a successful hoist, the contestant must make a two ability checks to hold and balance it, a DC 20 Strength check and a DC 20 Dexterity check. If both checks fail, the gravbar tips over and falls to the ground, again scoring as a drop. If either check succeeds, the gravbar starts to tip but can be thrown quickly to avoid dropping it; this rushed throw results in a -4 penalty on the thrower's attack roll.

The Toss: Hurling the gravbar is treated as a ranged attack against AC 10, with a range penalty of -6 (three range increments). Feats that reduce range penalties apply to this roll. While onaryx are proficient in the gravbar's use, other races treat it as an improved weapon unless they have the Throw Anything feat. A character with a Strength score less than 14 cannot even lift the bar, much less throw it. A character whose Strength is between 14 and 18 takes a -6 penalty on their attack roll, while those with Strength from 19 to 22 take a -3 penalty.

The Fall: To determine the direction the gravbar falls on a successful ranged attack, roll 1d8, with a 1 indicating it falls directly away from the tosser and 2-8 rotating around the target in a clockwise direction. The tosser can adjust this d8 result up or down by 1 for every 5 points by which his attack roll exceeds the target AC. The fall determines scoring:

Result	Score	Direction
<i>Gauga</i>	5 points	Directly away from the thrower
<i>Mela</i>	3 points	Angled way, 45 degrees
<i>Poros</i>	2 points	90 degrees left or right
<i>Darus</i>	1 point	Angled towards the thrower, 45 degrees
<i>Parm</i>	0 points	Directly towards the thrower

The Targets: If you want to paint a darker picture of onaryx savagery, so that they may be somewhat congenial and conveniently opposed to the ultari yet shown as bloodthirsty killers nonetheless, you can add an additional element to the game with prisoners staked to the ground at 1d4 of the eight cardinal directions, clearly bruised, bloodied, sunburned, and in pain. In this version of the game, an extra point is scored if the fall causes the gravbar to land on the staked prisoner, dealing 3d6 points of damage.

Winning: Jugurtha and Hydaspes each take three throws, as do the PCs playing against them, with the highest aggregate score winning. In the event of a tie, the tosser with the fewest drops is named the winner, and if any contestants are still tied they can make an additional toss against one another with the high-scorer (or the first successful toss without a drop) being named the winner.

If either PC scores more points than either Jugurtha or Hydaspes, they are impressed and that PC gains a +2 circumstance bonus on any checks in the next section. If the PC team wins the contest, all PCs gain a +2 circumstance bonus on their checks, while the two winners gain an additional +2 circumstance bonus.

YOU SAY YOU WANT A REVOLUTION?

While the gravbar tossing contest proceeds, the two commanders are willing to listen to further propositions and requests. They are generally receptive to ideas the PCs may propose that the ultari are weakening and filled with strife and that the time has come for the onaryx to reclaim their former glory. Fomenting rebellion is a big ask, however, and the PCs must give them some idea of how they plan to strike the blow that will crack the foundation of ultari rule and allow the onaryx to sweep in. This requires the PCs to convince the onaryx not only of the party's strength, but also to remind them of their own strength. Too long have they been downtrodden and resigned to play second fiddle to the frail mentalists; they must be encouraged to find their nearly forgotten swagger and do more than just share old stories of past triumphs. Now is the time to talk about the future.

Impressing Jugurtha and Hydaspes works similarly to their conversation in the hunting lodge, but due to the danger involved in plotting an uprising the DC is increased to 35. Characters still successfully disguised as onaryx continue to

MYTHIC DUPLICATES

This encounter requires the PCs to fight against magical duplicates of themselves, which requires you to know what the PCs current abilities are. When PCs reach 20th level, ask each character to provide you with an updated character sheet, including all mythic abilities and equipment. Make sure to get the sources for any unusual abilities that are not part of the core rules, whether from official or third-party sources. You can describe this as a late campaign audit if you wish. For players using HeroLab or similar software, have them export a character sheet for you (or a HeroLab file, if you use it as well). High-level characters are complex, so you need some time to choose a few specific tactics for your duplicate versions of the PCs. Of course, by this time of the campaign you should be very familiar with their usual tactics, so by all means use their own tactics against them.



get a +2 circumstance bonus on all checks. Even though this conversation is considered to be happening while the PCs are playing gravbar with the onaryx, resolve the outcome of the contest first and apply any bonuses the PCs receive to the checks made here. Failing any of these checks has the same effect as failed checks in the Hunting Lodge, but penalties that may have accrued there do not carry over to this conversation.

Remind them of their proud history and lineage: Make a Knowledge (history) or Knowledge (nobility) check.

Shame them for allowing the ultari to usurp them in the first place: Make an Intimidate check.

Apologize for questioning their honor while reminding them of their warrior pride: Make a Diplomacy check.

Assure them that the PCs aren't dealing with any other factions: Make a Bluff check.

Show off the PCs' prowess: Make a Strength or Dexterity check, with a bonus equal to the character's base attack bonus, plus any attack roll bonuses for Weapon Focus, Greater Weapon Focus, or a fighter's weapon training ability.

Show off the PCs' magical power: Cast a spell that deals hit point damage and has an impressive visual effect. This is a caster level check, with a bonus equal to the level of the spell cast.

If the PCs must succeed on at least four of these checks, Jugurtha and Hydaspes agree to marshal the ultari forces and to coordinate an uprising when the Daughter's Fane is sacked and Invidia Ultimi destroyed. They will begin spreading the word. However, they must first present the PCs to the The First.

THE GREATEST CHALLENGE (CR 24+)

The two onaryx commanders lead the PCs to the foot of the steps leading up to the grand statues of the parade ground. At the foot of the stairs, flanked by pits of seething and boiling blood, steps lead up to a tall pedestal engraved with friezes in scenes of battle, atop which a colossal ultari statue stands poised, flanked by slightly smaller statues to either side.

"We see your power and your skill. We appreciate your boldness and your cunning. But something this great, we two can rally our subordinates and many others, but this strike must be great and it must be final. Only The First, may he stand forever, can order this. You must come before him and stand worthy of battle and blood, ready to face your greatest challenge."

"If you wish, you may bathe in the burning blood of our enemies. You have earned it if you wish, before you speak with The Greatest General, may he stand forever."

"Yes, the right of blood, it is yours. Take it and come, for he awaits."

If any PC immerses themselves in the boiling blood, they take 6d6 points of nonlethal fire damage (DC 30 Fortitude half), but feel a strange tingling of power and vitality from within that grants them two benefits:

- For the next hour, they gain [Potent Surge](#)^{MAdv} as a bonus feat. If they already have that feat, they gain [Lucky Surge](#)^{MAdv} as a bonus feat.
- The first time they are reduced to 0 hit points or below, they immediately gain the benefits of *breath of life* (caster level 20th). This effect triggers only once per character.

The onaryx lead the PCs up to the base of the pedestal and lay their hands upon it, chanting the name **Jaxartes**, and as they do so the colossal stone statue above turns to flesh and unfurls its wings.

"I am Jaxartes, First and Eldest, Commander of the Ever-Victorious Army. My like has never been seen again in this age, and now my craven commanders have called me forth again to judge the worthy. In their spirits they wish to rise up and take what once was theirs. In their hearts they feel you will break the shackles that bind them. Who are you that stand before me, and who will raise their hands to strike down the greatest enemy ever to stand before you?"

If PCs choose not to identify themselves, Jugurtha and Hydaspes become agitated and upset, demanding that they answer "Jaxartes the Great, may he stand forever!" They rapidly turn hostile and attack, calling in their dread strike wings, if PCs persist in their disrespect.

If PCs do identify themselves, the towering onaryx continues.

“Well met then, young warriors. You are bold, and you have the right of blood, but now make ready, for your test now begins. The greatest enemy ever to stand before, the greatest challenge you must overcome before all others... is yourself.”

As he speaks, you notice the archetypal heroes engraved into the pedestal at his feet begin to flow and take on your very likeness in uncanny detail. With the towering onaryx’s words echoing as its body turns back into timeless stone, the graven duplicates step out of the pedestal frieze and into living flesh.

Setting up the Battleground: The massive statues stand in front of a wide plaza atop the steps leading up from the parade ground. This area is unmapped, as the terrain is not intended as a significant element in the combat. On your battlemat, you should assign a position for the Colossal pedestal, at least 30 feet wide, in case PCs wish to attack the frieze. The duplicates appear directly in front of the frieze when initiative is rolled. If you expect PCs to stay in fairly close quarters to battle their duplicates, this is all that should be necessary.

If you expect PCs to move around a lot during the battle, you can make the battleground as large as you wish, incorporating elements like the additional Gargantuan statues flanking the colossus of The First, the steps down to the parade ground, and the pits of burning blood. Your group’s play style will determine how best to set up this challenge.

Evenly Matched: The duplicates are identical to those created by a *mirror of opposition*, with all of the PCs’ powers and abilities, including mythic powers, and with their current hit points and any other conditions (except for any effects of mythic ravage). Any preparatory spells PCs have cast on themselves before combat begins are shared by their duplicates. Any effects used after combat begins are not shared in this way, nor are benefits from bathing in the burning blood. There is no surprise round as the duplicates emerge from the frieze, and initiative should be rolled normally.

The duplicates are primarily focused on slaying their opposite number in the party, and while they may use support abilities generally to aid their fellow duplicates, their main agenda is to destroy the real version of themselves. Collateral damage to other members of the real party is a happy side effect of their area attacks and multi-target attacks, but such effects used by duplicates must be placed or targeted to include their duplicate in the effect. The PCs are of course free to use whatever tactics they feel appropriate, including focusing their efforts on one duplicate at a time rather than spreading their efforts among all duplicates.

If a duplicate kills or permanently incapacitates its PC opposite, the duplicate immediately disappears.

Destroying the Frieze: Like a *mirror of opposition*, the duplicates can be destroyed if the item that created them is destroyed, but the frieze is far more durable than a common

mirror. It is formed of four 5-foot sections [if you have more than 4 PCs, you might have a number of sections equal to the number of PCs], each having hardness 8 and 360 hit points, with a break DC of 50, and a saving throw bonus of +12, with spell resistance of 30. Area effects that include more than one section must overcome the frieze’s hardness only once, and any leftover damage is split equally among all sections in the area. A *disintegrate* spell affects only one single 5-foot section, and it simply deals hit point damage (as if it were a creature) rather than destroying that section entirely.

If one section of the frieze is destroyed, each duplicate must succeed on a DC 15 Fortitude save or die, and even if the save succeeds the duplicate gains 2 negative levels. If another section of the frieze is destroyed, the process repeats and the save DC is increased by 5 for each section after the first. If all sections are destroyed, so too are the duplicates, regardless of how many hit points they had remaining. Enclosing the frieze within an *antimagic field* or similar effect does not affect the duplicates it already has created.

Jugurtha and Hydaspes do not participate in the battle if the PCs focus their efforts against their duplicates. Instead, they hang back and float out of the area, close enough to observe but far enough to avoid any stray area effects. However, if they themselves are attacked or if the frieze is attacked, they join in the fight against the PCs. Their dread strike wings stay out of the fight entirely, too cowed by the appearance of The First to do much besides prostrate themselves and watch in amazement.

Aftermath: When the last duplicate is killed, as long as at least one PC survives the battle, Jugurtha and Hydaspes call for an end to hostilities, even if they had previously been attacking the PCs because they attacked the frieze.

“The First, may he stand forever, has spoken, and the challenge has been met. You have proven worthy through battle and blood. When the Last Daughter falls, we will rise.”

“We will rise, and all the ultari will fall, in sound and fury, battle and blood. Take your casualties and anoint them once more with the burning blood. They have earned its embrace. You may sleep worthy in the guest barracks tonight in honor. You are soldiers. Our blood is your blood this day.”

PCs (or their remains) bathed in the burning blood take no fire damage but are affected as *raise dead* and *break enchantment* (caster level 15th).

Mythic Respite: Any PCs currently suffering from mythic ravage have the severity level of their affliction reduced by one step (e.g., from drained to leashed), and if they have permanently lost any uses of mythic power due to mythic ravage, they regain one-half of their lost uses (minimum one use).

G. FLESH PITS OF THE JAGLADINE

The jagladine have many centers of learning scattered around Atlas Prime, with individual buildings dedicated to specific fields of study. Of course, this being the jagladine each is more horrific than the last. From hospitals to sanitariums to organic and inorganic alchemy, clockworks, robotics, and more, the jagladine study anything and everything, often until they run out of test subjects, and then they just go get (or make) some more. Finding the nearest jagladine campus, colloquially known as the **Flesh Pits** by non-jagladine (though they have incredibly long, grandiose, and abstruse titles among the jagladine themselves), is not difficult, requiring only a DC 20 Diplomacy or Knowledge (local) check, though PCs en route there should tread carefully when moving away from the safe house to avoid triggering any alert. This functions as described in **Race to Safety** (see page 52), but the DC for checks to move around without attracting attention is only 25 rather than 35, and it takes only a base of 1d6 hours to reach the nearest Flesh Pit, reduced by successful skill checks by the PCs.

Introductions (CR 16): When the PCs arrive at the Flesh Pit, there is no obvious means of ingress into the building of glass, metal, and stone; however, there is an automated interface requiring two successful DC 25 Technomancy checks to summon the kyton gatekeeper of the building and his klaven guards.

ADVANCED INVINCIBLE^{MADV} INTERLOCUTOR KYTON CR 14/MR 2

XP 38,400

hp 191 (*Pathfinder Roleplaying Game Bestiary 3*)

KLAVEN GRENADIER (2)

CR 13

XP 25,600

hp 127 (see page 31)

PCs can either assault him and his guards and force their way into the building or can persuade him that they have urgent business with the master of this particular Flesh Pit, which the PCs can learn is a jagladine science councilor named **Tlolix**. The PCs can discover this name with a successful DC 30 Knowledge [nobility] or Diplomacy check to gather information, or a DC 20 Sense Motive check while using *detect thoughts* or similar magic on the kyton. The kyton has a +25 bonus on Perception and Sense Motive checks and an initial attitude of unfriendly (Diplomacy DC 27), or hostile (DC 32) if PCs are disguised as ultari. A successful DC 32 Intimidate check can compel him to sulkily admit them to meet Tlolix. Creatures successfully disguised as jagladine gain a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against the kyton, provided their Disguise check wins an opposed check against its Perception.



Theater of Academic Agony: Once the PCs are admitted, the kyton and klaven escort them through the horrifying halls of this edifice, where jagladine researchers perform cunning and clever experiments that would make any researcher proud alongside unspeakable atrocities, each with the same amoral aplomb and all in the name of science. The experience of seeing things which cannot then be un-seen is jarring to the minds of most sane creatures.

The Flesh Pits are infused with inscrutable energies from a variety of technomagical energies and emanations as part of the jagladines' awful experiments, as well as the sheer mind-bending horror of their depravity. Jagladine and klaven are immune to their effects, as are outsiders with the evil subtype, but any other living creature spending more than a minute inside one of the Flesh Pits is affected as one of the following symbols (caster level 18th), though these effects are supernatural rather than spell-like. A creature is considered to be within range of a symbol as long as they remain within the Flesh Pit where they encountered it. Creatures that remain within the Flesh Pit thereafter must make an additional save every 10 minutes of additional exposure to the jagladines' horror.

D6	Effect
1	<i>symbol of exsanguination</i> ^{HA} (DC 18)
2	<i>symbol of pain</i> (DC 20)
3	<i>symbol of fear</i> (DC 21)
4	<i>symbol of weakness</i> (DC 22)
5	<i>symbol of insanity</i> (DC 23)
6	<i>symbol of vulnerability</i> ^{UM} (DC 24)

Meeting the Master: It takes 1d6 minutes to traverse the complex and arrive at the laboratory of Tlolix, the chief investigator of this Flesh Pit. His laboratory is adorned not only with his own experiments (both practical and perfidious), but also three floating vertical rings filled with rippling quicksilver that shift every few rounds to stillness, revealing a view of other jagladine in the Flesh Pit and their labs, offering a full accounting of the panoply of pain practiced here.

Tlolix is hostile to non-jagladine but indifferent to other jagladine. He is personally not interested in acts of sedition, being too deeply invested in his research to care about what he considers political frivolities. Tlolix has a +20 bonus on Perception checks but only +10 on Sense Motive. He is focused and clinical, dispassionate in most things but highly voluble when given the chance to expound on his latest discoveries.

If the PCs fought their way past the kyton and klaven guards and forced their way into the Flesh Pit, Tlolix sends additional waves of klaven grenadiers and kytons to attack the PCs, as well as summoning immediate support from nearby spineguard patrols (see page 137, **Law Enforcement** in the Gazetteer). He and the other lead researchers seal their labs with *walls of force* and flee rather than stand and face powerful invaders. While the jagladine cannot assign Marks, they can convey their concerns to the ultari, allowing them to scan the jagladines' minds and apply 1d4 Marks to each PC.

If made friendly with Diplomacy (DC 30, reduced to 20 if successfully disguised as jagladine) or Intimidate (DC 33), he invites the PCs to talk about their own scientific and technical interests. He is always interested to learn more and PCs can impress him with their shared commitment to science by displaying their own skills and specialties. If they can outdo him in one or more areas of study, he is willing to make introductions to other members of the Science Council who are likely to be receptive to their message. PCs can challenge him to an opposed skill check against any of the following skills, with each check taking 2d4 minutes. Tlolix's bonuses are as follows: Craft (alchemy) +26, Disable Device +20, Heal +24, Knowledge (dungeoneering) +20, Knowledge (nature) +20. If PCs can outdo him on four out of five challenges, he agrees to make introductions. If they best him on all five challenges, he is highly impressed and advocates for them with the other jagladine, granting a +2 circumstance bonus on all skill checks made to impress the Science Council. He

can arrange a meeting in 1d4 days, halved if they bested him on all five challenges.

If they win only three challenges, they can make a last-ditch attempt to use Diplomacy or Intimidate to persuade him to help them set up a meeting. The PCs get a +2 circumstance bonus on this check if they state that the ultari are preparing to shut down jagladine research, seize their experiments or data, or otherwise take control of the scientific process away from them. A successful check gets him to grudgingly agree, though it takes 2d4 days to set up the meeting.

The Price of Failure (CR 17): If they cannot win the majority of challenges, he dismisses them as unworthy of meeting the Science Council and bids them to leave. If they refuse, the kyton and klaven attack. His laboratory is unmapped but can be as large as you wish.

If Tlolix himself is attacked, he has AC 20 and 100 hit points, and rather than attacking directly he uses his actions to direct the lab instruments to attack: 4 +1 *keen chainsaws*^{TG} +25 (3d6+6/15-20 plus poison). Each is poisoned with sticky deathblade poison (Fort DC 20; *onset* —; *frequency* 1/rd. for 6 rds.; *effect* 1d3 Con; *cure* 2 saves), with each saw's poison lasting for up to 7 hits. These blades can hit any creature in the room and ignore cover other than total cover.

If reduced to 0 hit points, his body explodes in a 30-foot-radius burst dealing 10d8 points of acid damage (DC 22 Reflex half); this acid does not harm klaven. This also exposes everyone in the area to *high radiation*^{TG} (see page 147), while also dyeing all creatures in the area a bright green. This noxious dye clings to them for 24 hours, affecting them as *glitterdust* (DC 22 Will to negate blindness), but the effect is extraordinary and cannot be dispelled. It can be removed with *universal solvent*. His visage then appears in the three quicksilver rings taunting the PCs, stating, "You didn't really think I would meet complete strangers right in my lab without taking precautions, did you? Why risk your real body when someone else's will do? Besides, the Scroll says there are intruders lurking about. You can't be too careful, can you?"

As long as the PCs are coated in this dye, they take a -10 penalty on skill checks to avoid attracting attention and you add 10 to the result of any Law Enforcement encounter check. Any klaven involved in fighting creatures doused in this dye gain a +2 morale bonus on attack and damage rolls.

MEETING THE SCIENCE COUNCIL

Tlolix is as good as his word and ambassadors a secret meeting with select members of the Science Council, or at least with their alchemical simulacra, since none of the councilors other than Tlolix is willing to appear in person. This meeting takes place away from any Flesh Pits so as to avoid attracting ultari attention. Getting to this secret location takes a base of 2d4 hours of stealth and subterfuge, less one hour per successful DC 28 skill check to avoid attracting attention.

The meeting takes place in a decaying basement of a long-abandoned storage building. By the looks of it, jagladine in the past may have used this as a makeshift clinic (or abattoir), given the discarded and fluid-stained tools and chairs discarded in heaps. The overall effect is disquieting, but the jagladine are intrigued and willing to give the PCs a hearing. Five councilors are present, each one with Perception and Sense Motive checks of +20. The PCs must appeal to each of them with Bluff, Diplomacy, or Intimidate checks. The DC to convince each is 5 higher than it was to convince Tlolix initially, as he only needed to be convinced to make the introduction. What the PCs now imply is treason.

Even so, these jagladine chafe under the yoke of the ultari, who lord their psychic powers over them while lacking the high scientific intellect and experimental curiosity of the jagladine. If they can be persuaded that the desperate ultari are losing the war and losing control and are vulnerable, the time may be ripe for the technocrats to rise and assume their rightful place at the head of the empire.

If the PCs can convince at least four of the five to become helpful, they unveil tumor familiars embedded in their simulacra, speaking from the vile orifices of these creatures as they veil their own inhuman faces.

After facing one another in silent contemplation, one councilor's gut-mouth drawls wetly, "We have considered your suggestions, and your endorsement from our brother Tlolix, and we agree, the time is right. The ultari are fractured, vulnerable, weakened. If we are to rise, it must be now."

"But one thing the ultari have that we lack," counters another, "and that we always have lacked, because they withheld it from us."

"Yes," says a third, "the font of their power, their strange communion with the singularity, the star Faa Dlan. Their touch of destiny. They hoard it. They do not share it. Keep it secret, they do."

"A secret that we must have. The touch of divinity. What was once theirs must become ours."

"Ours, now and forever."

Their insectoid eyes start to gleam as their demands become more animated and insistent.

"To study it, of course. Yes, to study. We need not the power, but we must know how it works, what it does, how to make more."

"To make mighty works, that our creations might shake the stars."

One jagladine who had stood silent throughout now steps forward and speaks, both from its own mouth and its tumorous neck orifice, "What we want is nothing less than the power of the immortals. The ultari can keep their sad devotion, but we need the power, the blood of their gods. The Last Daughter must die."

If the PCs are willing to destroy the last daughter, the jagladine offer the following information:



- Invidia rarely appears in person, but when she does it is in **The Daughter's Fane**. She dwells in some kind of pocket dimension below the cathedral itself. She needs to be destroyed, and at the moment of her death her immortal essence must be drained and stored.
- In addition to the he jagladine want the essence not just of Invidia herself, in the sanctum of the Fane there is a crystal vial that holds the distilled remnant of the ancient Principalities. The Devotees call it **Enokk**, and it has gained a form of sentience and a craving for worship of its own. The vial that holds it acts like an antenna absorbing the faded residua of the Principalities that emanate from Faa Dlan, and they want that as well.
- If there is any other evidence of the ancient divinity, such as egg sacs, amniotic fluid, or anything like that, they want samples of that as well, as much as can be recovered.
- Invidia has "Seven Sons" that sometimes accompany her when she appears. They are monstrous and mutated but generally vaguely humanoid. They change from time to time, so she may eat them or they may be consumed by their own mutational decay. Even in her decayed dotage, she has the power to birth new monstrous servants at a whim, to transfer harm that might otherwise affect her to her children, and even can grotesquely birth herself in an eruption of gore through the bodies of her children.

- Invidia has mighty protections against magic but is also savage and deadly in melee if cornered. She has no true weaknesses. If fought in her pocket dimension, beware the bending of space to her benefit. Also, whatever you do, do not get grappled by her unless you like the idea of helping give birth to an eldritch abomination.
- According to legend, hers is the power of endless life, and to slay her forever you must possess the power of death. Whether that means negative energy, death effects, energy drain, or something else is not certain, but the PCs should be prepared to unleash such powers upon her.
- She has priests that are both living and dead, and the Daughter's Fane has wings devoted to the power of life and the power of death.

Her immortal essence is very difficult to contain, but the jagladine have a solution, what they call the *Bountiful Bowl of the Sun*. It is a golden crystal bowl and it is kept in the control chambers beneath the Ultari Parliament, like its twin in the identical control chambers in far Lacuna. It is a mighty artifact with the power to absorb energies and not only store but concentrate them, and the PCs may instantly recognize it as half of the *Egg of the Phoenix*.

The jagladine offer to help the PCs retrieve the *Bountiful Bowl of the Sun* and smuggle it out of the Ultari Parliament so they can use it to collect the immortal essences. One of the bowl's powers is that it can collect and hold nearly limitless quantities of liquids and energies, which can then be recalled and decanted from the bowl by those who know its secrets, which they believe they do. The jagladine think themselves to be getting the better of the deal, as they are helping the PCs but truly helping further their own ambitions. They lack the PCs' knowledge of the true nature of the *Egg of the Phoenix*.

The jagladine are wary, of course, warning the PCs that there are 16 identical copies of the *Bountiful Bowl* at any given time in the control chambers, and virtually no one knows which is the correct one. They can give the PCs a talisman that will allow them to tell it apart from the others, and the talisman also contains an undetectable extradimensional space with an identical replica. They can help smuggle the PCs into the Ultari Parliament building as part of a jagladine tech team, where they must locate and swap the *Bountiful Bowl*. The bowl automatically transports itself back to the control chambers 24 hours after being removed, so the PCs must be ready to move swiftly once they have retrieved the bowl to get to the Fane, destroy Enokk and Invidia, collect the divine essence, and return it to the Science Council at this same meeting place.

They are willing to wait until the PCs are ready but encourage them not to wait too long. Ultari surveillance is everywhere, and the longer this secret exists the greater the chance it will be discovered.

"Remember," says the lead councilor, "she must die, and we must have her essence, and that of Enokk and her brood."

"Yesssss," hisses another. "When the Last Daughter dies, the devotees will go mad. This is the ultimate blasphemy. They must punish their brethren for their lack of faith, and we will let them."

"While we laugh in the shadows," chortles the first, "We who have had enough of their pathetic piety and bleating. 'Where is your god now?'"

"This must be the first stone to fall. Then out of the rubble of their ruin, we shall create a new and perfect world."

"Perfection," echo the others from every mouth. "The future is ours, and it is glorious."

DEBRIEFING

When leaving their secret meeting, the PCs can return home in half the normal amount of time and with a +5 bonus on skill checks to avoid notice, due to information provided by the councilors about patrol schedules and patterns in the area. On returning to the safe house, Seantrelle and the others are excited and intrigued by the possibility of retrieving half of the *Egg of the Phoenix* with the unwitting help of the jagladine. They immediately begin studying the *Opus Aeterna*, and within a few days they believe they have discovered a way to embed one of the yllosan as a stowaway inside the bowl to serve as a spiritual anchor along with an *instant summons* spell. The incorporeal yllosan allows the PCs to circumvent the limit on the spell's effect when another creature has the bowl in their possession, as the yllosan already possesses the item. If they can then retrieve the other half of the *Egg*, the affinity of the two halves should allow them to use the *instant summons* to draw the other half to them. Even without it, they estimate having the embedded yllosan spirit should allow them to summon the bowl out of the control chamber remotely as long as the PCs are within a mile of the bowl when they summon it. In the short term, the PCs can allow the jagladine to take it and drain their immortal ichor and then return the bowl, allaying any suspicions about their true intentions, until they are ready to seize it permanently. The bowl will retain the power it absorbs from the immortal essences of Invidia and Enokk, which should prime it for what the PCs want to do with it.

This achieves half the goal of retrieving the *Egg of the Phoenix*, and they are continuing to research how best to retrieve the other half from Lacuna, but the distance involved is tremendous. Without retrieving both halves of the *Egg*, its true power cannot be unleashed. However, Seantrelle and Rumealle think they may have a plan to get the PCs there by merging their spirit-forms with the PCs and performing a ritual similar to *astral projection*, but which will allow the PCs to reform their material bodies on the Material Plane. This would be very dangerous for the yllosan, as manifesting that merged form and consciousness on the material plane

at such a great distance would burn up their psychic reserves very quickly, but it is a chance they are willing to take. For as long as they can hold that psychic bridge in place, the PCs should be able to bridge the vastness of space through the spirit world at a rate far faster than any physical mode of transportation and without the dangerous perturbation that the singularity star of Faa Dlan and its gravity well has on teleportation. The jagladine disdain matters of spirit as beneath their notice, and the yllosan doubt they would suspect such a gambit of being possible. They continue to research the ritual while the PCs complete their tasks, and when they are ready, they can make a lightning strike to the far side of the sphere to retrieve the other half of the *Egg*.

RETRIEVING THE BOWL

If the PCs are not already disguising themselves as jagladine, they must find a way to do so. The jagladine can offer them *elixirs of monstrous physique I*, which allow them to adopt jagladine form for 1 hour. The PCs also may use *veil* or similar magic to appear as jagladine. The Science Council provides them with a talisman as described, and also with uniforms technical gear to complete their disguise, granting a +5 bonus on their Disguise checks to appear as jagladine. The PCs do pass by a pair of watchful scorpion shocktrooper guards (Perception +26), and their tremorsense allows them to detect invisible creatures walking or climbing nearby. If their Perception check beats the Disguise check of any member of the party, they challenge them and examine them more closely. They can be dissuaded from further interference with a DC 36 Bluff or Intimidate check, with a +2 circumstance bonus due to the assistance of the allied jagladine accompanying the PCs.

SCORPION SHOCKTROOPER (2)

CR 16

XP 76,800

hp 325 (see page 45)

The PCs are embedded within a jagladine tech team loyal to the council and sent into the parliament building. You can narratively describe glimpses of the great building and its assembly hall (see page 88 in Part 4), perhaps overhearing acrimonious debate between representatives and the high speaker, but they are quickly redirected towards secured service doors leading to the control rooms below. You can use the maps of the lower level of the building in Part 4 to walk the PCs through the chambers, including seeing the other tech teams, the guards on the outer catwalk, and the *walls of force* separating each chamber. As long as they stay with their jagladine “handlers” and do nothing to draw attention to themselves, but once they arrive at their posts one member of the party must succeed on a DC 30 Stealth check to approach the location of the bowl, two DC 30 Sleight

of Hand checks (to remove the real bowl and replace it with the fake), and another DC 30 Stealth check to blend back in with the rest of the team.

Once the bowl is retrieved, the PCs need to exit the area, but it is unusual for tech teams to arrive and leave again so quickly. The Science Council has arranged for PCs to blend in and depart with a different tech team than the one with which they entered. This team leaves 1 hour after the PCs arrive, so they must complete their task and be ready to exit with careful timing and coordination. Bypassing the guards requires a DC 36 Disguise or Stealth check, though the jagladine teams working with the PCs create distractions that grant the PCs a +5 bonus on these checks. Each PC also can attempt DC 26 Bluff, Diplomacy, Intimidate, and Sleight of Hand checks as part of their departure; for each check that succeeds, they gain a +2 circumstance bonus on their Disguise or Stealth check.

If any PCs fail their Disguise or Stealth check, the shocktroopers move in to interrogate them unless dissuaded with a DC 36 Bluff or Intimidate check. They move to arrest any character that cannot slip past them or talk their way through. PCs attacking the stormtroopers gain 1d4 Marks each after 1 round of combat, plus an additional Mark every round thereafter from ultari parliament members witnessing the altercation in the depths of the pit. They have 1 minute to escape from the Ultari Parliament building before it is put on lockdown with a building-wide *dimensional lock* followed by waves of guards to attack.

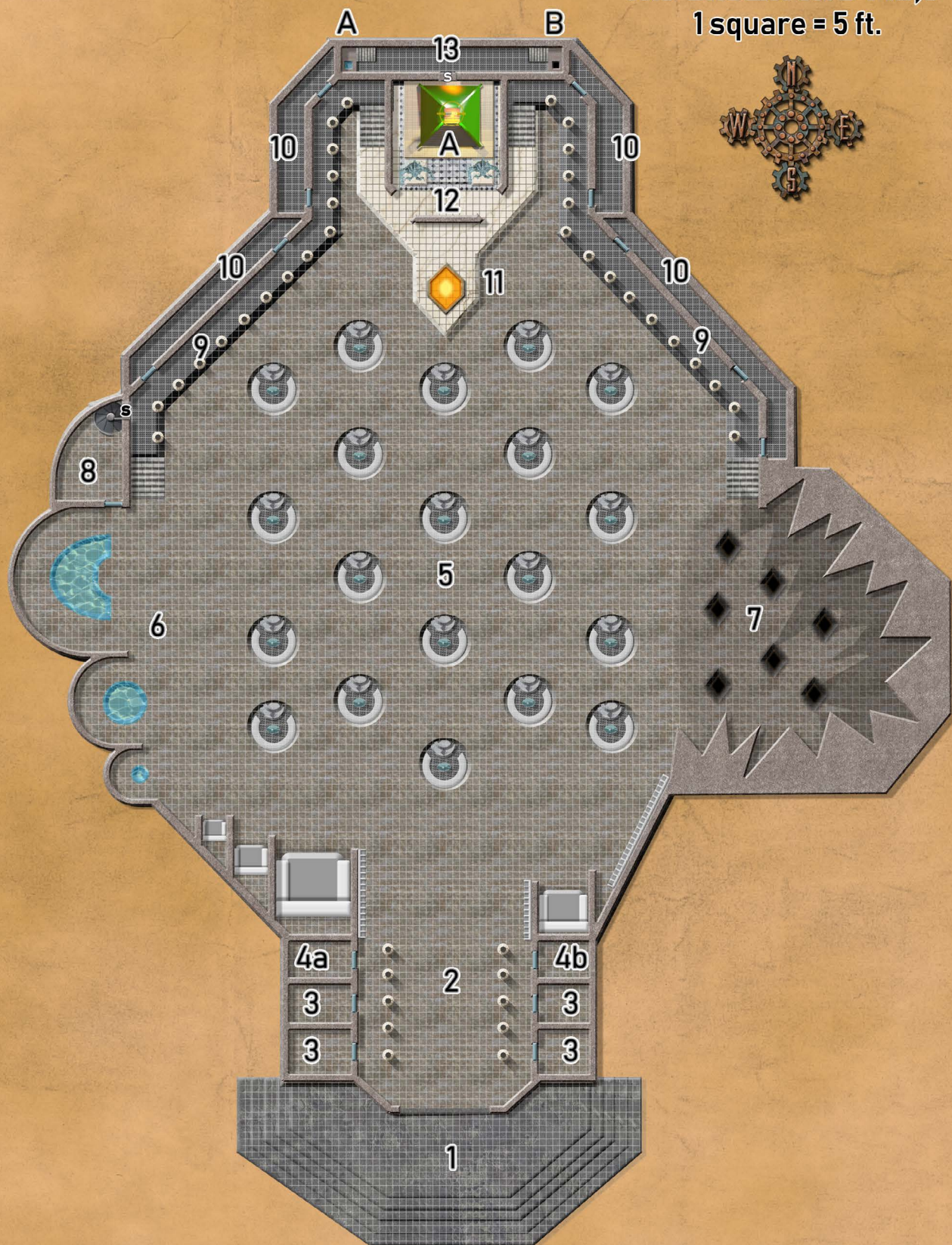
H. THE DAUGHTER'S FANE

This grand cathedral is the high holy place of the Devotees, where praise is offered up to Cyshrn the Gentle, the subtle puppet master goddess of the ultari, but where the highest honor is reserved for the immortal immanence of **Invidia Ultimi**, the Last Daughter of the Ancients and the only living link to the Principalities. It is the holiest place in all the empire to the Devotees, and all ultari pay at least token respect and observe the formalities and protocols even if they would rather consign Invidia and her followers to the dustbin of discarded ideas.

Invidia herself dwells in the Creche below the Fane and rarely appears to the priests of the Fane, however, and the more active focus of worship in the cathedral centers around Enokk, the sapient remnant of the divine essence of the Principalities and the distilled residue of their divinity that exists within the heart of Faa Dlan. Enokk contains the essence of all and none of the Principalities at once. It is a composite being, aware of its own near-divinity yet also of its inherent incompleteness, yet it also craves worship and subservience. It recognizes Invidia's nature as akin to its own and yet whole and acknowledges her as a superior entity, and while jealous of her place as the highest of the high Enokk also has existed long enough to know of Invidia's general

THE DAUGHTER'S FANE

1 square = 5 ft.



disinterest in the mortal world and those that inhabit it. She largely keeps to her own pleasures, her dreams, her slumbers, and her lucid fits of appetite, yet for the most part Enokk is left to its own devices. If it must shrink a bit to the background on the rare occasions when Invidia deigns to appear, so be it. The rest of eternity belongs to Enokk and the endless array of slaves and sycophants it has bound to its will in life and even in death. Only Invidia's direct physical presence is enough to sway their fanatical loyalty to Enokk as the representative of the Principalities and their power.

Composite Construction: The walls of the Fane are a composite of stone, glass, and orium and block teleportation through the outer walls, though teleportation effects that move a creature entirely within an open space but do not pass through a solid barrier function normally, as do teleportation effects that lead from the main level of the Fane down to the Creche. Creatures entirely within the Fane cannot summon creatures from outside it, though creatures already summoned or called may enter the cathedral and still disappear at the end of their summons. Unless noted otherwise, the walls and floors of the tower have hardness 15, 180 hit points per 5-foot section, and a break DC of 33.

Lighting: Most areas within the main floor of the Fane have normal light from the numerous window shafts in the walls and ceiling as well as light emanating from the Pools of Life and the Holy of Holies. The Gates of Death are shrouded in shadow and are treated as dim light.

The areas of the Creche below are artificially lit by glowing crystals embedded in the walls, save the central Creche chamber, which is lit from below with a ghastly yellowish-green light from the amniotic fluid below.

Visitors: At any time of day there is a 50% chance of encountering 3d6 ordinary ultari and 1d6 ultari patricians can in or near any area of the Fane. If violence ensues, they are likely to flee but certainly mark any perpetrators for the Scroll and raise a cry for aid.

Mythic Ravage: The power of the ravage is strongest here, and any saving throws associated with its effects are made with a -2 penalty on the main level, increased to -4 in the Creche.

1. GRAND PORTICO

This vast cathedral rears up like an artificial mountain, its walls a curious clash of polished stone and gleaming glass blended jarringly with coarse and jagged metallic forms, sharp angles blending into smooth whorls and almost flowing forms like wax left to melt in the sun. Wide steps lead up to a colossal set of sliding portals.

The enormous orium doors that grant entry to the Fane are 40 feet wide and 40 feet high. They are typically kept closed but may be left open for events like grand Devotee festivals.

Psychic Portals: The massive portals slide easily apart on a psychokinetic mechanism if one or more creatures touch the

portal and expend a total of 7 psionic power points. If using the psychic magic rules from *Pathfinder Roleplaying Game Occult Adventures*, you may allow psychic spellcasters to substitute expending 7 levels of psychic spells or 7 total uses of a psychic class feature such as points from a psychic's phrenic pool, a mesmerist's tricks, and the like. At the GM's option, points from a ki pool also may be used for this purpose.

If the PCs do not possess any psychic resources, they can simply wait for someone else to open the door and enter with them, though a Bluff check may be required to avoid drawing suspicion for not opening the doors themselves. The doors can be forced open with a DC 38 Strength check or attacked with hardness 20 and 240 hit points per 5-foot section.

2. NARTHEX

This wide entry chamber is flanked by two rows of columns carved into noble ultari figures, their cold arrogance perfectly captured by the unfeeling stone as you pass between them and their hollow eyes seem to follow your every movement with pitiless judgment. The floor is tiled in gleaming patterns of alternating black and white, though each pattern seems strangely off, with bends and turns that turn back on themselves and seem to pull your eyes in every direction at once. The effect is distracting and disquieting.

The sense of being watched and judged by the statuary here is more than merely cosmetic, as all creatures traversing the narthex are subject to *detect thoughts* (DC 20 Will negates). Any irregular surface thoughts are perceived by Enokk the immortal ichor and are relayed by it to its mind-slave minions.

3. VESTRIES

These robing rooms are lined in dressing stalls of stark metal, each marked in Ultari runes and containing robes and vestments in a variety of colors.

While many ultari visit the Fane in merely perfunctory, Devotees insist on the full panoply of their traditional regalia when paying their respects to the Last Daughter. The various pieces of customery each have ceremonial meaning, and PCs wearing their regalia must make a DC 30 Knowledge (religion) check to understand the meaning of each piece. Those without such knowledge may need to make a Bluff check to convince another Devotee of their right to wear it or to play off wearing an incorrect combination of vestments.

4. REFECTORY

These chambers offer a variety of refreshments and relief to guests.

These chambers are a combination of restrooms and a place for ingestion of ceremonial food or drink. There are separate refectories for Devotees (4a) and non-Devotees (4b).

5. GRAND NAVE (CR 12)

This nave of the cathedral is truly cavernous, with dome mounting upon dome well over a hundred feet above. Circles of sunken benches of stone and glass are arranged haphazardly across the space, in no pattern obvious to the eye or mind, and embedded in the floor within each circle are vitrific veins meandering to join a central lump of jagged, half-melted crystal in the center that glows with an inner light. Around the edges of the vast chamber are a series of undecorated stone benches sized to accommodate creatures from the tiny to the titanic.

The circles are places of meditative for the telepathic ultari, into which they self-segregate into Devotees and non-Devotees. Non-ultari are expected to use the benches along the outer edges of the chamber to observe the rites without disturbing their ultari betters. Non-ultari entering a ring provoke hostility from the ultari acolytes unless accompanied by a number of ultari equal to or greater than the number of non-ultari, or by an ultari Legate of sufficient rank. Devotees never share their circles with non-ultari.

The Rings: Creatures that do not possess telepathy that spend more than 1 round inside one of these rings start to feel dizzy and disoriented from the ambient telepathic energies thrumming through them, becoming sickened for 1 minute (DC 20 Will negates). The DC of this save increases by 1 for each additional round spent within the ring, and the duration of being sickened stacks with each failed save.

Roaming Acolytes: While most of the ultari here are common or patricians, Devotee acolytes roam among the circles plucking the psychic strings of the circles and linking them with the holy of holies. If combat ensues, they form up into a troop to drive out the unrighteous.

Development: If these acolytes are slain, they rise from the dead 1 round later as ultari ur-acolytes (see page 71) through the terrifying necromantic power of Enokk in the Nave.

ULTARI ACOLYTES

CR 12

XP 19,200

hp 190 (as ultari inquisitors, except as noted below)

Skills Bluff +23, Diplomacy +24, Intimidate +24, Knowledge (arcana) +10, Knowledge (religion) +20, Knowledge (planes) +10, Linguistics +4, Perception +27, Profession (any one) +23, Sense Motive +31, Spellcraft +9, Stealth +11, Survival +8, Use Magic Device +25

Mental Assault (Su) Ultari acolytes replace the **mindsan** and **show yourselves** mental assaults but gain the following mental assaults:

Holy Terror: The target is frightened for as long as the ultari acolytes concentrate and for 1 round thereafter (Will negates).



The target is shaken for 1 round on a successful save.

Telepathic drain: The target takes 1d4 points of temporary Wisdom damage (Will negates). This damage disappears after 24 hours.

6. THE POOLS OF LIFE (CR 10)

Three glowing pools of crystal-clear liquid lie within curved alcoves of increasing size. The fluted walls of these walls glitter like mica, catching the pools' radiance and scattering it in a dazzling display.

These pools are suffused with the essence of pure life energy, and any creature immersing themselves in one of the pools is affected as a **pillar of life**^{APG}; however, the sweetness

of the life energy within them is so intense that most living creatures coming within 5 feet of the pools become so entranced by them that they cannot bear to tear themselves away, affecting them as a *sympathy* spell (DC 22).

Creatures immersing themselves in a second pool gain no further hit point healing but gain the benefits of *lesser restoration*; however, the save DC of the *sympathy* increases by 2 and the creature is staggered (DC 24 Fortitude negates) for a number of rounds equal to the difference between their saving throw roll and the DC.

A creature dipping in a third pool gains the benefit of a *restoration* spell, but the save DC of the *sympathy* increases by an additional 2. In addition, a creature failing its save must attempt a Fortitude save against the same DC or be overcome by the ecstatic pleasure of pure life energy and surrender to the waters, immediately beginning to drown if not able to breathe water. Treat this as a *suffocation*^{UM} spell.

Ultari are immune to the *sympathy* effect, and outsiders gain a +4 bonus on their saving throw.

Development: Immersing in any of the pools without the permission of the ultari acolytes is a sacrilege, and they respond with instant hostility to anyone profaning the pools.

7. THE PITS OF DEATH (CR 10)

The scarred and shattered walls of this side of the cathedral stand in ghastly counterpoint to the elegant curves and glittering surfaces of the far side. The stone and glass here seem almost decayed, gouged, and frozen in spasm as though the building itself writhes in torment. A cluster of diamond-shaped pits in the rough, uneven floor vent a shadowy effluent that smells of dust and rot.

This wing of the Fane is infused with the essence of pure death, and it is as inimical to living things as the opposite wing energizes them. It affects living creatures as *antipathy* (DC 22), and like the *sympathy* effect ultari are immune and other outsiders gain a +4 bonus on their saving throws against its effects.

In addition, any creature venturing within 5 feet of one of the pits takes 2d8+10 points of damage (DC 20 Fortitude negates); this is a death effect, not negative energy damage. In addition, a creature failing this save must attempt a Reflex save against the same DC or be drawn into the pit in a manner similar to a *create pit*^{APG} spell (caster level 10th). Each round a creature ends its turn within the pit, it takes the damage listed above and the save DC increases by 1; in addition, if it fails the save it gains a negative level. The DC to remove the negative level is the same as the DC against the damage.

Undead within 5 feet of a pit have no chance of falling in and take no damage but gain a +2 circumstance bonus on saving throws. If they begin their turn within 5 feet of a pit, they heal 1d8 points of damage.

8. PRIVATE AUDIENCE CHAMBER

This chamber is lavishly decorated with sparkling frescoes and delicately carved friezes. A raised seat of alabaster dominates one end of a large table of polished black and white stone veined with silvery crystal, but every seat around the table is elaborately carved and gilded.

This chamber is used by the Elder Voice for private appointments. The table has the same psychic resonance as the rings in the grand nave, as the entire table serves the same psychic focusing function as the rings, though the save DC is increased by 2.

9. BALCONY (CR 16)

This long balcony rises 20 feet above the floor of the Fane. Each side is lined with robed acolytes, each seemingly deep in silent contemplation, though at the distant edge of thought you can almost sense a rhythmic pulse like a mental dirge reverberating through the fane in an unspoken chant.

On the west side of the Fane is a troop of ultari acolytes, each contributing their thought-chant to the time of worship and observing to ensure the proper forms are being observed. Those on the west are **ultari acolytes**, while those on the east are already risen from death as **ultari ur-acolytes**. If the latter are destroyed, they are truly slain, but the living acolytes rise again into undeath if destroyed through the power of Enokk in the Nave.

ULTARI ACOLYTES CR 12

XP 19,200
hp 190 (see page 70)

ULTARI UR-ACOLYTES CR 14

XP 38,400
Troop of advanced *juju zombie*^{B2} ultari
NE Medium undead (evil, extraplanar, troop)
Init +8; **Senses** darkvision 60 ft., scent; Perception +29
Aura fear aura (10 ft., DC 25)

DEFENSE
AC 32, touch 15, flat-footed 27 (+4 armor, +4 Dex, +1 dodge, +13 natural)
hp 190 (20d8+100); fast healing 3
Fort +15, **Ref** +12, **Will** +17
Defensive Abilities channel resistance +4, defensive precognition, force screen; **DR** 10/magic and slashing;
Immune cold, electricity, *magic missile*, mind-affecting effects, immune to single-target effects, undead traits
Weaknesses vulnerable to area effects

OFFENSE
Speed 30 ft.
Melee troop attack (8d6+4)
Special Attacks extract confession (DC 24), mental assault (DC 26)

STATISTICS

Str 19, Dex 18, Con –, Int 20, Wis 18, Cha 18

Base Atk +20; CMB +24; CMD 38

Feats Ability Focus (mental assault), Alertness, Dodge, Great Fortitude, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Sense Motive), Toughness

Skills Bluff +25, Climb +20, Diplomacy +26, Intimidate +26, Knowledge (arcana) +12, Knowledge (nobility) +22, Knowledge (planes) +20, Knowledge (religion) +25, Linguistics +6, Perception +29, Profession (any one) +25, Sense Motive +33, Spellcraft +11, Stealth +20, Survival +10, Use Magic Device +27; **Racial Modifiers** +8 Climb

Languages Aklo, Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari

ECOLOGY

Environment any

Organization solitary, pair, or parliament (3-10)

SPECIAL ABILITIES

Defensive Precognition (Su) As ultari acolytes.

Desecrated Origin (Ex) Ultari ur-acolytes were enslaved to the will of the immortal ichor and rendered into undeath in this eternally desecrated place. As long as they remain within the Fane, they gain the benefits of a *desecrate* spell featuring a shrine. These benefits are included in the ur-acolyte stat block above. In addition, within the Fane the ur-acolytes can be healed by any negative energy effect, even if it normally affects only a single creature or a limited number of creatures, such as *harm* or *inflict wounds* spells.

Force Screen (Su) As ultari acolytes.

Mental Assault (Su) As ultari acolytes.

10. ACOLYTE CHAMBERS

These spartan chambers are lined with simple pallets for sleeping and mats for prayer. Doorless cabinets line one wall, with small shelves for prayer books and icons and hooks for robes and vestments.

The ultari are lovers of ceremony, so while these chambers themselves are simple and plain, the spare robes and vestments here are of exquisite quality and heavily decorated with a variety of beads, ornamental stones, and gilded thread. Each chamber contains 32 spare vestments for the acolytes, each worth 150 gp.

11. THE THROAT

This raised dais surrounds a diamond-shaped opening rimmed with a crust of yellowish crystal. A sweet, cloying aroma reminiscent of overripe fruit and pungent incense mixed with decaying fish wafts out of the pit, whose wet-slicked sides lead down to a thick golden miasma.

This pit leads to the Creche below, though it is not a straight drop. Rather, it bends and curves through the floor in a twisting transdimensional pathway 300 feet long before disgorging into the lower part of the Creche. The entire passage is filled with *acid fog*, but it is unusually caustic to mythic creatures, dealing double damage and ignoring energy resistance or immunity unless it comes from a mythic spell, ability, or magic item.

In addition to this clinging mist, the passage is unstable, squeezing and spasming in peristaltic contractions every round a creature is within it. A creature entering or beginning its turn within the Throat takes 4d6+10 points of bludgeoning damage (DC 20 Reflex half) from these convulsions; this is a mythic effect.

A mythic creature must succeed on a second Reflex save each round, with the save DC increasing by 1 each round after the first. A failed save causes the creature to become entangled and stuck fast in the turgid effluents along the surface of the Throat. This functions like a tanglefoot bag, but it is stronger and more reactive to greater mythic power, causing a mythic creature to take a penalty equal to its mythic rank or tier on saving throws, skill or ability checks, and attack and damage rolls made to avoid or escape this entanglement. The tanglefoot bag effect also gains hardness equal to the mythic rank or tier of the creature it entangles, and bonus hit points equal to 10 times the creature's mythic rank or tier.

Freedom of movement effects are dulled in effect within the Throat. Treat this as a targeted dispel magic (caster level 10th) when a creature using such an effect enters the Throat. This dispel magic effect repeats each round at the end of a creature's turn, with the caster level increasing by 1 each round. If the creature using freedom of movement is a mythic creature, add 1d6 to the caster level check to dispel their *freedom of movement*.

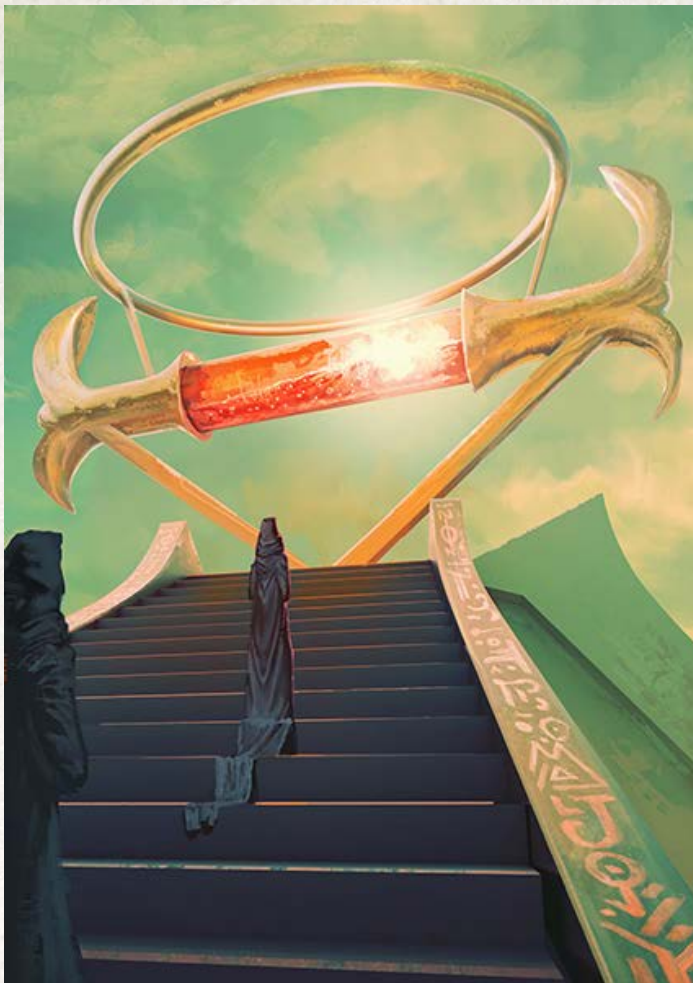
A creature traversing all the way through the Throat exits at area 15A in the Creche.

12. THE SANCTUARY APSE (CR 23)

This elevated dais is set apart from the nave of the cathedral by an ornate balustrade supporting a roofed portico. Through pointed arches you can glimpse a set of steep steps flanked by rows of stone-carved runes, surmounted by a strange apparatus of gold and black metal supporting a sparkling crystal cylinder. Within is a roiling orange fluid swirling with lambent radiance, illuminating a wide golden ring mounted above. The staircase is flanked by a pair of large ultari statues in gleaming white and dull gray crystal.

Entering the Aps: The arches opening into the Nave allow vision into this area, but the fluted stone also provides cover against attacks that pass through them. The entire apse is covered with an unhallow spell (caster level 20th) and tied to that spell is a *dispel magic* (caster level 20th).

PART 3: ATLAS PRIME



Any creature entering the apse that does not worship the Principalities is immediately targeted with dispel magic. The benefits of the *unhallow* spell (including its *magic circle against good* effect) are not included in the stat blocks below, but good-aligned summoned creatures cannot enter the area and creatures within gain a +2 deflection bonus to AC and a +2 resistance bonus on saving throws against attacks or effects by good-aligned creatures.

The Elder Voice: Xeas Yahanum the Elder Voice is the highest priest of Enokk and the Principalities. He may be found here or in area 12. If the PCs infiltrate the cathedral and attack with surprise, Xeas is likely to be praying in his chambers, but he hastens to the Apsé if alerted by any serious disturbance. His powers are especially well-suited to aiding the zombie ur-acolytes, and he focuses his efforts on keeping them up and in the fight as long as possible.

ENOKK, MYTHIC IMMORTAL ICHOR

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 4

NE Medium ooze (extraplanar, mythic)

Init +7; Senses blindsense 60 ft.; Perception +26

DEFENSE

AC 41, touch 33, flat-footed 36 (+3 Dex, +2 dodge, +8 natural, +18 profane)

hp 334 (20d8+244); regeneration 10 (epic and good weapons, good spells)

Fort +16, Ref +9, Will +12; second save^{MA}; Enokk gains an additional +2 bonus on saving throws when a crystal golem is within 30 feet.

Defensive Abilities amorphous, split^{MA} (slashing, 33 hp); DR 15/—; **Immune** acid, bludgeoning damage, electricity, mind-affecting effects, ooze traits, piercing damage; Resist cold 30

OFFENSE

Speed 20 ft., fly 20 ft. (average)

Melee acidic strike^{MA} +23 touch (6d6 acid plus 1d4 Wis drain^{MA}) or slam +23 (6d6+9 plus 1d4 Wis drain^{MA})

Space 5 ft.; Reach 10 ft.

Special Attacks drown^{MA}, mythic power (8/day, surge +1d10), unrelenting swarms^{MA}

Spell-Like Abilities (CL 17th; concentration +24)

At will—*charm person* (DC 20), *detect thoughts* (DC 19), *summon swarm*, **telekinesis** (DC 22)

3/day—*charm monster* (DC 21), *quickened charm person* (DC 20), *control undead* (DC 24), *creeping doom* (DC 24), *insect plague*, *mind fog* (DC 22), *nightmare* (DC 22)

STATISTICS

Str 22, Dex 17, Con 26, Int 21, Wis 22, Cha 25

Base Atk +15; **CMB** +21 (+25 grapple); **CMD** 36 (can't be tripped)

Feats Ability Focus (*charm person*), Combat Casting, Dodge^{MF}, Great Fortitude^{MF}, Hover, Improved Great Fortitude, Improved Initiative, Quickened Spell-Like Ability^{MF} (*charm person*), Toughness, Weapon Focus^{MF} (slam)

Skills Fly +3, Intimidate +27, Knowledge (arcana, history, planes) +25, Perception +26, Sense Motive +26, Spellcraft +25

Languages Abyssal, Aklo, Infernal, Undercommon (can't speak any language); telepathy 300 ft.

SQ corrupt ally^{MA}, fluidity^{MA}, no breath, zombie locus^{MA}

ECOLOGY

Environment any ruins or underground

Organization solitary or cult (1 plus 3–20 worshippers or advanced juju zombies)

Treasure standard

SPECIAL ABILITIES

Acidic Strike (Ex) A mythic immortal ichor can deal 4d6 points of acid damage with its melee attack in place of bludgeoning damage.

Corrupt Ally (Su) Any creature *charmed* by an immortal ichor takes 1d6 points of Wisdom damage per day. When a *charmed* creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the immortal ichor (as *dominate monster*, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the immortal ichor's control. If the ichor is killed, these zombies are immediately destroyed.

Juju zombies created by a mythic immortal ichor have the

advanced simple template. By spending one use of mythic power, the ichor can instead apply the [agile or invincible mythic simple template](#), as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, to a newly created juju zombie.

Drown (Su) When a mythic immortal ichor hits an opponent with its melee attack, it can spend one use of its mythic power to flood its target's lungs with liquid. If the target cannot breathe water, it immediately begins to drown. At the start of the target's next turn, it must succeed at a DC 28 Fortitude save to cough up this liquid or it falls unconscious and is reduced to 0 hit points. If the target failed the initial save, it must succeed at a new Fortitude save on the next round or drop to -1 hit point and start dying; on the third round it must save successfully again or die. A target that dies due to this ability rises the next round as an advanced juju zombie as per corrupt ally. The save DC is Constitution-based.

Fluidity (Ex) A mythic immortal ichor has increased reach and can pass through small holes or narrow openings without having to squeeze.

Unrelenting Swarms (Su) Swarms summoned by a mythic immortal ichor have 50% more hit points, and their duration increases by a number of rounds or minutes (as appropriate to the spell-like ability) equal to the ichor's mythic rank.

Wisdom Drain (Su) A mythic immortal ichor can choose to gain 5 temporary hit points for each point of Wisdom drain it inflicts or gain 1 temporary point of Charisma (regardless of how much Wisdom it drains during its attack). The hit points last for a maximum of 1 hour, while the Charisma increase lasts for a maximum of 1 minute.

Zombie Locus (Su) A mythic immortal ichor can use a juju zombie under its control within range of its telepathy as point of the origin of its spell-like abilities.

The God-Vial: The great crystal vial containing Enokk is at 12a as hard and strong as steel (hardness 10, hit points 150 per 5-foot section). He cannot move but also cannot be attacked directly unless the God-Vial is breached, as the vial provides him total cover, though it does not block his telepathy; hence, he is able to use his zombie locus ability to use his spell-like abilities through his minions. His golems are formed of the same crystal as the God-Vial itself and effects they create pass through it without difficulty, and he likewise can affect them with any effects he creates if he desires. Incorporeal creatures can attempt to attack through the phial, though it impedes their attacks and imposes a 50% miss chance on incorporeal attacks.

Living creatures touching the God-Vial or striking it with a melee weapon are staggered for 1 round (DC 20 Fortitude negates) by the divine power that thrums within it. If the creature is mythic, it also loses one daily use of mythic power (DC 20 Will negates) and Enokk gains a bonus use of mythic power that he can use as a free action at any point before the end of his next turn for any purpose he normally could

perform, or he can expend it to heal himself of 20 points of damage (or to repair 20 points of damage to the God-Vial). If a creature touches or strikes the God-Vial more than once during a round, it must continue to save each time, and the save DC increases by 2 with each attack. A creature that targets Enokk or the God-Vial (or includes it in an area effect) with a mythic spell or spell-like ability must succeed on a DC 31 caster level check or the mythic power imbued into the spell is drained away by the God-Vial (causing the spell to take effect as a standard spell rather than a mythic spell) and granting Enokk an additional use of mythic power as above.

When Enokk is slain, the PCs must bring the half of the *Egg of the Phoenix* as soon as possible to collect his mythic essence. The maximum mythic essence they can capture from him is equal to 8 plus the number of mythic points he had remaining at the moment of his death. However, each round that passes before they begin collecting his essence, on his initiative count, he loses 1d4 points from this total. Once they begin collecting it, they can collect 1d4 points per round (which drains into the bowl). Once the PCs have collected all his mythic essence, the physical substance of Enokk's body is destroyed and he cannot be returned to life by any means.

In addition to the Enokk himself, crushing a portion of either crystal golem's remains into the bowl allows it to absorb 1d4-1 points of mythic essence, as does crushing a portion of the God-Vial. This essence collection can be performed only once per golem (and once for the God-Vial).

Treasure: Even if the God-Vial is shattered, 25,000 gp worth of crystalline shards and adamantine fittings can be scavenged from the remainder. These crystalline fragments function as diamonds for the purpose of spell components. In addition, because they are infused with a residue of mythic power, when a mythic caster uses them as the material component for a mythic spell, there is a 50% chance that the cost in mythic power to use that mythic spell is reduced by one.

The phial can be reformed with *fabricate*, *polymorph any object*, or a similar effect into a container to house Enokk's mortal remains for later collection of his mythic essence, if PCs wish to move quickly and not spend multiple rounds slowly draining his essence.

In addition to the shards of the phial, PCs wishing to tear apart the nave's jeweled walls can recover 12d6 additional corundum gemstones in a variety of colors worth 1,000 gp each, plus an additional 2d6 larger gemstones worth 5,000 gp each. In addition, there are a variety of magical scrolls here, most engraved on sheets of metal or crystal, including scrolls of *commune* (CL 9), *cure critical wounds* (CL 7), *dictum* (CL 13), *magic circle against law* (CL 5), *magic vestment* (CL 5), *repulsion* (CL 13), *sunburst* (CL 15), and *true resurrection* (CL 17).

SYMBOL OF INSANITY, MYTHIC

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become fascinated for at least 1 round. They can make a saving throw at the end of each turn to end the fascinated effect, and it also ends if their line of sight to the symbol is blocked or if they move or are moved more than 60 feet from the symbol. Creatures that fail their saving throw are affected as *mythic confusion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, and non-mythic creatures that fail their saving throw are also take 1d4 points of Intelligence damage. Add your mythic tier to the DC to find or disarm a *mythic symbol of insanity* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

SYMBOL OF STUNNING, MYTHIC

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become staggered for at least 1 round. They can make a new saving throw each round at the end of their turn to remove this condition, and it is immediately removed if they move more than 60 feet from the *mythic symbol of stunning*. Non-mythic creatures that fail their saving throw are staggered in the same fashion after the duration of their stun expires. Add your mythic tier to the DC to find or disarm a *mythic symbol of stunning* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.



DUMU AND DAGA, ADVANCED INVINCIBLE DIVINE CRYSTAL GOLEMS (2)

CR 14/MR 4

XP 25,600

AC 36, touch 14, flat-footed 33 (+2 deflection, +3 Dex, +22 natural, -1 size)

hp 152 (+15 temporary hit points) (*Pathfinder Roleplaying Game Bestiary* 5)Fort +7, Ref +10, Will +12; second save^{MA}

Defensive Abilities block attacks; DR 10/adamantine and epic;

Resist acid 15, cold 15, electricity 15, fire 15, sonic 15

Melee 2 slams +28 (2d8+14 plus 1d6 piercing)

Special Attacks mythic magic, simple divine spellcasting (caster level 15th, DC 15 + spell level: Dumu: *divine power*, *greater make whole*^{TG}, *heal*, *symbol of stunning* (DC 22), *thorn body*^{APG}, *wind wall*. Daga: *divine power*, *dispel magic*, *harm* (DC 21), *prayer*, *symbol of insanity* (DC 23), *thorn body*^{APG}.Tactics Each golem has already cast the mythic version of their *symbol* spell within the Nave on a prior day. They remain by Enokk's side as his guardians and protectors, each using *divine*

power and *thorn body* before attacking (include in the statistics above). They use their other spells to support the acolytes or the Voice if nearby but do not leave their positions, with Dumu ready to *heal* its master (or even use *mythic heal* with its mythic magic special ability) and Daga taking the lead in attacking intruders. Each golem uses quickened *explode head* in combination with its spells or melee attacks on any creature attacking Enokk or the God-Vial.

Treasure Each golem has an *orange prism ioun stone* embedded in its heart, increasing its caster level for spells and spell-like abilities to 15th. If the golem is destroyed, there is a 50% chance the ioun stone is destroyed as well (100% if the golem is reduced to 0 hit points by a critical hit or by sonic damage).

13. HALL OF THE VOICE (CR 21)

This long chamber is flanked at either end by ceremonial pools, with a ramp leading down into each. Sounds echo eerily in this chamber, almost as if joined in chorus by whispers, chants, and paeans of praise redounding through the ages. The liquid within the pool to the left is pale and golden, while that to the right is turbid and black.

The Pools: The golden pool at **13a** functions as the pools of life at area 6, while the turbid black pool at **13b** functions as the pits of death at area 7. However, a mythic creature immersed in either pool can expend one use of mythic power as a full-round action to sinfuse the pool with mythic power, forming a temporary portal to the Under-Fane and allowing them to pass into it.



The High Priest: The high priest of the Fane, **Xeas Yahanum**, the Elder Voice of the Principalities, often lies here in repose when not attending to ritual duties. If a disturbance occurs in the cathedral, Enokk notifies him telepathically and he casts his preparatory spells and then prepares to join the fray.

Undeath in Death: Xeas shares a unique bond with Enokk. He is already undead, but unlike the other zombie servants of Enokk he is not immediately destroyed if Enokk is. However, this bond does allow Xeas to return to unlife if he is destroyed as if he were a dominated living slave of the immortal ichor. If Xeas is destroyed, Enokk may expend two uses of mythic power to restore him to unlife one round later with the [agile mythic simple template](#); this grants Xeas the following benefits:

Initiative: +20 bonus to initiative, plus the dual initiative mythic ability, allowing Xeas to act twice per round (once on his original initiative count and once on his new initiative count at +20)

Speed: increased to 60 ft.

AC: +2 dodge bonus to AC

Hp: 8 bonus hit points

Defensive Abilities: evasion

Any spells or daily uses of abilities Xeas used prior to being destroyed remain expended when he returns to unlife. He returns to undeath at full hit points, and if he is currently affected by any non-instantaneous spells or effects, he can attempt a new saving throw against each effect to end it. If the effect did not allow a saving throw, it has a 50% chance to be ended when Xeas reanimates.

Xeas cannot be revived in this way if his physical body is destroyed, such as by a *disintegrate* spell or similar effect.

XEAS YAHANUM, THE ELDER VOICE

CR 20

XP 307,200

Advanced juju zombie ultari [medium](#)^{OA} 17

NE Medium undead (ultari)

Init +9; **Senses** Perception +26

DEFENSE

AC 35, touch 16, flat-footed 30 (+8 armor, +1 deflection, +5 Dex, +8 natural, +3 shield)

hp 377 (23d8+270; 28 temporary hit points with *greater false life*)

Fort +18, **Ref** +16, **Will** +25

Defensive Abilities channel resistance +4; **DR** 10/magic and slashing; Immune cold, electricity, *magic missile*, undead immunities; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee slam +24 (1d8+9)

Special Attacks channel negative energy (12/day; W-DC 28; 10d6), haunt channeler (8d6), legendary hierophant

Medium Spells Known (CL 17th; concentration +28)

6th (3)—*harm**, *mass inflict moderate wounds* (DC 27)*

5th (5)—*flame strike** (DC 26), *mass inflict light wounds* (DC 26)*

4th (6)—*feblemind* (DC 25), *greater false life*^{UM}, *inflict critical wounds* (DC 25)*, *mage's private sanctum*, *mindwipe*^{OA} (DC 25), *thoughtsense*^{OA}

3rd (7)—*detect scrying*, *dimension door*, *dispel magic*, *displacement*, *greater invisibility*, *horrific doubles*^{HA}, *inflict serious wounds* (DC 24)*

2nd (7)—*analyze aura*^{OA}, *cast out*^{APG} (DC 23), *cognitive block*^{OA} (DC 23), *inflict moderate wounds* (DC 23)*, *haste*, *heroism*, *shield other**, *slow* (DC 23)

1st (7)—*ant haul*^{APG}, *burst of insight*^{OA}, *calm spirit*^{OA} (DC 22), *charge object*^{OA}, *expeditious retreat*, *inflict light wounds* (DC 22)*, *protection from chaos*, *sanctuary** (DC 22)

0—*detect magic*, *detect psychic significance*^{OA}, *light*, *mage hand*, *sift*^{APG}, *stabilize*

* These are divine spells

TACTICS

Before Combat The elder voice casts *detect scrying* and *greater false life* on herself each day. If danger threatens, she drinks a potion of barkskin and casts *thoughtsense* and *shield other* on the immortal ichor.

During Combat The elder voice uses *greater invisibility* to move about more easily, using *displacement* and *horrific doubles* to ensure his safety. He channels negative energy with Quick Channel and mixing it with offensive spells like *feblemind* or *flame strike*. He uses *dispel magic* and *slow* to negate enemy buff spells. The legendary hierophant ability is reserved for emergencies.

Basic Statistics Without pre-buffing, the medium's statistics are **AC** 29, touch 16, flat-footed 26 (+10 armor, +3 deflection, +3 Dex, +3 natural)

STATISTICS

Str 22, **Dex** 20, **Con** —, **Int** 12, **Wis** 12, **Cha** 32

Base Atk +18; **CMB** +24; **CMD** 40

Feats Combat Casting, Dodge, Empower Spell, Great Fortitude, Improved Initiative^B, Improved Channel, Lightning Reflexes, [Quick Channel](#)^{UM}, Selective Channeling, Toughness^B + 4 feats

Skills Climb +20, Diplomacy +25, Knowledge (arcana, religion) +20, Perception +26, Spellcraft +20

Languages Common

SQ ask the spirits, astral journey, connection channel, energy font (negative), location channel (14 rounds), overflowing grace, propitiation, séance boon (+2 hp healed for healing spells per target), shared séance, spirit (Hierophant, influence 1), spirit bonus (+5 to Wisdom checks, Wisdom -based skill checks*, and Will saves*), spirit surge (1d8)

* Bonus included.

Combat Gear potion of barkskin (2; +3, CL 6); Gear +2 mithral breastplate, +2 buckler, +4 cloak of resistance, +1 ring of protection, phylactery of negative channeling, headband of alluring charisma +6, ring of inflicting (as a [ring of curing](#)^{UE}, but it increases the level-based maximums by 2 for *inflict wounds spells*), *winged boots*, silver holy symbol, spell component pouch, pair of platinum rings (worth 50 gp, focus for *shield other*), pouch with 9 gp worth of mixed coins and gems

THE UNDER-FANE

The Under-Fane is a demiplane of mystery and eldritch strangeness, and the Creche is a demiplane that exists wholly encapsulated inside it. It does not contact the Ethereal or Astral planes, and its pathways do not observe the normal laws of geometry or physics. The passageways seem to bend and twist as creatures walk along them, sometimes compressing down to become almost impassable, othertimes leaping across delicate spans bridging vast and unknowable gulfs. The surfaces shift and change constantly, from wetly glistening ramps of quivering ooze barely able to support the weight of those walking across them to paper-thin metallic mesh, polished varicolored stone, or decaying strands of fibrous resin. There is never a whisper of moving air within the Under-Fane, but the atmosphere itself is breathable (though infused with a noisome reek).

The Under-Fane is like a vast interconnected *maze* spell, and creatures attempting to find their way through must succeed on three consecutive DC 20 Intelligence checks in order to find the entrance to the Creche below. Unlike a *maze* spell, each Intelligence check takes 1 minute. In addition, creatures that do not worship the Principalities are assailed once per minute by a *phantasmal killer*; this is a mythic effect. The save DC of the *phantasmal killer* is DC 20 after the first minute and increases by 1 for each minute thereafter. Living creatures that are immune to fear can be affected by this *phantasmal killer*, but they gain a +2 circumstance bonus on their saving throw. Ultari gain a +4 racial bonus on all checks to navigate the Under-Fane and on saving throws against the *phantasmal killer* effect.

Creatures can move through the Under-Fane separately, or they can move together, but at least one character in the group must succeed on three consecutive Intelligence checks to pierce the non-Euclidean veils of the Under-Fane and discern the means of egress for themselves and their companions. The exit appears as a gelid membrane that can be parted by pressing against it and willing it to open with a DC 20 Charisma check, made as a full-round action. Each character must succeed on their own check to pass through, though a creature can use the aid another action to improve an ally's Charisma check rather than passing through themselves.

Characters that succeeded on two consecutive Intelligence checks while moving through the Under-Fane gain a +2 circumstance bonus on Charisma checks to move through the veil. Those that succeeded on three consecutive checks double this bonus to +4.

The geometries of the Under-Fane are not stable, and characters moving through the membrane into the Creche may arrive in different locations, as determined for each character on the following table:

d10 roll	Arrival Point
1	14A
2	14B
3	14C
4	14D
5	14E
6	14F
7	14G
8	At the bottom of the Throat (15A)
9	Stuck on the threshold of the Under-Fane (requiring a successful DC 20 Charisma check as a full-round action to reroll on this table)
10	Transported back to the pool they entered in area 13.

Mythic Power in the Under-Fane: Mythic characters can use a mythic surge or similar mythic powers to enhance their Intelligence check or saving throw, but the expenditure of mythic power deforms and agitates the Under-Fane around them, causing them to take a penalty on ability checks and saving throws against the *phantasmal killer* equal to the number of uses of mythic power expended. This penalty persists for a number of minutes equal to the creature's mythic rank or tier, and the penalty stacks if they spend mythic power more than once.

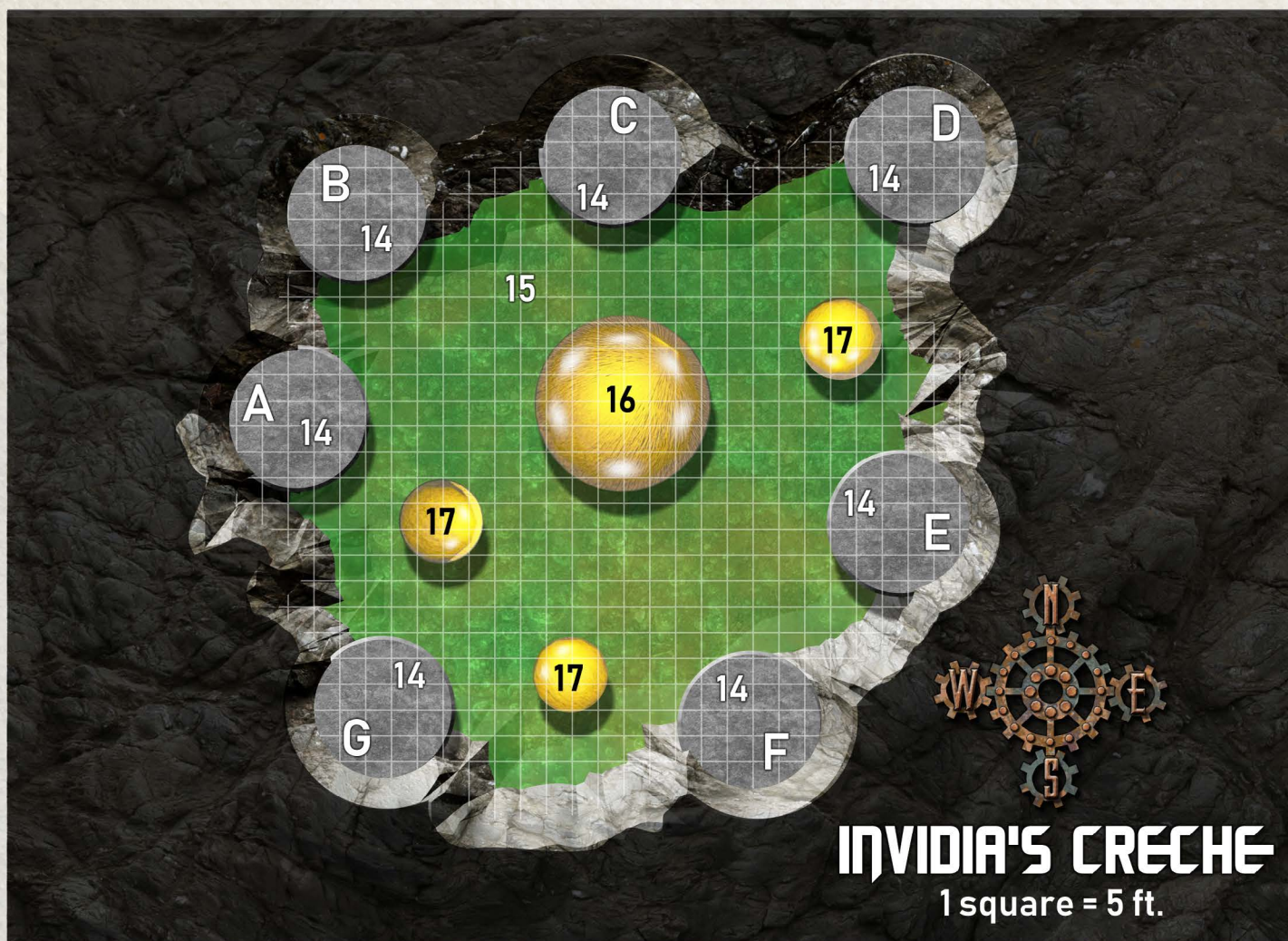
Using Spells to Navigate the Under-Fane: A *find the path* spell allows the caster to automatically succeed on Intelligence checks to find their way in the Under-Fane.

A creature touching the veil can use *plane shift* or *limited wish* to pierce the veil and allow entry into the Fane, though each creature must roll separately to determine their arrival point within the Creche.

A *gate*, *miracle*, or *wish* spell can be used to open a portal directly into the Creche from the Under-Fane, allowing all creatures to move through it together with no chance of being separated or redirected.

INVIDIA'S CRECHE

While she holds little official power, **Invidia Ultimi**, the Last Princess, the Ancient One, is held in great esteem among the Devotees as the only living being directly descended from the Principalities themselves. Millennia old, Invidia's mind wanders in and out of lucidity, as do her carnal appetites. She is surrounded always by her mutated and monstrous offspring, themselves graced with the faintest foul touch of her nearly dissipated divinity. Most creatures birthed from her bloated loins are stillborn abominations whose disfigured corpses plop wetly into the amniotic slurry below, but a cadre of her favored children stands guard over their malevolent mother while she sleeps.



The Murk: The hanging murk affords concealment to creatures beyond 10 feet, and total concealment to beyond 50 feet. Creatures with *true seeing* can see normally within the chamber.

The mist in the air condenses on any creature ending its turn within the chamber, coating it with tiny droplets of moisture that glisten in contact with living creatures. While this does not negate invisibility, it does clearly outline the position of invisible creatures, applying a -20 penalty on Stealth checks and reducing the miss chance for attacks against them to 20%, while also making it possible to take attacks of opportunity against them. This is not a divination effect, and *mind blank* and similar effects that protect against divinations or otherwise make a creature undetectable do not prevent creatures from being coated with the glistening murk.

This clinging mist does not gleam in contact with illusions (except for quasi-real creatures produced by *shadow conjuration* and similar magic), allowing the inhabitants of the chamber to clearly discern figments such as *mirror image*, *mislead*, *major image*, *project image*, and *displacement* for what they are and ignore them, though in the case of spells that hide a creature's true position, such as *mislead* or *displacement*, those effects still offer

concealment as noted above, as if the creature using the effect was invisible.

Wind effects like *gust of wind* and *control winds* can disperse the murk as if it were *solid fog*, but only within the affected area, and the murk reforms 1 round after the wind effect ends. In addition, the cloying murk is almost a living thing, seeking to claw back to its sickening stillness. This functions as a targeted *dispel magic* effect (caster level 15th) against any type of wind effect, beginning 1 round after the wind effect begins, gaining a +1 bonus on its caster level check each round thereafter. As a swift action, Invidia can add the result of her mythic surge die to the result of this caster level check, though if she does so the caster of the effect can use a mythic surge as an immediate action and add the result of the surge die to the DC to dispel the effect.

Caustic Fog: The air here is corrosive, dealing 1d6 points of acid damage per round to creatures and unattended objects. In addition, creatures not immune to acid or poison also must succeed on a DC 20 Fortitude save upon entering the Creche or become sickened. Any creature failing its save must immediately save again or take 1 point of Constitution damage.

They must save again each minute they remain in the Creche, with the DC increasing by 1 for each minute. Creatures that do not need to breathe are immune to this poison effect, and the drakainia and her spawn are not harmed in any way by the fog.

In addition, creatures attempting to fly in this room find the fog congealing around them more tightly each round they remain aloft. Each turn a creature ends its turn in midair, they must succeed on a DC 25 Reflex save or be engulfed in a bank of *acid fog* that fills their space and moves with them. They take 2d6 points of acid damage and their speed is halved for as long as they remain aloft, unable to take 5-foot steps, and they take a -2 penalty on attack and damage rolls as long as the fog persists. This acid fog does not provide concealment or protection from ranged attacks, nor does it prevent the character from making ranged attacks (though they take the above penalties). Creatures remaining aloft must save again each round at the end of their turn, with the DC increasing by 1 each round after the first.

Once a creature returns to the ground, they are allowed a new saving throw (at the same DC as the save they failed) to escape the clinging fog. Each round they remain on the ground, they may save again at the end of their turn with the save DC decreasing by 1 per round. A creature with *freedom of movement* can move at their normal speed and ignores the attack and damage roll penalties but still takes 2d6 points of acid damage each round as the clinging acidic vapors follow them.

Teleport Traps: See area 17 below.

14. ATRIUMS OF THE SEVEN SONS (CR 18)

This roughly spherical chamber is open on one side into wide mist-filled crevasse, lit from below by a warm golden yet reeking with a feculent vapor wafting into the chamber. A massive stone lintel arch bisects the chamber, with a half-balcony extending out into the crevasse. A simple mat lies along the room's inner half, while an open font on one side of the balcony holds a puddle of gleaming golden slurry. A gong of pitted metal hangs next to the font. A hulking mutated humanoid in massive armor stands guard here with hateful eyes.

These balcony chambers are each the home of one of Invidia's Seven Sons, where they stand guard and await visitors to their mistress' presence. The sons gain their nutrients from consuming the amniotic slurry of the chamber, including the remains of their own demi-siblings. They almost never leave their chambers unless accompanying Invidia on one of her rare public appearances, transported magically with her or clambering across the ledges to climb up the Throat.

Creatures arriving from the Under-Fane emerge from a horizontal ring in the floor marked A, B, etc.; while they were standing vertically within the Under-

Fane, they emerge here horizontal and prone, crawling on their hands and knees.

Entering the Atrium: The Seven Sons generally sit in quiet meditation, awaiting the call of their beast-mother should it come. There is a 10% chance when a PC appears that the Son in that chamber is asleep. A PC using *invisibility* is immediately coated by the Murk, while a PC using an illusion to disguise themselves as an ultari also do not look quite right, as the glistening murk does not adhere to the illusory disguise, granting the Son a +5 bonus on Perception checks to see through the disguise. The Son gains a Perception check to notice the arrival of the PCs even if asleep (though this increases the DC of the Perception check by 10).

A Son noticing the arrival of a PC immediately bellows a challenge in Giant (while also marking to its fellows that an intruder has arrived) and attacks.



THE SEVEN SONS

CR 18/MR 1

XP 153,600

Favored drakainia-spawn advanced [athach](#)^{B2} fighter 4

CE Huge humanoid (giant, mythic)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 41, touch 9, flat-footed 39 (+10 armor, +2 Dex, +21 natural, -2 size)

hp 366 (14d8+4d10+287)

Fort +34, Ref +15, Will +16; +2 vs. fear

DR 9/-

OFFENSE

Speed 50 ft.

Melee 2 slams +30 (1d8+18), bite +30 (2d6+18/19-20 plus poison) or +2 mythic bane heavy flail +32/+27/+22 (4d6+28/17-20), bite +27 (2d6+9/19-20 plus poison)

Ranged rock +16/+11/+6 (2d6+24)

Space 15 ft.; Reach 15 ft.

Special Attacks rock throwing (140 ft.), swift claw +30 (1d10+18/19-20)

STATISTICS

Str 44, Dex 19, Con 40, Int 11, Wis 18, Cha 8

Base Atk +14; CMB +33; CMD 47

Feats Critical Focus, [Furious Focus](#)^{APG}, Improved Critical (heavy flail), Improved Vital Strike, Iron Will, Multiattack, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)

Skills Acrobatics +2 (+10 jump), Climb +34, Perception +25, Stealth -6

Languages Giant

Gear +1 full plate, +2 cloak of resistance, +1 keen amulet of mighty fists, +2 Huge mythic bane heavy flail, belt of mighty constitution +2, eyes of the eagle

SPECIAL ABILITIES

Impenetrable Skin (Ex) The Seven Sons have DR 9/-.

Poison (Ex) Bite—injury; save Fort DC 32; frequency 1/round for 6 rounds; effect 1d4 Str; cure 2 consecutive saves.

Swift Claw (Ex) An athach can attack with its claw as a swift action, even when the creature's movement would normally restrict it to one attack, regardless of what other attacks are made on the athach's turn.

15. THE CRECHE (CR 18)

A sticky wetness hangs in the air with a vomitous reek as you behold this irregular open shaft of a chamber. Below is a lagoon of turgid colloid, translucent and faintly glowing below a glistening surface of congealed whorls that almost suggest the imprint of misshapen faces detached and stretched in impossible contortions as they float across its surface. Rising from this lagoon are a number of stony columns, fashioned in the likeness of misshapen limbs crawling one upon the other out of the luminous pool. Each column is surmounted by an ovoid dome of flaking golden crystal veined with brownish streaks of blight,

three smaller domes surrounding a larger one. Around the chamber's walls seven curved balconies overlook this bizarre tableau, each backed by an ornate lintel and columns and a curtained opening. Above, a heavy, faceted crystal dome is only dimly visible through an ochre haze hanging heavy in the upper reaches of the room.

The habitation of the Last Daughter is a gruesome hellscape highly toxic to mortal life, with an array of dangers awaiting those daring to venture within. The cavern stretches 30 feet above the floor level of the sons' balconies, with the vast slurry lake 20 feet below.

The Slurry: The ghastly fluid filling the bottom of this room is the congealed amniotic fluid of eons that has leaked from Invidia's never-ending fecundity. It dissolves mortal flesh like a corrosive lake, dealing 10d6 points of acid damage per round (no save) to creatures immersed in it, and 2d6 points of acid damage to creatures who merely contact it. The slurry is 40 feet deep.

In addition to the danger posed by the slurry itself, there is a 50% chance each round that a 10-foot-diameter geyser of putridity erupts from a random location within 1d4 squares of the following location. This vertical column blasts all the way to the ceiling, dealing deals 4d6 points of bludgeoning damage and 4d6 points of acid damage (DC 25 Reflex half), and creatures failing their save are thrust all the way up to the ceiling, taking 1d6 points of falling damage for every 10 feet between their original position and the ceiling. Creatures within 20 feet of the erupting geyser take 4d6 points of acid damage (DC 20 Reflex half). All creatures damaged by the geyser must make an immediate Fortitude save to avoid being sickened (see **Caustic Fog** above) and take a -1 penalty on all future saving throws against the effects of the Caustic Fog.

d10 roll	Geyser Location
1	14A
2	14B
3	14C
4	14D
5	14E
6	14F
7	14G
8	Adjacent to area 16.
9	One of the egg traps (area 17).
10	Roll twice, with geysers erupting simultaneously at each location.

The drakainia and her spawn are immune to this acid. The slurry and the geysers are considered a mythic effect.

Amniotic Elementals: The nascent immortal essence that infuses the slurry roars to angry life when living creatures that are not ultari enter the Creche, unless quieted by its

eternal mother. This angry essence manifests itself as a pair of Gargantuan elemental-like creatures. If an elemental is slain, it reforms at full strength 2d6 rounds later, even if *disintegrated* or slain by a death effect. The only way to permanently destroy these elementals is by draining the slurry with the Egg of the Phoenix. Using a *freezing sphere* spell to freeze a large portion of the slurry forces an elemental to break through the frozen area with a successful DC 25 Strength check in order to emerge and attack. The slurry is treated as water for the purpose of the elemental's abilities.

AMNIOTIC ELEMENTALS (2)

CR 15

XP 51,200

Advanced variant elder water elemental

N Gargantuan outsider (elemental, extraplanar, water)

Init +10; **Senses** darkvision 60 ft.; Perception +23**DEFENSE****AC** 32, touch 16, flat-footed 22 (+9 Dex, +1 dodge, +16 natural, -4 size)**hp** 248 (16d10+160)**Fort** +20, **Ref** +21, **Will** +9**DR** 10/—; **Immune** elemental traits**OFFENSE****Speed** 20 ft., swim 90 ft.**Melee** 2 slams +28 (4d8+16/19–20)**Space** 15 ft.; Reach 15 ft.**Special Attacks** drench, **engulf** (DC 34, 2d8 acid and 2d8 bludgeoning), vortex (DC 34, 4d8+16 damage, 10–60 ft.), water mastery**STATISTICS****Str** 42, **Dex** 28, **Con** 31, **Int** 18, **Wis** 19, **Cha** 19**Base Atk** +16; **CMB** +36; **CMD** 56**Feats** Cleave, Critical Focus, Dodge, **Engulf Revulsion**^{HA} (DC 34), Great Cleave, Improved Critical (slam), Lightning Reflexes, Power Attack**Skills** Acrobatics +28, Climb +35, Escape Artist +28, Heal +20, Intimidate +23, Knowledge (planes) +23, Perception +23, Stealth +16, Survival +23, Swim +43**Languages** Aquan**SPECIAL ABILITIES**

Devolutionary Sac (Ex) Any creature engulfed by an amniotic elemental or failing a saving throw against its vortex is subject to radical mutations each round at the beginning of its turn (DC 34 Fortitude negates). The type of mutation is determined below, and the mutation is temporary, lasting as long as the creature remains engulfed and for 1 minute thereafter. If the same type of mutation is rolled twice and a second save is failed, the mutation becomes permanent. If an additional save against that mutation is failed, the penalties stack. Amorphous creatures and creatures without flesh are immune to this effect.

D6 Roll Effect

1. **Deformed Arm:** One hand can't hold or wield items, and you take a -2 penalty on attack rolls with two-handed weapons.

2. **Fragile:** Attack rolls to confirm critical hits against you gain a +4 bonus. If you have a natural armor bonus to AC, it is reduced by 2.
3. **Atrophic Weakness:** You become fatigued (or exhausted if already fatigued).
4. **Bloated Flesh:** You take 2 points of Dexterity drain and are treated as one size larger for penalties on Fly and Stealth checks.
5. **Stunted Legs:** Your base speed is reduced by 10 feet (minimum base speed of 5 feet) and you cannot run or charge.
6. **Blinded or deafened:** Equal chance of either.

Drench (Ex) The elemental's touch puts out non-magical flames of Huge size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex (Su) An amniotic elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack but can only form underwater and cannot leave the water.

Water Mastery (Ex) An amniotic elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

16. THE LAST DAUGHTER (CR 26)

A massive dome of roughly faceted golden crystal, pockmarked with decay, surmounts the largest pedestal column in the center of the glowing lagoon. Nothing can be seen within its cloudy substance.

Invidia is likely to be in a dreamlike half-slumber when PCs arrive, but her empathic connection with her children rouses her attention when they appear. If the dome opens or if PCs have some magical means of seeing through its substance, such as a *ring of x-ray vision*, they see the vast and hideous bulk of the deranged Last Daughter lounging on a massive stone divan, surrounded by slimy discarded body parts and assorted offal, glistening wetly in and among heaps of piled wealth.

The Dome: The golden crystal dome surrounding her is opaque from outside but transparent from within, allowing her a clear view of the entire Creche with her *true seeing*. Despite its stony appearance, the dome is equivalent to a *wall of force* (hardness 30, 400 hit points per 5-foot section, caster level 20th) in nearly all respects. A *disintegrate* spell or *rod of cancellation* does not destroy the entire dome but does permanently destroy a 10-foot-radius section centered on where the rod or ray struck the dome. Invidia can open a window in the dome from 5 to 30 feet across as a swift action, and she can close the gap she opened as a move action.

Immortal Slumber: When any of Invidia's Seven Sons engage in combat, her empathic connection alerts her. You may choose for her to awaken immediately and begin preparing to defend her lair, though if the PCs are separated and having a difficult time overcoming the Seven Sons, you may moderate the difficulty of this encounter by having Invidia begin the encounter asleep rather than being immediately alerted to intruders. Roll initiative for her as usual, and each round on her turn she can attempt a DC 25 Will save to awaken, though she remains torpid and groggy, gaining the exhausted condition. She can attempt a new saving throw each round. A second successful save reduces her exhaustion to fatigue, and a third successful save leaves her fully alert.

New Spawn: Invidia can birth up to CR 24 worth of monsters size Large or smaller each day. She births and keeps by her side at all times a pair of mutated **cacodaemons**^{B2} with chameleon scales (granting them a +8 racial bonus on Stealth checks and the hide in plain sight ability), which hide in the crevices of her divan, where they gain improved cover and keeping out of sight with Stealth checks and *invisibility* (though glistening with Murk). They exist primarily for her to use her transfer suffering ability to divert magical effects away from herself and onto them.

Once she awakens, her first act is to retrieve her potion and cast *antilife shell*. If one of her Seven Sons is killed, she uses her next full-round action to birth a **star blight** (see page 126) mutated with impervious skin (granting it DR 10/-), which fights to defend her. If multiple PCs gather within 30 feet of each other, it uses its *mass suffocation* spell-like ability or uses Flyby Attack to move close to them and unleash an exotic radiation burst before returning to Invidia's side. When it moves, it uses the concealment provided by its distance distortion to make Stealth checks.

Special Note: If your PCs are extremely strong or favor ranged or magical combat, or if you simply wish to play up the horror of Invidia and her monstrous brood, you can replace the star blight with a grotesquely mutated **balor demon**^{B1} or even a **solar angel**^{B1} with a mass of tentacles in place of its legs (making it immune to trip combat maneuvers and granting it a +8 bonus to its CMD). Contrariwise, if your PCs are having a very difficult time, Invidia may not use this ability or may give birth to less dangerous foes, such as more cacodaemons onto which to divert attacks.

Regeneration: Invidia uses *mythic regenerate*^{MAdv} on herself before battle, making her immune to being blinded, dazzled, or deafened (as such effects are instantly healed) and increasing her regeneration to 20. If she takes acid, fire, or negative energy damage, her regeneration is reduced to 10 on her following turn. If she takes both negative energy damage and either acid or fire damage, her regeneration is suppressed entirely on her next turn.



INVIDIA ULTIMI, DRAKAINIA CR 26/MR 10

XP 1,638,400

hp 717 (*Pathfinder Roleplaying Game Bestiary 4*)

Gear Invidia has the following ioun stones orbiting her head: ([lavender and green ellipsoid](#), [dusty rose prism](#), [pale blue rhomboid](#), [pink and green sphere](#)). These stones grant her the following bonuses: +1 insight bonus to AC; +2 enhancement bonus to Strength and Charisma; and she can absorb spells up to 8th level (50 total levels). Her enhanced ability scores grant her a +1 bonus on melee attack and damage rolls, and to the DC of her special attacks and spell-like abilities, and a +3 bonus on Fortitude saves. Invidia replaces Quicken Spell-like Ability (*cure serious wounds*) with Quicken Spell-like Ability (*dimension door*). She wears a +6 [belt of mighty constitution](#) and a crown that functions as a [phylactery of positive channeling](#) (but occupies the head slot), along with an electrum [ring of inner fortitude \(greater\)](#)^{UE} and a braided copper [ring of continuation](#)^{UE} (currently containing *divine power* [CL 9th] with a 24-hour duration), and she carries a *potion of heroism* that she may quaff if invaders appear to be faring well against her children.

Tactics If faced with a challenging opponent, Invidia uses her *dimension door* ability to move around the Creche, moving close to allies when possible so she can heal them

with her Quicken Channel and divert attacks to them with her Transfer Suffering ability. If one of her Sons is sorely pressed, she may use her Invert Birth ability to finish the son and wreak vengeance upon his attackers. Since this causes her *dimension door* to functions like *teleport*, it does not prevent her from taking actions afterwards.

Treasure: Invidia's glittering hoard is scattered about beneath a titanic divan of polished stone stained a welter of grisly colors dripping from her inward parts. It includes 8,246 pp, 11,146 gp, 2 amethysts (100, 110), 2 aquamarines (400, 550), 1 bloodstone (40), 1 carnelian (45), 1 garnet (110), 4 jet (85 each), 4 tourmalines (90 each), 1 enormous topaz (2,550), 1 sard (50), and 2 rubies (4,000 each), a carved crystal skull (140), a darkwood and platinum music box (4,000), a gold ceremonial mask (450), a platinum cup with a royal crest (1,200), a discarded platinum holy symbol and statuette of Cyrshrn (500 and 2,600), and a porcelain doll of Invidia herself in silken clothing (115), as well as the following magic items: *pearl of power* (8th level), +5 *mirrored*^{UE} *full plate*, a *ring of spell storing* (currently containing only *remove fear*), a *blade of the rising sun*^{UE}, a *force tower*^{UE} shield, a *scroll of disintegrate* (CL 11), and a *scroll of fly* (CL 5).

17. THE EGG TRAPS

This dome of cracked and pockmarked yellow crystal is shot through with cysts of various sizes and pockets of unidentifiable material.

The three eggs are part of an elaborate defense system guarding Invidia's lair. Any creature other than the drakainia, her spawn, or the amniotic elementals touching one of the egg traps adheres to it as its flesh is absorbed by the calcified mucocrystal. If the target fails a DC 30 Reflex save, it becomes helpless (though is still able to breathe); creatures succeeding on their saving throw are entangled and cannot leave the surface of the egg trap, though they can move around it at half speed. The egg trap has hardness 0 and dealing 60 points of damage to it is sufficient to allow a creature to escape, as long as they move away from the egg trap before the beginning of their next turn. A creature likewise can break out with a DC 35 Strength check. A *disintegrate* spell destroys a 10-foot cube of an egg trap if it fails its saving throw (+12 save bonus) and *dispel magic* (DC 31 caster level check) causes an egg trap to cease functioning for 1d4 rounds as if it were a magic item.

Each round a creature is helpless or entangled by an egg trap, that creature takes 20 points of acid damage and also must succeed on a DC 30 Fortitude save or become mutated, as the amniotic elemental's devolutionary sac ability (see area 15). The drakainia and her spawn treat these areas as firm, stable ground and gain a +10 bonus on Acrobatics or Climb checks while traversing them.

MYTHIC FEATS AND ABILITIES

Invidia retains her Mythic Weapon Focus feat (activating it as a swift action to gain an additional +5 bonus on attack rolls with her claws until the end of her turn if she has had difficulty hitting creatures on a previous round). She gains the following mythic feats and special qualities in place of the normal mythic feats she would gain (that is, the mythic versions of Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes).

Bloodthrift (Su): When Invidia confirms a critical hit against a mythic creature, she steals some of their mythic power. She rolls 1d20+35 against a DC equal to 15 plus the target's Hit Dice and its mythic rank or tier. If this check fails to beat the DC, the target loses one daily use of its mythic power. If the check succeeds, the target loses a number of uses of mythic power equal to the weapon's critical multiplier and these uses are temporarily added to Invidia's daily uses of mythic power. Invidia cannot gain more than 10 temporary uses of mythic power with this ability, and these uses are lost at a rate of 1 per hour if not used.

Villainous Reactions (Ex): Invidia can take up to six swift or immediate actions each round. If an opponent provokes an attack of opportunity from her and she has already used all available attacks of opportunity, Invidia can choose to expend one of these immediate actions to take an attack of opportunity against that opponent.

Villainous Saves (Ex): Whenever Invidia succeeds on a saving throw against a non-mythic spell or effect, she is completely unaffected by it even if that spell or effect normally has a partial effect on a successful save. Invidia can expend one use of her mythic power to use this ability against a mythic effect, as long as the attacker's mythic rank or tier is lower than hers.

MULTIATTACK^{B1} (MYTHIC)

This creature's natural weapon attacks possess an unearthly grace and ferocity.

Prerequisite: Multiattack.

Benefit: The creature's secondary attacks with natural weapons are treated as primary attacks. Additionally, if the creature successfully strikes the same opponent with all of its natural weapon attacks in the same round, it can expend two uses of mythic power as part of the attack to rend its opponent for an additional 1d4 points of damage for each mythic rank the attacking creature possesses.

Normal: Without this mythic feat, the creature's secondary attacks with natural weapons take a -2 penalty and gain only one-half its Strength bonus on damage rolls.

Teleport Trap: In addition to their physical stickiness, the egg traps draw in creatures attempting to teleport within the creche. Any creature using a teleportation effect must succeed on a DC 32 Will save or have their teleportation effect redirected to one of the egg traps, with their precise destination determined at random. This happens even if they are using a limited-distance teleportation effect like an arcanist's [dimensional slide](#)^{ACG} exploit or the mirror dodge mythic path ability that normally would not cross the distance between their former location and the egg trap.

Once in contact with the egg trap, the teleporting creature must succeed on a Reflex save as above or be engulfed or entangled by the egg trap. Creatures of Gargantuan size or greater are immune to this teleport redirection effect.

THE DAUGHTER'S DEATH

When Invidia is slain, a thunderous rumble echoes through the entire Fane and her limp body begins to pulsate and swell. The PCs must rush to her side with the half of the *Egg of the Phoenix* as soon as possible to collect her waning life essence. The maximum mythic essence they can capture from her is equal to 10 plus the number of mythic points she had remaining at the moment of her death. However, each round that passes before they begin collecting her essence, on her initiative count, she loses 1d4 points from this total. Once they begin collecting it, they can collect 1d4 points per round (which drain into the bowl instead of draining away into the Slurry below. Once the PCs have collected all of her mythic essence, they can spend one or more additional rounds attempting to draw her soul into the bowl. This functions like *soul bind* (DC 25), using her Will save bonus in life, though she cannot take actions to divert or absorb the spell. Each subsequent round the PCs continue using the bowl to draw out her soul, the DC increases by 1. If her soul is trapped, she cannot be returned to life, and the bowl gains an additional 10 points of mythic essence.

The Slurry itself is a source of additional mythic essence, as PCs can determine with a successful DC 30 Knowledge (arcana) check. If the PCs take the *Egg of the Phoenix* to the slurry, they can drain an additional 1d4-1 points of mythic essence per round. If either amniotic elemental is present, it attacks a creature using the item to drain the essence of the Slurry; however, the elementals gain one negative level each round that the PCs drain the Slurry's essence, and they become shaken as long as these negative levels are present. The maximum mythic essence that can be drained from the Slurry is 20 points.

Aftershocks: Each round after Invidia's death, there is a 10% cumulative chance that the entire Creche is struck by an [earthquake](#) (treat as a cavern) that shakes the entire area and rains rubble down on all creatures within it. When an *earthquake* occurs, the chance resets to 10% on the following round.

Each time an aftershock occurs, there is 50% chance that each egg trap (area 17) is shattered by falling rubble, collapsing into the slurry. Once all three egg traps are destroyed, creatures can escape the Creche with a *teleport*, *plane shift*, *gate*, *shadow walk*, or similar spell without having to pass through the nightmare realm of the Under-Fane.

Creatures attempting to create an extra-dimensional refuge such as a *rope trick* or *mage's magnificent mansion* find that such spells have no effect here.

Afterbirth: If the PCs have had a difficult encounter, you may allow them to escape with the stolen essence, locking it within the *Egg of the Phoenix* and returning it to the jagladine with their yllosan stowaway, ready to retrieve it when they need it in Chapter 4. If they have had a relatively easy time, however, they may find that the collapsing divinity within Invidia collapses in on itself and gestates an unspeakable horror, her ectopic twin brother **Abzu** that bonded himself to her eons ago when she herself was spawned, and which has clung to her inward parts as a flaccid yet lifeless remnant of the divine seed which made her. The ebbing vitality of Invidia contains just enough spark to push Abzu headlong into an agonized and tormented existence, knowing his sister's death and pain and filled with rage and anguish beyond imagining.

Each round the tremors continue, shaking the foundations of the Fane and causing parts of it to collapse into the Creche, and each round on what would have been Invidia's initiative count there is a 10% cumulative chance that Abzu erupts from the stony column of twisting hands and agonized arms that once held up Invidia's lair, shaking loose from the pandimensional abscesses opened by her spilled blood and festering corpse as a hundred-handed monstrosity of nightmares. The column begins to collapse, dealing 8d6 points of bludgeoning damage to creatures adjacent to it or standing on it, as Abzu uses his **planar leap** ability to bridge the gulfs of reality through the power of his sister's blood, exploding out of the pillar in a cataclysmic explosion of thundering flame.

Special Note: If your PCs are heavily damaged already, you could have Abzu simply claw his way out of the pillar from the inside, making it collapse but eschewing the massive explosion of damage caused by his planar leap.

ABZU, HEKATONKHEIRES TITAN

CR 24

XP 1,228,800

hp 516 (*Pathfinder Roleplaying Game Bestiary 3*)

Special Abzu retains the memories of his sister and her

confrontation with the PCs and knows what she knew of their tactics and skills. Even while gestating, he can trigger his *greater spell immunity* spell-like ability, gaining immunity to any five spells of up to 8th level, choosing spells which the PCs have used against Invidia or her minions, or against the Voices and servants in the Great Fane above. If you wish to preselect the spells to which he gains immunity rather than basing them

on the PCs' tactics, he gains immunity to *enervation*, *fireball*, *horrid wilting*, *maze*, and *waves of exhaustion*.

Since Abzu has constant spell turning in effect, he can reflect 1d4+6 levels of targeted spells (including ranged touch spells) back at their caster each round. If his *spell turning* is dispelled, he can resume it on his next turn as a free action (the same is true of his air walk and true seeing spell-like abilities).

Each round Abzu is present, the chance of an earthquake is doubled, and when he is killed a truly massive tremor shatters the transpatial membrane of the Under-Fane, ripping open the floor of the Great Fane itself. Damage from falling rubble is doubled that round and the save DC increases to 20. The PCs can now easily traverse the gap into the cathedral nave above by climbing, flying, or teleportation. The devastated temple stands nearly deserted, as most folk fled the cataclysm, and PCs have several minutes to likewise depart before waves of authorities arrive.

It is clear to all that the psychic reverberations of the Daughter's death have been felt across Atlas Prime. Almost immediately, the Devotee faction begins lashing out at all others, driven into madness and despair. If the safe house remains inviolate, the PCs can easily retreat there in

THE ENEMY OF MY ENEMY IS STILL MY ENEMY

Principled PCs may not wish to work with such vile creatures as the jagladine or onaryx, and that's a perfectly valid ethical stance. Players who do not wish their characters to ally with evil forces, even to turn them to treason against former evil allies, should not be punished for that decision, nor should it derail the course of the adventure. The information provided by the onaryx and jagladine could be discovered by independent research or provided by the yllosan given their years of spying and their expertise at rooting out information.

At the same time, allies are in short supply in Atlas Prime, and if you wish to represent the course of expediency in making temporary arrangements with the onaryx and jagladine, you could choose to reduce the chance of encounters or even the difficulty of encounters if you wish, to represent enemies being eliminated by the revolting jagladine and onaryx. Some encounters here incorporate this theme already, with jagladine turning up in the midst of a battle between rival ultari forces, creating a multi-directional battle that can work to the PCs' benefit. You know your players best and their roleplaying style, so adapt the prospect of allying with the onaryx and jagladine to their preference to create a play experience that is fun and not frustrating.



the chaos without being disturbed. If it already has been uncovered and demolished, the PCs need to look for a local place of safety. A mage's magnificent mansion or similar extradimensional space might at first seem ideal, but ultari inquisitors will be scanning with detect magic for any form of conjuration (creation) or conjuration (teleportation) effects on heightened patrols, and they must take care to create their sanctuary in a safe location. PCs can seek an ideal hiding place with DC 35 Knowledge (local), Stealth, and Survival checks. If they can record at least three successes in a row, without accumulating more than two total failures, they manage to avoid the mayhem on the streets and find a safe place to rest and recuperate.

The Darkening of the Sphere: When the PCs awaken from resting, they discover that the Scroll seems disrupted in many places, and everywhere there appear flashing messages about the Darkening of the Sphere; by order of the Ultari Parliament, Atlas Prime is being placed under the interdict. All entry stations are closed, all tower access to the outside of the Sphere are sealed. No one enters, no one leaves. All travel is suspended until dissidents and traitors are uncovered and brought to justice. There is no way out.

PART 4: TO KILL A STAR

The PCs have won a major victory, unleashing complete chaos in Axis Prime and throughout the Dyson Sphere as the Devotees have been driven mad by the death of Invidia Ultimi and the destruction of the Great Fane. If the PCs have recruited the aid of the onaryx and jagladine, they likewise time their uprisings to coincide with the collective meltdown of the Devotee faction of the ultari, leaving the ultari Legates to stand on their own against three rival factions. This four-way struggle erupts across the Sphere over the course of several days, resulting in massive upheaval.

The PCs can remain in hiding for a few days after the fall of Invidia, but the longer they wait the greater the chance the ultari Legates regain full control and implement vastly increased security measures that would make it very difficult for the PCs to move around Atlas Prime.

While danger still exists on every hand, as none of the rival forces owes any allegiance to the PCs, the disruption from this power struggle hamstringing the normal deadly efficiency of the ultari command and control systems and allows the PCs a window in which to pull off a daring gambit, streaking to the far side of the sun to steal the second half of the *Phoenix Egg*.

A DESPERATE GAMBLE

With the tube network sealed and long-range teleportation impossible (even mythic teleportation effects) and all physical exits from Atlas Prime sealed, the PCs must find another means of reaching the far-distant city of Lacuna on the far side

of the sun. The yllosan have discovered a final secret about the singularity star of Faa Dlan: It wasn't just built by the Patrons. It is the last remnant of the Patrons. The sphere itself and its tube network, the planar prison, and the Axis Major itself—the architecture of all of them seems built from the fundamental essence and substance of the Patrons themselves, a living biospiritual mechanism rather like an immense coral reef, locking the Principalities within its living matrix. There are secrets the ultari and jagladine have never discovered about the sphere not through lack of trying but because the entire system has actively hidden its true nature from them, cloaking itself in the guise of the Principalities and their power even while sealing off most of their true essence from leaking through. The Patrons are here, in a real sense, locked in an eternal transpatial grapple with their ancient enemies across the manifold layers of reality.

The presence of the Patrons is what has created the spiritual backdoors that remain hidden to the eyes of the Hegemony and their dark masters, and the mythic anointing of the PCs has a unique resonance with the Patrons' power. That unique link is what inspired the yllosan to devise a way to detach the PCs' spirits and bind them with their own, allowing them to hijack that resonance and the energies of the Axis Major itself and project the PCs through it in the form of pure spirit-essence and remanifest on the far side. The distance is so vast and the energies of the Axis Major so intense that the yllosan must stretch their own spirits like a necromantic astral conduit to keep the PCs tethered, and they will not be able to maintain it for long. They could open the conduit from outside Axis Major, but the transit will essentially reverse their positions on the opposite side of the sphere, so the farther they are from the conduit in Atlas Prime, the farther they will be from it in Lacuna, and the greater the distance and danger that must be traversed there to reach the location of the second half of the *Phoenix Egg*.

The best place to launch this spirit-conduit is in direct alignment with the Axis Major itself, which means getting inside the Ultari Parliament, the very heart of the empire. The upheaval and revolution should have taken a serious toll on the defenses of the Parliament building, allowing the PCs to infiltrate or invade and find a place they can hole up and attempt the risky spirit-conduit ritual. Their spirit bodies will manifest inside the Sun-Core Station in Lacuna, which according to the yllosan's research is identical in shape to the Parliament building, allowing them to manifest inside its defenses.

The Sun-Core Station is controlled by a supposedly immortal ultari viceroy named General Qala. Lacuna is largely peopled by exiles, it being literally as far as possible to be from the heart of the empire and still be in the Sphere. Qala herself is untouched by the squabbles and revolution on this side of the Sphere, and at least some of her lieutenants are reputed to be undead and likewise loyal chiefly to her, but the Last Daughter's death has driven some of her servants rogue and

left things somewhat unstable there as well. Destroying her and her minions is less important than retrieving the second half of the Phoenix Egg and doing what they can to sabotage the cyber-psychoic Axis Major control and stabilization systems in Lacuna, but they are no doubt well guarded.

The talisman provided by the yllosan should allow the PCs to sense the presence and direction of the *Egg*, but they must hurry. If they stay too long, the astral conduit will begin to fray as the yllosan's spirit-energy is consumed; they are willing to die for this chance to help destroy the Hegemony, but the PCs must return before the last yllosan's spirit-energy gives out or their own spirits will be torn apart when the astral conduit disintegrates.

Once the *Egg* is retrieved, the yllosan can pull the PCs' spirits back through the necro-conduit to their true bodies in the Ultari Parliament, bringing the second half of the *Egg* with them. They can then destroy the cyber-psychoic relay systems in Atlas Prime that maintain the stability of the Axis Major, causing it to begin to unravel. The PCs can then seize the first half of the *Phoenix Egg*, uniting the sundered pieces. With the artifact in hand, they need only do the impossible: launch themselves headlong into the heart of the singularity star to unleash a nova explosion that will end the Ultari Hegemony once and for all.

Entering the Axis Major from Outside: PCs attempting to enter the Axis Major from outside the Ultari Parliament, whether by flying into the beam or attempting to teleport into it, can do so. The beam is 100 feet across and affects creatures touching it or entering its space as *mythic disintegrate* (DC 30, caster level 20th), though it is an extraordinary effect and is not blocked by *antimagic field* or similar effects. The mythic radiance of the Axis Major even affects creatures in an extradimensional space being carried by another character. In addition to this damage, the torrent of energies flowing through the Axis Major affects creatures trying to enter as a bull rush combat maneuver with a bonus of +30. If the check succeeds, the creature is rebuffed and blasted back from the Axis Major. A PC can attempt a bull rush or overrun combat maneuver against a CMD of 40 to force their way through to the interior of the Axis.

Once creatures force their way into the Axis Major, the energy surging through the shaft is far less intense, with a functioning as *disintegrate* (ranged touch attack +11, DC 20, caster level 11th) on the first round they spend in the shaft. Each round creatures end their turn inside the shaft, they are affected by an additional *disintegrate* effect, with attack bonus and caster level increasing by 1 per round, up to a maximum of 20. This effect has a mythic source.

If PCs have generally good Fortitude saves, their bodies could endure this damage for some time before facing real danger. While their spirits are displaced to Lacuna, however, their bodies here become helpless, so the *disintegrate* rays hit except on a 1. If one PC wished to stay behind and apply repeated healing effects, they could certainly buffer the PCs' bodies against these destructive energies and allow them to continue

PART 4: TO KILL A STAR

their mission in Lacuna. Yllosan who are possessing PCs and riding in their bodies are not affected by this *disintegrate* energy, but they are affected by it (taking half damage) if separated from their host body.

It is much harder to hide being inside the Axis Major, which leaves the PCs potentially vulnerable to counterattack. The disintegrating energies of the shaft destroy any physical ranged weapons coming into their area, but energy weapons and effects with no physical substance are not so affected. Creatures pursuing the PCs into the shaft face the same challenges in entering the area that the PCs did.

I. PARLIAMENT OF STRIFE

The psychic reverberations of Invidia's death are immediately felt by all ultari devotees across Atlas Prime, filling them with despair and a temporary madness. All ultari zealots are affected for the next 24 hours as simultaneous crushing despair and confusion with no saving throw. Combined with the insurrection of the jagladine and the onaryx uprising, the chance of law enforcement encounters is reduced by 50% as those forces are all too busy dealing with the warring factions to be keeping a close eye out for the PCs as they navigate the city

GUARDIANS AT THE GATE (CR 21)

As PCs approach the exterior of the Ultari Parliament, they are accosted by a squad of scorpion shocktroopers that seek to keep all non-Ultari away from the building. They are backed up by a pair of elite klaven constables astride a massive spinewalker, and the PCs can see onaryx and jagladine corpses nearby, along with a few ultari.

PCs can talk their way through as in Retrieving the Bowl (see page 67), though the DC of all checks is increased by 5. Alternatively, with a successful DC 25 Sense Motive check the PCs can tell that these guards are extremely on edge and suspicious, uncertain whom to trust. They gain a +5 bonus on Bluff checks made to convince one or more of them that the others are working with revolutionary factions and are about to betray them; this bonus also applies on opposed Charisma checks to convince a charmed guard to turn on his allies. A dominated guard compelled to attack his allies is not automatically entitled to a new saving throw. At the GM's option, these guards take a -4 penalty on saving throws against spells like murderous command, suggestion, song of discord, or other similar effects that would influence them to attack their allies.

The guards confront the PCs on the plaza in front of the building. This area is unmapped, as the PCs may be able to talk their way past the encounter. If combat ensues, the area should be mostly an open plaza with a massive building on one side of it, with one or two troopers at ground level with the klaven and spinewalker to block the PCs' path toward the building entrance and the other shocktroopers climbing on nearby building facades to make ranged attacks with their plasmathrowers.

SCORPION SHOCKTROOPER (4)

CR 16

XP 76,800

hp 325 (see page 45)

ELITE KLAVEN CONSTABLE (2)

CR 12

XP 19,200

hp 130 each (see page 139)

SPINEWALKER

CR 14/MR 2

XP 38,400

hp 246 (see page 140)

ENEMIES WITHIN (CR 21+)

While the shocktroopers have been mostly successful in keeping non-ultari out of the Parliament building, they are rightfully concerned about the chaos and upheaval gripping Atlas Prime, as within the building the ultari themselves are tearing each other apart in a wild skirmish when the PCs arrive. **Area 6** is where PCs come into the interior of the Parliament building from the outside.

PCs wishing to find a safe place in which to perform their *astral projection* ritual with the yllosan can fight their way through the main level into the administrative wing and take shelter in the burned-out offices and meeting rooms there, use the *telekinetic sphere* from the Speaker's Platform to rise themselves into **area 10** in the cupola, or can battle into the lower levels and take shelter in one of the Server Labs at **area 9**.

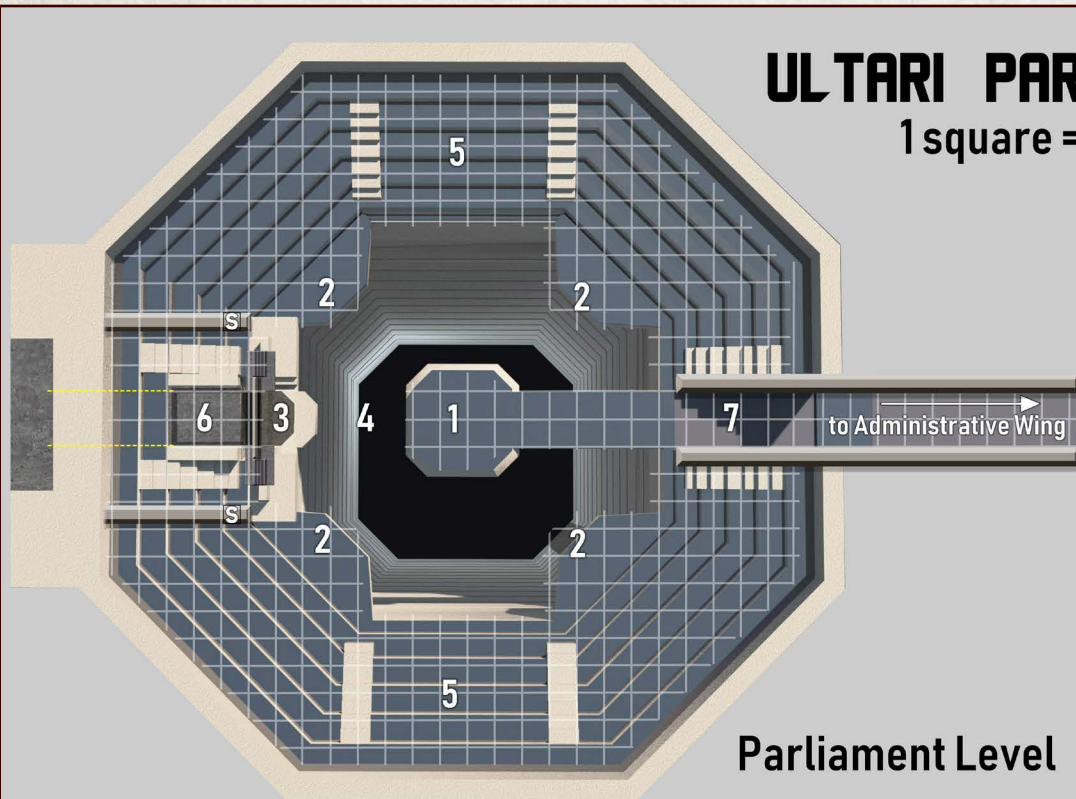
You enter a large amphitheater, with row upon row of seats ringing a vast central shaft while balconies stretch out over the yawning abyss. Shouts, the sounds of blasting, and a nearly audible telepathic hum assault your senses as you see ultari fighting ultari, with quarter neither asked nor given.

At the moment the PCs enter, there are two troops of **ultari acolytes** and two troops of **ultari senators** engaged in battle in the parliament building. You can place them anywhere in areas 1-7. When the PCs make their appearance, the ultari are focusing on each other, but unless PCs are using great stealth they are likely to be immediately noticed. Each troop has a 50% chance of ignoring the PCs and focusing their attention on the rival ultari, though they immediately turn to attack the PCs if they are attacked first.

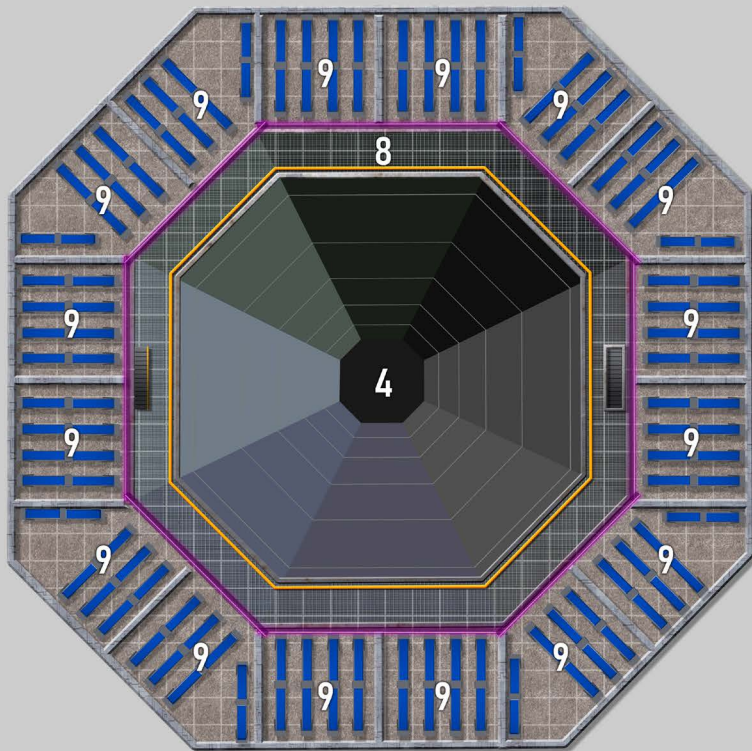
At the beginning of each round each round that combat continues, there is a 50% chance that another troop enters the parliament area (equal chance of this troop being acolytes or senators), up to a maximum of three additional troops of each kind. Newly arrived troops target their enemy ultari (or the jagladine, if they have revealed themselves as described below) if the PCs do not appear to pose a threat, but if they are attacking the troops attack them in return. If one of the ultari senators troops

ULTARI PARLIAMENT

1 square = 5 feet

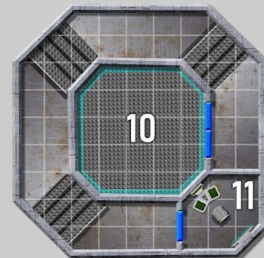


Parliament Level

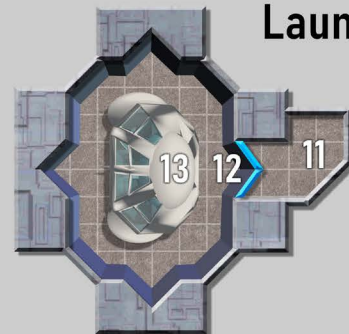


Lower Level

Cupola



Launch Pad



PART 4: TO KILL A STAR

is killed, the other issues a telepathic command to the **myrmidon strike wings** below in area 4, calling one wing of them to rise up to the attack.

In addition, each round in which PCs are present and detectable (the ultari have thoughtsense active, so even invisible or hidden creatures are clearly detectable unless they have additional means of protection from detection, such as *mind blank*), there is a 50% chance one or more PCs are targeted by a stray mental assault from ultari racing around the building and lashing out at any intruders, assuming them to be working for their rivals. The save DC for most effects is DC 24. If PCs are disguised as ultari, there is a 50% chance that any of the mental assault is replaced with a **mindscan** mental assault (as the ultari inquisitor mental assault) trying to determine which side they support.

ULTARI ACOLYTES (2)

CR 12

XP 19,200

hp 190 (see page 70)

ULTARI SENATORS (2)

CR 12

XP 19,200

hp 190 (as **ultari inquisitors**, except as noted below)

Feats replace Alertness and Skill Focus (Sense Motive) with Deceitful and Skill Focus (Bluff)

Skills Bluff +33, Diplomacy +24, Disguise +33, Intimidate +24, Knowledge (arcana) +10, Knowledge (local) +10, Knowledge (nobility) +20, Linguistics +4, Perception +23, Sense Motive +24, Spellcraft +10, Stealth +24, Use Magic Device +21

Mental Assault: An ultari senators replaces the *mindscan* and *show yourselves* mental assaults with the following:

Crisis of confidence: The target takes a -3 penalty on attack and damage rolls and on saving throws against charm and fear effects as long as the ultari senators concentrates and for 1 round thereafter (no save).

Mental mockery: The target takes a -6 penalty on Charisma checks and Charisma-based skill checks for as long as the ultari senators concentrates and for 1 round thereafter (Will negates).

In addition to the ultari, several jagladine shapeshifters have infiltrated the building in the confusion, and if combat begins with the PCs they take this as the moment to reveal themselves and begin slaughtering as many ultari as they can. They focus on the ultari unless attacked by the PCs, but they have no qualms about slaying the PCs as well if they interfere. PCs

As the battle is joined, you suddenly see one two of the ultari morph into jagladine infiltrators laying about their foes with beams and bombs of energy.

D%	Result
01-50	No mental assault
51-60	Random PC is targeted with brain lock (as ultari inquisitors)
61-70	Random PC is targeted with mind thrust (as ultari inquisitors)
71-75	Random PC is targeted with holy terror (as ultari acolytes)
76-80	Random PC is targeted with telepathic drain (as ultari acolytes)
81-85	Random PC is targeted with crisis of confidence (no save) (as ultari senators)
86-90	Random PC is targeted with mental mockery (as ultari senators)
91-95	Two random PCs are targeted with one of the above 6 effects (roll 1d6 to determine which)
96-00	Every PC is targeted with one of the above 6 effects (roll 1d6 to determine which)

JAGLADINE BIOMORPH (2)

CR 15

XP 51,200

Male jagladine alchemist^{APG} (**beastmorph**^{UC}) 14

NE Medium monstrous humanoid

Init +14; Senses darkvision 60 ft., low-light vision; **Perception** +27

DEFENSE

AC 30, touch 17, flat-footed 24 (+3 armor, +5 Dex, +1 dodge, +1 insight, +6 natural, +4 shield)

hp 162 (2d10+14d8+88); fast healing 2

Fort +14, **Ref** +20, **Will** +11

Defensive Abilities fortification (25%); **DR** 10/adamantine and slashing; **Immune** cold, disease, paralysis, poison, sleep;

Resist electricity 30; **SR** 27

OFFENSE

Speed 30 ft., climb 20 ft., swim 90 ft.

Melee bite +17 (1d4+3) and 5 claws +17 (1d6+3)

Ranged bombs +20/+20/+15/+10 (7d6+5, DC 24)

Space 5 ft.; **Reach** 10 ft.

Special Attacks grand beastmorph mutagen (blindsense 30 ft., ferocity, jet 600 ft., swim 90 ft.)

Alchemist Extracts Prepared (CL 14th, concentration +19)

5th—**delayed consumption**^{APG}, **sending**, **spell resistance**

4th—**freedom of movement**, **fluid form**^{APG}, **greater false life**^{UM}, **stoneskin**, **viper bomb admixture**^{UC}

3rd—**arcane sight**, **cure serious wounds**, **haste**,

hypercognition^{OA}, **water breathing**

2nd—**barkskin**, **blood armor**^{ACG}, **blur**, **bull's strength**, **cure**

moderate wounds (2), **resist energy**

1st—**anticipate peril**^{UM}, **bomber's eye**^{APG}, **cure light wounds** (2),

expeditious retreat, **shield**, **touch of the sea**^{APG}

TACTICS

Before Combat A jagladine biomorph is prepared for battle with his mutagen, as well as several extracts: *anticipate peril*, *arcane*

sight, barkskin, bomber's eye, fluid form, freedom of movement, haste, spell resistance, and stonesskin, as well as activating the shield extract in his system via delayed consumption.

During Combat A jagladine biomorph uses *viper bomb admixture* immediately before leaping to the attack. He makes full attack actions with his bombs, alternating tanglefoot bombs and poison bombs. He uses his melee attacks only as a last resort, using a stored dose of purple worm poison (DC 24, Dmg 1d3 Str, cure 2 consecutive saves) to enhance his bite.

Morale A jagladine biomorph is knows that surrender means death and fights to the end.

Statistics A jagladine biomorph's mutagen and magical enhancements increase his chances of escape and survival on the run. His statistics without extracts or mutagens are as follows: **Init** +6; **AC** 18, touch 13, flat-footed 15; **hp** 106; **Ref** +14; **Will** +10; **Melee** bite +15 (1d4+3) and 5 claws +15 (1d4+3); **Ranged** bombs +18/+13/+8 (7d6+6, DC 25); **Dex** 14; **Con** 12; **Int** 22; **Wis** 16; **CMB** +15; **CMD** 30; **Skills** Acrobatics +25, Appraise +15, Disable Device +13, Fly +15, Heal +7, Knowledge (arcana) +15, Knowledge (nature) +25, Perception +28, Sense Motive +17, Sleight of Hand +15, Spellcraft +18, Stealth +15, Survival +12.

STATISTICS

Str 16, **Dex** 20, **Con** 16, **Int** 20, **Wis** 14, **Cha** 11

Base Atk +12; **CMB** +13; **CMD** 25

Feats Ability Focus (bomb), Alertness, Brew PotionB, Extra Discovery (tanglefoot bomb), Improved Initiative, Multiweapon Fighting, Point-Blank Shot, Rapid Shot, Toughness, Throw AnythingB

Skills Acrobatics +22, Appraise +14, Bluff +15, Climb +15, Disable Device +16, Fly +18, Heal +21, Intimidate +20, Knowledge (arcana) +14, Knowledge (nature) +22, Perception +27, Sense Motive +16, Sleight of Hand +18, Spellcraft +17, Stealth +18, Survival +11, Use Magic Device +15; **Racial Modifiers** +4 Bluff, +4 Intimidate, +4 Perception

Languages Aklo, Aquan, Bil'djooli, Celestial, Common, Ultari, Jagladine

SQ discoveries (fast bombs, feral mutagen, greater mutagen, mummification, poison bomb, preserve organs, smoke bomb, tanglefoot bomb), intuitive naturalist, multi-armed, reflexive biology

Combat Gear *potion of cure serious wounds* (3); **Other Gear** *cloak of resistance* +2, *headband of vast intelligence* +4 (Heal, Knowledge [nature]), *dusty rose prism ioun stone*, *masterwork chain shirt armor*

1. SPEAKER'S PLATFORM

This angular platform extends out over a yawning pit below. A gleaming polished rail surrounds the edge, with an array of blinking lights around its perimeter.

This platform is for use by the speaker to address the Parliament. One of the jagladine that reveals themselves should appear here. The other can appear anywhere in the chamber.

Development: Close examination of the platform taking 1d4 rounds and a successful DC 35 Knowledge (engineering) or Knowledge (arcana) check reveals that the controls here are telepathically activated, allowing a creature on the platform to create a bubble of force equivalent to a *telekinetic sphere* (caster level 15th). The creature that created the sphere can move it up or down as if they had cast the spell. A creature can activate the *telekinetic sphere* with a successful DC 30 Use Magic Device check, but creatures without telepathy take a -20 penalty on this check.

When the top of the *telekinetic sphere* touches the ceiling of the dome, the ceiling begins to glow with a purple light and the sphere passes through it as if it were intangible, carrying the creatures within up to and through the ceiling as well. However, there is a failsafe function built into this intangible ceiling that is specifically calibrated to the physiology of the ultari. Any living creature passing through the ceiling is exposed to **severe radiation** (see page 147), and after the effects of that radiation are resolved is then affected as *disintegrate* (caster level 15, DC 22), though this is a supernatural effect and is not subject to spell resistance.

Once creatures pass through the ceiling, they emerge in the cupola at area 10.

2. TETRARCH THRONES

This raised balcony holds an elaborate padded metal chair with stools mounted behind it. A flickering dome of force surrounds the balcony.

These observation platforms are reserved for the private use of the Tetrarchs of War, Science, Religion, and Administration, the latter two posts always held by ultari, giving them an unbeatable voting bloc along with the Speaker of the parliament. While the onaryx typically hold sway over War and jagladine over Science, their voices are more symbolic and advisory in nature.

Each throne is surrounded by a dome-shaped *wall of force* (caster level 10th) to protect its occupant, but the chaos has damaged the power supply. As a result, the *wall of force* has only 50% of the normal hardness and hit points (i.e., hardness 15, 100 hit points), and if affected by any attack or effect that overcomes its hardness, there is a 25% chance that the *wall of force* flickers and fades to nothingness for 1 round before reforming. If reduced to 0 hit points, the *wall of force* is destroyed for 24 hours.

3. PETITIONER'S PLATFORM

Steps lead down to this sunken balcony that hangs over a vast pit, holding a simple bench with a folding lectern.

This low platform is for those called before the parliament to speak. Creatures spending more than one round on this



platform start to feel calm and at ease, their minds opening to outside contact. This functions as both *mind fog* (DC 20) and *calm emotions* (DC 15), with a new saving throw required each round a creature begins its turn on the platform. The save DC increases by 1 each minute, up to a maximum of DC 30 (DC 25 for *calm emotions*).

A malfunctioning *wall of force* similar to those at area 2 screens the platform and all of area 6 from easy access to the rest of the parliament building. As noted in area 6, mind-affecting effects that originate in areas 1, 2, 4, and 5 can pass through this unique *wall of force* into areas 3 and 6.

4. ABOVE AND BELOW

A vast, high dome soars above the parliament building, and a vast open pit plunges into darkness below, though dimly lit balconies can be seen below ringing the shaft.

The ceiling of the room extends 120 feet up from floor level. The pit plunges over 200 feet straight down, ringed by chambers like those on the Lower Level map at intervals of every 50 feet. There are three levels of balconies, at 50, 100, and 150 feet down, plus a fourth ring of chambers at the bottom of the pit.

Currently on guard in the lower reaches of the shaft (**area 8**) are several myrmidon strike wings. As long as it is only ultari fighting ultari, they remain on guard rather than rising against their masters. However, if PCs fly over the pit area to where the myrmidons below have a clear line of sight, their defense programming is activated and one strike wing flies up to battle them while others use their ranged weapons against available targets (or as readied actions, if the PCs are moving back and forth across the area).

The remaining strike wings remain on guard in the shaft below unless creatures descend to infiltrate this area, in which case they surge to attack.

5. PARLIAMENT SEATS

Banks of plush seats here are now scorched and torn, blasted by fire and spherical holes where disintegration grenades have left their indelible mark. Piles of ash and flash-burned residue mark where members of the high congress met their end.

Due to the damage from previous battles, these areas are considered difficult terrain. Creatures lying prone in this area gain cover.

6. PARLIAMENT PROMENADE

The entryway from the building's entrance opens into a walled gallery. Stepped benches rise above and behind the entry tunnel, and small steps lead down to a balcony overhanging a vast open shaft. A screen of shimmering force flickers along the edge of the shaft.

This is the public entrance, where PCs are most likely to enter, where non-parliamentary guests can be seated to observe parliament. It's screened along the edge of the balcony at 3 by a *wall of force* (caster level 10th) that is permeable to mind-affecting effects, but only from the inside to out. The *wall of force* already has taken 100 points of damage, causing it to visibly shimmer, and a successful DC 30 Spellcraft check can identify the degree of damage to the *wall of force*.

Because the *wall of force* protects this area, the steps and benches above have far less damage to them than do those at area 5.

The secret doors (DC 30 Perception check) on either side give access to the walkway around the lower edge of area 5. They are locked with *arcane lock* (Disable Device DC 50, break DC 33); these DCs are reduced by 10 if the *arcane lock* is dispelled or suppressed. Passing through either secret door without uttering the password triggers a *symbol of vulnerability*^{UM} (caster level 17th). This *symbol* has no effect on the ultari, jagladine, myrmidons, or shocktroopers within.

7. ADMINISTRATIVE WING

This wide hallway leads to a warren of office doors, some closed and others hanging open, with scorch marks, bloodstains, bits of ultari and jagladine blown apart, and the like.

This area is not mapped, but consists of numerous intersecting hallways, offices, and conference rooms. If PCs force their way into this hallway, a DC 30 Survival check enables them to find an unoccupied room in which to take refuge for 1 round plus a number of rounds equal to the number by which they exceeded the DC. During this time, the opposing forces turn their attention back to each other rather than pursuing the PCs, but after this time they track down the PCs to their hiding place and commence an assault.

8. GUARDED CATWALK (CR 23)

This 10-foot-wide wide metal grating circles the entire shaft, with open staircases leading up and down on opposite sides of the ring. The inner edge of the catwalk has no railing, while the outer edge of the catwalk is bounded by a series of angled translucent planes of force, behind which are stacks and rows of metal and crystalline structures riddled with blinking lights.

The catwalks used to be guarded by multiple scorpion shocktroopers on each level, but the carnage of the uprising reduced their combat-readiness, leaving only one on each of the four levels. However, the shocktrooper on the level above and below can see clearly through the mesh gratings and can attack with energy weapons without impediment. They also can climb up to assist in melee if necessary, though they prefer to stay at range and use their plasmathowers, especially against flying creatures. They move around the ring as necessary to get a clear shot at PCs on other levels.

The top two lower levels are each guarded by a **myrmidon strike wing**, though one of these wings may have been summoned by the ultari senators to intervene on their behalf on the upper level.

MYRMIDON STRIKE WING (2) CR 20/MR 5
XP 307,200
hp 356 (see page 140)

SCORPION SHOCKTROOPER (4) CR 16
XP 76,800
hp 325 (see page 45)

Development: Neither the shocktroopers nor the myrmidons are aware that the *walls of force* screening the control chambers (area 9) are malfunctioning and are weaker than usual, and hence both freely use area-effect effects that might overcome the reduced hardness the *walls of force* without realizing it. PCs trained in Spellcraft observing the effects of their area effect attacks can figure out that the *walls of force* here are weakened with a successful DC 30 Spellcraft check.

Even if the shocktroopers or myrmidons damage the *walls of force*, they continue attacking and may damage them further. Clever PCs may position themselves to draw fire from them at the walls in order to destroy them.

If the PCs have allied with the jagladine and onaryx, you could reduce the number of defenders here, showing wreckage of destroyed myrmidon robots and blasted and burned shocktrooper corpses (alongside the corpses of klaven, jagladine, and onaryx) to show the deadly battles that have taken place.

9. SUN-CORE CONTROL CHAMBERS (CR VARIES)

Each of these chambers is filled with rows of eldritch machinery, humming and whirring and crackling with energy, many with screens, dials, levers, and glowing crystalline cores. Angled walls of translucent energy separate each chamber from those adjacent to it, while the walls facing the catwalk are nearly transparent. Many of the chambers are dark and unoccupied, while in other rooms teams of ultari overseers command jagladine tech teams to maintain the systems.

D% roll	Contents of Chamber
01-65	Dark and empty.
66-80	Ultari inquisitors
81-99	Ultari inquisitors and a <i>charmed</i> jagladine tech team; if the mass charm monster effect is dispelled (caster level 15), the jagladine immediately turn on the ultari and attack them. Knowing that the jagladine are in open revolt, the Sense Motive DC to detect the presence of this charm is reduced to 15.
100+	Roll again (with no modifier) and the real Phoenix Egg fragment is found.

There are 64 control chambers in total on the four ring levels of the shaft, and the PCs must pass within 10 feet of a chamber for their sensor to detect the presence of the true fragment of the *Phoenix Egg* rather than one of its duplicates. A PC must spend a standard action to concentrate on with the sensor in hand to detect the presence of the *Phoenix Egg*. As they check each room, roll percentile dice and consult the following table. For each room after the first, add a cumulative +1 modifier to the room to determine whether they have found it.

ULTARI INQUISITORS

CR 12

XP 19,200

hp 190 (see page 46)

JAGLADINE TECH TEAM

CR 9

XP 6,400

hp 133 (see page 34)

Much like the tetrarch thrones at area 2, the *walls of force* (caster level 10th) that separate each room and separate the rooms from the catwalk are operating on only partial power and have only 50% of the normal hardness and hit points, though damaged walls repair themselves at a rate of 1d6 hit points per round unless reduced to 0 hit points, in which case they are destroyed until the system is reset and repaired completely (taking at least 24 hours). If affected by any attack or effect that overcomes its hardness, there is a 25% chance that the *wall of force* flickers and fades to nothingness for 1 round.

10. FORCE LIFT CUPOLA

The phased force bubble from the amphitheater deposits you in an octagonal room with a sliding door on one side, with a blinking control panel next to it.

The doorway here is operated telepathically, much like the telekinetic sphere itself and can be opened in the same way, though it requires a DC 30 Disable Device check for a telepathic creature, with a -20 penalty on the check for creatures lacking telepathy. The door and chamber walls are adamantine-orium alloy (hardness 25, hit points 240 per 5-foot section) and block teleportation effects and the passage of incorporeal creatures.

11. ACCESS CONTROL (CR 12)

This hexagonal chamber has a pair of blinking crystal displays, each with a seat in front of it for a technician to monitor the readouts, but the room is deserted.

When PCs enter this room, they see no sign that the room has been occupied for some time. In fact, the two grievors that typically guard this room have been reassigned to serve the Chief Inspector, who waits in the area above.

Trap: Any non-ultari examining one of the monitors causes both to flare with magical symbols, one with a *mythic symbol of weakness* (Perception and Disable Device DC 37, save DC 26) and the other with a *mythic symbol of insanity* (Perception and Disable Device DC 38, save DC 27).

Once the symbols trigger, the doors seal and the entire room launches up the cupola to the top level like a high-speed elevator and the doors immediately reopen, allowing the grievors above to attack.



Each of these mythic symbols has been cast by a 17th-level caster with 5 mythic tiers, increasing the DC to find or disarm the traps and the caster level check DC to dispel the traps with a non-mythic dispel magic effect by 5.

SYMBOL OF INSANITY, MYTHIC^{CR}

The saving throw for this spell becomes Will partial, and creatures that successfully save against the symbol become fascinated for at least 1 round. They can make a saving throw at the end of each turn to end the fascinated effect, and it also ends if their line of sight to the symbol is blocked or if they move or are moved more than 60 feet from the symbol. Creatures that fail their saving throw are affected as mythic confusion, as described in *Pathfinder Roleplaying Game Mythic Adventures*, and non-mythic creatures that fail their saving throw are also take 1d4 points of Intelligence damage. Add your mythic tier to the DC to find or disarm a *mythic symbol of insanity* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.

SYMBOL OF WEAKNESS, MYTHIC^{CR}

The saving throw for this spell becomes Fortitude partial. Creatures failing their save take 3d10 points of Strength damage, and non-mythic creatures also become fatigued. Creatures that successfully save take 1 point of Strength damage each round that they begin their turn within 60 feet. Add your mythic tier to the DC to find or disarm a *mythic symbol of weakness* and to the DC of the caster level check to remove the symbol with a non-mythic *dispel magic*.



12. THE STAR LADDER GANTRY (CR 21)

Massive columns of dark crystal lit from within by seething whorls of energy rise to the sky here, drawing your gaze up to a roiling cyclone of pure light streaking from the Parliament building up into the sky, directly into the heart of the distant sun. A sleek metallic craft stands mounted on a gantry of metal and stone in the space between the columns.

This is the launch point for the Solar Shuttle, and as such it is one of the most secure areas in the Hegemony. A pair of grievors stands guard here at all times, and these two are currently reinforced by the pair of grievors normally stationed at area 11. They are here less on their own initiative but at the direction of **Chief Inspector Xaver Brun**, who has pieced together his suspicions about the PCs and their actions and correctly guessed that they are launching some kind of attack on the singularity star itself. He doesn't know the details of their plan, but they have proven dangerous enough that they cannot be

taken lightly. While the Hegemony may be crumbling around him, he will not forsake his duty to the empire.

Creatures: The grievors are poised and ready to defend the area, with two stationed directly in front of the diagonal doors leading to area 11. The other two may be placed as you wish, either climbing on the walls or at ground level. As soon as the doors open, they leap to the attack.

GRIEVER (4)

CR 17

XP 102,400

hp 130 each (plus 85 force field) (see page 121)

13. THE SOLAR SHUTTLE (CR 24)

This shuttle craft of polished silvery metal gleams in the swirling aurora of the Axis Major above, its proud wings luminous and its base couched in deep footings that hold it stably upright. Near the top, an open hatch gleams with rainbow light.

Chief Inspector Xaver Brun waits here for the PCs, a last line of defense against whatever perfidious plan they are about to unleash upon an empire they have already ravaged. He lurks inside the shuttlecraft, protected by a *prismatic sphere* whose light is visible through the hatch. While he is a canny opponent who tends to retreat to fight another day, he realizes this is perhaps the last stand of the ultari people, and he their last, best hope of surviving an insurrection many thought impossible. He stands and fights to the last, working in coordination with the grievors as much as possible but also not fearing to blast an area where they are battling PCs, trusting in their evasion to protect them from his friendly fire. He uses Flyby Attack to enter and leave the *prismatic sphere* in the same round, pausing long enough to drop deadly spells on the PCs while they battle his cybernetic minions.

If PCs do not appear to be fighting each other due to the *symbol of insanity*, he unleashes his *mage's disjunction* in the first round of combat. If they continue fighting each other, he withholds that spell and uses other attacks to wreak havoc.

If the Chief Inspector already has been killed by the PCs, he may appear here again resurrected, or you may replace him with a fellow ultari noble with similar statistics.

CHIEF INSPECTOR XAVER BRUN

CR 24/MR 3

XP 1,228,800

hp 307 (see page 51); fast healing 3

The Shuttle: The shuttle's orium alloy blocks teleportation into it and is immune to *disintegrate*. If attacked, the shuttle gains a +12 bonus on saving throws and is immune to fire damage, with energy resistance 30 against cold and electricity. Each 5-foot section of its hull has hardness 15 and 180 hit points.

While the hatch where Xaver Brun has cast the *prismatic sphere* is the only obvious entrance, there is a hidden escape hatch (DC 40 Perception, DC 30 Disable Device to open) on the side of the shuttle opposite the elevator that he can use to enter and leave it. If a PC

Once the Chief Inspector and the grievors have been defeated, the PCs must board the Solar Shuttle, requiring them to climb up without a gantry (DC 40 due to the slick surface), fly up to the upper hatch and disable the *prismatic sphere*, or find the lower escape mentioned above. When all are aboard, the PCs must succeed on DC 35 Knowledge (engineering) and Linguistics checks in order to decipher the controls, taking 1d6 minutes. Once this is done, two separate control stations must be activated simultaneously with DC 35 Technomancy checks in order to engage the controls and launch the shuttle, with a -5 penalty on the check if the creature making the check does not possess telepathy, psionics, or the ability to cast psychic spells. If either check fails, the craft shudders but does not launch and the controls become scrambled, increasing the DC of future checks on that set of controls by 2 unless the controls are reset with DC 35 Knowledge (engineering) and Linguistics checks. If the PCs have a charmed, dominated, or possessed ultari accompanying them, the ultari gains a +5 bonus on all checks related to launching the shuttle.

If both checks fail simultaneously, the launch sequence misfires and aborts, but not without subjecting the ship to massive gravitic tidal disruption, dealing 8d6 points of force damage to all creatures aboard and causing them to become fatigued (or exhausted, if already fatigued). A successful DC 30 Fortitude save halves damage and removes fatigue.

If both checks succeed, the gravitic accelerators of the gantry power up and launch the shuttle toward the surface of Faa Dlan, passing through the force screens above Atlas Prime and rapidly accelerating to incredible speed.

Patrols (CR 17): If the PCs take more than 10 minutes to launch the shuttle, a pair of klaven dragoons flies by on their sundragon steeds, and if there are any signs of combat left visible they sound an alarm and dive to attack. If the PCs succeed in launching the shuttle, they may see circling sundragons in the sky over the city turning to try and pursue but quickly being outdistanced by the streaking shuttle.

SUNDRAGON STEED (2)

CR 11/MR 2

XP 12,800

hp 296 (see page 26)

KLAVEN DRAGOON (2)

CR 14

XP 38,400

hp 167 (see page 26)

I. THE DARK SIDE OF THE SUN

This section of the adventure is likely to occur in the middle of the previous section, as the PCs force their way into the Ultari Parliament building, finding a safe haven for themselves and then triggering the spirit-conduit with the yllosan to launch their spirit-forms across the sphere to Lacuna on the far side. The PCs must act quickly, as the strain of holding open the spirit-conduit at such an immense distance drains the life force of the yllosan holding it open, and once they die the conduit closes and the PCs' spirit-forms dissolve into nothingness and they awaken in their bodies back in Atlas Prime.

While the city of Lacuna is populated with the same assortment of ultari, jagladine, onaryx, klaven, and their various thrall races as Axis Major, it also contains a large quantity of undead. This is particularly true within the Sun-Core Control, where the General Qala employs them to manage the systems, feeling they are more reliably controllable than living servants. Undead ultari devotees have gone rogue in the wake of Invidia Ultimi's death, but some have been recovered and enslaved to the will of Qala's nightshade lieutenants to help maintain control, even as she has sealed the building from the outside to ensure any unrest in the city at large does not penetrate here. At the same time, this means that only a limited number of defenders stand against the PCs when they make their surprise intrusion through the Axis Major.

Projections: When the spirit-conduit forms, the PCs' bodies fall unconscious in the Ultari Parliament building and reform 1 round later in the identical room in the Sun-Core Station in Lacuna, which uses the same map as the Parliament. When they appear, they have the same hit points as they did when they left, and they possess functional copies of all of their normal gear, including magic items. Ongoing spell effects cast while in their former bodies do not extend to their new spirit-bodies, except for necromancy effects such as *death ward* and *false life*. They can cast new spells after they arrive, which function normally on their spirit bodies. Spells cast, spell slots used, and class features or mythic power expended while in their spirit-bodies remain expended when they return to their actual bodies, as do magic item discharges or similar limited-use effects. However, spell effects and hit point damage taken by their spirit-bodies do not persist when they return to their true bodies except for non-instantaneous necromantic effects, such as curses and negative levels. Instantaneous hit point damage from negative energy or death effects does not persist when they return to their own bodies.

Spirit Sacrifice: Each of the PCs has a portion of an yllosan spirit residing within them, plus one additional yllosan spirit tethered to the conduit itself, most likely **Seantrelle** or **Rumealle** if either is still alive. If your party has additional cohorts or companions, you may eliminate the additional yllosan holding open the portal. The yllosan's full focus and concentration is focused on maintaining the spirit-conduit, and **each round the PCs hold the spirit-conduit open one**



of their yllosans gains a negative level. You may choose randomly, or have the yllosan purposefully allocate these negative levels, or you may allow the PCs to decide whose yllosan takes the negative level. For a typical party of four PCs, this means they have no more than 35 rounds to cast any preparatory spells, explore the Sun-Core Station, evade or overcome any defenders, locate the second half of the *Phoenix Egg*, and return to the conduit.

When any yllosan gains 7 negative levels, it dies and the PC whose body it inhabited gains a temporary negative level (even if protected by *death ward* or a similar effect that normally prevents gaining negative levels or suppresses the penalties associated with them) for the remaining duration of the spirit-conduit and for 24 hours after it ends.

If a PC is about to be affected by a death effect, energy drain, possession, or soul-trapping effect, as an immediate action the yllosan inhabiting their body can choose to intercept that effect and take it upon themselves, shielding the PC entirely from the effect. If this kills the yllosan, the occupied PC gains a temporary negative level as above. A possession effect leaves the yllosan dazed and unable to act as long as the possession lasts but does not otherwise affect it or the PC it occupies.

While at least one yllosan survives, the spirit-conduit persists and the PCs can move and act freely within Lacuna. The defenders certainly try to hinder them, but they are unaware of how the PCs arrived and of the existence of the spirit-conduit. If all of the yllosan are killed, the spirit-conduit begins breaking down, with a 10% cumulative chance each round of collapsing. Each round it persists after the yllosan are all dead, it inflicts a negative level on every character present as it drains away their life energy to maintain itself. When it finally collapses, each PC's projected body dissolves into nothingness and the PCs are hurtled back across the Axis Major to Atlas Prime and their own bodies.

Returning: At least one of the PCs must return to the room where they arrived with the second half of the *Phoenix Egg* and the talisman the yllosan have imbued with their spirit, which tethers the *Egg* to that character's spirit and allows it to accompany them back. Once they return to that room, their yllosan must use a full-round action to concentrate on inverting the spirit-conduit, which will draw all the remaining PC spirits back into and through the spirit-conduit, along with the *Egg*. Their spirit bodies dissolve into nothingness, with anything other than the *Egg* that they picked up while in Lacuna falling to the ground.

THE SUN-CORE CONTROL STATION

While the general revolution occurring in other parts of the sphere has not flared up in the same way here in Lacuna, the area is still in a state of heightened security, and the Sun-Core Station is sealed from entry from the outside. The defenders do not anticipate that any breach of their security is even possible from within, so the PCs' appearance is likely to be a surprise. Until they attack or come within 30 feet of a defender of the station, the PCs gain a +5 bonus on Stealth checks to avoid detection. Once PCs reveal themselves or move into close proximity to the defenders, this bonus disappears. Bear in mind that many of the defenders possess *true seeing* or blindsense, so *invisibility* and similar illusions may be of little use in evading detection.

Weakened Ravage: The effects of **mythic ravage** (see page 142) are weaker in Lacuna, though the Axis Major does convey the effects of this plague even here. Within the Sun-Core Station, all saving throws related to mythic ravage, whether to resist or recover from it, are made with a +4 bonus.

Dark Duplicate: The Sun-Core Control building is virtually identical to the Ultari Parliament and uses the same maps; however, the dome here is of dark, faintly translucent crystal rather than opaque orium and stone, and the cupola (area 10) is merely an observation platform. There is no shuttle, gantry, or access control in Lacuna (areas 11-13). PCs who initiate the spirit-conduit from any of these areas appear in area 10 in Lacuna.

The rest of the core area of the building (all except the unmapped administrative wing, area 7) are kept shrouded in *deeper darkness* at all times, most cast by the nightshades (caster level 16th), though the central shaft's darkness is cast by Utun (caster level 19th). Most of the inhabitants of the Sun-Core Control can see normally in this darkness, as described below.

If PCs use *daylight* or similar effects to suppress or dispel the *deeper darkness*, the normal ambient lighting conditions are still darkness in most areas, increased to dim light in

Vision Range	Method	Creatures
Unlimited	see in darkness	nightshades
120 feet	<i>true seeing</i>	General Qala, Utun, marilith
60 feet*	<i>thoughtsense</i>	ultari ur-acolytes
60 feet**	darkvision	summoned greater shadows

* *Thoughtsense* cannot perceive creatures shielded from divination with *nondetection*, *mind blank*, or similar effects.

** Darkvision functions here only if the *deeper darkness* is suppressed, such as if an area of *daylight* is brought into the area. Otherwise the greater shadows cannot see and their attacks must be directed by the nightshades, with a 50% miss chance.

the control chambers (area 9) and normal light in the cupola (area 10). Knowing their advantage in darkness, Utun and the nightshades use their spell-like abilities to dispel light effects, using deeper darkness to automatically dispel *daylight* and *dispel magic* to dispel higher-level light spells.

SUN-CORE CENTRAL (CR 22)

The specific locations of creatures in the Sun-Core Control Station are left somewhat fluid, as the entire area is relatively open and creatures can move as needed to respond to threats wherever they occur.

Starting Locations	Creature
1, 4, or 10	Utun the Monitor
4	Nightwalker and 4 greater shadows
5	Nightwalker and 4 greater shadows

Utun is undead Monitor of the Sun-Core Control station, and he meditates constantly on the Axis Major. He responds quickly to any intrusion, directing the nightshades to summon their shadow minions and move up to defend the control station from invaders. Utun uses *wail of the banshee* and his eye beam to attack, supplemented by quickened *deeper darkness* enhanced by his eclipse ability to stagger opponents. He uses light to dark if enemies try channeling positive energy to damage him or his minions. He avoids melee but uses his bite attack in conjunction with Improved Vital Strike if forced to move and attack.

UTUN THE MONITOR, ADVANCED TZITZIMITL CR 20

XP 307,200

hp 407 (*Pathfinder Roleplaying Game Bestiary 3*)

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Quicken Spell-like Ability (*deeper darkness*), Vital Strike, Weapon Focus (bite)

Special As long as either nightshade is alive, Utun gains a +2 profane bonus on attack and damage rolls and on saving throws. The additional hit points granted by their *desecrate* aura are included in the total above.

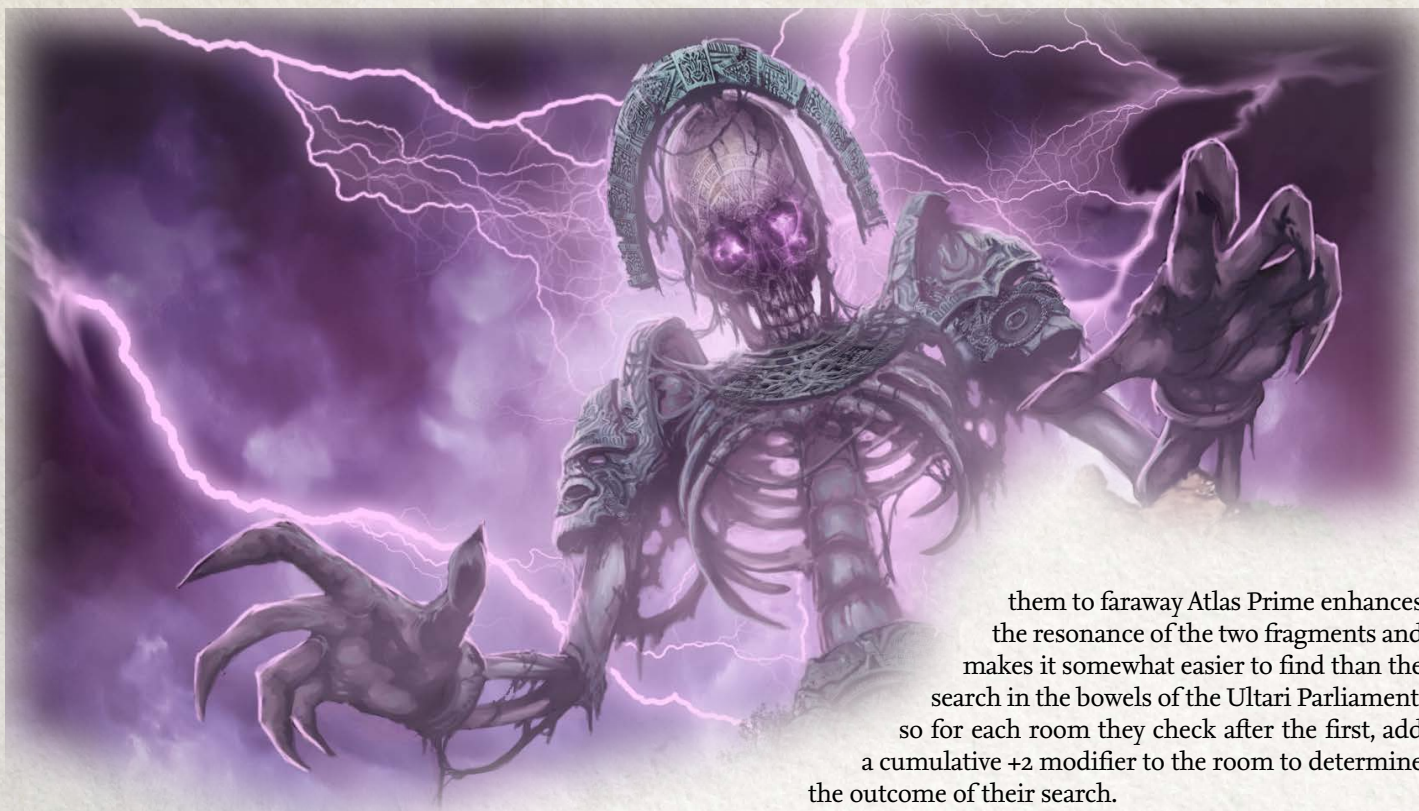
NIGHTSHADE, NIGHTWALKER (2) CR 16

XP 76,800

hp 241 (*Pathfinder Roleplaying Game Bestiary 2*)

Feats Command Undead, **Furious Focus**^{APG}, Greater Sunder, Greater Vital Strike, Improved Critical (claws), Improved Sunder, Improved Vital Strike, Power Attack, **Quick Channel**^{UM}, Quicken Spell-Like Ability (*deeper darkness*), Vital Strike

Special When combat begins, both nightshades immediately summon 4 **greater shadows**^{B1} each. These shadows gain 18 bonus hit points and a +2 profane bonus on attack and damage rolls and saving throws from the nightshades'



them to faraway Atlas Prime enhances the resonance of the two fragments and makes it somewhat easier to find than the search in the bowels of the Ultari Parliament, so for each room they check after the first, add a cumulative +2 modifier to the room to determine the outcome of their search.

profane aura. Unlike nightshades, greater shadows cannot see normally in deeper darkness; however, these shadows replace Skill Focus (Perception) with Blind-Fight, allowing them to retain their Dexterity bonus to AC and to reroll miss chance due to concealment. The nightshades direct their movements and attacks, allowing them to always attack the correct square when attacking enemies the nightshades can see.

Nightshades and their allies are most comfortable fighting in *deeper darkness* and use their spell-like abilities to restore the darkness if it is dispelled or suppressed.

SUMMONED GREATER SHADOW (8) CR –

hp 76 (*Pathfinder Roleplaying Game Bestiary*)

Special Summoned within the nightshades' desecrate aura, these shadows gain a +2 profane bonus on attack and damage rolls and on saving throws. The additional hit points granted by their *desecrate* aura are included in the total above.

FINDING THE FRAGMENT

As in the Ultari Parliament, there are 64 control chambers (area 9) in total on the four ring levels of the shaft, and the PCs must pass within 10 feet of a chamber for their sensor to detect the presence of the second fragment of the *Phoenix Egg* rather than one of its duplicates. A PC must spend a standard action to concentrate on with the sensor in hand to detect the presence of the *Phoenix Egg*. As they check each room, roll percentile dice and consult the following table. The spirit-conduit linking

Much like the tetrarch thrones at area 2, the *walls of force* (caster level 10th) that separate each room and separate the rooms from the catwalk are operating on only partial power and have only 50% of the normal hardness and hit points, though damaged walls repair themselves at a rate of 1d6 hit points per round unless reduced to 0 hit points, in which case they are destroyed until the system is reset and repaired completely (taking at least 24 hours). If affected by any attack or effect that overcomes its hardness, there is a 25% chance that the *wall of force* flickers and fades to nothingness for 1 round.

Vampiric Force: Unlike the walls in Atlas Prime, the *walls of force* here are infused with necrotic energy, and any living creature touching a wall takes 1d6+15 points of negative energy damage, with the wall itself regaining 25% of the damage dealt to a living creature. A creature casting a spell against one of these quasi-vampiric *walls of force* also takes this damage, though a DC 30 Fortitude save halves the damage taken.

Unlike a normal *wall of force*, incorporeal undead can pass through these walls without difficulty and without harm. In addition, these walls are subject to positive energy damage, which affects them as if they were undead and also completely bypasses the wall's hardness. A creature examining the walls with *detect magic*, *arcane sight*, or a similar effect can discern the necromantic power infused within the walls and can guess at their unique effects with a DC 30 Spellcraft check.

PART 4: TO KILL A STAR

D% roll	Contents of Chamber
01-65	Dim light and empty.
66-70	Dim light and demolished equipment plus a broken <i>wall of force</i> into the next chamber, guarded by an aluum titan.
71-90	<i>Deeper darkness</i> and undead ultari ur-acolytes, controlled by the nightwalkers. These acolytes replace Knowledge (religion) with Knowledge (engineering). If both nightwalkers are destroyed, the ur-acolytes are freed of their mental control and turn on Utun, Qala, and any of their former allies.
91-98	<i>Deeper darkness</i> and one of the nightwalkers with 4 summoned greater shadows.
99-100+	Roll again (with no modifier) and the real <i>Phoenix Egg</i> fragment is found.

The aluum titans here have been specially calibrated to be able to move through these specialized *walls of force* without difficulty. If PCs attract their attention, or if ordered by Utun or the nightshades, these constructs move partially through the *wall of force* (gaining cover against attacks made against them) and attack creatures on the railings or floating nearby.

ULTARI UR-ACOLYTES

CR 14

XP 38,400

hp 190 (see page 71); fast healing 3

ALUUM TITAN (2)

CR 16/MR 1

XP 76,800

hp 224 (see page 7)

REINFORCEMENTS

The seals on the building prevent teleportation in or out and dismantling them takes a longer amount of time than the defenders want to spend in the midst of a surprise attack from within. However, Utun and his minions are not the sole defenders of the station. The Viceroy of Lacuna, General Qala, rules this remote base from her chambers in the sub-basement level of the station, below area 4. When the PCs arrive, she is dallying with a marlith she has called with *greater planar ally*; however, she responds within 1d4 rounds of the PCs revealing themselves.

When she appears, a massive portal opens up in the floor of the lowest level of Area 4 and she unleashes a *meteor swarm* to herald her arrival, moving into position to make devastating sword strikes (whether full attacks or vital

strikes) interspersed with quickened *greater dispel magic* to remove her enemies' protective magics. Defensively, note that she can renew her *spell turning* each round as a free action, allowing her to reflect 7-10 levels of spells targeted at her each round. Her chambers below are unmapped, as they are not relevant to the action of the PCs' brief foray into the Sun-Core Control Station.

GENERAL QALA, ADVANCED THANATOTIC TITAN

CR 23

XP 819,200

hp 517 (*Pathfinder Roleplaying Game Bestiary 2*)

Atk +3 *mythic bane unholy ultari broadsword* +39/+34/+29/+24 (8d6+25/17-20)

Feats Bleeding Critical, Critical Focus, *Furious Focus*^{APG}, Greater Vital Strike, Improved Critical (ultari broadsword), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-like Ability (*greater dispel magic*), Vital Strike

Special General Qala is an ultari titan and wields an ultari broadsword rather than a battleaxe. When she confirms a critical hit against a smaller creature, that creature becomes flat-footed against her until the end of her turn (DC 39 Reflex negates). In addition, while she is not a mythic creature her spell-like abilities are treated as mythic effects, and she is treated as either a mythic or non-mythic creature for the purpose of effects used against her, whichever is more advantageous.

DEMON, MARILITH

CR -

hp 264 (*Pathfinder Roleplaying Game Bestiary*)

Special As a called creature, the marilith does not count as a separate creature for XP purposes; however, she can use her summon ability to summon an additional marilith or nalfeshnee demon to aid in the fight.

SWIFT SUCCESS

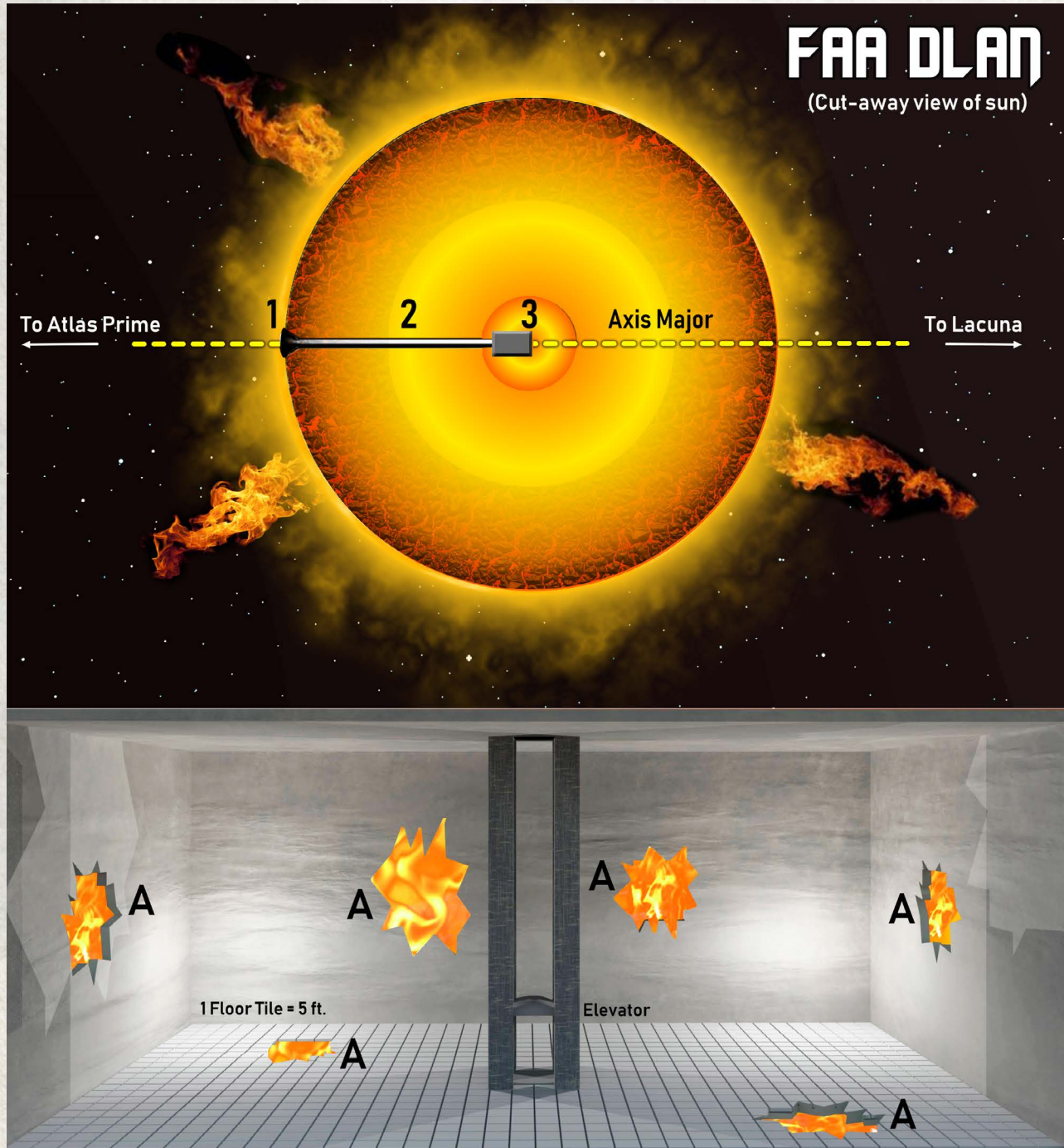
As noted previously, the PCs' success does not hinge on defeating the defenders of the Sun-Core Station. If anything, their chances are far better if they focus on stealth and evasion, keeping their enemies at bay as best they can by dividing their forces and attention. Their sole goal is to find and retrieve the missing fragment of the *Egg of the Phoenix*, returning it to the arrival room to reverse the spirit-conduit and return to Atlas Prime. Fighting the defenders offers no reward in and of itself, aside from XP. The PCs' best strategy might well be to assign one or two of the swiftest characters to search the control chambers while the rest do their best to draw the attention of Utun and the other guardians of the Sun-Core Control station.

K. THE END OF ALL THINGS

The PCs near the culmination of their mythic destiny. Having raided Atlas Prime and Lacuna for the two halves of the *Phoenix Egg*, they must make good their escape from the Ultari capital city while they assemble the artifact and master its use en route to the sun below. Plunging into the heart of the singularity star, now rendered unstable by their sabotage of the Star-Core Control and the Axis Major, they must survive their descent into the stellar core, guarding their lives against dangers unimaginable long enough to

detonate the most powerful bomb in the universe.

The Axis Prime through which they are traveling serves as a star ladder of sorts, allowing high Hegemony officials, agents, and technicians access to the inner secret places of the singularity star. The shuttle craft is forged of orium shielded with a powerful force field that screens out harmful radiation while allowing the craft to bathe in the psychic emanations of the Principalities. Its gravitic propulsion drive through the Axis Major allows it to transit the tens of millions of miles from Atlas Prime to the star's heart in just a day, passing through a specially reinforced heliocarbon



PHOENIX EGG

AURA: OVERWHELMING CONJURATION AND EVOCATION; **CL** 35TH
SLOT: NONE; **WEIGHT:** 25 LBS.

Crafted by the ancient Patrons of the Bellianic Accords, this ovular golden gem stands just over a foot tall and glows dimly from within. The alien stone is hollow, with implements for a specific ritual included inside. Opening the top portion of the *Egg* requires a DC 30 Disable Device or use Magic Device check. The interior of the *Egg* hosts a hollowed center, with six engraved cups carved from the same unusual stone. At the bottom of the *Egg* are several ounces of a thick liquid with a dark gold color.

The *Phoenix Egg* absorbs elemental energy of all types, giving all creatures within 30 feet energy resistance 10 against acid, cold, electricity, fire, and sonic damage, as well as negative energy and positive energy damage (this does not impede negative or positive energy used to heal), and radiation within 30 feet is treated as two steps less severe. Creatures within 30 feet of the *Phoenix Egg* also are not harmed or impeded by extreme gravity.

The *Phoenix Egg* sheds light, increasing illumination levels by one step within 20 feet. When effects dealing energy damage would enter the *Phoenix Egg's* protective aura, the *Egg* absorbs that energy and converts it into light. For every 50 points of any type of energy (in any combination) it absorbs, the intensity of illumination it radiates increases by one step and the radius of its radiance increases by 10 feet, up to a maximum of bright light in a 60-foot radius. This light fades at a rate of 10 feet and one level per minute once energy is no longer being absorbed.

Though potent, this protective ability pales in comparison to the *Phoenix Egg's* true purpose: its ability to convert mythic power into destructive force. In order to activate this power, the *egg* must be used to drain the essence of an immortal being (such as Enokk or Invidia, or the slurry or crystal golems that share their immortal essence), absorbing at least 10 points of mythic essence. This awakens the *Phoenix Egg's* latent power and makes it receptive to storing additional mythic power in a dynamic hypostasis. These initial 10 points of mythic essence do not count towards the further destructive power of the *Phoenix Egg*. Once it has been primed, each additional use of mythic power or its equivalent absorbed by the *Phoenix Egg* serves to power its devastating potential.

Note: Legendary power stored within a [legendary item](#) can be implanted into the *Phoenix Egg* by the wearer or wielder of the item, using the same action they would use to implant their own power.

In order to release this stored power, the instructions within the *Opus Aeterna* must be followed by three or more creature with at least 6 mythic ranks or tiers touching the *Phoenix Egg* simultaneously in the place it was forged, in the heart of Faa Dlan. When placed into its receptacle by these creatures, the

Phoenix Egg unfolds like a flower, revealing a collection of glowing vials holding the stored essence. Each creature must willingly take a vial and drink of the *Phoenix Egg's* stolen power (a full-round action), decreasing the *Egg's* stored energy by one for each drinker, but replenishing it with one use of their own mythic power, tying their mythic destiny to the *Phoenix Egg* and beginning its detonation sequence.

Each round thereafter, any mythic creature bonded to and touching the *Phoenix Egg* can donate one or more uses of mythic power from their own reserves into the *Egg*. They can donate a single use of mythic power as a move action, two uses as a standard action, or three uses as a full-round action. If a mythic creature linked to the *Phoenix Egg* is killed, knocked unconscious, or permanently incapacitated within 60 feet of the *Egg*, as an immediate action that character can release any or all of their remaining mythic power into the *Phoenix Egg*, increasing the *Egg's* stored energy by 1 point per 2 points of mythic power they sacrifice (rounding up). A character also can choose to permanently sacrifice one or more mythic ranks or tiers, with each rank or tier they sacrifice charging the *Egg* by 1 point. These ranks or tiers are not regained if the creature is later revived from the dead or otherwise brought back to full health.

Treat the *Phoenix Egg's* turn as happening at initiative count 0. If one full round passes with no one donating mythic power to the *Phoenix Egg* once this process has begun, the *Phoenix Egg* closes and seals itself and focuses and concentrates its power, erupting one round later on its initiative count in a cataclysmic eruption of force energy. Mythic power implanted into the *Phoenix Egg* increases its power on a logarithmic scale, with each one-point increase on the Power Scale representing a tenfold increase in the explosion's magnitude, which represents both the number of hit points of force damage dealt to creatures and objects and the number of miles of the effect's radius.

TABLE: PHOENIX EGG EXPLOSION RESULTS

Power Scale	Mythic Power	Magnitude
Level 1	0	1,000
Level 2	10	10,000
Level 3	20	100,000
Level 4	30	1,000,000
Level 5	40	10,000,000
Level 6	50	100,000,000
Level 7	60	1,000,000,000
Level 8	70	10,000,000,000
Level 9	80	100,000,000,000
Level 10	90	1,000,000,000,000
Level 11	100	10,000,000,000,000 (~2 light years)

Star-Core tunnel to a mythic sanctum at the center of the star's fusion furnace, maintained by the residual power of the Principalities themselves. It is here the PCs must go to unleash the fury of the *Phoenix Egg* and erase the Principalities from existence once and for all.

Searching the Shuttle: The shuttle contains technomagical devices to produce nutritious if unappetizing paste-like food, as a *sustaining spoon*, as well as fresh water. The shuttle's acceleration provides simulated gravity while it is in motion, though if reduced to normal flight speed its interior is treated as light gravity and at rest as no gravity (unless there is existing gravity outside the shuttle). A successful DC 30 Technomancy check allows the PCs to trigger a gravitic stabilizer that maintains normal gravity within the craft as long as the hull is intact, regardless of whether there is no appreciable gravity or intrastellar hypergravity outside.

In addition, a DC 30 Perception check locates a cache of 4 klaven spacesuits (see page 157), three sized for Medium-sized klaven and one for a Large klaven. PCs can wear these spacesuits as if they were heavy armor but are automatically considered non-proficient in their use, even if they are proficient with heavy armor. These klaven spacesuits are equipped with magnetic clamps that grant the wearer a climb speed of 10 feet on a metal surface, and the armor's armor check penalty does not apply on Climb checks. However, when these magnets are engaged the wearer is considered flat-footed because they cannot easily maneuver to dodge their foes.

Consulting the *Opus Aeterna*: Once safely away from Atlas Major, the journey to the stellar surface should take approximately 24 hours. The PCs have time to assemble and examine the *Phoenix Egg* and consult the *Opus Aeterna* to learn the final details of its use with a DC 50 Knowledge (arcana) check. Each check takes one hour of research, and each hour spent reading the *Opus Aeterna* provides a cumulative +5 bonus on the next hour's check. A character gains a +1 bonus on this check for every 5 ranks they have in Linguistics.

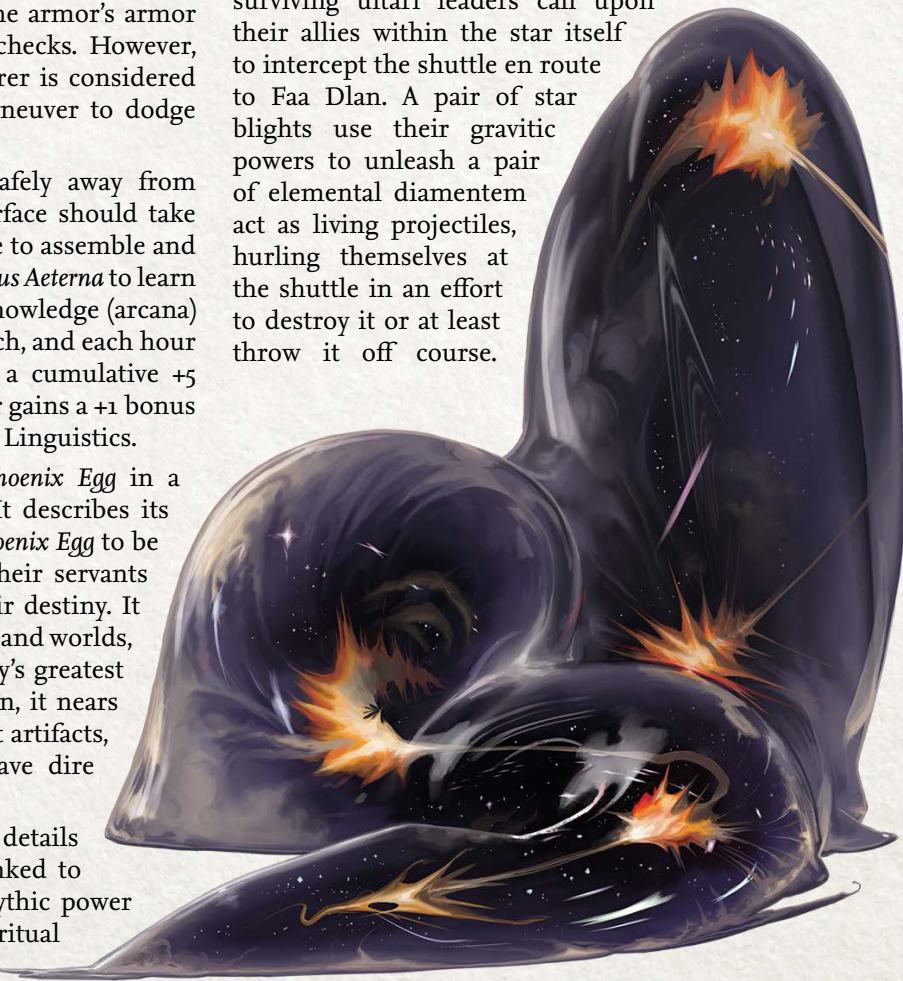
The book details the nature of the *Phoenix Egg* in a psychic substrate buried within its text. It describes its history, as the Patrons intended for the *Phoenix Egg* to be the unmaking of the Principalities and their servants when the legendary heroes came into their destiny. It has traveled through countless generations and worlds, occasionally guarded by some of the galaxy's greatest champions of good. In the PCs' possession, it nears the fruition of its great purpose. Like most artifacts, using the *Phoenix Egg* incorrectly can have dire consequences.

The sidebar description of the artifact details the *Egg* in mechanical terms, but it is linked to the *Opus Aeterna* and only heroes with mythic power and both artifacts together can unlock its ritual activation method. The *Phoenix Egg* absorbs significant elemental energy

just by being brought near to Faa Dlan, but the *Opus Aeterna* confirms the heroes must further awaken its power with their own mythic essence. Absorbing the mythic essence of Enokk and Invidia has primed the pump and made it receptive to their energies, but they must drink from the cup of immortal essence within the *Phoenix Egg* to link their own mythic life forces to it. The *Opus Aeterna* explains that once the PCs begin this process, they will unlock the twofold powers of destruction and creation embodied within the *Phoenix Egg*, and its power will swell and surge in an immanent crescendo. They must act quickly, pouring forth as much of their virtue as they can spare, driving the harmonic convergence higher and higher, drawing in all that it can, because when they stop the *Phoenix Egg* will seal itself, coalesce the unendurable power within, and then hatch into new life in a conflagration like the universe has never seen. Those whose destinies are linked to the *Opus Aeterna* by the willing sacrifice of spirit and power will become one with its death and rebirth, awakening into a transcendent existence that brings a new dawn to the galaxy.

SUDDEN IMPACT (CR 23)

While the PCs have escaped the from Atlas Prime, the surviving ultari leaders call upon their allies within the star itself to intercept the shuttle en route to Faa Dlan. A pair of star blights use their gravitic powers to unleash a pair of elemental diamentem act as living projectiles, hurling themselves at the shuttle in an effort to destroy it or at least throw it off course.



This encounter occurs at roughly the halfway point of their journey from Atlas Prime to the stellar surface.

The shell of the Dyson sphere shrinks away as your shuttle hurtles toward the enclosed sun in the distance. Points bright light blur into fading streaks in a scintillating cylinder stretching on ahead through the Axis Major, and as the shuttle accelerates the Phoenix Egg hums with latent power, pulsing almost in harmony with the shuttle's incredible speed. Your body seems almost to float as you become accustomed to the journey that makes the tube network around the sphere seem like a child's plaything, and hours stretch on almost without meaning as the distant star grows ever brighter.



A DC 30 Knowledge (arcana) or Knowledge (engineering) check can calculate the time for the PCs to transit to the stellar surface as being about 24 hours. The PCs can spend that time resting, crafting, planning, or studying the *Opus Aeterna* as noted above. However, at about the midway point of their journey, they encounter a strike team launched from the star below to intercept and destroy them.

Your sense of velocity and relative motion is somewhat adrift in this hyper-speed reality, but something seems to change subtly, almost as if your craft is slowing down even though the singularity star growing before you remains far in the distance. You have but a moment to register this sensation when a glittering speck appears momentarily in the viewscreen before you, streaking toward you in an instant and colliding with the shuttle with a shattering impact. The shuttle bucks and shudders violently, its controls screaming as it attempts to maintain its course as the space within the Axis Prime seems to turn inside out as the shuttle tumbles along its path.

STAR BLIGHT (2)

CR 20

XP 307,200

hp 372 (see page 126)

DIAMENTEM (2)

CR 16

XP 51,200

hp 248 (see page 119)

Derailed Descent: Using their starflight ability and ability to warp gravity, a pair of star blights approach the shuttle within the Axis Major warping gravity to slow its speed as they approach, while dragging behind them a pair of *dominated* diamantem, releasing them at the last moment to collide with the shuttle. The blights are difficult to spot (Perception DC 47 if PCs are looking outside the shuttle) and the reduction in speed is likewise difficult to discern.

Each of the blights makes a combat maneuver check, assisted by the diamantem and with a +2 bonus for charging for a total bonus of +36 against the shuttle's CMD of 45. If either blight rolls a natural 1, their diamantem misses the shuttle entirely and goes hurtling off into space, likely impacting the rim of the Axis Major (and perhaps being *disintegrated* upon contact) and passing through into the void beyond. If either check fails, the shuttle maintains its course. If either check succeeds, the shuttle is knocked off course.

Out of Control: If either star blight succeeds on its combat maneuver check, the shuttle is derailed and begins spinning out of control within the Axis Major, plummeting at ever-increasing velocity towards the stellar surface. Creatures within the shuttle take 6d6 points of bludgeoning damage each round at the beginning of their turn (DC 30 Reflex half), and creatures that fail the save are considered flat-footed until the beginning of their next turn. Creatures with a climb speed gain a +2 circumstance bonus on their saving throw. Characters that successfully save can strap themselves into seats as a full-round action, which prevents the need for further saving throws, but they are considered prone and entangled as long as they are strapped in. They can release the safety straps as a swift action and must make an immediate save or be tossed about the shuttle's interior again.

Stabilizing the shuttle's flight requires three consecutive DC 35 Technomancy checks to re-engage its photonic guidance system and pull them back into alignment so the gravitic propulsion unit propels them on a controlled deceleration and descent to the stellar surface. Each check requiring a full-round action that provokes attacks of

opportunity. If Seantrelle is still alive and with the PCs, they gain a +5 bonus on these Technomancy checks. Bardic inspire competence bardic inspire competence can be used to boost the chance of success of multiple creatures making Technomancy checks, even if they are using different skills for their check.

If the PCs are unable to restore the shuttle's course within 1 minute, it tears loose from the Axis Major, passing through it (its orium construction and force field protect the shuttle and its passengers from the *disintegrate* effect of passing through the Axis Major) and hurtles out of control, plummeting to the stellar surface for 2 hours of uncontrolled descent, being swallowed up and destroyed on impact with the singularity star. PCs able to escape and make their own way by starflight must then traverse the star's deadly stellar heliosphere and whatever terrible denizens you wish to inflict upon them as they make their way to the Star-Core tunnel entrance at area 1. A *wish* or *miracle* allows the PCs to return the shuttle back to its course automatically.

Damage to the Shuttle: Regardless of whether the shuttle is knocked off course, the each diamantem deals 16d6 points of damage to the shuttle, and each takes 20d6 points of damage from the shuttle striking them. Both the shuttle and the diamantems can attempt a DC 15 Reflex save to halve this damage. Simultaneously, one of the star blights unleashes its exotic radiation burst, dealing 20d6 points of damage (DC 31 Reflex half) to the force field and shuttle, while the other blight holds its energy burst in reserve.

When in flight, the shuttle is warded by a force field that absorbs the first 100 points of damage that affects it each round. Once this damage threshold has been surpassed, the hull itself has hardness 15 and 180 hit points per 5-foot section and is immune to fire and disintegration, with a +12 saving throw bonus against all other effects, with energy resistance 30 against cold and electricity.

Hull Breach: If a map of the shuttle is needed, you can use the same dimensions as the tube sled in Chapter 2. If any 5-foot section of the shuttle's hull is destroyed, the shuttle experiences explosive decompression and Medium or smaller creatures must succeed on a DC 15 Strength check or be dragged 1d4 x 10 feet towards the breach, taking 2d6 points of nonlethal damage each round they fail this check. Creatures dragged to the breach are discharged out into the void and vacuum of space (see page 144 in **Adventuring in the Void**). Any non-instantaneous gas, mist, or fire effects within the tube chamber are treated as if exposed to a windstorm-strength wind; if magical, they are dispelled (+20 caster level check bonus). Breathable air within the chamber swiftly dwindles, becoming effectively a vacuum within 1d4 rounds. The rapid air loss forces concentration checks on any spellcasting with verbal components, starting at DC 15 and increasing by 5 per round. A hull breach can be sealed with any effect that creates an airtight solid barrier,

such as *wall of iron* or *wall of force*. The interior atmosphere can be replenished in 1d3 rounds with a successful DC 25 Technomancy check.

AFTER IMPACT

After striking the hull, the blight and diamantems each attempt a DC 25 Climb check to catch hold of the shuttle's hull; this is automatic for the blights. PCs wishing to fight them can use the exit hatch to climb onto the hull but must likewise make a DC 25 Climb check and have at least one free hand to keep hold of it, unless they are secured to the hull or the shuttle's interior in some other way. Creatures lacking starflight or a similar ability cannot fly fast enough to keep up with the shuttle, so any creature attempting to fly outside of the shuttle is instantly left behind as the shuttle plummets at interstellar speed towards Faa Dlan. The star blights move into the shuttle interior as soon as the hull is breached, laying waste to PCs with their attacks and radiation bursts. Note that their flash freeze ability allows them to bypass the cold resistance offered by the *Phoenix Egg* if creatures they strike fail their Fortitude save.

Cut the Power: After impact, the star blights can either cling to or fly and keep pace with the shuttle, whether or not it has derailed, directing the diamantems telepathically to begin hacking apart the shuttle's gravitic drive system. Once the diamantems have struck the shuttle and clung to it, it requires two move actions for them to get into position to attack the drive system, and then two full rounds of hacking with their diamond claws to tear open the exterior panels protecting the drive system and smash enough critical components to disable the gravitic interstellar drive system. A single diamantem can accomplish the task in two rounds, or both working together can do it in a single round.

If the drive system is damaged or destroyed, the shuttle begins decelerating from its normal interstellar speed to standard movement of 120 feet per round. The PCs can consult scanning and detection units built into the shuttle that show they are being pursued from Atlas Prime. Their head start and tremendous speed kept them well ahead of any pursuit, but if they cannot get the shuttle going back at full speed they will be overtaken by a wave of myrmidon robots, klaven dragoons, and more. Even if those enemies were defeated, it would take 1d6 months to traverse the remaining distance to the surface of the star at normal flight speeds.

If full propulsion is restored, any creature incapable of interstellar flight clinging to the hull must succeed on a DC 20 Reflex save each round at the beginning of its turn or be thrown off and left behind, drift in the void until rescued.

Fighting on the Hull: PCs can prevent this sabotage by exiting the shuttle and attacking the diamantems, drawing

their attention away from their task or even dislodging them from the ship. PCs must remain attached to the ship, whether by making DC 25 Climb checks each round or tethering themselves to it in some other way (including wearing the klaven spacesuits), unless they are capable of independent flight at interstellar speed. If they fail a Climb check, including being damaged while climbing, the ship zooms away from them as soon as they exit the hull and they are left adrift in the void, with a 50% chance each round of drifting into the shroud of the Axis Major and facing its *disintegrate* effect.

The blights focus their attention on smashing their way into the hull while the diamantems destroy the drive systems. If any PCs exit the hull, the blights turn their focus to them, aiming to slaughter the intruders and prevent them from interfering with the diamantems, but they also seek to get inside the shuttle if possible, using their smaller and more malleable bodies to slip inside and unleash devastating radiation bursts and slam attacks to the creatures within.

Brute Minions: The star blights are highly intelligent, but the diamantems are not. If both star blights are killed or if their telepathy can somehow be blocked, the diamantems are liable to lash out at any creature threatening them rather than focusing on their assigned tasks.

RESUMING THE DESCENT

The star blights and diamantems fight to the death. Once they are defeated and any necessary repairs are made, the PCs can continue their descent to the stellar surface below. They have around 10 hours to travel at interstellar speed before they arrive, giving them enough time for a final respite to recover from their ordeals and prepare for the final plunge.

Making Repairs: Repairing the drive system requires three successful DC 35 Technomancy checks, each taking one hour. Casting *fabricate* or *make whole* as part of a Technomancy check grants a +5 bonus on the check. Beating the DC by 10 or more reduces the time required for the check by half.

Pursuing creatures begin to arrive within 2d4 hours of the shuttle slowing to normal flight speed, so if PCs have not repaired the shuttle by this time they may face attack by dragon-mounted klaven dragoons or other pursuers as you deem appropriate. No additional creatures rise up from the stellar surface to intercept them.

Stellar Traverse: If the shuttle crashes onto the star after being knocked off course, there is a 50% chance that they then encounter a patrol of sunworms and shining children, as at area 2 below, every 1d6 hours during their journey.

1. DIAMONDS IN THE ROUGH (CR 23)

Whether the PCs arrive on Faa Dlan normally or crash to the star's surface, they must use an artificially cooled carbon shaft called the Bore to reach the star's core and detonate the *Pheonix Egg*. The elevator housing sits at the center of a carbon platform crafted by denying the surface of the sun heat, and it has been built within an area of stellar necrosis, appearing as ordinary sunspots but in fact representing a blighted rot of the star's structure. As the temperature lowers and there are fewer reactions in these sunspots, the connection to the plane of fire weakens and the fusion process creates larger particles. The formation of dense hyperfused carbon offers an anchor for further manipulation of the star, until the Ultari had magically forged a solid mass to drill through the star's layers. With each length of heliocarbon tunneling, the Hegemony's engineers protected their gains with force fields and environmental controls. Centuries upon centuries of engineering has created a solid tube of matter, stationary against the dense exploding gases of a star, surrounded by constant fusion, fueled by the planes of fire and positive energy and the leached essence of the Principalities. The force fields that protect the carbon structure resemble shaped *walls of force* that coat the walls and floors, protecting them from intrusion or damage from the constant explosion of particles. The PCs' journey aboard the shuttle ends at area 1 on the Faa Dlan map.

The roiling bursts of fire and light of the star abate around the fringes of a vast sunspot as you approach the stellar surface, and within it an impossible structure comes into view as the shuttle decelerates into a landing at a crystalline gantry similar to where you launched. The area surrounding it resembles a low wall of unworked material resembling dense charcoal. The dark stone cuts a jagged shape in the vast sea of burning gas and flame. A shimmering force field protects this platform and a protruding metal structure, which resembles an elevator built over a deep shaft. Through the translucent force field you can see an array of technomantic screens and lights going down the gantry structure to the edge of the vast Bore leading into the heart of the star like a gaping black wound.

The Landing Zone (Area 13): The shuttle descends into a gantry area identical to the one atop the Ultari Parliament. You can use the map inset for areas 10-13 in reverse, with the shuttle landing at area 13 and PCs needing to make their way inside the complex to access the Starlift and descend into the heart of the star. The structure here is composed of heliocarbon graphene rather than the traditional stone and metal of the Ultari Parliament. The landing zone here is a curious mirror image of that building, in angular matte black planes and tubes rather than polished stone and shining metal.

The devastating environmental effects of being on the stellar surface are buffered by the heliocarbon shield the

ultari have constructed, but the area is still highly dangerous. The area is effectively a vacuum with a limited heliosphere, with **high gravity** and **high radiation** (see page 144 & 147 in **Adventuring in the Void**), and creatures and objects take 5d6 points of fire damage per round (no save). Creatures wearing one of the klaven spacesuits from the shuttle take no fire damage, as these suits are specially attuned to the heat of the solar surface. Creatures staying within 30 feet of the *Phoenix Egg* are mostly protected against these effects.

Gantry Guardians (Area 12): The Star-Shield is guarded at all times by a squad of diamantem, with five clambering over the gantry and waiting for PCs to emerge from the shuttle while one stands guard at the entrance to area 11. The diamantems begin attacking the shuttle itself as soon as it lands, and while stationary its force field is much diminished in strength, blocking only the first 50 points of damage per round. They shift their attacks to PCs as soon as they exit the shuttle onto the gantry, making full attacks and prismatic beam attacks as often as possible.

DIAMENTEM (6)

CR 16

XP 51,200

hp 248 (see page 119)

The Sun-Beast: At the end of round of combat with the diamantems, there is a 50% chance that an additional guardian is summoned by a distress beacon frantically pushed by the jagladine, a massive mutated solar dragon from the depths of the star. The jagladine do not realize it is merely a larval form of the massive beast that embodies the heart of the singularity star, but they know that it comes when called and feasts upon intruders with great ferocity. It has little appetite for the diamantems but craves the taste of flesh. The hydragon rises up from the solar surface 400 feet away when it hears the jagladines' call.

If the PCs escape the larval hydragon or force it to flee, at the GM's discretion it may simply retreat or it may try to pursue them through the transparent force tunnels leading to the Starlift, trying to bash its way through the force walls to get to its favored prey. If PCs seem to be taking their time working their way to the Starlift, the threat of the larval hydragon can be used to encourage them to keep moving quickly.

LARVAL HYDRAGON

CR 18/MR 2

XP 102,400

Advanced variant giant **invincible**^{MA} **feral**^{AB} **adult solar dragon**^{B4}
LN Gargantuan dragon (fire, mythic)

Init +0; **Senses** dragon senses, see in darkness; Perception +23

DEFENSE

AC 46, touch 9, flat-footed 42 (+6 armor, +3 Dex, +31 natural, -4 size)

hp 407 (22d12+264); fast healing 6

Fort +25, **Ref** +19, **Will** +21; **second save**^{MA}

Defensive Abilities **block attacks**^{MA}; **DR** 10/epic; **Immune** fire, paralysis, radiation, sleep; **Resist** acid 15, cold 15, electricity 15, sonic 15

Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee 6 bites +36 (2d8+24/19-20), 2 claws +35 (2d6+17/19-20), tail slap +32 (2d6+24), 2 wings +32 (1d8+9)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (100-ft. line, 12d10 fire, DC 31), crush, pouncing bites

STATISTICS

Str 40, **Dex** 16, **Con** 32, **Int** 6, **Wis** 20, **Cha** 25

Base Atk +22; **CMB** +42; **CMD** 52 (56 vs. trip)

Feats Ability Focus (breath weapon), Combat Reflexes,

Improved Critical (bite, claws), Improved Iron Will, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Toughness, Weapon Focus (bite)

Skills Acrobatics +25, Fly +23, Perception +30, Sense Motive +16, Survival +30

Languages Draconic

SQ no breath, starflight

Gear +2 chain shirt *barding*, +2 amulet of mighty fists, +3 harness of resistance (as cloak)

SPECIAL ABILITIES

Breath Weapon (Su) Each of a larval hydragon's heads can use its breath weapon independently, though no more than 3 heads can breathe each round and any head that breathes cannot breathe again for 1d4 rounds. A target in an area where two breath weapons overlap takes damage only once, but the save DC against the hydragon's breath is increased by 2 for each breath after the first affecting the same area. If a head is destroyed, any time remaining that it must wait to use its breath again is inherited by both replacement heads; time that passes while it regrows those new heads does not count against the time it must wait.

Cosmic Flame (Ex) Any fire damage dealt by a larval hydragon is half fire damage and half damage from untyped stellar radiation, bypassing any resistance or immunity to fire damage.

Fast Healing (Ex) A larval hydragon's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body.

Hydra Traits (Ex) Like a hydra, a larval hydragon can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 (though its DR 10/epic applies to all attacks against its heads) and hit points equal to the hydragon's HD. To sever a head, an

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opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head but takes no other penalties.

Pouncing Bites (Ex) When a larval hydragon charges, it can attack with all six of its heads, whether biting or breathing. It cannot use its claws, wings, or tail slap as part of this full attack.

Regenerate Head (Ex) When one of a larval hydragon's heads is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or negative energy damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or

fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.

Control Room (Area 11): Access to the interior of the Starlift goes through this room, with a group of jagladine overseeing the psychomagical techsystems that maintain the integrity of the system. They issue commands to the diamantem and the larval hydragon from here, and they fight to the death with desperation.

JAGLADINE TECH TEAM

CR 9

XP 6,400

hp 133 (see page 34)



Special Unlike standard jagladine tech teams, these jagladine are armed with laser weapons that are powered by the Star-Shield itself; they do not retain any charge if removed from the station. Their ranged attack is changed to: **Ranged 4** x-ray laser rifles +15 ranged touch (2d6 fire and 2d6 radiation). Laser beams can pass unimpeded through the *wall of force* protecting the control booth.

These jagladine also must conduct occasional routine inspections, so replace their Stealth skill with Sense Motive +17.

In addition to the standard environmental controls a jagladine tech team can use the following controls:

- As an immediate action, they can a *wall of force* (caster level 11) at either entrance to area 11.
- As a swift action or move action, they can activate an *inertial accelerator*, which provides the benefits of *haste* to up to four creatures on the gantry platform until the beginning of the tech team's next turn.
- As a swift or move action, the team in the control room can use a swift or move action to trigger an *inertial dampener* on up to four creatures until the beginning of the team's next turn. This automatically suppresses any *fly*, *haste*, or *jump* spells. Creatures not already hasted targeted with this *inertial dampener* are affected as *slow* (DC 20).
- As a full-round action, cover the gantry landing in a shroud of energy that reduces radiation levels by two steps and provides fire resistance 30 to all creatures and objects on the gantry.

Once the jagladine are defeated, the PCs can activate the lift mechanism to drop area 11 through a turbolift down to the base of the gantry with a DC 30 Technomancy check. However, much like area 11 in the Ultari Parliament, the control monitors are triggered with a trap if they are manipulated by any creature that is not an ultari or jagladine, causing both to flare with magical symbols, one with a *mythic symbol of weakness* (Perception and Disable Device DC 37, save DC 26) and the other with a *mythic symbol of insanity* (Perception and Disable Device DC 38, save DC 27). Because the PCs already encountered a similar trap in the Ultari Parliament, they have a +2 circumstance bonus on Perception and Disable Device checks to find and disable these traps.

Once the symbols trigger, the doors seal and the entire room drops 100 feet in free fall to the Star-Shield surface at the base of the gantry. Due to the high gravity, this deals 20d6 points of falling damage. The presence of the *Phoenix Egg* does not reduce this falling damage, as the high gravity is acting on the exterior of the chamber and pulling it downwards, where it has total cover from the artifact's aura that reduces gravity.

Into the Starlift (area 10): At the base of the gantry, the PCs can exit area 11 and traverse the stairs leading down to area 10. This area is screened from the Star-Shield exterior

by *walls of force*, and at the base of the stairs a pair of locked orium-adamantine doors (Disable Device DC 50, hardness 20, hit points 360) block access to the chamber within. If the doors are forced or the lock picked, a pair of diamantem sentries are the last line of defense.

DIAMENTEM (2)

CR 16

XP 51,200

hp 248 (see page 119)

Operating the Starlift: Once the diamantems are defeated the PCs can access the Bore by manipulating the control panels and screens with three DC 35 Technomancy checks, each taking 1d6 minutes. A failed check scrambles the mechanism and increases future DCs by 2 for 1 hour. Once they have succeeded on these checks, area 10 detaches itself from the gantry base as the base on which it rests tilts at an angle and it slides down into the Bore, which is 100 feet across.

If the PCs succeeded on all three checks with no failures, they succeed in fully activating the Starlift's defenses, activating a *prismatic sphere* (caster level 17) that surrounds the entire Starlift. If they fail any check, they are able to activate a *wall of force* (caster level 17) that likewise encapsulates the Starlift. If they fail more than one check before they succeed in activating the Starlift, the caster level of the *wall of force* is reduced by 2 for each failure after the first. As long as either magical protection persists, the area inside the Starlift is protected from heat, radiation, and extremes of gravity.

Unlike a typical *wall of force* or *prismatic sphere*, the Starlift is mobile, able to levitate upwards and downwards and even with limited lateral mobility, able to move 20 feet horizontally and 60 feet vertically (120 feet if moving down) each round. It is integrated with the gravitic mechanisms and *ring gate* frequencies built into the Bore, allowing it to leap between sequenced *ring gates* and traverse the distance from the stellar surface to the core in about two hours, even though its own relative speed is only about 120 feet per round. Internal controls on the Starlift enable the PCs to accelerate or decelerate the lift with a DC 25 Technomancy check.

2. UNBEARABLE BRIGHTNESS (CR 23)

While the Hegemony has explored this star for millennia, there are inhabitants of its immense furnace heart that bear little love for them and still less for any other creatures defacing their home and potentially bringing about its destruction. This a pair of shining children, arriving from another dimension and attracted to eldritch energies of this strangeling star. As the Hegemony dug toward the star's heart, more children arrived, eventually establishing a home from which to watch the star's slow descent into entropy, yet they have sensed a disturbance in destiny caused by the arrival of such potent mythic beings as the PCs, and they have no desire to perish with Faa Dlan. To prevent the PCs

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from killing the sun prematurely, several of the children have risen up from the star's interior to drive a small herd of sunworms through the Bore's walls to exterminate the invading PCs with extreme prejudice.

The ride down through the Bore is eerie, with an ominous sense of indescribable weight and surrounding you and yet moving in a vast darkened cave, the relentless black of the Bore's walls broken only by the gleaming of the Starlift's protective screen and the sequence of glittering ring gates with their intermittent flashes lurching you ever deeper into the star's pulsing heart. Now and again you see tiny pinholes and cracks in the blackened walls where the singularity star's fury beats against this impossible apparatus that holds it back, with roaring plumes and fumaroles of incandescent plasma blinding in its brightness in the darkened Bore, but you are swiftly through them before they can consume your protective barrier, or skip past them through another ring gate. The Bore heals and seals itself like a living thing, stealing the star's own energies to withstand its power, yet even a momentary fracture could prove deadly. Your eyes behold a roiling plume of plasma not far ahead, and the Starlift's proximity alarms begin to sound. The next ring gate in the sequence is not responding, and the cloud of fiery doom is surging towards you.

The PCs can choose to hold their position and wait for the Bore to seal itself, which it will do in 2d6 rounds if left alone; however, one of the shining children will keep one sunworms down in the plume them to keep gnawing at the Bore wall and keeping the cracks from closing. Meanwhile, the other shining child drives the remaining four sunworms up towards the Starlift. Sunworms can use their swim speed within the solar plume, but outside it must use their burrow speed to gnaw through the skin of the Bore, reaching out from the edges to attack. They can use their quantum tunneling to strike through the Starlift's force barrier, and even through a *prismatic sphere* if directed by the shining child to use their mythic power. The shining child focuses its efforts on controlling the sunworms and directing their attacks, but gleefully assaults any PC daring to exit the Starlift, or if the Starlift's protective barrier is shattered.

SUNWORMS (5)

CR 18/MR 1

XP 153,600 each

Advanced **agile**^{MAdv} giant **solaric**^{AB} purple worm

N Colossal magical beast

Init +19/−1, dual initiative^{MA}; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

DEFENSE

AC 30, touch 3, flat-footed 28 (−1 Dex, +2 dodge, +27 natural, −8 size)

hp 379 (18d10+280); fast healing 10

Fort +26, **Ref** +10, **Will** +7



Defensive Abilities evasion, light immunity; **Immune** fire, radiation; **SR** 28

OFFENSE

Speed 40 ft., burrow 40 ft., swim 20 ft.

Melee bite +31 (8d6+20/19–20 plus grab), sting +30 (4d6+20 plus poison)

Space 30 ft.; **Reach** 20 ft.

Special Attacks fast swallow, swallow whole (8d6+20 bludgeoning damage, AC 21, 37 hp)

Spell-Like Abilities (CL 18th; concentration +21)

Constant—*blur*

At will—*light*

3/day—*daylight*, *flare* (DC 13)

2/day—*searing light*

1/day—*continual flame*, *flame blade*, *flame strike*, *greater teleport* (destination must be in sunlight or *daylight*), *scorching ray*, *sunbeam* (DC 19), *sunburst* (DC 21)

STATISTICS

Str 51, **Dex** 8, **Con** 41, **Int** 1, **Wis** 12, **Cha** 16

Base Atk +18; **CMB** +48 (+50 grapple); **CMD** 55 (can't be tripped)

Feats Ability Focus (poison), Critical Focus, Improved Critical (bite), Improved Vital Strike, Power Attack, Staggering Critical, Stunning Critical, Weapon Focus (bite), Vital Strike

Skills Perception +22, Swim +32

SPECIAL ABILITIES

Light Immunity (Ex) Sunworms are immune to the harmful effects of bright light (including effects that blind or dazzle with light); all effects with the light descriptor; and other light-based attacks such as *color spray*, *prismatic spray*, and *searing light*.

Poison (Ex) Sting—injury; *save* Fortitude DC 32; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Quantum Tunneling (Ex) When in sunlight or within the radius of a *daylight* spell, a sunworm can use its burrow speed to pass through objects or barriers made of force in the same way they can burrow through earth or stone. Force effects that grant a bonus to Armor Class, such as *mage armor* or *shield*, grant only one-half their normal bonus. A sunworm can expend one use of mythic power as a swift or immediate action to enhance its quantum tunneling for 1 minute, allowing it to burrow through a *prismatic wall* or *prismatic sphere* without harm and its attacks ignore all force-based bonuses to AC. While using this ability, it also gains immunity to temporal effects, such as *temporal stasis* and *time stop*, allowing it to interact normally with a creature using such effects.

Sun Savior (Ex) In sunlight or within the radius of a *daylight* spell, each of a sunworm's speeds increases by +10 feet, and it gains a +2 morale bonus on attack rolls, checks, and saves.

Init +16/–4^{MF}, dual initiative^{MA}; Senses darkvision 120 ft.; Perception +27

Aura blinding light (60 feet)

DEFENSE

AC 42, touch 27, flat-footed 37 (+10 deflection, +6 Dex, +1 dodge, +15 natural)

hp 260 (16d10+172); fast healing^{MA} 10 (in bright or normal light)

Fort +17, **Ref** +13, **Will** +12

Defensive Abilities *fortification*^{MA} (50%); **DR** 10/epic; **Immune** blindness, fire, poison; **Resist** cold 10, sonic 10

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee 2 touches +22 (4d10 fire plus burning touch)

Ranged searing ray +22 touch (10d6 fire)

Special Attacks death throes^{MA} (DC 28), incandescent dissolution^{MA} (DC 27), mythic power (6/day, surge +1d8), mythic spell-like abilities^{MA}

Spell-Like Abilities (CL 12th; concentration +22)

At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *light leap*^{MA}, *major image* (DC 23)

3/day—*greater dispel magic*, *mirage arcana* (DC 23), *rainbow pattern* (DC 25), *spell turning*, *sunbeam*, *wall of force*

1/day—*scintillating pattern*, *screen* (DC 28), *symbol of insanity* (DC 28)

STATISTICS

Str 14, **Dex** 23, **Con** 24, **Int** 19, **Wis** 15, **Cha** 30

Base Atk +16; **CMB** +18; **CMD** 45

Feats Ability Focus (blinding light), Dodge, Improved Initiative^{MF}, Lightning Reflexes^{MF}, Mobility, Skill Focus (Perception), Spring Attack^{MF}, Weapon Finesse

Skills Bluff +29, Diplomacy +26, Fly +14, Intimidate +29, Knowledge (arcana, planes) +23, Perception +27, Spellcraft +23, Use Magic Device +29

Languages telepathy 120 ft.

SQ radiant armor

SPECIAL ABILITIES

Blinding Light (Ex) A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a DC 28 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours. The save is Constitution-based.

Burning Touch (Su) A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 2d6 points of fire damage. The burning light can be "extinguished" by casting *darkness* or *deeper darkness* on the target, or by entering an area of natural darkness (not counting the light from the burning target).

Death Throes (Su) When killed, a mythic shining child explodes in a blinding flash of searing light identical to its blinding light attack, though it also deals 12d6 points of damage to creatures within 60 feet (Reflex DC 28 halves). Half the damage is fire damage, but the other half results directly from the mythic shining child's otherworldly corruptive power

ADVANCED MYTHIC SHINING CHILD (2) CR 16/MR 6

XP 51,200 each

CE Medium outsider (evil, extraplanar, mythic)

and is therefore not subject to being reduced by resistance to fire-based attacks. The save DC is Constitution-based.

Fast Healing (Su) A mythic shining child gains fast healing 10 when in an area of bright or normal light (not counting its own light).

Incandescent Dissolution (Su) If a creature takes damage from a critical hit or takes damage that reduces it to below 0 hit points while inside a mythic shining child's aura of blinding light, the mythic shining child can expend one use of its mythic power as a swift or immediate action to saturate the creature's body and open wounds with matter-annihilating light, dealing 12d6 points of damage (DC 28 Fortitude half). Creatures killed by this effect are disintegrated (as *disintegrate*). The save DC is Constitution-based.

Light Leap (Sp) A mythic shining child can transport itself between areas of bright or normal light at will as a swift, move, or standard action. This otherwise acts as *dimension door*, caster level 12th, but with a maximum range of 120 feet.

Mythic Spell-Like Abilities (Su) Three times per day, a mythic shining child may use the mythic spell version of any of its corresponding spell-like abilities. A mythic shining child must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Radiant Armor (Su) The light that surrounds a shining child grants it a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

Searing Ray (Su) A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures.

Shattered Shields: If the PCs have activated a *prismatic sphere*, the sunworms can use their mythic power to penetrate it and attack through it, though the shining child cannot. The worms circle around the Bore to be able to attack the Starlift from several directions. If PCs move the Starlift to one side of the Bore, they may be able to isolate themselves to where only one or two of the sunworms can attack at a time. If sunworms are attacking through the *prismatic sphere*, PCs must ready attacks to strike them, unless a sunworm can be grappled,

entangled, paralyzed, or otherwise prevented from moving its appendages back out of the sphere. A creature swallowed whole by a sunworm can of course continue to attack it from within. They are exposed to extreme gravity and stellar vacuum while swallowed by a worm outside of the Starlift but are not exposed to heat or radiation.

If the Starlift is protected by a *wall of force* and that shield is destroyed, PCs aboard the Starlift are immediately exposed to the deadly conditions within the star's interior. While the Bore holds back much of the star's power, with the active solar plume the dangers within the star are ever-present. Creatures are exposed to a **stellar vacuum** and **extreme gravity** (see page 144, **Stellar Adventuring**), and take 10d6 points of fire damage and 10d6 points of untyped damage from radiation (along with exposure to **high radiation**) each round at the beginning of their turn.

The Starlift does have an emergency shield generator, which functions as a *resilient sphere* that encapsulates the entire Starlift (caster level 15). This can be activated as a move action with a successful DC 35 Technomancy check. If the shining child sees such a protection arise, it uses *greater dispel magic* on its next turn to try to destroy the Starlift's shielding again. If the *resilient sphere* is dispelled or destroyed, it can be reactivated with another move action, but the DC of the Technomancy check increases by 2 each time it is destroyed, and the caster level of the *resilient sphere* decreases by 2 each time it is reactivated (minimum 7th level).

Plunging Through: Rather than waiting for the worms to come to them, the PCs can dial up the throttle and attempt to lower their craft through the solar plume. This provokes attacks of opportunity from the sunworms burrowing in the walls that can reach the PCs, as they do not treat the *wall of force* or *prismatic sphere* as cover, but the Starlift can move downwards faster than they can follow. The remaining sunworm swimming within the plume tries to block the Starlift's progress with its massive body while attacking any passengers within.

Plunging directly into the solar plume



deals 40d6 points of damage per round to the Starlift. This does not harm a *prismatic sphere*, but it may destroy a *wall of force* or *resilient sphere*. The graphene construction of the Starlift is not harmed as long as it is surrounded and reinforced by the *wall of force* or *prismatic sphere*, but if exposed directly to the solar plume it takes 10d6 points of damage per round. Each 5-foot section of the Starlift has hardness 20 and 200 hit points. The unendurable brightness of the solar plume also effectively blinds most creatures, as if they were in total darkness (see page 149, **Stellar Adventuring**), though creatures with *true seeing* or blindsight can see normally. Blindsense and tremorsense allow enough perception to be able to navigate through the space. The sunworms and shining children can see through the solar brightness without difficulty. The plume takes the shape of a 100-foot cone-shaped burst when it first appears, increasing in size by 10 feet in every dimension for each round it persists.

If PCs can see, they can try to navigate around the swimming sunworm and any wall of force created by a shining child. Even though such walls must be vertically aligned, they can be created to criss-cross the Bore and make it difficult to get the large Starlift through the gaps. When the PCs try to maneuver the Starlift past the swimming sunworm, the worm must succeed on a DC 20 Reflex save to be able to extend its bulk into the Starlift's path, blocking it from further movement in that direction. If the PC directing the Starlift has *true seeing* or blindsight, the DC of the save is increased by 2. If another PC destroys the *wall of force* created by the shining child, the DC of the save is increased by 2. These increases stack.

If the worm succeeds on its save, the PCs are able to move 1d4x10 feet down. If the worm fails its save, the Starlift is able to slip past it and move its full 120 feet down. In either case, if this does not carry the Starlift out of the solar plume, they are engulfed in it for an additional round, with the effects as above.

Flight to the Ring Gate: If PCs move past the sunworms and shining children, their foes use their *greater teleport* or light leap abilities to catch up but can only do so within 60 feet of the solar plume. The PCs have to continue moving down for an additional 500 feet (most likely taking 5 rounds, unless they have special abilities that can speed the Starlift) before they reach the next *ring gate*, where they can teleport far ahead of their pursuers to a location they cannot easily discern to follow.

The sunworms unleash their spell-like abilities like *sunbeam*, *searing light*, and *scorching ray* at close range, *flame strike* and *sunburst* when the Starlift is getting farther away. The shining children fly in pursuit, using *wall of force* to block off portions of the Bore and force PCs to maneuver around them, giving the worms time to catch up.

Once the PCs escape with the Starlift through the *ring gate*, the remaining hour of their journey to the Heart of Faa Dlan is uneventful.

3. TO KILL A STAR (CR 25)

The Bore becomes more stable the deeper into the heart of the star it extends, though the nuclear explosions of the star's fusion heart are intense and powerful, their unimaginable energies rattling the chamber in the center of the star. The core chamber is 200 feet square and 100 feet high, floor to ceiling.

The chain of constant explosions shakes the dense heliocarbon of the shaft every second, and the dull matte black of the walls of the Bore have become translucent with the intensity of energies and hypergravity pressing in upon them even as the tunnel through the star's heart has narrowed to less than half its former width. At last the Bore opens into a vast chamber like a flattened cube, with long columns of crystallized energy stretching like rails from the Bore's opening to a wide dais along the floor of the chamber. Each surface gleams with eldritch energies shielding and reinforcing their solidity and the entire chamber is brightly lit by the radiance seeping through the walls, though shifting shadows play upon their surface as the inferno roars beyond.

Any character who studies the moving shadows might note (with a DC 30 Perception check) that the shadows take the form of bizarre creatures so large they fill each face of the room's wall. These are the agitated projections of the Principalities themselves (which can be revealed with a DC 35 Knowledge [religion] or DC 40 Sense Motive check). Imprisoned for eons, they sense their impending freedom is in jeopardy from the advent of the PCs and their mythic destiny with the *Phoenix Egg* and *Opus Aeterna* in hand.

The dais at the center of the chamber is controlled psychoactively, but the PCs bring the touch of destiny with them, and any PC can attempt a DC 30 Knowledge (engineering) or Use Magic Device check (untrained checks are allowed for each skill) to trigger the formation of a rounded concave receptacle rising up like a pedestal from the dais. The ultari discovered this feature and noted that it perfectly fit the size of an adult ultari forehead and thus presumed it was handed down from the Principalities especially for them to meld their minds with their ancient overlords, but they could not have been more wrong. It was devised by the Patrons for a purpose entirely opposite that, for preparing the *Phoenix Egg* to hatch.

When the PCs place the *Phoenix Egg* in the receptacle, its glow intensifies and the Egg unfolds like a flower, its inner light intensifying as a pool of luminous liquid forms within it. The drained mythic essence of Invidia and Enokk has been distilled and purified, but their mythic power alone is not enough. The PCs must begin draining their own mythic essence into the *Phoenix Egg* to unleash its ultimate power.

Development: Once the *Phoenix Egg* is placed in the pedestal, it attracts the attention of the living essence of the singularity star itself, which coalesces into the form of

a stellar hydragon, an eldritch abomination that birthed all of the sunworms, solar dragons, and larval hydragons that infest the star. This creature is given life and strength by the malice of the Principalities. It has no name but that of the star it inhabits and no purpose other than to defend it with its immortal life. The hydragon begins stirring as soon as the PCs arrive, but they have 1d4 minutes before it awakens fully while they are studying the core chamber and making their preparations. Placing the *Phoenix Egg* into the receptacle, however, sends a jolting shockwave through the chamber and instantly draws the beast's ire and hastens its arrival in response to the Principalities' psychic calls of distress. The hydragon arrives two rounds after the *Phoenix Egg* is placed and opened.

Creature: Essentially the star's last defense system, the multiheaded stellar hydragon (referred to here as Faa Dlan) is so massive it can attack the PCs from any angle. For the purposes of combat, treat each head as a separate creature, each with its own statistics and abilities. The hydragon cannot be killed unless the star itself is destroyed. Even if one of the heads is killed, it grows back in 1d4+1 rounds.

The hydragon attacks the PCs until they are destroyed, but they need not destroy it in turn. They only need to fend it off long enough for the *Phoenix Egg* to be fully charged and detonated. The hydragon's heads can attack from any location in the core chamber, with the Faa Dlan map showing likely points of entry where the hydragon's heads can smash through the heliocarbon shielding protecting the core chamber. In combat, a character observing the heads can determine that they belong to a single impossibly large creature with a DC 30 Sense Motive check.

MAWS OF FAA DLAN, STELLAR HYDRAGON (6 HEADS)

CR 21/MR 6

XP 307,200

N Gargantuan dragon (extraplanar, fire, mythic)

Init +4; **Senses** darkvision 60 ft., see in darkness, tremorsense 60 ft.; Perception +30

Aura radioactive (60 feet, DC 33)

DEFENSE

AC 38, touch 14, flat-footed 38 (+8 deflection, +24 natural, -4 size)

hp 449 (19d12+326)

Fort +25, **Ref** +11 (+19 against energy damage), **Will** +19

Defensive Abilities glittering scales, impenetrable scales, shimmering shield; **DR** 10/-; **Immune** fire, radiation, sonic, vortal effects

OFFENSE

Speed 40 ft., burrow 40 ft., fly 40 ft. (average)

Melee bite +31 (4d6+24/19-20)

Space 20 ft.; **Reach** 120 ft.

Special Attacks mythic power (6/day, surge +1d8)

TACTICS

Before Combat The hydragon sends six heads to investigate

the PCs' presence at the star's heart. Each head arrives from a different direction and chooses a PC to assault. The heads use their quantum tunneling ability to burrow through the heliocarbon walls and force fields protecting the core chamber.

During Combat Each head focuses on a different opponent but stays close enough to other enemies to use its teamwork feat if possible, spending one use of mythic power to activate its Mythic Power Attack (eliminating the attack roll penalty) and using Greater Vital Strike on every attack. If the hydragons confirm a critical hit, any other heads that threaten the target can take attacks of opportunity against the target.

Each head has sufficient reach to stretch to the center of the chamber, but if one or more PCs moves closer to the walls to bring the attack to them, several heads divert their attention to that PC rather than focusing on PCs manipulating the *Phoenix Egg* at the base of the Bore.

Morale The hydragon fights until the star is destroyed, even sending additional heads in to join combat once the PCs prove a threat.

STATISTICS

Str 42, **Dex** 10, **Con** 39, **Int** 8, **Wis** 21, **Cha** 27

Base Atk +19; **CMB** +43; **CMD** 61 (can't be tripped)

Feats Alertness, Combat Reflexes^{MF}, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Vital Strike, Iron Will, Power Attack^{MF}, *Seize the Moment*^{UC}, Vital Strike^{MF}

Skills Fly +16, Intimidate +30, Perception +31, Sense Motive +11, Stealth +10 (+18 in fire or bright light), Survival +26; Racial Modifiers +8 Stealth in fire or bright light

Languages Ignan (can't speak)

SQ massive maw

SPECIAL ABILITIES

Glittering Scales (Ex): The stellar hydragon's scales are glossy and reflect ordinary light and magical energy. In bright light, any creature within 30 feet is automatically dazzled (no save), and any creature beginning its turn adjacent to the stellar hydragon is blinded for 1d4 rounds (DC 24 Reflex negates). Creatures can avoid being dazzled or blinded by averting their gaze or closing their eyes, as if this were a gaze attack.

In addition to reflecting natural light, rays and magical ranged touch attacks have a 20% miss chance when targeting the stellar hydragon, and effects that are deflected have a 20% chance of being redirected toward another target (chosen randomly) within 30 feet of the hydragon; otherwise, they are simply harmlessly deflected away. As an immediate action, the stellar hydragon can expend one use of its mythic power to increase its reflectiveness to 50% for 6 rounds. The chance to redirect the attack at another creature is likewise increased to 50%, and if the attack is redirected and the creator of the effect is within 30 feet, the stellar hydragon can choose to reflect the effect directly back at the caster rather than rolling randomly.

Magical effects with the light descriptor as well as light-based effects such as *color spray*, *prismatic spray*, and *searing light* have the same chance of being reflected (if targeting the stellar hydragon) or simply to not affect the stellar hydragon (if they affect an area) as rays. This does not enable the stellar hydragon to move through a *prismatic wall* or *prismatic sphere*.

Impenetrable Scales (Ex) Weapons or effects that would normally overcome its damage reduction no longer do so, including a paladin's smite evil or mythic effects such as a mythic champion's [fleet charge](#) or a mythic trickster's [surprise strike](#). Likewise, feats like [Clustered Shots](#)^{UC} or similar abilities that allow an attacker to combine multiple attacks into a single pool of damage for the purpose of overcoming damage reduction do not function against it. The stellar hydragon's damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. The stellar hydragon also gains immunity to bleed effects, though this immunity can be bypassed on a critical hit with an epic weapon, mythic spell, or the natural weapon of a creature with 7 or more mythic ranks or tiers.

Massive Maw (Ex) The muscles of the Faa Dlan hydragon are incredibly compact and powerful. It counts as Colossal for the purpose of calculating its CMB and CMD. Its body is out of reach of combat even for long-range spells, and its many heads can only be grappled or repositioned by a mythic creature of Huge or larger size.

Last Line (Ex) The Faa Dlan hydragon is the star's ultimate defense mechanism. Its natural weapons are considered magical and epic for the purpose of overcoming damage reduction. In addition, whenever one of its heads uses a mythic surge, it rolls two surge dice and uses the highest result.

Quantum Tunneling (Ex) When in sunlight or within the radius of a *daylight* spell, the hydragon can use its burrow speed to pass through objects or barriers made of force in the same way they can burrow through earth or stone. Force effects that grant a bonus to Armor Class, such as *mage armor* or *shield*, grant only one-half their normal bonus. The hydragon can expend one use of mythic power as a swift or immediate action to enhance its quantum tunneling for 1 minute, allowing it to burrow through a *prismatic wall* or *prismatic sphere* without harm and its attacks ignore all force-based bonuses to AC. While using this ability, it also gains immunity to temporal effects, such as *temporal stasis* and *time stop*, allowing it to interact normally with a creature using such effects.

Radioactive Aura (Ex) Any living creature within 60 feet of a hydragon head suffers the effects of **severe radiation** (see page 147 in **Appendix 1: Adventuring in the Void**).

MYTHIC COMBAT FEATS

As originally written in *Pathfinder Roleplaying Game Mythic Adventures*, the mythic Power Attack and Vital Strike feats were ambiguously worded and grossly overpowered. This encounter uses the following modified versions of those feats:

Power Attack (Mythic)

Your attacks are truly devastating.

Prerequisite: Power Attack.

Benefit: When you use Power Attack, you gain a +3 bonus on melee damage rolls instead of +2. When your base attack bonus reaches +4 and every 4 points thereafter, the amount of bonus damage increases by +3 instead of +2.

You can expend one use of mythic power when you activate Power Attack to ignore the penalties on melee attack rolls and combat maneuver checks for 1 minute.

Vital Strike (Mythic)

You can strike your foes with incredible force.

Prerequisite: Vital Strike.

Benefit: Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, multiply the Strength bonus, magic bonus, and other bonuses that would normally be multiplied on a critical hit by 2 if using Vital Strike, by 3 with Improved Vital Strike, and by 4 with Greater Vital Strike.

Extra damage from sources that wouldn't normally be multiplied on a critical hit isn't multiplied by this feat.

Creatures who fail a DC 33 Fortitude save take 2 points of Constitution drain and 1d6 points of Strength damage. A creature who passes this save is immune to this ability from all heads for 24 hours, but a creature who fails on this roll is vulnerable if it enters another head's radioactive aura. A creature who takes Constitution drain from this ability more than once is nauseated until the Constitution drain is restored.

Shimmering Shield (Ex) Waves of health, light, and radiation wash over the hydragon's body. It adds its Charisma modifier as a deflection bonus to AC, and on Reflex saves against any spell or effect that deals energy damage. In addition, no form of fire or radiation can harm the hydragon, including effects described as dealing half

fire and half divine damage and effects that otherwise bypass resistance or immunity. If any portion of an effect deals fire damage, the hydragon is immune to all energy damage from that effect.

Vorpal Immunity (Ex) Faa Dlan is immune to decapitation or any similar effect. Any critical hit against the hydragon's heads has a 50% chance to be negated, dealing damage as a normal hit instead.

Hazard: When the hydragon breaches the carbon surfaces and walls of force, the center of the star is immediately exposed to the heat and noise of nearby fusion reactions. The characters may be shielded from fire damage, but the ruptured shielding exposes the core chamber to stellar vacuum and extreme gravity, as described in Appendix 1 (see Stellar Exploration, page 149). The carbon surfaces shake with the impact of the hydragon's onslaught, causing it to overheat and begin flaking away and melting under pressure. Blocks of the solid material are crushed by the pressure at the star's heart, some crumbling into chunks raining down into the center of the core chamber while other sections of softened heliocarbon shielding slough off into the stellar core. Each round a stellar hydragon ends its turn burrowed through the heliocarbon shielding, there is a 50% chance that every 5-foot square of heliocarbon shielding surrounding it is replaced with hyperdense stellar plasma seeping through, equivalent in effect to magma (dealing 20d6 points of fire damage and exposure to severe radiation to any creature touching or entering it). Once this rupture begins, this plasma conversion expands by an additional 5 feet per round. Creatures within 30 feet of a plasma rupture take 2d6 points of fire damage and are exposed to light radiation; within 20 feet 4d6 points of fire damage and medium radiation; within 10 feet, 6d6 points of damage and high radiation.

The first time that this plasma conversion occurs, the shielding integrity weakens and the heliocarbon structure begins to buckle and vibrate, treating all surfaces in the chamber as difficult terrain. Concentration checks take a -4 penalty for flying creatures, -8 for creatures standing on any solid surface. The only island of stability in the core chamber is the base of the Bore, which remains solid and stable until the plasma conversion extends within 10 feet of it.

Development: The PCs may choose to plant the Egg and fight the heads of the stellar hydragon without charging it so they can accomplish their task later without distractions. However, it should rapidly become obvious that the heads are able to regenerate themselves, and the longer they stay here the faster the entire core chamber will collapse and all will be lost. Destroying the heads of this cosmic beast can do no more than delay the inevitable, and the more mythic points that are spent battling the beast the fewer they'll have available to charge the *Phoenix Egg*.

DETONATION

The ritual for opening and powering the Phoenix Egg is contained in the item description, and it is up to the players to decide how much energy they need to implant into it before triggering its detonation. Using the *Opus Aeterna* indicates that detonation of the *Egg* at the following power levels is likely to destroy the following:

Power Scale	Result
Level 1	The heads are destroyed but the stellar hydragon recovers
Level 2	The hydragon is destroyed and the dimensional taps into the dimension of the Principalities are destroyed
Level 3	The entire Bore is destroyed and the dimensional thinness adjoining the Principalities' dimension is cauterized, sealing them away forever
Level 4	The landing zone complex on the stellar surface is destroyed and the internal reactions of Faa Dlan are hopelessly disrupted, leading to solar death in less than a century
Level 5	The Axis Major is permanently disrupted and Faa Dlan's structure begins to collapse, leading to solar death in less than a year
Level 6	Faa Dlan explodes and the Dyson sphere is shattered and destroyed
Level 7	Faa Dlan goes nova and the entire star system is destroyed, including outlying Hegemony bases and stations, sealing the singularity wormhole from the Titan's Maw black hole
Level 8+	Faa Dlan goes supernova, not only destroying the system but inverting the singularity wormhole of the Titan's Maw black hole and creating a synergistic parallel supernova there that ruptures the black hole and obliterates the entire Latere Nebula (including Scarab Relay)

Any outcome will damage the Hegemony, and triggering it at Level 5 will bring about the devastation of Atlas Prime, Lacuna, and the entire sphere in less than a year, but to truly destroy the Hegemony threat the PCs need to get the *Phoenix Egg* to at least Level 6 if not higher before triggering its detonation. The PCs likely have 10-20 points of mythic essence already stored in the *Phoenix Egg* from Invidia, Enokk, and the crystal golems and slurry of the Daughter's Fane, and so may begin their efforts here already at Level 3 once they initiate the *Phoenix Egg*. Every character has a chance to contribute if they choose, and if desired they can take up to two rounds injecting their mythic essence into the *Phoenix*



Egg. Once the stellar hydragon attacks, PCs must decide how to split their efforts between fighting off this threat, using their mythic power to enhance their abilities, or focusing on charging the *Egg*.

Once the PCs have charged the *Phoenix Egg* to the desired level, they need only cease their implantation of mythic power and the *Egg* will automatically perform its task, even if the PCs operating it are killed or are forced away from it by the hydragon or the collapsing heliocarbon structure. One round later, the *Phoenix Egg* explodes, annihilating the mortal bodies of the PCs and their enemies in a coruscating bloom of cosmic power. Gliding just ahead of the seething stellar energies, a wave of psychic energy washes over the PCs, infused with thoughts of peace and possibility, and hope of salvation and rebirth for so many across the galaxy. The Ultari Hegemony is forever broken, and on every known planet a new day dawns.

EPILOGUE

The party has defeated the lasting evil of the Principalities, closing the final legacy of those ancient evils and their servants with complete and undeniable destruction. Though the fated champions of the Accord's founding heroes gave themselves up to secure this victory, their sacrifice leaves a lasting impression on those who knew them. But the PCs gain more than an inspiring reputation for their valor. They become new deities and demigods of the **Legendary Planet** setting, each with a world of their own to personally mold and shape and a following to cultivate in the worlds they choose to make. To conclude the **Legendary Planet Adventure Path**, read or paraphrase the following.

The Phoenix Egg's glow is too painful to comprehend as it draws in all that you have to give and more, while the singularity star's eternal fires roar in time with its monstrous guardian, but then, between the space of moments, there is silence. And then Light. Heat. Gravity. Sound. Feeling. All these have lost meaning. There is only Light. And speed, impossible speed, velocity beyond imagining as the Light races out. The heliocarbon core is swallowed in less than an instant, and the raging heart of the star melted away, its fires dwarfed by the Light as you ride its cresting horizon through oceans of flame seeing colors impossible to name as the fires fall into the heart of the Light and then race out again in pulsing shockwaves, crashing through the stellar surface and racing in every direction to the gleaming sphere above. Tiny specks and motes fly towards you in legions uncounted but are swept away like dust as the Light soars and spreads to every quadrant and the vast sphere does not so much shatter like glass as it dissolves like gossamer threads in a hurricane, the immense monument to hate and hegemony erased forever in a cleansing moment. The wormhole of the Titan's Maw erupts as if in response, sucking in the onrushing tide of shattered dust and immortal essence, drawing them into its vortex like the ashes of dead gods, yet the Light races on, shining in every color and none, engulfing the Titan's Maw and tearing asunder its twisted course as it flares into the nebula and vastness beyond. Still it flows on to the edge of the system and system beyond as minutes turn to hours, as reality bends and turns in upon itself in the cosmic night. Time passes.

In the void of space lies empty where Faa Dlan once burned, the last vestige of the Light still burns, a shining white dwarf star surrounded at first by the purified stellar residue left behind. A normal star might take interminable eons to birth anything more, yet time passes strangely bathed in the Light, just as the Opus Aeterna foretold before it joined Faa Dlan in luminous oblivion. It taught that the most powerful destructive force in the multiverse is the force of creation, and in far less time than nature might have imagined, dense and spinning stones coalesce with the rebounding push of new energy as the star itself grows and mature with impossible speed, gaining size and energy of their own and falling into perpetual circles gaining complexity as they mature of their own accord.

Several of these worlds coalesce over time into habitable planets with vastly different environments, as each world calls out to one of you in turn, shaping itself to your vision, your desire, your hopes, and your dreams, and each falling into conjunction in the turning of the years so that even in the spirit-beyond you forever can reach across the vast and remember your friends who made this place come to be. Continents form, waters cool the surface, and life once more comes aborning. Outside this system, none can say for sure what may become of this opportunity for new life, or what shadows of the past may lurk in the far corners of the universe. But you each now may tend to your own gardens, shaping the course of a new history and destiny on your own Legendary Planet.

BEYOND THE ADVENTURE



Every installment of the Legendary Planet saga is a grand adventure, but what you will find between these pages is far more than just an adventure. Each issue also brings you a selection of articles expanding the incredible universe in ways that go far beyond the adventure itself:

- Nine new monsters: the void-blasted **locusdaemon**, the gleaming **diamantem**, the psychic **erebus**, the deadly **griever**, the **kaulvrex** hive, the savage **pelkrev**, the ghostly **yllosan**, and spacefaring amorphs like the **living nebula** and **star blight!**
- New technological and magical items like the *klaven spacesuit*, *black ray pistol*, *disintegration torc*, and *The Unbroken Blade*.
- A detailed gazetteer of the massive Dyson sphere that encompasses the entire star.
- Expanded rules for adventuring in the void, including dealing with gravity, radiation, vacuum, zero-gravity maneuvering, and more!
- Expanded rules for explosives and heavy weapons, including feats, alchemist discoveries, grenades, and the bombardier archetype.
- “Planet Killer,” the final chapter in Chris A. Jackson’s ongoing tale of Anasya, an interplanetary adventurer just hoping to survive the literal end of the world!



BESTIARY

Daemon, Locusdaemon

This hideously deformed creature is wracked by agony, its flesh simultaneously frozen solid and burned black, disintegrating into the void and calcifying into tormented necrotic tissue pierced with scores of tiny holes as if by projectiles shot at incredible speed. Flaring light shines from half of the creature's body from an unseen source. The shattered remnants of survival gear hang about its battered body.

LOCUSDAEMON

CR 13/MR 2

XP 25,600

NE Medium outsider (evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +18

Aura gravitic (30 feet, DC 24)

DEFENSE

AC 28, touch 20, flat-footed 26 (+7 deflection, +3 Dex, +10 natural)

Hp 181 (14d10+104)

Fort +12, **Ref** +12, **Will** +10 (second save^{MA})

Defensive Abilities negative energy affinity, tidal lock; **DR** 10/epic and good; **Immune** acid, cold, critical hits, death effects, disease, disintegration, fire, poison, sneak attack; **Resist** electricity 10

OFFENSE

Speed fly 60 ft. (clumsy)

Melee 2 slams +21 (2d8+7 plus 1d8 cold or fire)

Special Attacks meteor strike, mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 14th, concentration +18)

Constant—*detect good*, *detect magic*

At Will—*crushing despair* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *interplanetary telepor-*

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3/day—*quickened reverse gravity* (DC 24), *suffocation*^{APG} (DC 22)

1/day—*summon* (level 9, 1 locusdaemon, 100%)

STATISTICS

Str 24, **Dex** 16, **Con** 23, **Int** 14, **Wis** 13, **Cha** 25

Base Atk +14; **CMB** +21; **CMD** 40

Feats Ability Focus (*crushing despair*), Fly-By Attack, Great Fortitude, Hover, Power Attack, Quicken Spell-like Ability (*crushing despair*), Vital Strike^{MF}

Skills Acrobatics +20, Bluff +18, Disable Device +14, Fly +7 (+11 in outer space), Intimidate +13, Knowledge (arcana) +13, Knowledge (engineering) +13, Knowledge (the planes) +13, Perception +18, Sense Motive +12, Stealth +20, Use Magic Device +18; **Racial Modifiers** +4 Fly (in outer space)

Languages Abyssal, Draconic, Infernal (telepathy 100 ft.)

SQ starflight, spacefaring

SPECIAL ABILITIES

Gravitic Aura (Su) A locusdaemon radiates an aura of attraction that impedes any movement away from the creature. This manifests as either a gravitational pull or a rush of air responding to lower pressure. Any creature that attempts to move away from a locusdaemon while inside this aura must succeed on a combat maneuver check against a DC equal to 10 + ½ the locusdaemon's HD + the locusdaemons Charisma modifier. This roll must be attempted each time a character inside the aura moves (so each move action, each 5-foot-step, etc). Failure indicates the character cannot move away from the locusdaemon, although she can move around it or toward it. Creatures that specifically ignore gravity or have magical flight speeds ignore this effect. The daemon's reverse gravity spell-like ability pushes creatures up and away from it without interference from this aura.

Meteor Strike (Ex) Locusdaemons launch their melee attacks with the speed and strength of falling stars. A locusdaemon's slam attacks count as touch attacks, though they strike hard and deal both piercing and bludgeoning damage. If a locusdaemon confirms a critical hit with a slam attack, its opponent's armor or shield (the locusdaemon chooses) gains the broken condition. Finally, whenever a locusdaemon takes a full attack action, it makes an additional attack at its highest bonus. This is a mythic ability.

Spacefaring (Ex) Most locusdaemons are formed from the souls of suddenly deceased engineers or interstellar travelers. Knowledge (arcana) and Knowledge (engineering) are always class skills for locusdaemons. Locusdaemons do not breathe, eat, or sleep.

Tidal Lock (Su) A locusdaemon is always facing any creature that beholds it. It can't be flanked and gains a +4 racial bonus on Perception checks made to detect or observe any creature that can see it. It gains a deflection bonus to AC equal to its Charisma bonus, but loses this bonus any time it loses its Dexterity bonus to AC.

Furthermore, a locusdaemon is always half scorched and half frozen. Its melee attacks deal an additional 1d8 points of cold or fire damage. The locusdaemon chooses which damage to deal before each attack.



Most creatures facing death maintain some sort of hope for a better outcome until their very last breath. For those unfortunate souls forced into outer space with no protection, there is neither breath nor hope. The instant lethality of such a threat sometimes empowers fiendish souls waiting to manifest such sudden and inescapable demise. Locusdaemons embody the concept of death in outer space, whether by collision with high-speed debris, exposure to extreme temperatures, or instant suffocation.

Locusdaemons fit loosely into the hierarchy of daemonkind. Exclusive to apocalyptic errands in space, they observe (and frequently engineer) cataclysmic events, teleporting to survivors to prevent any effort to rescue them. Their most common interaction with mortals is when spacefaring cults seeking apocalypse summon them to aid in the destruction of an entire world or massive interstellar vessel.

Diamantem

This glittering crystal creature is vaguely humanoid in form, sparkling with multicolored radiance from within even as it gathers all light around it and throws it back in a radiant display.

DIAMANTEM

CR 16

XP 51,200

N Large outsider (earth, elemental, fire)

Init +4; **Senses** darkvision 60 ft., see in darkness, tremorsense 60 ft.; **Perception** +22**Aura** radiant light (30 ft.)

DEFENSE

AC 31, touch 15, flat-footed 31 (+6 deflection, +16 natural, -1 size)**hp** 248 (16d10+160); **hardness** 10**Fort** +20, **Ref** +11, **Will** +12**Defensive Abilities** intrastellar, light immunity; **DR** 10/-;**Immune** acid, fire, prismatic spells and effects; **SR** 27

OFFENSE

Speed 40 ft., burrow 40 ft., climb 20ft**Melee** 2 slams +26 (3d8+16/19-20)**Ranged** prismatic beam +15 (see below)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** prismatic beam (DC 24)

STATISTICS

Str 33, **Dex** 10, **Con** 31, **Int** 6, **Wis** 16, **Cha** 23**Base Atk** +16; **CMB** +28; **CMD** 38**Feats** Bleeding Critical^B, Improved Vital Strike, Improved Critical (slam), Improved Initiative, Iron Will, Power Attack, Vital Strike**Skills** Climb +23, **Perception** +20, **Swim** +15

ECOLOGY

Environment any space**Organization** solitary, pair, or spire (3-8)**Treasure** none

SPECIAL ABILITIES

Diamond Edge (Ex) A diamantem's body is composed of compressed carbon, with features chipped to sharp edges

by the constant rolling pressure inside the star that formed them. Its natural weapons deal bludgeoning, piercing, and slashing damage. In addition, the diamond-tipped ridges across a diamantem's body slice through its opponents easily. It gains Bleeding Critical as a bonus feat.

Intrastellar (Ex) A diamantem is immune to any effect related to fusion, gravity, light, pressure, or radiation. It can move and see normally in the natural conditions of their home.**Light Immunity (Ex)** Diamantems are immune to the harmful effects of bright light (including effects that blind or dazzle with light); all effects with the light descriptor; and other light-based attacks such as *color spray*, *prismatic spray*, and *searing light*.**Prismatic Beam (Su)** Once per round when it uses the attack or full-attack action, a diamantem can shoot a ray of multicolored light at a target within 60 feet as a free action. This functions like a *prismatic spray* spell except that the diamantem can only target one creature each round. The save DC is Charisma-based.**Radiant Light (Su)** A diamantem's body reflects and amplifies ambient light, increasing the illumination level within 30 feet by one step. Within this area, all creatures are dazzled (no save), and the penalty on attack rolls and Perception checks increases by 1 for every step of illumination that exists above magical darkness, to a maximum of -4 in bright light.

Diamantems manifest where elemental energies of earth and fire exist in extreme supply. The dense hearts of some dying stars provide the perfect home for these beings of compressed carbon and dazzling light. Native to their unusual homes, they engage in the processes of fusion or increasing gravity and defend their homes against any intruders who can survive their lethal environment.



Erebus

This dark-skinned being has a stocky build and an overall craggy appearance. Its blue eyes glow with an inner light that seems to pierce the souls of everything it views.

EREBUS

CR 1/2

XP 200

Erebus psychic 1

N Medium humanoid (erebus)

Init +1; Senses low-light vision; Perception +4

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 8 (1d6+2)

Fort +2; Ref +2; Will +3

Defensive Abilities emotional push (+3, 1/day), mental fortitude

OFFENSE

Speed 30 ft.

Melee dagger -1 (1d4-1/19-20)

Ranged mwk light crossbow +2 (1d8/19-20)

Special Attacks influential mind, [phrenic amplification](#) (mindtouch overpowering mind), [phrenic pool](#) (3 points)

Spell-Like Abilities (CL 1st; concentration +4)

1/day—[hypnotism](#) (DC 15)

Psychic Spells Known (CL 1st; concentration +4)

1st (4/day)—[charm person](#) (DC 15), [command](#) (DC 15), [detect thoughts](#) (DC 14)

o (at will)—[arcane mark](#), [mage hand](#), [message](#), [telekinetic projectile](#)

Psychic Discipline [Rapport](#)

STATISTICS

Str 8, Dex 12, Con 13, Int 17, Wis 10, Cha 16

Base Atk +0; CMB -1; CMD 20

Feats Extra Amplification

Skills Bluff +7 (+15 to pass secret message to another erebus), Diplomacy +7, Knowledge (local) +7, Perception +4, Sense Motive +4, Spellcraft +7

Languages Celestial, Common, Draconic, Elven, Erebus

SQ emotional bond

ECOLOGY

Environment any temperate or warm land

Organization solitary, pair or gestalt (3-20)

Treasure NPC gear (dagger, masterwork light crossbow with 10 bolts, other treasure)

Erebuses have human origins but have evolved into their own species, primarily due to the human inhabitants on a remote planet who experimented with instant mental communication between members of their species. The lead scientist, Erebus Thainozen, had already opened up his mind's potential to give him incredible psychic gifts, and he used those to augment the technological aspects of his peoples' advancement. The procedure was successful, and Erebus became the core of an Overmind connecting everyone on the planet. With all minds working as a harmonious collective,



the erebuses expanded beyond their planet. As time passed, the Overmind lost all of its progenitor's personality, and it currently acts as a hub for its scattered people. The intense gestalt on the erebus home world has allowed them to repel even magically or technologically superior invaders, since the erebuses can instantaneously coordinate a response. Away from their home, though, they lose the strong connection among themselves but retain an empathic connection which eases communication among their species.

Even an erebus born apart from the gestalt mind still feels a connection to it and finds a way to contact the Overmind before reaching adulthood. Adventuring erebuses are the norm, since their collected knowledge and experiences add to the whole and provide the Overmind a better understanding of the current state of the universe. Most erebuses leave their home planet upon reaching maturity and only return near the end of their natural lifespans, passing their memories on to the gestalt before dying.

Erebuses tend toward true neutral alignments, but their individual experiences shift their viewpoints. Erebuses are

split equally between good and evil, but the connection to a gestalt makes them more prone to shift to lawful alignments as opposed to chaotic. Extreme alignments are exceedingly rare among erebuses. Their focus on the mind and its capabilities leads many erebuses to choose psychic as their primary class or to pursue psionic disciplines. Some erebuses choose classes, such as cavalier where they can share teamwork feats with their allies, in order to simulate the connection they have with erebuses.

Average erebuses stand at 5 and a half feet tall. Their dense flesh causes them to weigh more than humanoids of their size, and they weigh in excess of 300 pounds. Erebuses enjoy long lives, nearly matching an elf's lifespan.

EREBUS CHARACTERS

Erebuses are defined by their class levels—they do not possess racial Hit Dice. All erebuses have the following racial traits.

+2 Intelligence, +2 Charisma: Erebuses are quick witted and strong willed. They have no inherent physical weaknesses.

Medium: Erebuses are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Erebuses have a base speed of 30 feet.

Low-Light Vision: Erebuses can see twice as far as humans in dim light.

Mental Fortitude: Erebuses spend some time in a gestalt mind, enforcing their mental endurance. They receive a +2 racial bonus on Will saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) schools. In addition, if they fail such a save, they receive another save 1 round later to prematurely end the effect (assuming it has a duration greater than 1 round) The second save is made at the same DC as the first. If an erebus has a similar ability from another source (such as from a rogue's slippery mind), it can only use one of these abilities per round, but can try one on the second round if the first rerolls ability fails.

Force of Will: Erebuses add +1 to the saving throw DCs for spells and spell-like abilities of the enchantment school. In addition, erebuses with a Charisma score of 15 or higher may use *hypnotism* once per day as a spell-like ability (caster level equal to the erebus's character level).

Skilled: Erebuses gain an additional skill rank at first level and one additional skill rank whenever they gain a level.

Limited Mental Connection: Erebuses have a +8 racial bonus on Bluff checks to pass secret messages to other erebuses and cannot deliver a wrong message to an erebus regardless of the check.

OF ONE MIND (TEAMWORK)

You and your allies keep each other apprised of danger.

Prerequisite: One other teamwork feat.

Benefit: You and all allies possessing this feat within 60 feet are equally aware of threats. None of you are considered flanked or flat-footed unless all of you are.

Griever

This lithe warrior seems more machine than human, with four spidery arms flanged with razor-like burrs. Its four-fingered hands hold deadly-thin blades and two bent-jointed legs end in clamp-like metal claws. The eyes glaring out of its mask-like face are all too human in their scarred sockets, while tubes and wires knit its metallic chest pod to the flesh and mechanized vitals within.

GRIEVER

CR 17

XP 102,400

N Medium construct

Init +10; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +15

DEFENSE

AC 36, touch 20, flat-footed 36 (+10 Dex, +12 natural, +4 shield)

hp 130 (20d10+20), force field (85 hp, fast healing 17)

Fort +6, **Ref** +16, **Will** +10

Defensive Abilities fortification (50%), jagged machinery; **DR** 15/adamantine; **Immune** construct traits; **Resist** acid 10, cold 10, fire 10; **SR** 28

OFFENSE

Speed 60 ft., climb 30 ft.; sprint

Melee +3 *keen rapier* +35/+30/+25/+20 (1d6+14/15-20) and 3 +3 *keen rapiers* +35 (1d6+14/15-20) (full attack action); 4 +3 *keen rapiers* +31 (1d6+10/15-20) (standard action or attack of opportunity)

Ranged 4 hand crossbows with +3 *keen bolts* +37 (1d4+7/17-20) (full attack action); +33 (1d4+3/17-20) (standard action)

Special Attacks bladesharp, multiweapon warrior (deadly defense, defensive flurry +5, deft doublestrike, doublestrike, equal opportunity, perfect balance, twin blades +4)

Spell-Like Abilities (CL 20th; concentration +20)

Constant—*shield*, *true seeing*

STATISTICS

Str 25, **Dex** 30, **Con** --, **Int** 14, **Wis** 18, **Cha** 11

Base Atk +20; **CMB** +27; **CMD** 37

Feats Bleeding Critical, Combat Reflexes^B, Critical Focus, Critical Mastery, Deadly Aim, Double Slice, Sickening Critical, Staggering Critical, Stunning Critical, Two-Weapon Rend, Weapon Finesse

Skills Acrobatics +30 (+62 jump), Climb +20, Perception +19, Profession (soldier) +20, Stealth +30; **Racial Bonuses** +20 Acrobatics when jumping, +8 Climb, +4 Perception, +4 Stealth

SQ biomechanical construct, evasion, improved uncanny dodge, true deflection, uncanny dodge

Gear 4 adamantine rapiers, 4 hand crossbows with 5 adamantine bolts each

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Biomechanical Construct (Ex) Greivers are not mindless, but



they are immune to mind-affecting effects. Unlike most constructs, they are vulnerable to death effects, negative energy, bleed damage, and damage or drain to their physical ability scores, though they suffer only half normal effects from these effects. They are immune to temporary ability penalties, including those from fatigue, exhaustion, and spells like *ray of enfeeblement*. Effects that specifically damage or destroy metal, such as *rusting grasp*, cause half damage to a griever. They otherwise have normal construct immunities.

Bladesharp (Su) Any slashing or piercing weapon used by a griever is treated as a +3 *keen* weapon, including overcoming damage reduction against cold iron or silver.

Force Field (Ex) A force field sheathes a griever in a thin layer of shimmering energy that grants it bonus hit points equal to 5

x its CR (85 hit points for typical grievors). All damage dealt to a griever with an active force field is reduced from these hit points first. As long as the force field is active, the griever is immune to critical hits. A force field has fast healing equal to the griever's CR, but once its hit points are reduced to 0, the force field shuts down and does not reactivate for 24 hours.

Fortification (Ex) Grievors have 50% immunity to critical hits and precision damage, as if wearing medium fortification armor.

Jagged Machinery (Ex) Spikes, blades, and jagged machinery cover a griever's body.

Any weapon or natural weapon it wields inflicts piercing and slashing damage in addition to any other damage it inflicts. Creatures striking a griever in melee take 1d4 points of slashing and piercing damage unless using a reach weapon; creatures grappling a griever suffer 2d4 points of damage with each grapple check they or the griever attempt, successful or not.

Multiweapon Warrior (Ex) A griever gains the class features of the [two-weapon warrior](#)^{APG} archetype and qualifies for feats as a 20th-level fighter. These features apply to all of its off-hand weapons; however, the *deft doublestrike* class feature requires only two weapon hits to use.

Sprint (Ex) Once per hour, a griever can move up to 10 times its normal speed when running or charging.

True Deflection (Su) A griever may use one or more of its arms for defense rather than attack. Each arm used for defense grants it a +2 circumstance bonus to the griever's Armor Class; this stacks if multiple arms are used for defense. In addition, each arm used for defense may automatically deflect one ranged attack per round as a free action so that the griever takes no damage; this functions as *Deflect Arrows*, but it can also deflect ranged natural weapons, spells, and spell-like or supernatural ranged attacks that require an attack roll, including rays and other ranged touch attacks.

Cruel cyborgs created with a fusion of magic and technology, grievors live a tortured existence enslaved to their master's will and driven to kill, maim, and destroy upon command, though they know it will bring them no succor nor respite from their tortured existence. The metallic exoskeletal devices erupting from a griever's flesh make it an exceptionally deadly combatant, but they pale beside the impossible grace and blinding speed of its bloody blades.

Kaulvrex

Chitin covers the entirety of this insect-like humanoid. Its multifaceted eyes reflect their surroundings, while its mandible drip a caustic, green ooze. The creature has two powerful arms, ending in a four-clawed hand. A third, smaller arm, more suited for delicate work, protrudes from its chest. Its lengthy tail ends in two wicked, red-hot prongs.

KAULVREX

CR 6

XP 2,400

N Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 68 (8d10+24)**Fort** +5; **Ref** +9; **Will** +9; +4 bonus vs. mind-affecting effects**Resist** acid 10, fire 10

OFFENSE

Speed 40 ft., burrow 20 ft., climb 20 ft.**Melee** bite +11 (1d6+1 plus 1d6 acid), 2 claws +11 (1d4+1 plus grab), tail slap +9 (1d8 plus 1d6 fire, burn, and chemical brand)**Ranged** acid spit +11 touch (1d6 acid)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tail slap)**Special Attacks** burn (1d6, DC 17)

STATISTICS

Str 13, **Dex** 16, **Con** 17, **Int** 8, **Wis** 12, **Cha** 15**Base Atk** +8; **CMB** +9 (+13 grapple); **CMD** 22**Feats** Combat Reflexes, Iron Will, Multiattack, Weapon Finesse**Skills** Acrobatics +12 (+16 when jumping), Climb +13, Intimidate+11, Perception +14, Stealth +10, Survival +8; **Racial Modifiers**

+4 Acrobatics, +4 Intimidate, +4 Perception

Languages chemical communication**SQ** third arm

ECOLOGY

Environment any temperate or warm land**Organization** solitary, pair or hive (3–12)**Treasure** standard

SPECIAL ABILITIES

Chemical Brand (Ex) When a kaulvrex damages an opponent with its tail, the target gains an indelible chemical marker. A kaulvrex gains the scent ability with respect to the target, and when it detects the marker, it gains a +2 morale bonus on attack and damage rolls against the target. The marked creature must spend an hour scrubbing off the chemical brand to render it undetectable to kaulvrexes.

Chemical Communication (Ex) Kaulvrexes can communicate with other kaulvrexes within 60 feet via pheromone transmission. In a kaulvrex hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication only kaulvrexes can understand.

Third Arm (Ex) A kaulvrex has an extra arm that does not give it any extra attacks or actions per round. However, it can manipulate or hold items as well as the kaulvrex's other arms.

Ancient insectile beings engineered kaulvrexes as a servitor species with proficiency in combat. They are highly adaptive creatures and can live and thrive in all but the most hostile environments, a feature that allowed them to serve as their creators' proxies in wars (sometimes between the creators) on a variety of planets. Kaulvrexes emancipated themselves from their makers helped in part by a devastating disease that wiped out most of the creators while leaving kaulvrexes untouched. They retained their warlike instincts but generally refuse to fight one another en masse, preferring champions to settle disputes between hives. They also retreated to more inhospitable locations on the worlds where they were stranded and maintain a distance from other habitations.

Kaulvrexes gather in hives led by a kaulvrex who becomes angendered when it assumes leadership. Sages who study kaulvrexes do not know whether this transformation was "programmed" in by their creators to prevent romantic distractions during battle or the kaulvrexes developed this after they won their freedom. Kaulvrexes of both genders serve equally as soldiers and workers. Their bodies adapt to the role they currently carry out. Soldiers' carapaces harden, and their musculature increases, while workers are weaker, but their third arms are defter. An individual kaulvrex usually remains in a specific role for its entire life but switching between roles is not uncommon. Kaulvrexes who specialize in their roles take class levels, with soldiers preferring fighter or monk (or, extremely rarely, barbarian), and workers choosing rogue, expert, or other skill-based classes. The most commonly



encountered kaulvrexes are soldiers, who protect the hive or hire themselves out as mercenaries. Kaulvrexes who work outside a hive develop strong bonds with their partners and allies and adapt their communication to the languages spoken by other species. Among other species, they often develop odd phrases meaningful to their shared experiences and use these to replicate the chemical communication they otherwise share with other kaulvrexes. Non-kaulvrexes view this as a propensity on the kaulvrexes' part for developing "inside jokes," and react with a level of amusement.

Typical kaulvrexes stand over 6 and a half feet in height and weigh nearly 250 pounds. They have relatively short lifespans, appropriate to their engineered nature, with the longest lived specimens reaching the age of 50.

Living Nebula

This purple, red, and yellow cloud of stardust glows with ionized gases and the fluorescences of white-hot newborn star fragments embedded within it.

LIVING NEBULA

CR 11

XP 76,800

CN Colossal ooze

Init +6; **Senses** blindsight 120 ft., darkvision 120 ft.; **Perception** +16

Aura fiery aura (30 ft., 4d6 fire, DC 23)



DEFENSE

AC 25, touch 25, flat-footed 18 (+16 deflection, +6 Dex, +1 dodge, -8 size)

hp 172 (15d8+105)

Fort +11, **Ref** +11, **Will** +9

Defensive Abilities alien mind, gaseous; **DR** 10/magic; **Immune** cold, fire, radiation, ooze traits; **SR** 22

Weaknesses blind

OFFENSE

Speed fly 100 ft. (perfect)

Melee burning touch +18 (8d6 fire)

Space 30 ft.; **Reach** 30 ft.

Special Attacks engulf (DC 19, 8d6 fire and blinded)

Spell-Like Abilities (CL 15th; concentration +19)

At will—displacement, mage hand, major image (DC 17)

3/day—greater invisibility, mirage arcana (DC 18), persistent image (DC 18)

1/day—programmed image (DC 19), telekinesis (DC 19)

STATISTICS

Str —, **Dex** 22, **Con** 22, **Int** 14, **Wis** 18, **Cha** 18

Base Atk +10; **CMB** +18; **CMD** 44 (can't be tripped)

Feats Ability Focus (engulf), Dodge, Flyby Attack, Mobility, Skill Focus (Knowledge [nature]), Skill Focus (Perception), Skill Focus (Survival), Toughness

Skills Fly +17, Knowledge (nature) +19, Perception +21, Survival +21

Languages telepathy 300 ft.

SQ no breath, starflight

ECOLOGY

Environment any space

Organization solitary, pair, or cluster (3–6)

Treasure incidental

SPECIAL ABILITIES

Alien Mind (Ex) A living nebula's mind is vastly different from the corporeal bodies of most sentient species. A creature making mental contact with a living nebula is stunned for 1d4 rounds; a successful DC 26 Will save reduces this effect to being staggered for 1 round. This effect occurs whether the creature or the living nebula initiates mental contact, including using its telepathy to converse with a creature or using spells such as detect thoughts or dominate monster. Aberrations and outsiders are immune to this effect. A creature affected by this ability gains immunity to the alien mind of all living nebulas for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Fiery Aura (Ex) Creatures beginning their turn or coming within 30 feet of a living nebula take 4d6 points of fire damage (DC 23 Reflex half) and are dazzled as long as they remain within range.

Gaseous (Ex) A living nebula has a body composed of stardust. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score and cannot manipulate objects as a result.

Space Dust (Ex) Creatures failing their save against a living nebula's engulf attack are blinded rather than pinned.

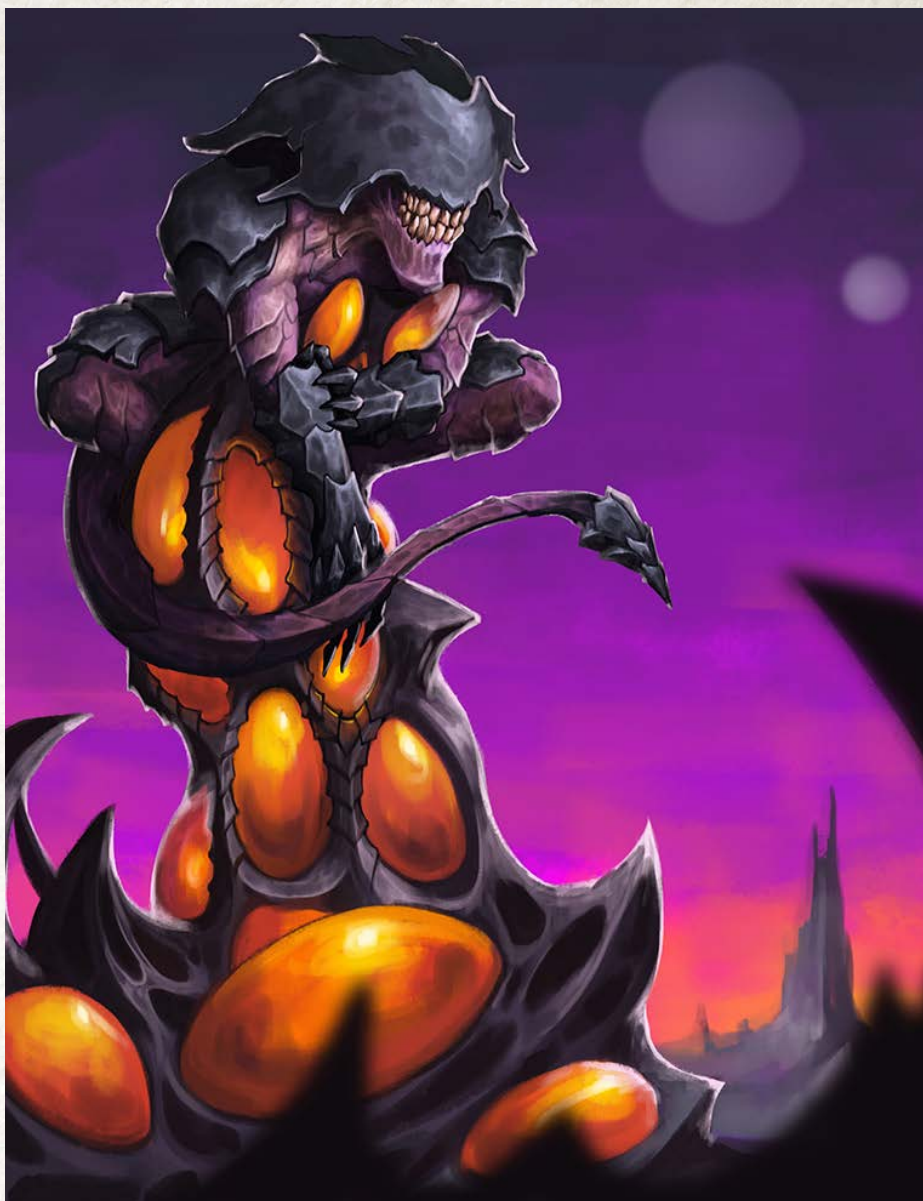
Once engulfed, creatures inside the living nebula treat its body mass as solid fog, and a screen of space dust surrounds the living nebula's vital parts, rendering it immune to ranged projectiles (though not to rays and area effects). Creatures leaving a living nebula are surrounded by wisps and whorls of space dust and charged gas particles clinging to them, affecting them as glitterdust for 1d6 rounds after exiting its body. A blinded creature can attempt a new Reflex save each round at the end of its turn to remove the blindness, becoming dazzled instead. A second successful save ends the dazzled condition.

Starflight (Su) A living nebula can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years.

Living nebulas are fragments of awakened cosmic consciousness that have coalesced over long centuries and have drawn accretions of dust and gas into themselves to surround their living spark, infusing the dust with their awareness like plankton floating on the eddies of the interstellar ocean. They frequently inhabit nebulas but also rove the spaceways, with an uncanny ability to sense the presence of starships and trail along behind them absorbing waste energies from their engines. These composite creatures are playful, with an almost childlike immaturity of children and a curiosity about travellers in the void combined with an alien lack of awareness about the repercussions of their actions. Most instances of their "attacks" against space travellers are more a result of them getting too close to the objects of their interest and unintentionally damaging creatures or their vessels, or playful illusory pranks created in a misguided effort to communicate with travellers or get them to chase, play tag, or other juvenile forms of recreation.

Pelkrev

A mix of silver and purple scaled plating covers this hunched over humanoid. A plate completely covers the location where its eyes should be.



PELKREV

CR 11
XP 12,800

CE Medium monstrous humanoid

Init +10; **Senses** blindsight 60 ft., darkvision 60 ft.; **Perception** +17

DEFENSE

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 142 (15d10+60)

Fort +11; **Ref** +15; **Will** +12

Immune electricity, fire, paralysis, sleep; **SR** 22

OFFENSE

Speed 30 ft.

Melee bite +19 (2d6+4), 2 claws +19 (1d8+4), tail slap +17 (2d6+2)

Ranged explosive egg +21 (4d6 electricity and fire)

Special Attacks explosive eggs

STATISTICS

Str 19, **Dex** 23, **Con** 18, **Int** 14, **Wis** 17, **Cha** 12

Base Atk +15; **CMB** +19; **CMD** 36

Feats Dodge, Great Fortitude, Improved Initiative, Improved Vital Strike, Multiattack, Point-Blank Shot, Precise Shot, Vital Strike

Skills Acrobatics +15, Climb +15, Escape Artist +15, Intimidate +19, Knowledge (arcana) +20, Perception +17, Spellcraft +20, Stealth +17

Languages Draconic, Terran

SQ arcane conversion, blind

ECOLOGY

Environment any wasteland

Organization solitary, pair or colony (3–8)

Treasure standard

SPECIAL ABILITIES

Arcane Conversion (Su) If a spell fails to penetrate a pelkrev's spell resistance, the pelkrev can convert the spell energy to energize itself or as material for its explosive eggs. If it augments itself, it gains the effects of *haste* for a number of rounds equal to the failed spell's spell level. The number of rounds is not cumulative for multiple spells converted in this way. If it chooses to convert spell energy into material for explosive eggs, it adds 1d6 points of damage per spell level to an explosive egg it produces; an evocation spell converted this way adds 2d6 points of damage per spell level.

Blind (Ex) A pelkrev is blind. It is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Outside the range of its blindsight, creatures gain total concealment against the pelkrev.

Explosive Eggs (Ex) A pelkrev can throw an explosive egg as a ranged attack with a range increment of 30 feet. On a successful hit, the target takes 4d6 points of electricity and fire damage (plus extra damage from its arcane conversion, no save). The egg deals half the total damage to all creatures in a 10-foot radius (DC 21 Reflex halves). A pelkrev begins combat with 4 eggs and can produce a new egg as a move action. The save DC is Constitution-based.

Descended from a union of warring egg-laying humanoids, one tribe with half blue dragon and the other with half red dragon blood, pelkrevs synthesized their ancestors' control over electricity and fire but lost much of the power possessed by their forebears. A cataclysm caused by a strange solar flare claimed most of their home world, including the original half dragon species, but the pelkrevs survived thanks to rapid mutations which had the incidental effect of blinding them. Their strange carapace prevented optic overload from the solar flare which caused the victims' brains to shut down, killing them, or revert to a primal state, driving them insane. The surviving pelkrevs fled underground to wait out those who were driven mad to kill each other and returned to a world they no longer recognized. Most of the fields and forests had been reduced to ash by the event and the pelkrevs had to eke out a meager existence with hardy vegetables that managed to endure through the devastation. The blind pelkrevs brought species of lizards and other food

animals with them from their underground homes and began their lives anew. The mutations to their skin and their eyes persisted with their offspring, who were born without eyes but with the weird helmet-like carapace.

The pelkrev home world almost escaped notice from spacefaring species, but when they were discovered, they readily left their homes to travel the universe. Pelkrevs hire themselves out as mercenaries and seem to have an uncanny knack for noticing things missed by creatures which primarily rely on sight. While pelkrevs are powerful in their own right, those who pursue work and become more skilled often choose to take levels in rogue or sorcerer (as part of their draconic birthright). While other classes are open to pelkrevs, there are no know clerics, since they have eschewed faith in deities as a result of their shared tragedy. Pelkrevs are highly individualistic and prone to bouts of anger, making them generally poor teammates, but they deign to work with others if the money is right.

Pelkrevs become fertile once a year for a week-long period of time. During this time, they produce eggs with pelkrev embryos (losing the ability to create explosive eggs), which must be fertilized by another pelkrev. One of their mutations that saved them from extinction gave them the ability to both produce eggs and fertilize them, but they cannot fertilize their own eggs.

Typical pelkrevs stand six feet tall and weigh roughly 350 pounds. They can live up to 200 years.

Star Blight

This blob of inky blackness holds a tapestry of stars, many of which look like glowing red eyes. Only when it moves does it betray its nature as an autonomous being.

STAR BLIGHT CR 20

XP 307,200

CE Medium ooze (blight)

Init +17; **Senses** blindsight 120 ft.; Perception +33

DEFENSE

AC 36, touch 24, flat-footed 22 (+13 Dex, +1 dodge, +12 natural)

hp 372 (23d8+264)

Fort +21; **Ref** +21; **Will** +19

Defensive Abilities distance distortion, rejuvenation; **Immune** ability damage, ability drain, acid, cold, ooze traits

OFFENSE

Speed 30 ft., climb 30 ft., fly 90 ft. (perfect)

Melee 4 slams +32 (2d8+14/19–20 plus 3d6 cold and flash freeze)

Special Attacks exotic radiation burst

Spell-Like Abilities (CL 20th; concentration +32)

1/day—*blight* (DC 23), *command plants* (DC 22), *dominate monster* (DC 27), *hallucinatory terrain* (DC 22), *mass suffocation* (DC 27)

STATISTICS**Str** 38, **Dex** 36, **Con** 33, **Int** 21, **Wis** 28, **Cha** 27**Base Atk** +18; **CMB** +32; **CMD** 56 (can't be tripped)**Feats** Combat Reflexes, Critical Focus, Dodge, Exhausting Critical, Flyby Attack, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Mobility, Power Attack, Tiring Critical**Skills** Bluff +32, Climb +38, Disguise +32, Fly +32, Intimidate +32, Knowledge (geography) +29, Perception +33, Stealth +37**Languages** Aklo, Common; domain telepathy**SQ** cursed domain, favored terrain (space), no breath, starflight**ECOLOGY****Environment** any space**Organization** solitary**Treasure** standard**SPECIAL ABILITIES**

Distance Distortion (Su) Gravity and light distort around a star blight. It benefits from concealment (20% miss chance) against attacks from adjacent opponents and total concealment (50% miss chance) against all other foes. Additionally, the range increment for all physical ranged weapons is halved within 300 feet of the blight. *True seeing* counters the miss chance from concealment but has no effect on the reduction of range increment.

Within a star blight's cursed domain, DCs skill checks for navigation and piloting are increased by 10.

Exotic Radiation Burst (Su) Three times per day as a standard action (but no more often than once every 1d4 rounds), a star blight can release a burst of strange cosmic radiation that affects its entire cursed domain. Creatures adjacent to the blight take 2d4 points of drain from a random ability score (d8 roll: 1—Strength, 2—Dexterity, 3—Constitution, 4—Intelligence, 5—Wisdom, 6—Charisma, 7—roll a d6 twice and apply the drain to each ability, 8—all ability scores). Creatures within 30 feet take 1d4 points of drain from a random ability score, and all other creatures in the blight's cursed domain take 1 point of drain from a random ability score. A successful DC 33 Fortitude save halves the drain.

Alternatively, a star blight can damage objects with this radiation, dealing 20d6 points of damage to all objects within 10 feet of it, and 10d6 points of damage to all objects further than 10 feet from it but within 60 feet. This damage bypasses hardness, but the object may attempt a DC 33 Reflex save to halve the damage. The save DCs are Constitution-based.

When a star blight is slain within its cursed domain, it releases this burst as a final retribution against its killers. This occurs regardless of the number of times the blight used this ability.

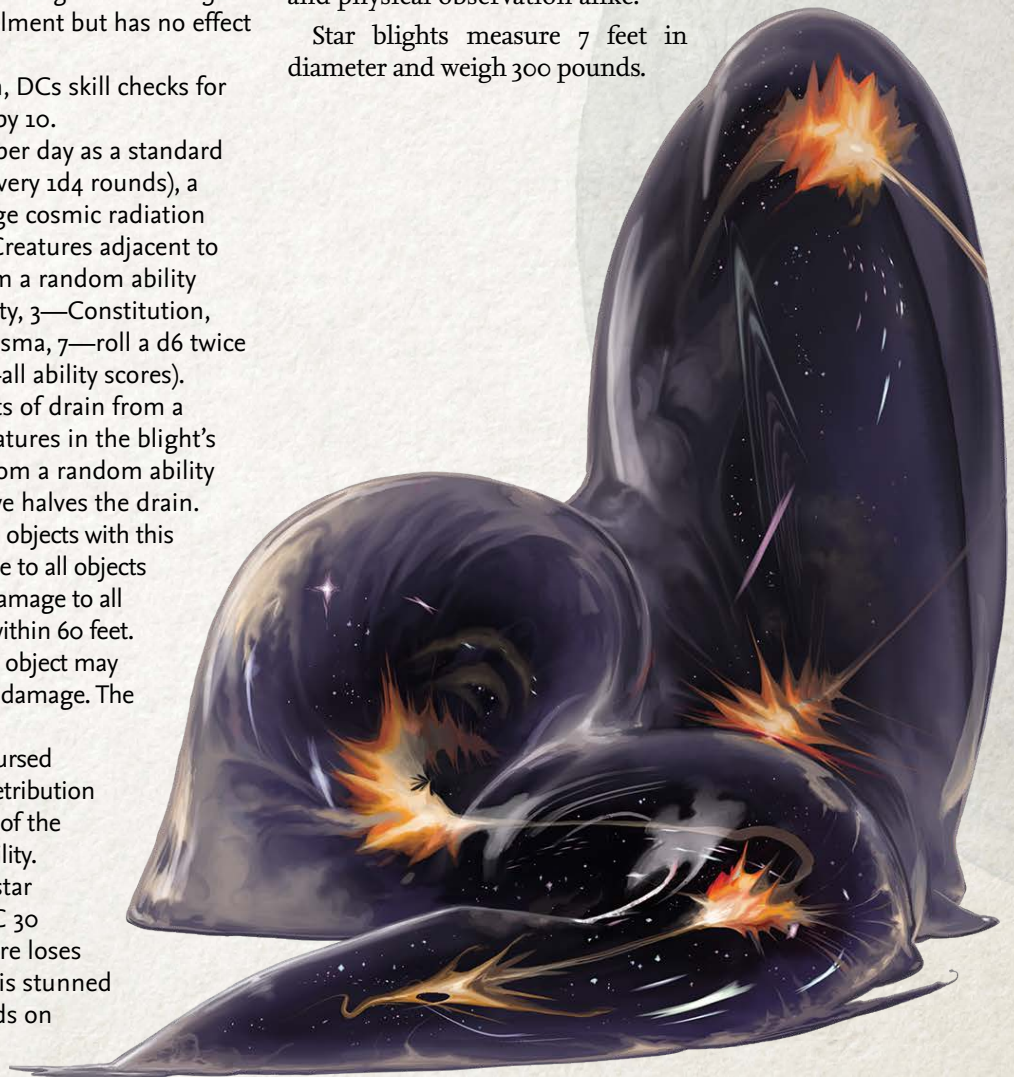
Flash Freeze (Su) A creature struck by a star blight's slam attack must attempt a DC 30 Fortitude save. On a failure, the creature loses any resistance to cold for 1 round and is stunned for 1d6 rounds. A creature that succeeds on the save retains its resistance to cold

and is staggered for 1 round. Creatures immune to cold are immune to this ability. The save DC is Charisma-based.

Starflight (Su) A star blight can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system takes 3d20 hours, while a trip beyond takes 3d20 days.

Star blights transformed from mountain blights—already adapted to thin atmospheres and exposure to cosmic radiation—when civilizations took to the stars. The blights followed the curious travelers to their new homes and attached themselves to popular spaceways. Along the way, they consumed ambient energies thrown off by a multitude of stars and even devoured decaying stars. While they require a portion of this energy to sustain themselves, they keep most of it in reserve, so they can breach ships or harm creatures. They find most humanoid easy prey when separated from their vessels and equipment and delight in toying with their exposed victims, against which they enjoy considerable advantages. The blights make space travel more difficult by bending light and gravity in strange ways, fooling sensors and physical observation alike.

Star blights measure 7 feet in diameter and weigh 300 pounds.



Yllosan

A pale, translucent squid-like creature floats in midair, shrouded in rainbow-hued mist.

YLOSAN

CR 7

XP 3,200

CG Small aberration (incorporeal)

Init +8; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 19, flat-footed 14 (+3 deflection, +4 Dex, +1 dodge, +1 size)

hp 52 (7d8+21)

Fort +5, Ref +8, Will +6

Defensive Abilities incorporeal, natural invisibility

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft., fly 30 ft. (good)

Ranged aetheric throw +11 (4d6+7)

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*psychic reading*^{OA}

At will—*dancing lights*, *detect thoughts* (DC 15), *mage hand*, *mindlink*^{OA}

3/day—*mindwipe*^{OA} (DC 17), *riding possession*^{OA} (DC 17), *suggestion* (DC 16)

1/day—*dream*, *greater possession*^{OA} (DC 19)

STATISTICS

Str —, Dex 19, Con 16, Int 17, Wis 12, Cha 17

Base Atk +5; CMB +9; CMD 23

Feats Dodge, Improved Initiative, Lightning Reflexes, Manipulative Presence^{B, OA}, Weapon Focus (aetheric throw)

Skills Bluff +10, Diplomacy +10, Fly +18, Knowledge (local) +13, Perception +11, Sense Motive +8, Stealth +24; Racial

Modifiers +6 Stealth

Languages Celestial, Common, Elali, Ultari, Yllosan; telepathy 100 ft.

SQ starflight, telekinetic invisibility

ECOLOGY

Environment any

Organization solitary, pair, or cluster (3–6)

Treasure none

SPECIAL ABILITIES

Aetheric Throw (Ex) An yllosan can enfold a nearby unattended object (maximum 35 pounds) and telekinetically hurl it as a ranged attack. If the attack hits, the target and the thrown object each take 4d6+7 points of damage; the thrown object deals bludgeoning, piercing, or slashing damage, as appropriate to the type of object thrown. The item's composition or magical properties do not affect the damage it deals when thrown wrapped in aether. An alchemical weapon, grenade, or similar item

thrown at a target using this ability requires a ranged attack rather than a ranged touch attack; however, if the attack hits and the item is shattered on impact, the target is affected by contents of the alchemical weapon or detonation of the grenade as the aether sheath dissolves upon impact. This ability is equivalent to the telekinetic blast of a 7th-level aether kineticist for all purposes.

Starflight (Ex) While incorporeal, an yllosan can travel through the void of outer space at an incredible speed. Although exact travel times vary, a trip within a single solar system can take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the yllosan knows the way to its destination.

Telekinetic Invisibility (Ex) An yllosan's body bends light and weaves aether while dampening sound waves. This works as *invisibility* except that the aetheric bending is easier to notice than normal invisibility, so its bonus on Stealth checks is halved (+10 while moving and +20 while perfectly still). The dampened sound allows it to avoid automatic detection via sound-based blindsense and blindsight, but it does not gain any bonus on Stealth checks from this ability against a creature with such abilities. This is considered a natural invisibility effect and is thus not subject to effects such as *invisibility purge*.

Vulnerable to Sonic (Ex) An yllosan suffers an additional 50% damage from sonic energy attacks. In addition, if caught within a sustained sonic effect which deals 5 or more points of damage per round, it cannot attack and can take only a single move or standard action. An yllosan that is possessing a creature using *greater possession* or *riding possession* is not harmed by sonic effects, but if it is struck by a *shout* or *greater shout* spell (or any sonic effect that deals 15 or more points of damage) while possessing a creature, the yllosan is driven out of its host automatically and staggered for 2d4 rounds.

A powerful telepathic and telekinetic species—and the consummate spies of the Bellanic Accord—the yllosan (ee-LOE-san) are mysterious ghost-like beings that exist in a realm of pure thought, floating intangible through the material world of others. They communicate by telepathy and revel in infiltration of other societies, extending their incorporeal tentacles into the mind and heart of creatures they meet to walk among them and search for those of good heart to offer advice or warning about evils in their midst or coming soon. An yllosan may step into the body of a creature to help it achieve a goal or task it fears to attempt on its own. Yllosan are emissaries of hope and inspiration, but rarely stay too long in one place or within one body. They see themselves as advisors and helpers; it is not their place to do too much for those they meet,

but to motivate them to rise up and face new challenges, daring to find the greatness within themselves. Yllosan rarely reveal their true form to other races, preferring to work through possessed proxies while remaining in the shadows themselves.

Yllosan have long cultivated a reputation among the enemies of the Accord as master spies and tireless investigators, and they enjoy the paranoia they engender in their foes. They are not above simply playing pranks on enemies while walking secretly among them, moving small objects around and using its *suggestion* and *possession* abilities to cause enemies to perform incriminating acts that cause their erstwhile allies to turn on them. Their presence is difficult to detect, as they can erase the memories of creatures they have inhabited upon departing their minds.

The yllosan are allies of the elali, but their numbers are dwindling. While able to pass through the void of space on waves of thought, the Ultari Hegemony has become more cunning at rooting them out and cutting them down after they have been expelled from a possessed creature. Some yllosan have abandoned the Accord and seek to preserve their species, including a colony of over 400 remains on the crossroads world of Zel-Argose. There, the Azure Syndic leads the Chapel of Blue Radiance, devoted to the mysterious deity Kytheklo. This eldritch entity manifests as a god-like bluish light to the rest of the clergy, or it possesses one of the monks in order to speak face-to-face with new initiates or those who visit the chapel. Many non-yllosan visit and worship in this temple, unaware of the mysterious thought-creatures gathering within its walls and presuming the disembodied voices in their mind are numinous contact with a divine being or that the educated monks instructing them are actually the yllosan possessing them and speaking through them.

Yllosan are 3 feet in length, though their dangling tendrils and the misty psychic shroud that surrounds them sometimes makes them appear larger. As creatures of pure thought, they are weightless and virtually impossible to detect while possessing another creature; however, they are visible to creatures able to see invisible when entering or departing a possessed target.



GAZETTEER

GAZETTEER OF THE GREAT SPHERE

In the eons-long struggle between the Patrons and Principalities of the universe, a turning point was finally reached when the Patrons triggered an immense aetheric spiritual cataclysm that drew the Principalities and their divine essences into heart of a singularity star called **Faa Dlan**, at the cost of stripping away their own immortal vitality. They had planned their trap with cunning, creating not only the vast essence well to contain the Principalities while simultaneously incarnating a self-replicating mechanism to continuously reinforce the prison while also hiding it from detection. Once it was sprung, the entire star would be encapsulated in a massive Dyson sphere over a hundred million miles across, absorbing and redirecting the star's energy to the prison within while keeping lesser beings far away. The limitless knowledge of the Patrons allowed them to extend the sphere's axis mechanism into the star itself, creating neutral stellar spaces protected from the incredible heat of the star's surface, while automated force components extended into the sublime inferno at its heart. The Principalities, contemptuous of their rivals and confident in their own imagined supremacy, never imagined the Patrons would stoop to the duplicity of baiting a trap just for them, but they learned to their woe that even their pure-hearted rivals had limits to their obdurate honor.

Since the absorption of the Principalities into their prison plane, the mechanisms of the sphere have worked to bleed off the power of their divinity and seal the rent in reality required to preclude any possibility of return. The seal was not quite perfect, and occasional dream essences leak out of the rift, spreading clues to an ancient mystery in the minds of those able to sense them. It is in this way that, despite the best efforts of the Patrons to hide this prison, the Principalities were eventually able to lure the psychic ultari to this place. While the eldritch mechanisms devised by the Patrons are beyond their ken and that of their minions to alter or destroy, they have been able (with the aid of their allies) to manipulate certain subsystems and begin colonizing the vast sphere like a legion of psychic parasites.

Through a combination of its own energetic processes and subtle manipulation by the Hegemony, the Sphere has grown organically since its inception like a spreading reef. Fractal towers joined by linked strands and channels of force energy have grown into watchtowers, power batteries, and a transportation network that beggars description. Like endless network tubes. The highly customizable nature of

even these small modifications has led to ongoing research and testing to see if some workaround can be found for the sphere's inexorable annihilation of the last remnants of the Principalities, and at the time of this adventure perhaps there has been such a breakthrough, and the PCs have an ideal opportunity in this adventure to set things right.

DENIZENS OF THE SPHERE

The following member species of the Ultari Hegemony are the primary inhabitants of the various towers and settlements of the sphere.

Ultari: As with the Hegemony elsewhere, the ultari hold the dominant position within the sphere. While they occupy an elevated place in society, they comprise a numerical minority of the citizenry. Most act as administrators and commanders, and in any given settlement there may not be many present. They manage and run the entire complex, directly or through their surrogates, and they maintain strict oversight on those in their charge in order to ensure their orders are executed efficiently and effectively.

To outsiders, the ultari perpetuate the claim that it is their goal to release the Principalities. In truth, however, because they are at the top of the Hegemony and everything that it controls, many ultari have little intent to actually find a way of releasing the captive beings. This has led to a silent rift in ultari leadership between two factions, the **Devotees** who truly seek the return of the Principalities and the enactment of their will, and the **Legates**, who feel the ultari themselves have the empire well in hand and that it would perhaps be best for everyone if the dead gods of the ancients were to stay dead. The Legates pay lip service to the causes of the Devotees in public, both to maintain the illusion of ultari unity (and the stranglehold they have on the rest of the empire as a result of appearing united) but also to mollify the Devotee faction, who might otherwise spread sedition. Keep the priests happy, and rule in place of the ancients.

Bil'djooli: The bil'djooli are an aquatic race that command the front-line enforcers for the Hegemony. Their soldiers are bolstered by aquamancers, who wield magic and technology against their enemies. The bil'djooli are predisposed to violence, and they have a sadistic streak that is second only to their sense of duty. They are fairly ambivalent about who runs the show as long as they get

to keep up their perpetual war machine, so they avoid taking sides, preferring to favor whichever side seems to be winning.

Onaryx: The onaryx are bat-winged humanoids who are extremely violent and warlike, but are a little more concerned with personal prowess, honor, and publicly demonstrating their awesomeness. They are one of the oldest races and have a lot of pride in their legacy of service to the ancient Principalities, so they're more interested in seeing them return. Their race has been in decline for centuries and they believe the Principalities can elevate them back to their former standing. They resent the ultari for understating their importance to the Hegemony, but they respect power, and for as long as the ultari are in control, they tend to respect the chain of command. Despite this, they would abandon the ultari immediately should the Principalities return, and if the ultari could be shown to be weak and vulnerable, they might well rise up against their masters and reassert their ancient pride of place.

Jagladine: The Jagladine are in charge of the special research projects conducted by the Hegemony. They test the effectiveness of newly engineered diseases in controlled regions, which is one of the ways they put the nearly endless space of the prison to use. They have also been known to develop nanite implants to strengthen their own soldiers, and they try to warp conquered species to try and make them useful to the Hegemony. The jagladine are evenly split between the scientists and the zealots (many individuals are both). The scientists simply do not interact with the others unless they have worked out a scheme that they insist will benefit the Hegemony. The zealots, however, are singularly focused on bringing the Principalities back, and they marshal a lot of their fellows' cunning (often without them realizing it) to keep tracking down every lead and marker that might give a clue to tapping the powers of the Principalities. Many in the other Hegemony races disdain the jagladine as a mere thinker caste, always scuttling around their labs and libraries, then crawling forth with some new revelation and demanding everyone act on it now. Most of their ideas lead to naught, or at least the incremental gains they have made just don't impress their allies.

Klaven: The Jagladine created the Klaven to be foot soldiers and shock troopers. Part of the research the jagladine conduct here is to transform new races into Klaven. Despite their status as minions, there is a rather large faction of monks that is allied with the Principalities zealots.

FEATURES OF THE DYSON SPHERE

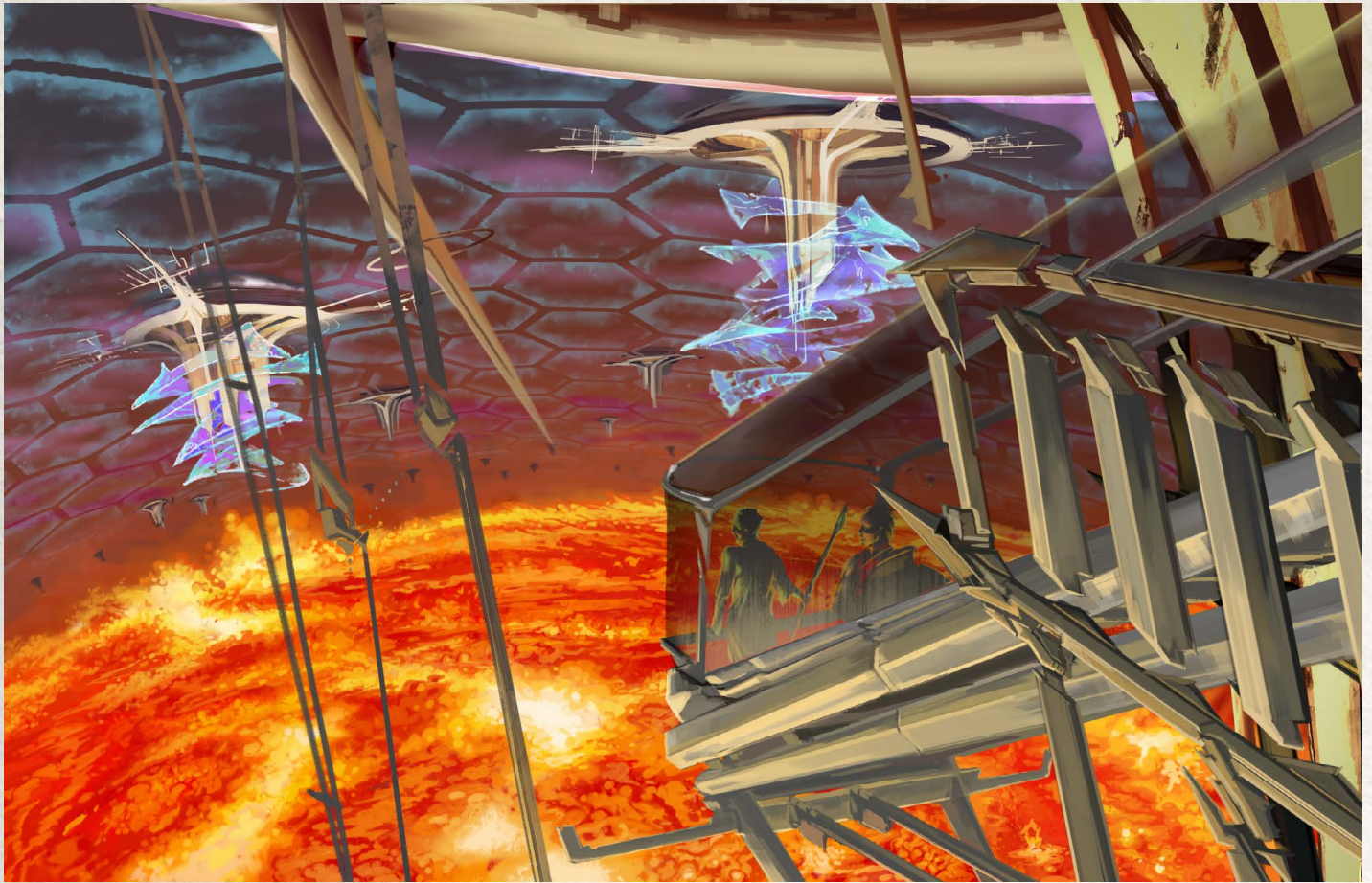
The Patrons used unimaginably advanced technology to create their prison. Even so, matter has to come from somewhere—the prison was designed using as little matter as possible and using energy from the star itself in an attempt to deal with the massive scales involved. Thus the “Dyson bubble” concept—a force-field instead of a shell, with just enough matter at strategic locations to keep the whole thing from falling apart. With the exception of the polar complexes, the material components of the bubble are comprised of tens of thousands of towers, evenly spaced across the globe.

Hypertubes: The towers and their hinterlands are connected by a series of hypertubes. One function of the energy tubes is to tether the towers together and keep them at a uniform distance from the star below. The other function is as transportation conduits—in the frictionless and power-rich vacuum of the hypertubes, properly designed tube-sled can reach incredible speeds, passing between towers in hours or days.

Lightshield Hinterlands: Each tower is surrounded by a hinterland of lightshield, thin membrane designed to absorb solar radiation and power the towers. The lightshield is morphic as well and over the eons some parts of the lightshield have been thinned and thickened or collected into outlying structures. While the lightshield hinterlands are generally thousands of kilometers across, the vast distance between towers means that each towers hinterlands are separated by a vast sea of open space.

Towers: The towers of the Dyson bubble House the machinery (vast, solid-state and incomprehensible) that keeps the bubble intact and effective as a prison for the Principalities. They were designed with a long timescale in mind—the Patrons couldn't be sure who would be performing maintenance on the prison millions of years in the future, so the towers were designed to be generally morphic, control surfaces in each tower allowing its denizens to arrange the matter of the tower in almost any configuration. While most Ultari administrators leave well-enough alone, and many of the control surfaces have been lost to time, some towers have been extensively modified by their inhabitants past and present.

Tube-sleds: Most of the tube network operates on simple force capsules that can hold around 20 Medium-sized passengers. The system is adaptable, however, and can accommodate behemoth freight sleds as large as entire buildings. Such massive moving structures boast permanent residents who maintain the sled and make their living trading between towers or getting goods and people to places they need to go.



THE AXES

The two polar axes of the Dyson bubble are vast complexes given over almost entirely to the maintenance of the stellar prison. Each called Atlas Prime, they are so large that even the maintenance and waste spaces interspersed among the machinery is enough for them to be major population centers. The North Axis, however, is the center of a large negative energy waste called The Lacuna, the result of intense x-ray and sunspot activity interacting with the bubble. The North Axis is thus home mostly to ravenous and aggressive undead. The South Axis is much more hospitable, its free space turned into a large city called Atlas Major. In addition to being a major trade destination, Atlas Major serves as a neutral point for leaders of the various factions to meet, under the dominion of the ultari regime that dominates all, thus serving as the de facto capital of the sphere. Between them, the Axes Prime are the coordination hubs for the energy gathered in the towers. Either Axis alone could maintain the bubble for a time, but without either the entire structure would drift apart and fall into the star.

THE SPHERE SURFACE

Much of the surface of the sphere remains perfectly smooth eons after its creation, but such a massive structure cannot

remain wholly unperturbed by the passage of time and the channeling of untold energies.

Malfunctioning Sphere: The hinterlands of tower 74 are particularly dangerous due to ongoing malfunctions that threaten critical failure of the shield in this region. Not only does the terrain keep reverting to previous forms and then back again, but the malfunction is letting through just enough solar radiation to cause problems for the local inhabitants. A small fraction of those exposed to the heightened levels of radiation are extremely susceptible to it and have gone violently insane, turning their aggression toward the communities in which they reside, typically using the deadliest weapons available to them. The ultari administrator of this tower cares little for the welfare of this region, so long as he is able to collect the meager tax revenue it generates. He is aware of the shield's malfunction, and he is also aware of the harmful effects it has on its inhabitants, but he lacks the will to spend those taxes on remedying the problem.

The Snarl: With the exception of the polar Axes, the entirety of the Dyson Bubble is uniform, though in a fractally complicated sense that appears mostly random with flickers of order. The Patrons seeded the pattern but did not supervise it closely, instead allowing the bubble to create itself procedurally. The result is stronger than anything the

Patrons could have designed artisanally. The procedure broke down in one place, though, near Atlas Major. There a slight mutation of the scheme ballooned out of control, creating a tumor known as the Snarl—a weak point in the pattern where towers clump together in strange knots and where unusually large gaps yawn. The hypertubes of the Snarl loop strangely and the towers are abnormal in size, shape and operation. The denizens of the bubble have always viewed the Snarl with wariness, and long experience has taught the Ultari that those who spend too much time in the Snarl develop strange habits and ideas. None but the lowest-status of Ultari Administrators would willingly reside in the Snarl and thus the entire area suffers in isolation. Not quarantined precisely, but cut off socially and organizationally, home to the desperate and strange.

The Snarl is home to hundreds of towers, most of which are stunted and sickly, resisting efforts to adjust them even where the control surfaces are available. Other towers are bloated, twice or three times the size of an ordinary tower. All of the towers are idiosyncratic, an ultari Administrator who has molded a hundred towers elsewhere stumbling over the most basic alterations.

Due to the isolation of the Snarl, the social order evident in the rest of the bubble is largely non-existent. Each tower is controlled, at best, by an outcast ultari Administrator desperate to prove himself and get out. At worst the towers are controlled by whoever was desperate or ruthless enough to carve out a space for themselves away from prying eyes. The following points of interest are all located within the Snarl, a jungle with as much variation as the rest of the bubble combined.

The Klaven Liberation Front: The klaven are a designed species, manipulated from their original gene-stock to be obedient warriors. Even the genius of the jagladine has its limits, however, and some klaven don't take to the power structure of the Hegemony. Most of these are killed, but the smart and lucky keep their heads down, biding their time. A movement known as the Klaven Liberation Front (or just The Liberation for short) is ready to help these klaven gain a chance at freedom and meaning outside the Hegemony. The Liberation functions mostly within the Snarl, finding safety and room to maneuver in the under policed region. They strike at targets of opportunity, either stealing supplies or recruiting the klaven warriors of patrols that they subdue. Invariably, many of the klaven are too mentally cowed to make good Liberation soldiers—these are left to their own devices. Those klaven who retain enough free will and intelligence to jump at the chance are invited into the movement. The Liberation has been successful enough that the powers of the Snarl have taken notice. Fewer opportunities are presenting themselves, and more of those opportunities are actually subtle traps to encourage the Liberation to overextend itself. The leadership of the Liberation know that they need either powerful allies or an audacious plan, and soon.

Mardex the Red: The ultari are a long-lived species, though in the Snarl their lives are often shorter than they would be elsewhere. One notable exception is Mardex the Red, an Ultari who has haunted the Snarl for many hundreds of years. The source of Mardex' longevity is a mystery, fodder for lurid rumors and wild speculation among his peers. Mardex gained his sobriquet in a series of bloody wars against an ultari combine that had set itself on the audacious course of attempting to bring the Snarl into the fold of ultari authority—it is partially due to Mardex' influence that the Ultari in the Snarl get so little interference from outside. Mardex' connections to the power players in Atlas Major, to Tower 32 and to elements of the Jagladine scientific community make him a force to be reckoned with in the Snarl and while his agenda is entirely opaque, his influence is vast.

THE TOWERS

Innumerable control towers dot the surface of the Dyson sphere, spaced evenly across the immense span. Most are separated by over a million miles from the nearest other tower, though occasionally in areas like the Snarl where space ripples and warps, towers sometimes meld and accrete together. Most towers are overseen by an ultari commander, though many ultari delegate direct operation of their assigned tower to a lieutenant of another race. Some even appoint artificial intelligences or cybernetic surrogates in their place. Regardless of who is nominally in control of the tower, most of the functional work of keeping the system functioning falls to squads of jagladine technicians, whose great intelligence, scientific curiosity, multiple limbs, and ability to work in toxic environments all come in very handy in maintaining the inscrutable machinery of the sphere.

Teratami: Teratami is one of the largest towers in the Snarl, its lines strangely curved and organic. The control surfaces that should allow locals to control the interior topography of the tower are lost or never existed. Rather than remain static, however, Teratami shifts intermittently and unpredictably. Rooms and corridors tend to remain static for days or weeks at a time, only to merge, separate or bend into new configurations over the course of minutes or hours. Teratami funnels its constant surplus of energy into rare and exotic minerals which bead off the walls unpredictably. The mineral wealth of Teratami keeps it populated despite the danger—several gangs control various sections of the ever-shifting tower, their loose structure and cycles of alliance and betrayal mimicking the mercurial tower. All of the gangs have their own purchasers who control the various hypertube entrances to the tower. The purchasers all have a vested interest in their client gangs gaining territory within the tower and that competition occasionally engulfs the hyper-tubes and even adjacent towers in brief flare-ups of violence. Most purchasers are happy to leave the violence to those on the inside of the tower.

The Back Door: While the hypertubes connecting the Snarl to the rest of the bubble are closely monitored, there is one place where the intrepid or foolhardy can enter and leave the Snarl without falling under the eyes of the Ultari's sentinels. Tower 41, an otherwise unimpressive tower, has an unusually large hinterland, and that hinterland brushes the hinterland of Atlas Major. The crossing between the two is still 2,000 miles, but with solid ground and protection from solar radiation, the journey is possible. Tower 41 is home to a boutique smuggling culture, ultra-fast shield effect vehicles ferrying the most secret, expensive and dangerous goods and people across the vast distance in a matter of hours. The black marketeers of Atlas Major's lower reaches make sure that the right palms are greased to keep "The Back Door" off the official radar—everybody involved has much to lose if the route becomes policed and surveilled in the same way as the other borders of the Snarl.

The Hothouse: Generally, the morphology of the towers doesn't include much in the way of organics—towers are primarily metal and plastic affairs. The Hothouse is an exception to this rule—whatever algorithms cause a tower to pump out dirt and stone instead of metal are overactive and the Hothouse is thus more a terrarium than a tower. Held together by the mandatory structural substrate that powers the prison-star and surrounded by a glass shell, the Hothouse is a riot of overgrown plant-life. At one time a game preserve, the tower is home to numerous deadly beasts as well as poisonous plants. The Hothouse sits astride a major Hypertube junction, and it's sometimes more profitable to portage goods and people through the tower as opposed to going the long way around. When that happens nervous guards man the perimeter of the constantly maintained portage route through the middle of the tower. The predators of the tower are invariably drawn to the commotion and it's only a question of whether the transport can be completed before the bestial denizens of the Hothouse let their hunger overcome their caution.

The Plague Zone: Tower 125 is one of the worst places in the entire Dyson Bubble. The ultari administrator has given this entire tower over to the jagladine scientists to do with what they will. Most of the tower contains labs where they experiment with nanotech in an effort to make the ultimate klaven, but they also experiment here with diseases and chemical warfare. One entire region of the hinterlands has been all but walled off with force fields and populated by prisoners taken from other towers so they can test diseases they have created. Some of these diseases are not intended to kill their victims, but instead change some aspect of those infected. One experiment they have been running is a disease that colonizes the brains of its victims, eliminating all but the most rudimentary elements of identity and cognition, effectively transforming them into zombies that the hegemony can unleash on an area. Another disease causes victims who possess skin to begin producing a slimy

substance that hardens into scales, effectively giving them natural armor that acts as an energy shield; it also causes a great deal of pain, which when treated with pain killing drugs, renders them extremely susceptible to suggestion, thus transforming them into low-ranking soldiers. Numerous other diseases are constantly being tested, but most inhabitants of the sphere know that being moved to Tower 125 is effectively a death sentence, or worse.

The Tomb of the Mad Ultari: Thousands of years ago, an Ultari Administrator of unusual power and influence was exiled into the Snarl by his political rivals. Alone in his tower he slowly went mad, spending decades using the control surfaces of the tower to lovingly meld it into a burial complex for himself. By the time he finally died he had made the tower a conglomeration of deadly traps, impossible puzzles and fragile structures just one wrong step away from collapse. On his death bed he broadcast a final challenge to the rest of the bubble: In his hand he held a console with the power to mimic the control surface of any tower. With that console in hand, a sufficiently canny and ruthless individual could wield enormous power over the bubble. The Master Console, as the Mad Ultari called it, is considered a hoax or delusion by most. Every once in a while, however, someone will decide that the possible power is worth the danger.

The Tower of Chance: Controlled by a consortium of Ultari businessmen, the Tower of Chance is so much more than a casino. Traditional casinos, fighting pits and other vice-dens coexist with a wide variety of arenas in which individuals who wish to make a name for themselves (or a fortune) can put themselves up for the entertainment of their betters. No entertainment holds sway long before the jaded appetites of the tower's high-rollers, but one game has stood the test of time by continuously shifting its format—every time The Dance of Death opens its doors it is with a new and innovative challenge, unknown both to the bettors and to its participants. Those who survive are offered great riches and boons, enough to keep The Dance of Death awash in fresh talent.

Tower 32: Tower 32 is one of the few towers not run by an ultari administrator. Instead, it is run by the bil'djooli named Faz'got. The tower is entirely filled with water and is populated almost entirely by bil'djooli. Because of their inherent warlike nature, the inhabitants of this tower are organized into rigid military ranks, drilled constantly, and are often called upon by other towers to deal with problems that arise. Other administrators treat the inhabitants of this tower as a standing military police and call upon them when their inhabitants get out of hand, or uprisings occur, and the bil'djooli are all too happy to provide this service, provided that the ultari are willing to pay handsomely for their service.

Despite the military organization of their entire population, this is a chaotic place. Individuals tend to be the most loyal to their own units, though conflicts between individuals are almost as common as factionalism between different units.

When not engaged in a fight elsewhere, conflict between the various units tends to erupt on a regular basis. Their residential areas are almost gang-like, and peace keeping units are on active patrol, but are typically viewed more as another rival unit than actual authority. This overall lack of order is compounded by the fact that penalties for the many crimes against one another are usually punished by minor penalties, typically financial in nature, if they are investigated at all. Only crimes against high ranking members carry firmer punishments, which can include spending time in one of the few prisons that exist, or even death if the victim ranked high enough.

Utopia: Many of the towers of the Snarl are controlled by a single individual or small group of like-minded individuals. So it is with Utopia, an experiment in social harmony that has managed to maintain itself for centuries. The members of Utopia come from many races, all drawn by a shared dream of normalcy and surrender. Utopia is controlled utterly by the Nurturers who execute the rules laid out by Utopia's prophetic founders. Through a vigorous regimen of doctrinaire education and subtle mood-affecting drugs, the Nurturers maintain a harmonious social environment for their people. Of course, keeping a healthy society require occasional genetic infusions into each of the racial gene pools, and the Nurturers are always on the lookout for appropriate gene stock. Those in the know speculate that that's why the tower remains open to potentially destabilizing travelers—occasionally those travelers choose to stay, though how they come to that choice is sometimes murky.

THE TUBES

Most of the tube network is a model of efficiency, yet in such an enormous and complex system of such immense age, glitches occur from time to time, and occasionally cascade into large-scale regional failures of the system, though failsafes built into the system and regular monitoring by the jagladine technicians always limit the spread before disaster occurs.

Failing Hypertubes: One of the primary hypertubes connecting the towers of the snarl, this one has begun suffering intermittent malfunctions that have affected travelers in deadly and unforeseen ways. The first sign of trouble was when those aboard a hypertram began experiencing severe radiation exposure due to a partial failure of the shielding. Although the ultari administrators affected by this promptly ordered the closing of the tube while the jagladine technicians investigated the cause of the failure, it was later deemed safe and reopened. A week later, a sled the size of a building exploded just short of its destination. The ultari rely on the tube for supplies and commerce, so another brief shutdown was ordered, and then it was promptly reopened after a cause of failure report blamed temporary abnormal reactions in the star's core.

While the administrators accepted this explanation, the jagladine know that the findings in the report were purely theoretical and made public out of the necessity to keep the tube open, as opposed to finding the true cause of the malfunction. Meanwhile, they have been desperately examining the equipment, trying to discover the true cause of the tube's failure, find the real cause, and repair it. So far, their efforts have been unsuccessful, and while the ultari administrators keep a wary eye on the situation, the technicians are certain that it is just a matter of time before the next tragedy occurs. They further realize that when it happens next, it could be their heads served up for their failure to fix the problem.

Broken Hypertubes: The collapse of a hypertube is a disastrous event, both for the travelers caught within and for the towers that it connects. While this tube still exists, it has been deemed too unsafe to use, and therefore serves no purpose other than anchoring the connecting towers in place. Thought to be one of the most severe symptoms of the snarl, the tube's failure occurred suddenly and unexpectedly, destroying all the hypertrams within at the time, resulting in the simultaneous deaths of thousands of beings caught within. An investigation into the event turned up entire sections of the tube that were offering minimal shielding from the sun's radiation. The ultari ordered several attempts to repair the tube, but the effort was costly and ultimately ineffective. With no choices available, they agreed to take the hypertube offline.

The result of the tube's closure was catastrophic since several smaller towers within the snarl relied entirely on it for the replenishment of supplies, trade, and travel. In the wake of the closure, the population has dwindled in these areas. As food and supplies dried up, the populations dependent upon it turned to unmitigated barbarism to survive. Those towers remain populated, but without hypertube service, they are almost completely unreachable. The ultari have written them off as lost, and those trapped within face a constant fight for basic survival.

Hypertram Pirate Ship: Hypertrams typically follow the will of the ultari administrators who oversee the towers they service; however, this is not always the case. The Fortune's Plunder is a hypertram that went rogue and was renamed by its onaryx captain. The vessel and its crew, which is a mix of roughly equal parts onaryx and bil'djooli, regularly attacks other hypertrams as well as the ports of call serviced by the hypertubes it plies. This behavior would be shut down immediately by the administrators except for the fact that they are protected by wealthy benefactors within the towers they frequent. Some even suggest that the ultari themselves are in on the take, which explains why there seems to be no will to do anything about this particular problem, even when others have been very efficiently dealt with in the past.

The onaryx captain, **Skrowl**, is an even-tempered captain who takes heed of advice offered to him by his subordinates, though he is occasionally forced to intervene in conflicts between the bil'djooli and onaryx crewmembers. This practical approach to leadership has earned him the trust and loyalty of the crew, who gleefully follow him on raids. In exchange for their good behavior, he offers them a healthy share of the bounty.

Hypertram Pilgrims: The *Degon Saes* is a hypertram that plies the tubes in search of true believers in the Principalities who wish to the powerful beings. The sled is operated by a religious council, headed by the ultari Nemex, who learned long ago that most of the ultari within the Dyson bubble do not wish to free the Principalities at all. This hypertram wanders from port to port, extolling the necessity to serve the imprisoned beings, making it known that those of a like mind are invited to join them aboard his vessel. Nemex reveals to those who have earned his complete trust that he was once a tower administrator who learned that most of the Ultari would rather pay lip service to the principalities than actually release them. Although he does not feel that he can change this trend by himself, he does wish to nurture other true believers in their faith, then send them back out into the Dyson Bubble on a mission to influence others and create more true believers like them. He believes that when their numbers are great enough, the ultari will be forced to action and finally free the principalities. Because of this, he has taken on the mantle of disciple and shepherd and stands upon ceremony when interacting with those aboard the *Degon Saes*.

Mantere Market: The Mantere market is a stationary structure that exists in the space created by the junction of several hypertubes. As its name implies, it serves primarily as a place of commerce, though there is no shortage of living space, bars, gambling houses, and inns. From a distance, the structure looks like an enormous gray metal dish that is flat at street level, with enormous buildings rising from it. Along the outer ring of the market are structures that extend out and allow hypertrams to dock. It is, for all intents and purposes, a great city in a space where cities do not typically exist.

Most who have found their way here are merchants or customers, though a sizable portion of the inhabitants are refugees from their home towers. Many became outcasts for espousing political or dogmatic ideologies that were rejected by the ultari administrators. Others simply committed or were accused of committing crimes too egregious for the authorities to ignore. Many of these beings still fear the ones who forced them into exile, and as a result, hide below street level in some of the slums down below; and they aren't wrong to do so. Bounty hunting for these individuals is a popular trade among visitors.

The Dread: Despite constant low-level piracy and corruption, travel by hypertube is generally safe, even in the Snarl. Nevertheless, freighters, tube-sleds and hypertrams do go missing occasionally. Sometimes the lifeless hulks of the sleds are found later floating aimlessly through the tubes, often far from where they were last heard from. In all of these cases the signs are the same—signs of ferocious struggle throughout the vessel, blood everywhere, but no bodies. The authorities who have looked into the disappearances have collated stories of strange phenomena in the tubes, always noted around the time and place of the disappearances: Optical illusions wherein hypertubes will appear to go dark or be occluded by dark clouds. Suggestively intermittent vibrations in the hull. A bone-deep feeling of dread. Several tube-sleds have docked at towers just ahead of such phenomena, only to find that vessel that had been clearly visible behind them before the occlusion was gone from sight, never to arrive.

ATLAS PRIME

This cosmic metropolis is the heart of the Ultari Hegemony, Atlas Prime is enclosed within the Dyson sphere guarded by eight sentinel towers (each like the one described in Chapter 2 of *To Kill a Star*) extending outside the sphere and guarding the spaceward approaches to the city. The city is truly massive in scale and peopled with an eclectic population drawn from across the known reaches of space. The ultari themselves form the elite of the citizenry, though they are a minority in terms of absolute numbers. Allied races like the jagladine, klaven, onaryx, and small numbers of bil'djooli, as well as subject populations of auttaine, chlorvians, humans, tretharri, zvarr, and others comprise the majority, kept in line by their allegiance to the ultari rulers or by direct mental control. The naturally psychic ultari are quick to root out dissenters and troublemakers and to make very public examples of them, and long centuries of their rule has beaten down the spirits of those living in Atlas Prime to the point where few even contemplate rising against them.

ATLAS PRIME

LE metropolis

Corruption +2; **Crime** +7; **Economy** +4; **Law** +4; **Lore** +0; **Society** -2
Qualities decadent, magically attuned, mythic sanctum, prosperous, restrictive, well educated,

Danger +20; **Disadvantages** bureaucratic nightmare, oppressed

DEMOGRAPHICS

Government magical

Population 10,000,000+

NOTABLE NPCs

Invidia Ultimi, last living scion of the Principalities (drakainia)

Xeas Yahamun, Elder Voices of the Great Fane (NE ultari mediums)

Nammu Ki, Speaker of the Ultari Parliament (LE ultari magus)

Lagazu Nin, High Preceptor of the Science Council (NE jagladine alchemist)

Aorno, Field General of the Empire (NE onaryx cavalier)

MARKETPLACE

Base Value 24,000 gp; **Purchase Limit** 195,000 gp; **Spellcasting** 9th
Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

ATTRACTING ATTENTION

Adventuring in a city is necessarily open-ended, as the PCs have nearly limitless options for where they go and what they do. Atlas Prime is vast, and this adventure does not present maps of its streets and shops other than for a number of areas the PCs are most likely to explore. Think of encounters and adventures in the city more like a flow-chart of events rather than exploring a specific grid or street plan, but you can use any existing maps you might possess or even draw inspiration from real-life cities, plazas, and marketplaces.

Of course, it's inevitable—sooner or later, the PCs will do something that brings the attention of the ultari and their security forces—either on their own or through a suspicious citizen sending out a call to the guards to investigate these strangers in their midst. Ultari are the most naturally suspicious of Atlas Prime's inhabitants, though their pride may cause them to overlook their surroundings out of simple disdain for anyone they deem beneath them. Where jagladine may simply be absorbed in their work and not care about whether others are harmed in carrying it out, and the onaryx tend more towards bluster and bullying those weaker than themselves, the ultari specialize in a cultivated arrogance that expects everyone else around them to give way unless of a higher caste and rank, to whom they automatically defer. Some say that ultari can psychically sense which of their fellows are stronger than they, and as a matter of social habit they reflexively defer to those of greater prominence. Lower-ranked ultari may grudgingly give way to other races with an official position above them, though they must often be convinced of their bona fides and may seek to undermine them, spread rumors about them, or otherwise diminish them if they can get away with it.

Oppressive Bureaucracy: Most encounters with ultari feature them in positions of authority, however small or trivial, and the unbridled ego of the ultari leads them to flaunt and abuse their authority in every possible way when engaging with others not of their race, resulting in an endless maze of bureaucratic channels and acts of petty tyranny exacted upon every non-ultari. Getting anything more than the merest basics accomplished typically requires a series of permits, passes, and permissions, and acquiring them requires navigating a thoroughly byzantine set of hoops and red tape. Creatures not from Atlas Prime take a -5 penalty on Knowledge checks to learn about the city until they have been here at least a month, and a -10 penalty on Diplomacy checks to gather information or improve reactions with ultari,

though creatures speaking ultari add a +2 circumstance bonus on such checks.

Characters who create a disturbance may attract the attention of the authorities, and local citizens know how to call for the local constabulary to come and intervene. Calling for the guard requires a Diplomacy check modified by the settlement's law modifier. It's only a DC 5 check to call for the guard—with a success, the guards generally arrive on the scene in 1d6 minutes. Every 5 points by which the Diplomacy check exceeds DC 5 (rounding down) reduces the arrival time by 1 minute—if this reduces their arrival time below 1 minute, the increments of reduction instead change to 1 round. For example, a shopkeeper is being accosted by the party and calls for the guard. The result of his Diplomacy check is a 23, and the GM rolls a 2 on 1d6 to determine how long it'll be before the guards arrive. Since the wizard rolled three times the amount he needed, the 2-minute wait time is reduced to 8 rounds.

The Scroll: Throughout Atlas Prime, PCs are apt to encounter displays of glowing images and ultari runes, which delineate an ever-growing set of names and descriptions of public enemies; that is, those who violate the protocol of the city and its ultari rulers. Non-ultari sometimes call this “the list” or “the wall” and do almost anything to avoid getting on it.

Creatures earn a place on the Scroll by earning at least three Marks, which are derogatory notes psychically attached to their identity by ultari bureaucrats and other officials. Marks can be eliminated by the passage of time, typically one month per Mark; by paying fines associated with their infractions; or by persuading an ultari magistrate to remove them legally. It is of course possible to accumulate many more than three Marks, and those individuals that have accumulated the most Marks appear most frequently and prominently on the Scroll, including occasional dedicated lists of the most egregious offenders in various categories or those with the most Marks overall.

Daring scofflaws sometimes see placing highly on the Scroll as a mark of distinction, a jab at the authority of the ultari, but they play a dangerous game, as characters with a high total of Marks warrant faster and deadlier response from ultari law enforcement.

Creating a Mark is a free action for any ultari bureaucrat or ultari of rank, and it is a purely mental action. It does not directly affect PCs and there is no saving throw or spell resistance against receiving a Mark in the ultari system.

LAW ENFORCEMENT IN ATLAS PRIME

There are several levels of response to possible misbehavior the PCs, and interactions with any of the following are likely to result in Marks for the PCs. At the same time, the higher their Mark total, the more likely any action they take is to

merit a higher-level response. You can assign encounters as you choose, or you may elect to roll percentile dice whenever the PCs create a disturbance, adding the sum total of the party's Marks to the roll to determine the final result.

D%	CR	Law Enforcement Encounter
01-20	-	no encounter
21-50	6	1 ultari bureaucrat
51-60	12	ultari inquisitors
61-70	14	2 ultari thought police
71-75	15	spineguard patrol
76-80	16	ultari thought police and spineguard patrol
81-85	17	2 spineguard patrols
86-90	18	onaryx commander and onaryx dread strike wing
91-100	20	myrmidon strike wing
101+	21+	ultari chief inspector and roll again

Official Bureaucrat (CR 6): While they present little danger to the PCs directly, Atlas Prime teems with minor functionaries and bureaucratic officers of every description, each possessing a tiny shred of official imprimatur and able to make the PCs lives in Atlas Prime progressively more miserable with every encounter. Each time the PCs commit an infraction that draws the attention of an ultari bureaucrat, they note the encounter in a shared psychic log that can be accessed by ultari.

ULTARI BUREAUCRAT

CR 6

XP 2,400

Ultari expert 4

NE Medium outsider (evil, extraplanar)

Init +5; Senses darkvision 60 ft., scent; Perception +12

Aura fear aura (10 ft., DC 14)

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 81 (6d10+4d8+30); fast healing 3

Fort +8, Ref +4, Will +12

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee dagger +9/+4 (1d4/19-20)

Psi-like Abilities (ML 6th; concentration +8)

At will—*detect good*, *telepathic lash*

3/day—*defensive precognition*, *mind thrust*

1/day—*brain lock*, *force screen*

PP 4

Special Attacks telepathic drain (DC 16)

STATISTICS

Str 11, Dex 12, Con 14, Int 16, Wis 12, Cha 13

Base Atk +9; CMB +11; CMD 22

Feats Improved Initiative, Iron Will, Sickening Power

[Metasionic], Skill Focus (Use Magic Device), Toughness

Skills Bluff +12, Diplomacy +13, Intimidate +13, Knowledge (arcana) +10, Knowledge (nobility) +10, Knowledge (planes) +10, Linguistics +4, Perception +12, Profession (any one) +12, Sense Motive +10, Spellcraft +9, Stealth +11, Survival +7, Use Magic Device +20

Languages Aklo, Ashtuul, Belligren, Common, Jagladine, Onaryx, Ultari

SQ psychic drain, naturally psionic (+3 pp), ultari weapon affinity

ECOLOGY

Environment any

Organization solitary, pair, or council (3-10)

Treasure NPC gear (masterwork chain shirt, dagger, *dorje of detect hostile intent*^{PU} (ML 3, 10 charges), *power stone of fold space*^{PU} (ML 7), *power stone of touchsight*^{PU} (ML 5), *wand of magic missile* (CL 5, 10 charges))

It is possible to bribe, cajole, bluff, or threaten an ultari bureaucrat in order to reduce or eliminate a Mark for a minor offense using Bluff, Diplomacy, or Intimidate, though their disdain for non-ultari increases the DC for such attempts by 10 and costs five times the normal amount in bribes if applicable.

Thought Police (CR 12): The ultari generally delegate the physical security of Atlas Prime to lesser races, but their thought police roam the streets and alleys and shops of the city at will, often in disguise, wielding their minds like scalpels to peel back the secrets others wish to hide. They may reveal themselves at any time, arresting dissidents or extracting information in pursuit of justice (or simply to abuse those under their power and dominion).

Because of their frequent use of *thoughtsense*, they easily perceive invisible creatures unless they are also screened from mental detection by *nondetection*, *mind blank*, and similar effects. If they notice any invisible creature that is not obviously an ultari, they immediately scan that creature's mind and either follow them surreptitiously or use their show yourselves mental assault to compel them to come forward for interrogation.

ULTARI INQUISITORS

CR 12

XP 19,200

hp 190 (see page 46)

Spineguard Patrol (CR 15+): These titanic terrors are klaven strike teams with cunning riders familiar with urban environments mounted on massive klaven-modified dinosaurs. They perform regular and orderly patrols around Atlas Prime and are the most visible sign of law enforcement



here, and most likely to respond in the case of a violent confrontation or misdeeds requiring greater punishment than a simple fine or citation.

On situations of high alert, spineguard patrols may venture out in pairs, or multiple klaven constables may be mounted together on a single dinosaur, enabling them to alternate riders or to investigate on foot if their targets try to slip away into small spaces.

ELITE KLAVEN CONSTABLE

CR 12

XP 19,200

Advanced klaven ranger ([skirmisher](#)^{APG}) 11

LE Medium humanoid (augmented, human)

Init +8; Senses darkvision 60 ft.; Perception +18

DEFENSE

AC 33, touch 15, flat-footed 27 (+5 armor, +4 Dex, +1 dodge, +8 natural, +4 shield)

hp 130 each (11d10+66)

Fort +13, Ref +11, Will +8; +2 vs disease, ingested poisons, and becoming nauseated and sickened

Defensive Abilities evasion

Weaknesses malign influence

OFFENSE

Speed 30 ft.

Melee +1 mythic bane [stun baton](#)^{TG} +20/+15/+10 (1d6+8 nonlethal plus 1d8 electricity) or 2 claws +18 (1d4+7)

Ranged ultari plasma javelin +17 ranged touch (3d6 electricity and 3d6 fire)

Special Attacks combat style (two-weapon), favored enemy (aberrations +2, humans +6, native outsiders +2), hunter's tricks 6/day (hateful attack, rattling strike, upending attack, vengeance strike), quarry

STATISTICS

Str 24, Dex 18, Con 22, Int 12, Wis 14, Cha 12

Base Atk +11; CMB +18; CMD 33

Feats Dodge, Endurance, Improved Initiative, Improved Natural Armor, Iron WillB, Mounted Combat, [Mounted Shield](#)^{APG}, [Mounted Skirmisher](#)^{APG}, Shield Focus, Weapon Focus (sap)

Skills Climb +14, Craft (alchemy) +7, Handle Animal +13, Heal +12, Intimidate +19, Knowledge (nature) +10, Perception +18, Ride +16, Stealth +15 (+19 in forest and jungle terrain), Survival +16, Swim +13; Racial Modifiers +4 Intimidate, +4 Stealth in forest and jungle terrain

Languages Common, Ultari

SQ converted host, energy modulation 2/day, favored terrain

(desert +2, urban +4), hunter's bond (companions), nanite exchange (100 ft.), swift tracker, track +5, wild empathy +12, woodland stride

Gear +1 chain shirt, +1 heavy steel shield, +1 mythic bane [stun baton](#)^{TC}, *ultari plasma javelin*

SPINEWALKER

CR 14/MR 2

XP 12,800

Advanced [savage](#)^{MA} klaven [spinosaurus](#)^{B3}

N Gargantuan animal (augmented, mythic)

Init +8; **Senses** low-light vision, scent; Perception +25

DEFENSE

AC 40, touch 10, flat-footed 36 (+6 armor, +4 Dex, +24 natural, -4 size)

hp 246 (20d8+156)

Fort +18, **Ref** +18, **Will** +11

DR 10/epic; Resist acid 15, cold 15, electricity 15, fire 15, negative energy 15, sonic 15

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +28 (4d6+17/19-20 plus grab plus 1 bleed), 2 claws +28 (2d8+17/19-20 plus 1 bleed)

Space 20 ft.; Reach 20 ft.

Special Attacks feral savagery (full attack), pounce, swallow whole (2d8+16, AC 22, 24 hp)

STATISTICS

Str 42, **Dex** 19, **Con** 24, **Int** 3, **Wis** 17, **Cha** 17

Base Atk +15; **CMB** +37 (+41 grapple); **CMD** 49

Feats Critical Focus, Diehard, Endurance^B, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Iron Will^B, Light Armor Proficiency, Lightning Reflexes, Run, Skill Focus (Perception), Staggering Critical

Skills Perception +27, Swim +30

SQ hold breath

Gear +2 Gargantuan mithral chain shirt, +1 amulet of mighty fists

SPECIAL ABILITIES

Bleed (Ex) All of a spinerwalker's attacks deal 1 point of bleed damage on a successful hit. This bleed damage stacks with itself and other forms of bleed damage.

Onaryx Commander and Dread Wing (CR 18+): These winged warriors are elite, battle-hardened berserkers who like nothing more than swooping down and terrorizing the weak with their savage sonic screams. Their keen senses are ideal for flushing out foes, and they love the thrill of the hunt.

On situations of high alert, onaryx wings may venture out in pairs, the better to flank their foes and unleash their terrifying sonic screams.

ONARYX COMMANDER

CR 15

XP 51,200

hp 220 (see page 57)

DREAD STRIKE WING

CR 17

XP 102,400

hp 246 (see page 58)

Myrmidon Strike Wing (CR 20): These flying constructs are a quick-response team that reacts in cases of extreme property damage, and when they arrive they come in hot and heavy and ready to cause greater damage still in the interest of subduing or annihilating their targets. They avoid targeting *ultari* unless specifically ordered to do so, and they are intelligent enough to be creative in making attacks to avoid undue loss of life or property, but their primary directive is the capture or destruction of intruders.

MYRMIDON STRIKE WING

CR 20/MR 5

XP 307,200

Troop of [mythic myrmidons](#)

N Large construct (mythic, troop)

Init +7; **Senses** darkvision 60 ft., low-light vision, superior optics^{MA}; Perception +26

DEFENSE

AC 33, touch 14, flat-footed 28 (+3 Dex, +2 dodge, +19 natural, -1 size)

hp 356 (32d10+80 plus 100 hp force field)

Fort +15, **Ref** +18, **Will** +17

Defensive Abilities field boost^{MA}, hardness 10, resilient, troop traits; **DR** 10/epic; **Immune** cold, construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

Melee troop (7d6+10 plus grab) and 2 quantum lashes +40 touch (1d10 force/17-20)

Ranged 4 integrated laser rifles +34 touch (2d10 fire/19-20)

Space 20 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

Special Attacks combined arms, constrict (1d6+10), entropic elimination^{MA}, mythic power (5/day, surge +1d8), overload^{MA}, quantum shift^{MA}, rockets^{MA}

Spell-Like Abilities^{MA} (CL 15th; concentration +16)

At will—*dimension door* (self plus 50 lbs. of objects only)

STATISTICS

Str 31, **Dex** 17, **Con** —; **Int** 12, **Wis** 14, **Cha** 1

Base Atk +32; **CMB** +43 (+47 grapple); **CMD** 56 (can't be tripped)

Feats Combat Reflexes, Critical Focus, Dodge^{MF}, Flyby Attack, Great Fortitude^{MF}, Improved Critical (integrated laser rifles, quantum lash), Improved Initiative, Iron Will, Lightning Reflexes^{MF}, Mobility, Point Blank Shot, Precise Shot, Skill Focus (Perception), Staggering Critical, Stunning Critical

Skills Fly +27, Knowledge (engineering) +19, Perception +26

Languages Common

SQ group grapple, technological

ECOLOGY

Environment any

Organization solitary or unit (2-6)

Treasure none

SPECIAL ABILITIES

Combined Arms (Ex) When taking a full-attack action, a myrmidon strike wing can attack with its melee attacks and its integrated ranged attacks simultaneously, and it does not provoke attacks of opportunity when making ranged attacks while in melee.

Entropic Elimination (Ex) Three times per day as a full-round action, a mythic myrmidon strike wing can make a ranged touch attack at a target within 100 feet. On a hit, the target is enveloped in a shimmering violet field of energy that acts as a targeted *dispel magic* followed by *disintegrate* (DC 27 Fortitude), with an effective caster level of 10th. If the mythic myrmidon expends one use of its mythic power, it can increase its effective caster level to 15th and gain the effect of *greater dispel magic*. A mythic myrmidon also may expend one use of its mythic power to increase the effect of either *dispel magic* (or *greater dispel magic*) or *disintegrate* to the mythic version of the spell. If the mythic myrmidon expends two additional uses of its power, both effects are treated as the mythic versions of the spells. The save DC is Intelligence-based.

Field Boost (Ex) As an immediate action, a mythic myrmidon can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by 2 times the mythic myrmidon's CR. The force field's hit points cannot exceed 5 times the mythic myrmidon's CR (100 hp for a mythic myrmidon strike wing) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

Group Grapple (Ex) A myrmidon strike wing can grapple up to four creatures simultaneously. If it is grappling only a single Large or smaller creature, the strike wing does not gain the grappled condition. It takes a -5 penalty to its CMB for each additional creature it attempts to grapple after the first. The strike wing's CMD is also reduced by 10 for all purposes related to grappling (including concentration checks and Escape Artist or grapple checks to escape the grapple) for each creature it is grappling beyond the first.

Laser Rifle (Ex) A myrmidon strike wing's head-mounted laser rifles have a range increment of 250 feet.

Overload (Ex) As a swift action, a mythic myrmidon strike wing can double the damage of its quantum lash and laser rifle attacks until the end of its turn, after which it cannot use these attacks until the end of its next turn. Using this ability reduces the myrmidon's force field by 20 hit points. If this reduces its force field to 0 hit points, or if its force field was inactive, the mythic myrmidon strike wing takes any remainder as electricity damage.

Quantum Lash (Ex) A myrmidon strike wing's tentacles are melee touch attacks with a critical threat range of 19-20 and deal force damage on a successful hit. They gain no damage bonus from Strength or Power Attack. A quantum lash bypasses the hardness of force effects, and if the myrmidon strikes a force effect (including a creature using an effect like *mage armor* or *shield*) with 2 or more quantum lashes it disrupts that force effect as a targeted *dispel magic* (caster level 11th). A technological force field, as used by a robot or similar creature or object, struck by 2



or more quantum lashes is suppressed for 1d10 rounds (DC 27 Fortitude negates). This save DC is Intelligence-based.

Quantum Shift (Ex) A mythic myrmidon strike wing can use *dimension door* (caster level 15th) at will, though this is a technological effect and not magical. It can expend one use of mythic power to use this ability as a swift action, while retaining the ability to take any actions it has remaining on its turn; opponents are flat-footed against the first attack a mythic myrmidon makes in the same round after using such a quantum shift.

Resilient (Ex) Myrmidons receive a +3 racial bonus on all saving throws.

Rockets (Ex) As a standard action, a myrmidon can launch two rockets with a range of 800 feet. On impact, each rocket explodes in a 30-foot-radius burst for 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures and objects in the area (Reflex DC 18 half). When launching a rocket, a mythic myrmidon can expend one use of its mythic power to increase the save DC by 5 or increase damage from the rocket by 50%. It may instead choose to expend two uses of its mythic power to deal maximum damage with the rocket, or to increase the rocket's blast to a 60-foot-radius burst. A fully stocked myrmidon wing carries 20 rockets. It can rebuild expended rockets at the rate of one every 12 hours, using scrap metal and other scavenged components. This save DC is Intelligence-based.

Superior Optics (Ex) Myrmidons see invisible creatures or objects as if they were visible.

Chief Inspector (CR 21+): The PCs attract serious attention from the ultari law enforcement establishment, as one of their lead investigators takes a professional interest in their case. If you have *Mind Tyrants of the Merciless Moons*, you can use the stats for an **ultari techlord** for this purpose, or for a more powerful foe more determined to catch his prey you can use the stats for **Xaver Brun** (see page 51).

A chief inspector may investigate in secret but is almost never encountered without one or more of the above-listed minions as backup or to flush out her prey so that she can pounce and apprehend them, or administer swift justice and death.

MYTHIC RAVAGE

The entire city of Atlas Prime is suffused with mythic energies due to the constant power drained from the star and focused and channeled by the Dyson sphere network, but these energies are not equally free for use to all creatures. The ultari have tainted the network with the power of the Principalities, distilled from millennia of star-mining and refined to be perfectly harmonious with ultari psychology and physiology but ultimately toxic to other mythic creatures unless they undergo a special psychic implant procedure marking them as loyal servants of the ultari, or unless their fundamental nature aligns them with the principalities in some way. This destiny-draining debility uses the expanded disease rules found in *Pathfinder Roleplaying Game: Pathfinder Unchained* and *Pathfinder Roleplaying Game Horror Adventures*.

MYTHIC RAVAGE

Type disease, special; **Save** Fortitude DC 20, see text;

Track see below; **Frequency** 1/day, see text;

Effect see below

Cure magic only

Mythic creatures other than ultari (which for the purpose of mythic ravage includes any psychically implanted allies) must make a saving throw every day or suffer the effects of ravage is not a disease based solely on time; it worsens the more a creature expends mythic power. The disease requires a Fortitude save once per day to avoid the progression of the disease, but a creature who expends mythic power finds the disease harder to resist. Have PCs note how many uses of mythic power they have expended within the previous 24 hours and increase the save DC by that amount for all saving throws they make against mythic ravage during the next 24 hours.

In addition, if a non-ultari ever expends more than one use of mythic power in a single round (including mythic power spent as part of an immediate action since their

previous turn), they must make an immediate saving throw to avoid contracting the disease or increasing its progression. The save DC for that saving throw is increased by the number of uses of mythic power they have used during their turn.

Mythic ravage and any effects caused by it cannot be removed with the [unstoppable base mythic ability](#) or [rejuvenation legendary item ability](#), and expending a mythic or legendary surge to add a bonus on the saving throw or a mythic ability to grant a reroll like the **force of will** base mythic ability has no effect on this saving throw. The mythic power spent to use such abilities is still expended but has no effect.

If a creature would normally be immune to becoming sickened, shaken, or entangled (including from the use of *freedom of movement*, *mind blank*, or similar spells), it can still be affected by those conditions from mythic ravage, though it gains a +4 bonus on its saving throw.

The ability of ultari and their implanted allies to sense an afflicted creature supersedes mythic effects or abilities that normally hide a creature from exceptional senses. If mythic ravage grants ultari the ability to duplicate a spell effect, they can spend additional mythic power to use the mythic version of that spell effect (including augmented mythic versions, if they meet the prerequisite mythic rank or tier).

STAGES

Mythic ravage progresses through the following stages.

Touched: The affected creature notices no ill effects, but their alien mythic aura becomes noticeable at a subconscious level by mythic ultari, granting them a bonus on Perception, Sense Motive, and Survival checks made against the affected character equal to that character's number of mythic ranks or tiers.

Tainted: The DC of any mythic effect the affected creature creates is reduced by 2, and any effect dependent on her mythic rank or tier

Whenever the affected creature expends mythic power, it becomes sickened for a number of rounds equal to its mythic rank or tier (Fortitude negates). While the creature is sickened, any time it expends a use of mythic power it must spend one additional use of mythic power or the ability fails.

The DC of any any temporary effects

In addition, any mythic ultari or implanted creature can sense the presence of a marked creature as if they had scent (including pinpointing their location if they are adjacent). They also can expend one use of mythic power to use *detect thoughts* as a supernatural ability to read the thoughts of tainted creatures. The caster level of this ability is equal to the ultari's Hit Dice, the save DC is Charisma-based, and

tainted creatures take a penalty equal to their mythic rank or tier on saving throws to resist the spell.

Marked: Whenever the affected creature expends mythic power, it also becomes shaken for a number of rounds equal to its mythic rank or tier (Will negates). While the creature is shaken, any time it expends a use of mythic power it must spend one additional use of mythic power or the ability fails. This stacks if the creature is also sickened.

In addition, any mythic ultari or implanted creature can sense the presence of a tainted creature as if they had blindsense, as long as they are within 10 feet times their mythic rank or tier. Once they detect a marked creature, they can expend one use of mythic power to use *scrying* as a supernatural ability to spy on a marked creature, or to cause their alien mythic aura to flare and reveal them as *faerie fire*. The caster level of this ability is equal to the ultari's Hit Dice, the save DC is Charisma-based, and marked creatures take a penalty equal to their mythic rank or tier on saving throws to resist the spell.

Leashed: Whenever the affected creature expends mythic power, it becomes entangled for a number of rounds equal to its mythic rank or tier (Reflex negates). While the creature is entangled, any time it expends a use of mythic power it must spend one additional use of mythic power or the ability fails. This stacks if the creature is also sickened and/or shaken.

In addition, any mythic ultari or implanted creature can clearly perceive a leashed creature as if they had blindsight, as long as they are within 10 feet times their mythic rank or tier. Once they detect a leashed creature, they can expend one use of mythic power to use *charm monster* or *dominate person* as a supernatural ability to try to enslave a leashed creature. The caster level of this ability is equal to the ultari's Hit Dice, the save DC is Charisma-based, and tainted creatures take a penalty equal to their mythic rank or tier on saving throws to resist the spell.

Drained: Whenever the affected creature expends mythic power, it has a 50% chance to permanently lose one use of mythic power from its normal maximum. This mythic power cannot be regained until the mythic ravage is cured, and even if cured it cannot be regained as long as the PCs remain within Atlas Prime.

In addition, any mythic ultari or implanted creature can perceive a drained creature as if they had *true seeing*, as long as they are within 10 feet times their mythic rank or tier. If they are within 5 feet times their mythic rank or tier when

the affected creature uses mythic power can counter and negate the character's use of mythic power by spending an equal number of uses of mythic power that the base ability required (not including any additional expenditure of mythic power caused by the affected creature's mythic ravage). The affected creature and the ultari or implanted creature also must make an opposed Charisma check, with a bonus equal to their Hit Dice (and with the affected creature taking a penalty equal to its mythic rank or tier). If the ultari or implanted creature wins this opposed check, the affected creature loses one additional use of mythic power and the ultari or implanted creature gains a bonus use of mythic power that it can use as a free action at any time before the end of its next turn.

Special: Magic-Resistant: Mythic ravage is incredibly difficult to remove by magical means, especially mythic magic. It can affect any living creature with a Constitution score, even if normally immune to disease, whether that immunity comes from a racial trait, class feature, spell, magic item, or other source. However, such creatures receive a +4 bonus on saving throws when attempting to resist the disease's effects.

Remove disease cannot cure the disease, and even more powerful spells such as *heal* require a successful caster level check with a –10 penalty (DC = the disease's save DC) to remove the disease. Likewise, *restoration* cannot cure ability drain from this disease, and even more powerful spells require a caster level check as above. This penalty is increased to –20 when using a mythic spell to attempt to remove the disease. For this purpose, psionic effects are considered magical effects.

A *miracle* or *wish* can remove the effects of mythic ravage from a creature but cannot grant immunity to it.

Mythic ravage becomes violently contagious and virulent when magic is used to attempt its removal. Whenever the diseased creature is subject to a spell or ability that cures diseases, it must succeed at a Fortitude save or suffer the disease's effect immediately, and the caster or creator of the effect must save as well or contract the mythic ravage (or suffer its effect, if already infected). The save DC is increased by an amount equal to the one-half the level of the spell used to attempt removal of the disease, or equal to the spell's level if it is a mythic spell. This does not reset the disease's frequency; and succeeding at this check does not count toward the number of consecutive saves required to be cured of the disease.

ADVENTURING IN THE VOID

Much of the action in *To Kill a Star* occurs beyond a convenient planetary surface. While the massive Dyson sphere feels familiar in most respects, other parts of the adventure may take place in the airless void beyond, and rules for adventures in such environments are provided here.

GRAVITY

Gravity in the *Pathfinder Roleplaying Game* is separated into four general categories. (For other gravities, GMs may wish to use the closest category or create custom ones.)

Standard Gravity (x1): Typical gravity similar to that of Earth.

Low Gravity (x1/2): Characters can jump twice as high and as far and can lift twice as much. Movement speed is unaffected. Each range increment for ranged weapons is doubled. Creatures that fall within an area of low gravity take 1d6 points of damage for every 20 feet fallen.

High Gravity (x2): Characters can move at no more than half speed, jump no more than half as high or as far as normal, and lift no more than half as much as normal. Each range increment for ranged weapons is halved. Creatures that fall within an area of high gravity take 1d6 points of damage for every 5 feet fallen. Characters who remain in a high-gravity environment for long periods become fatigued more easily, taking a -4 penalty on saving throws or Constitution checks to avoid becoming fatigued due to physical exertion. Creatures take double the normal amount of nonlethal damage (if any) taken due to a failed Constitution check or Fortitude save to caused by exertion such as a forced march or prolonged swimming or running, and the DC of such checks increases at twice the normal rate for continued exertion. This does not affect checks or saves to avoid fatigue from hot or cold temperature or other effects.

No Gravity (x0): Without magical flight, moving in an area with no gravity is difficult. A character with a surface to push off from can move up to half speed in any direction. A double move or charge can be performed this way, but not a run. A character can move at his full climb speed or his full land speed by succeeding at a DC 20 Climb check as long as he remains adjacent to a surface with sufficient handholds. He adds his Dexterity modifier (minimum 0) on this Climb check in addition to his Strength modifier. Once a character starts moving, he continues moving at the same speed in the same direction each round without using an action until he latches onto an object to stop himself, pushes off in another direction, or creates thrust somehow (each of which requires

a move action). Creatures with nonmagical means of flight lose the ability to fly for 2d6 rounds after entering a no gravity area. A character in a no-gravity environment can lift and carry 10 times his normal limit. Ranged weapons have no maximum range, and their range increment distances are multiplied by 10. Projectiles fired from a null-gravity area into an area with gravity of any kind take a -10 penalty to hit.

Inverted Gravity: Because of some strange flux in the laws of physics, usually temporary, the pull of gravity draws creatures away from the ground or normal locus of gravity, carrying them away from the surface.

A minor fluctuation sends the affected creature upward 10x2d6 feet within a single round before the creature falls again. A severe fluctuation sends the creature falling upward for 2d6 rounds, for a distance of 500 feet in the first round and 1,000 feet in each successive round. Fly skill checks take a -5 penalty while gravity is reversed due to disorientation, and a successful DC 10 Fly check is required for a flying creature to control its movement. Creatures with perfect maneuverability take no penalty and need not attempt checks to move.

While in a region of inverted gravity, there is a 10% chance every 10 minutes of 1d4 random individual creatures or unaccompanied objects weighing more than 5 pounds being affected. The effect targets individual creatures and objects within the area, rather than everything in the area. Areas subject to inverted gravity may be identified by a pronounced lack of larger rocks and similar objects in the area, though only by those familiar with the threat. A typical region measures 1,000 feet across, while larger areas span up to 5 miles.

Orbital Re-entry: Whenever a creature or object in space rejoins a planet's gravity and moves through its atmosphere rapidly, friction and stress cause damage as it falls. A creature or object in re-entry takes fire damage equal to the damage it would take if it landed after falling, up to 20d6 points. It continues to take this damage every turn until it is no longer falling. A planet with thin air or significantly less gravity may reduce these penalties.

MANEUVERING AND MOMENTUM

Once a creature begins moving in the void, however, it does not stop or change direction unless it has some external means to do so or comes into contact with a solid object. As such, once a creature spends a move action to begin moving, that creature continues to move that same speed



and direction (this does not require an action) every round on their turn until they take some action to stop or are stopped by another force. A creature using magical flight can accelerate or decelerate up to the maximum speed allowed by their flight effect, and also can use the spell or ability to maneuver through the void. However, sharp turns and the like are more difficult, with creatures taking a -5 penalty on Fly checks in the void. In many cases, an Acrobatics check may be needed for many kinds of movement.

Moving Through Threatened Areas: You take no penalty on Acrobatics checks for moving at full speed when trying to move through a threatened area, and you can make those checks when wearing light, medium, or no armor. You gain a +4 bonus on your Acrobatics check if you move above or below a creature, rather than alongside it. You take a -5 penalty if you do not possess the Zero-G Training feat and your opponent does (or is a creature native to zero-g environments).

Lining Up and Jumping: The absence of gravity puts a premium on accurate preparation and pushing to properly project yourself to the desired location. Lining up a jump requires a DC 5 Acrobatics check, increasing by 4 for every 10 feet you are from your target and by an additional 5 if the target is moving. Success results in a safe landing at your intended destination. A failed check lands you in a square 5 feet away (use the splash weapon chart), plus 5 additional feet away for every 5 by which you failed the check.

Reorienting: Turning around in zero gravity requires challenging repositioning. Creatures lacking a supernatural fly speed or other means of controlling their movement require a physical point to anchor against (such as a wall or floor) and a successful DC 10 Acrobatics check as a move action. A failed check results in overbalancing and spinning out of control. Halting this spin requires a successful Acrobatics check, and anytime you begin to spin you become sickened (DC 14 Fortitude negates) for as long as you spin and for 1d4+1 rounds thereafter.

Stopping: During zero-gravity flight, you can attempt a DC 10 Acrobatics or Climb check to halt your movement if a solid handhold is within reach. The DC increases to 15 for rough surfaces (like exposed cables or open panels or ledges) or DC 20 or higher for smooth walls. A failed check means you continue moving, and a check failed by 5 or more results in spinning out of control (see **Reorienting** above).

Weightless Vertigo: A creature exposed to weightlessness becomes sickened for 8 hours (DC 15 Fortitude negates); those failing the save by 5 or more are also nauseated for 1 hour. A new save is required every 8 hours, and the DC increases by 1 for every 8 hours the creature spends in zero gravity. In addition, a creature spending more than 120 hours continuously in zero gravity starts to experience muscle wasting and atrophy from disuse, such that the next time they return to a normal gravity environment they take 1d4 points each of Strength and Dexterity damage. This is increased to 2d4 for creatures spending over 240 hours continuous hours in zero g.

Time spent in a light-gravity environment, such as a small asteroid or moon, does not count against this increasing DC or the accumulation of muscle atrophy; however, it also does not interrupt the cycle. Essentially both processes are simply paused while the character is in light gravity and resume whenever they return to zero gravity.

ZERO GRAVITY COMBAT

Most creatures not native to zero-gravity environments find them disorienting, both for their own movement and coordination and in terms of their trained reflexes, muscle memory, and anticipation of how other creatures naturally move. A non-native creature takes a -2 penalty on attack rolls and skill checks in a zero-g environment, and this penalty is doubled to -4 when the character is not firmly anchored to a solid surface or flying under its own power in the void. This skill check penalty does not apply on Acrobatics checks made to jump, and in fact

Combat Maneuvers: It is far easier to force a creature to move in zero-gravity combat. Combat maneuver checks made to perform an awesome blow, bull rush, drag, or reposition gain a +10 bonus, and a successful check moves the target 10 feet, plus 10 feet for every 5 points by which the check exceeded the target's CMD. Non-native creatures must apply the penalty above on their combat maneuver checks, which offsets some of this bonus.

Zero-G Pinball: In scientific terms, a traditional melee in zero gravity would be a truly chaotic affair, as the kinetic energy of every blow (whether it lands or misses) is liable to throw attackers off balance, knock defenders about the field like billiard balls scattering in three dimensions in a maze of constant and almost random movement. Combatants might grapple out of desperation to at least keep their enemy within arm's reach. While amusing and perhaps realistic, we

do not recommend trying to manage this level of granularity with your zero-G combat.

Zero-G Feats and Skills: If you want to offer greater facility with operating in zero gravity, you could introduce the following feats and skill unlock from the **Aethera Campaign Setting**. In **To Kill a Star**, characters might not have the opportunity to learn new feats through level advancement but may be able to learn such tricks through retraining, the [psychic reformation](#)^{PU} psionic power, or similar unusual means.

ZERO-G ADAPTATION

Zero gravity creates few problems for your body, and you can switch between areas of gravity and nongravity at a whim.

Prerequisite: Zero-G Training

Benefit: You suffer none of the long-term effects from switching between zero-gravity conditions and areas of normal or higher gravity. In addition, you can use your Zero-G Acrobatics skill unlocks one additional time per day.

ZERO-G TRAINING

You master the art of maneuvering in areas of zero gravity.

Benefit: You take no penalty on attack rolls in low-gravity or zero-gravity environments (including effects such as *levitate*.) In addition, you do not suffer the debilitating effects of weightless vertigo. You gain access to the Zero-G Acrobatics skill unlocks, as long as you have at least one rank in Acrobatics.

ZERO-G ACROBATICS (ACROBATICS; SKILL UNLOCK)

Creatures with a natural aptitude for zero-gravity environments—primarily those without the need to breathe, or those living among the stars—are naturally more adept at using Acrobatics to maneuver in those environments. Creatures with advanced training in zero-gravity environments are similarly skilled at maneuvering in areas without gravity. This skill unlock for the Acrobatics skill is available to characters with the Zero-G Training feat.

Attack on the Move: Movement in zero gravity requires little concentration once mastered; you simply need to 'push' yourself in a given direction and await impact with your destination. Because you have acclimatized to moving in zero gravity, you can focus your attention on attacking while still technically moving. Making a melee or ranged attack while moving in zero gravity requires a DC 15 Acrobatics check, representing the delicate movement required to not knock yourself off course while attacking. On a successful check, you can make a single melee or ranged attack at any point during your movement. If you possess multiple attacks and make a full attack action you may make all of your attacks for a round interspersed at any point along your movement, but you must make additional Acrobatics checks for each attack, with the DC increasing by 10 for every subsequent

attack after the first. On a failed check, your attempted attack does not take place, and you cannot attempt further attacks during your turn. This use of the Zero-G Acrobatics skill unlock can be used once per day for every 6 HD you possess.

Stop on a Dime: Once trained in zero gravity, you have few problems finding a way to stop yourself as long as a solid surface is within reach. You no longer need to attempt Acrobatics or Climb checks to stop yourself when in contact with a surface. Instead, you may attempt Acrobatics checks to stop on unorthodox surfaces. You can use another creature to stop your movement with a DC 15 Acrobatics check. You can also attempt to brace yourself in place by using the force of incoming ranged attacks. To do so, the you must be struck by a ranged physical attack or spell effect, and attempt an Acrobatics check with a DC of 30 minus the total damage dealt by the attack (as larger or more damaging attacks have greater force with which to stabilize yourself). This use of the Zero-G Acrobatics skill unlock can be used once per day.

Perfect Maneuvering: Trained in zero gravity, you can re-orient your direction mid-movement with a DC 20 Acrobatics check. Success allows you to make a quick turn without the need for a solid surface. This use of the Zero-G Acrobatics skill unlock can be used at will.

Spellcasting: You can perform unique feats of somatic spellcasting, as the flow of your movements is only enhanced by the lack of gravity. By using this skill unlock, you reduce the time necessary to spontaneously cast a spell modified by a metamagic feat from a full-round action to a standard action.

Alternatively, you can make a DC 10 Acrobatics check while in the process of casting a spell with the force descriptor, with a DC of 5 + 5 feet for 20 feet you wish to jump. If successful, you can re-orient yourself and change the direction you're currently moving. This use of the Zero-G Acrobatics skill unlock can be used once per day.

RADIATION

Radiation is a deadly threat to those who would explore technological ruins or ruins of advanced civilizations, and even in areas that appear devoid of strange artifacts, the land, the water, or the local flora and fauna may be irradiated. At the GM's discretion, adventurers may even be affected by the cumulative effects of mild levels of radiation that would be harmless if encountered briefly but may build into dangerous levels over sustained or repeated periods of exposure.

Radiation is a poison effect whose initial effect causes Constitution drain and secondary effect causes Strength damage. Radiation dangers are organized into four categories: low, medium, high, and severe.

Area of Effect: Radiation suffuses a spherical area of effect that can extend into solid objects. The closer one gets to the center of an area of radiation, the stronger the radiation

effect becomes. Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. Each increment up to an equal length beyond that radius degrades the radiation strength by one level. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation 21 feet to 40 feet from the center in all directions, and a similar zone of low radiation from 41 to 60 feet.

Initial Effect: Radiation initially deals Constitution drain unless the exposed character succeeds at a Fortitude saving throw. A new saving throw must be attempted to resist radiation's initial damage each round a victim remains exposed to it.

Secondary Effect: Secondary effects from radiation deal Strength damage at a much slower rate than most poisons. This secondary effect ends only after a character succeeds at two consecutive Fortitude saving throws to resist secondary radiation damage. If a character has Strength damage equal to his current Strength score, further damage dealt a secondary effect is instead Constitution damage.

Removing Radiation Effects: All radiation damage is a poison effect, and as such it can be removed with any effect that neutralizes poison. Ability damage and drain caused by radiation damage can be healed normally.

RADIATION DAMAGE

Radiation Level	Fort Save	Primary Effect	Secondary Effect
Low	13	1 Con drain	1 Str damage/day
Medium	17	1d4 Con drain	1d4 Str damage/day
High	22	2d4 Con drain	1d6 Str damage/day
Severe	30	4d6 Con drain	2d6 Str damage/day

VACUUM

Creatures exposed to a vacuum cannot breathe and immediately begin to suffocate. A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The check must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

Slow Suffocation: A Medium character can breathe easily

TRAVELERS IN THE VOID

RADIATION WARD

School abjuration; **Level** alchemist 2, arcanist 2, cleric/oracle 2, druid 2, hunter 1, ranger 1, shaman 2, sorcerer/wizard 2, warpriest 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level (D)

Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

A creature warded by this spell gains a +4 bonus on saving throws against radiation-based effects. In addition, the warded creature is immediately aware when it enters an area of radiation, as well as the radiation level (low, medium, high, or severe) suffusing the area.

Alternatively, when casting *radiation ward* on a target in the void, the caster may alter the spell's effect to instead reduce the effects of environmental radiation by one step, treating severe radiation as high, high radiation as medium, medium radiation as light, and low radiation as no radiation. If the creature is targeted by a radiation effect other than environmental radiation, such as an atomic grenade, it grants its normal +4 bonus on saving throws. At the GM's option, *radiation ward* may be cast in this way even when not in the void.

for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate. Small characters consume half as much air as Medium characters. If the sealed chamber, such as a spacecraft or habitat module of a damaged moon base, you must determine the speed at which air is escaping, decreasing how long characters can survive by a proportional amount.

Spellcasting in a Vacuum: Vacuum presents particular difficulties to spellcasters that need to breathe, requiring a successful concentration check (DC 15 + spell level) to avoid losing the spell. In addition, a spellcaster using verbal components cannot hold their breath to avoid suffocation and must use the breath they were holding to cast the spell. Casting a spell as a standard action reduces the caster's remaining breath to 0 rounds, while casting a spell as a swift action leaves her with 1d6 rounds of breath remaining. Spells with casting time of 1 round or

longer cannot be cast in a vacuum by a caster that needs to breathe.

Creatures that do not need to breathe, such as creatures wearing a *necklace of adaptation*, or who are casting spells without a verbal component (including spells modified with Silent Spell) need not make this check and do not expend additional breath by casting spells, though taking any standard or full-round action consumes 1 additional round of breath as normal.

Fire Effects: Spells that create fire are especially difficult to use in a vacuum, requiring a separate concentration check (DC 20 + spell level) to successfully cast, creating a momentary surge of heat that lasts long enough to deal damage and otherwise create effects with an instantaneous duration but then dissipates. Even then, such effects are weakened and grant a +2 circumstance bonus on saving throws. Supernatural fire effects are ineffective in a vacuum unless the character creating them succeeds on a DC 20 level check. Specific abilities may obviate this requirement, and creatures native to space (such as outer dragons) may use supernatural fire effects without difficulty at the GM's discretion.

Gases: Gases, vapors, mist, and the like dissipate quickly in a vacuum, with their duration reduced by one step in the following order: 1 hour/level, 10 minutes/level, 1 minute/level, 1 round/level. Effects that normally persist for only 1 round/level have their duration reduced by 50% (minimum 1 round).

Spells that create wind effects are reduced in duration in the same way.

Preparing Spells in Space: Lacking common reference points for timekeeping such as an ordinary passage of day and night, spellcasters in space (especially if not native to an extraterrestrial environment) may have trouble timing their preparation of spells. You may allow PCs to prepare spells without difficulty, but if you wish to enforce a period of learning how to study the rhythms of space you may require some form of magical or mechanical timekeeping device like a traveler's pocketwatch or combining a sextant with an astrolabe or orrery. See *Astronomical Equipment* for more information.

Sonic Effects: Sonic effects are equally difficult to use in a vacuum as fire effects, as described above, creating at best an instantaneous burst of energy that deals damage and then dissipates. In addition, because a vacuum does not conduct sound, any effect that must be heard is ineffective, such as a siren's song or many bardic performances. Speech cannot be heard in a vacuum, so language-dependent effects useless without an alternate means of communication, such as telepathy or magical or mechanical communications gear.

Starsoul: Class features granted by the [starsoul bloodline](#)^{APG} automatically function without the need for a check in a vacuum, as do their bloodline spells. In addition, characters with this bloodline gain a +2 circumstance bonus on concentration checks to cast other spells in a vacuum. The

same applies to characters with the [Void domain](#)^{B4} and the [Stars subdomain](#)^{PotS} and their domain spells, or any similar class features devoted to the worship or study of space at the GM's discretion.

STELLAR EXPLORATION

The idea of human-scale creatures adventuring or even surviving in close proximity to a star strains credulity, as the levels of energy and the strength of fundamental forces are so impossibly greater than on a planetary surface that instant annihilation seems the only reasonable result of daring to even come close to the stellar surface. However, with the application of powerful magic and of course the power of destiny itself, truly legendary mythic heroes may well succeed and survive where lesser mortals would face certain doom.

Adventuring into a star likely can occur only where some alien technology moderates or manipulates the ambient conditions. Though these locations are still exposed to temperatures in the thousands of degrees (where a typical star might be tens of millions of degrees at its heart), this level of heat can be mitigated by powerful characters. Heat is not the only hazard at the heart of a star, of course, and this section describes other environmental hazards adventurers must account for if they want to survive. Of course, creatures native to the extreme conditions in and around a star have adapted to these effects and take no penalties from them.

Gravity: Gravity anywhere on or inside a star is significantly more powerful than gravity on the surface of a habitable prime material world. To simulate this, treat each character's Strength score as 10 lower for the purpose of determining their carrying capacity. In addition, each character takes a -30 penalty on Strength- and Dexterity-based skills and ability checks. This penalty is removed if an affected character gains the earth and fire subtypes or if she benefits from *freedom of movement* or a similar effect.

Light: Photons released during the process of chained fusion reactions produce incredibly bright light. The

intrusive glare is actually indistinguishable from total darkness in game terms. Creatures immune to light effects or who are composed of bright light can see normally, as can creatures using *true seeing* or blindsight. Creatures who can see in darkness are still blinded on the sun. Certain equipment or magical effects may filter out intense light and allow a character to see normally. Otherwise, Perception checks made to see take a -30 penalty.

Radiation: Any creature without the fire subtype takes 20d6 points of fire damage each round the energy from the star has an unobstructed line of effect to it. This damage is doubled on the surface or inside of a star. In addition, the



star (and some of its native inhabitants) gives off radioactive energy, which can result in sickness and damage separate from the fire type. On or inside a star, half the star's fire damage is radiation, and not subject to fire resistance or immunity. Radioactive creatures also deal half their fire damage in the form of radiation as well. Special equipment or magical effects specify whether they reduce or eliminate radiation damage.

Vacuum: While there is no atmosphere in the traditional sense and certainly no breathable air in and around a star, the superheated gas comprising the star can conduct sound waves, allowing sonic effects to function normally within a star's mass. However, the constant roaring of explosive reactions drowns out nearly all other noise, imposing a -30 penalty on Perception checks to hear.

SURVIVING IN THE VOID

In the void of space, some impossible tasks are easy, yet other tasks taken for granted become very difficult. It combines the problems of vacuum, radiation, and zero gravity all at once, and the truly alien nature of this environment as a place for battle and adventure presents unique challenges for terrestrial adventurers.

Cosmic Rays: The void is suffused with constant light radiation, and creatures exposed to it must succeed on a saving throw against its effects every 8 hours. In addition, the save DC to resist increases by 1 for every 24 hours of continuous exposure. Occasional interstellar events like solar flares, x-ray bursts, and the like can increase this ambient radiation level to more a more dangerous degree.

Extreme Temperature: The void offers no buffering from the extremes of temperature normally buffered by atmosphere in planetary environments.

Deep Space: With no nearby stellar bodies, exposed creatures take 6d6 points of cold damage per round (no save). If the creature takes any cold damage, it also must make a Fortitude save (DC 15, +1 per previous check) each minute or take 4d6 additional points of nonlethal damage and 1 point of damage to all ability scores.

Near Space: Within an Earth-like orbital radius, creatures exposed directly to stellar radiance take 6d6 points of fire damage per round and 6d6 points of cold damage per round (no save). If the creature takes any cold or fire damage, it also must make a Fortitude save (DC 15, +1 per previous check) each minute or take 4d6 additional points of nonlethal damage and 1 point of damage to all ability scores.

Perihelion: Creatures significantly closer than an Earth-like distance to a star take 12d6 points of fire damage per round and 6d6 points of cold damage and are exposed to medium radiation. If it takes any fire or cold damage, it also must make a Fortitude save (DC 15, +1 per previous check) each minute or take 6d6 additional points of nonlethal damage

and 1 point of damage to all ability scores.

In addition, once per hour there is a 10% chance that a surge in the solar wind increases damage by 50% and radiation intensity to severe for the next saving throw against radiation exposure.

Exposure and Cover: If in shadow in a near-earth environment or perihelion, including simple total cover or concealment (not including illusions such as *invisibility*, but including magical darkness effects), an exposed creature takes damage as if in deep space. A creature with cover or concealment (but not total cover or concealment) takes half the normal amount of fire damage from exposure to stellar radiation.

Protective Gear: Gear that is specifically designed to protect its wearer from exposure to space, such as an [HEV suit](#), [spacesuit](#)^{TC}, or klavens spacesuit (see [Alien Treasures](#)), provides complete protection from environmental extremes of heat and cold. Any fire or cold resistance provided by the suit is applied to other sources of such damage. At the GM's option, such suits may be overloaded and wear out prematurely if worn for too long a time in perihelion or similar near-stellar conditions.

Movement in the Void: As noted above, the void is generally lacking in both gravity and atmosphere. As a result, all rules for both zero-gravity environments and vacuum apply in the void. In addition, creatures that fly with wings cannot use them to fly in the void unless they are native to space.

MAGIC IN THE VOID

The following spells and magic items are of particular use in navigating the void or have unique applications available in the void that do not work the same way they do in terrestrial environments. Spells that control elements like wind or water that do not exist in the void have no effect.

Conjurations in the Void: More so than other types of magic, conjuration spells are challenging to use in the void, depending on their subschool.

Calling and Summoning: These spells cannot be used to call or summon creatures unable to survive in the void. Notably, called or summoned creatures must not need to breathe. They need not have the ability to move in the void, though if they lack such ability they require assistance if they need to move. Called or summoned creatures must immediately save to resist **weightless vertigo** (see above) unless they are native to a space environment.

Creation: These spells often require a solid foundation or point of attachment and cannot be cast if there is no solid surface available. Creation spells that do not require this can be cast normally, though rules for fire spells, gases, and the like in a vacuum apply.

Teleportation: These spells can be cast into the void. They do not increase or decrease momentum for a moving creature; they arrive at their destination with the same

momentum they already possessed, taking falling damage is they had fallen a number of feet equal to their speed when they teleported.

Magic Items in the Void: The following magic items

Cloak of the bat: This cloak functions as the *fly* spell in the void, treating it as being outdoors at night, unless the character is in close proximity to a star. This function allows flight when holding the ends of the cloak, despite the implication of any aerodynamic function. If the wearer uses the cloak to polymorph into a bat, however, they cannot use their actual bat wings to fly.

Necklace of adaptation: This item allows the target to breathe.

Winged boots: These boots function as the *fly* spell, despite the description of wings aiding in flight.

Spells in the Void: The following specific spells have unique rules for their use in space. Other spells that create similar effects can use these spells as benchmarks to adjudicate their effects.

Air bubble^{UC}: This spell allows the target to breathe.

Air walk: This spell does not function in the void.

Call lightning/call lightning storm: This spell has no effect in the void.

Control weather: This spell has no effect in the void.

Delay poison: This spell forestalls the toxic effects of cosmic rays as long as the spell lasts, though the save DC for this radiation is based on the total amount of time exposed even if the target was continuously protected with *delay poison*.

Feather fall: While falling in the conventional sense is not a significant risk in zero gravity, this spell can help slow a creature being dragged into an area of increased gravity, and also it can be used to slow down objects or creatures that have been pushed and begun moving through the void but lack any other means to stop themselves.

Fly: This spell functions normally in the void. You cannot use it to accelerate faster than the fly speed provided by the spell.

Force hook charge^{UM}: When you use this spell, you may choose to have it bring you adjacent to the target without imparting momentum, simply stopping adjacent to the target of your charge, or you may choose to gain the momentum imparted by your movement, gaining a speed of up to 25 feet plus 5 feet per 2 levels you possess.

Gaseous form: This spell functions normally in the void.

Gust of wind: This spell creates a momentary burst of air. It can be used to replenish the air within a sealed room, filling a room up to a 10-foot cube with breathable air. It also can be used to propel creatures in its area at a speed of 60 feet away from you. Creatures in the area up to Medium size can be blown away (as if they were Tiny creatures) if they fail their saving throw.

Levitate: This spell functions normally in the void, allowing you to move in a straight line. Verticality is subjective in space, so you designate which direction you consider “up” and “down” at the time the spell is cast. Thereafter, you can move 20 feet each round you concentrate along that vertical line, but you cannot turn in other directions. You cannot accelerate or decelerate faster than 20 feet per round.

Life bubble^{APG}: This spell allows the targets to breathe and protects against extremes of heat and cold but does not protect against radiation.

Neutralize poison: This spell ends ongoing radiation poisoning from cosmic rays but does not cure ability damage.

Overland flight: As *fly*.

Planetary adaptation^{DW}: If cast in the void, this spell allows targets to breathe and protects them against environmental extremes of heat and cold as well as against radiation.

Remove sickness^{UM}: This spell temporarily suppresses the ill effects of weightless vertigo.

River of wind^{APG}: Each round, a *river of wind* can create up to a 15-foot-cube of breathable air. Creatures not flying under their own power or anchored to a solid surface that fail their save are not knocked prone but instead are thrown into an uncontrolled spin (see **Movement and Maneuvering: Reorientation**). Creatures pushed back by a failed save are pushed 2d4 x 10 feet rather than 20 feet.

Telekinesis: This spell is extremely useful to aid movement in zero gravity. You can affect up to twice the normal weight with this spell. You can use the sustained force of this spell to increase or decrease the speed of any object by 20 feet per round. You can use this ability on the same object or creature in subsequent rounds to increase or decrease its speed by an additional 20 feet (or to help it maneuver by pushing it up to 20 feet in one direction or the other).

You can use this spell to perform a grapple combat maneuver to stop another creature’s movement, or a bull rush combat maneuver to push them away as noted above under **Zero-Gravity Combat**.

If you use this spell to perform a violent thrust, you can grant all affected creatures a speed of up to 10 feet times your level. You cannot use this version of the spell to decelerate.

Telekinetic charge^{UC}: You can use this spell to grant an ally a speed of up to 25 feet plus 5 feet per 2 levels you possess, in addition to its normal function.

Wind walk: This spell turns the targets gaseous and allows them to fly with a fly speed of 10, but it cannot generate a magical wind in the void to propel targets faster than this.

Wind wall: If created in a vacuum, this spell creates breathable air within 5 feet on either side of the wall for as long as it persists; however, its duration is halved as if it were a gas effect.

BOOM!

To Kill a Star is an adventure designed to end with a bang, but even before its apocalyptic ending your heroes are likely to encounter more than the usual amount of things that explode. The brand-new *disintegration torc* is describe in the *Alien Treasures* section, and earlier adventures in this series have provided a number of smaller-scale explosive devices like *liquid charge* and *stasis grenades*, but this section is devoted to a rundown of heavy weaponry used in this adventure, as well as a brand-new archetype expert in its use!

BOMBARDIER (RANGER ARCHETYPE)

The bombardier is a master of using thrown explosives in combat, and even studies carefully the arts of demolition in all their applications.

Skills: A bombardier adds Knowledge (arcana), Knowledge (engineering), and Use Magic Device to his list of class skills and removes Handle Animal, Knowledge (geography), Knowledge (nature), and Ride from his list of class skills.

Weapon and Armor Proficiency: A bombardier is proficient with all simple weapons and bombs. They are also proficient with light armor, but not with shields.

Bombs (Su): A bombardier gains the bombs^{APG} class feature, as an alchemist of the same level. This replaces favored enemy and master hunter.

Experimental Weaponeer (Ex): A bombardier gains a competence bonus equal to one-half his ranger level (minimum +1) on Craft (alchemy) checks made to create or identify alchemical weapons^{UE}, including crafting gunpowder and cartridges for firearms. This bonus also applies on Craft (siege weapons) checks and on Knowledge (engineering) checks made to aim a siege weapon. This replaces track and wild empathy.

Bomber Combat Style: At 2nd level, a bombardier adopts a combat style centered around thrown weapons, gaining one of the following as a bonus feat: Distance Thrower^{UC}, Extra Bombs^{APG}, Precise Shot, Quick Draw, Point Blank Shot, Throw Anything, Two-Weapon Fighting.

At 6th level, he adds Close-Quarters Thrower^{UC}, Concentrated Splash^{RIT}, Deafening Blast, Deceptive Exchange^{UC}, Distracting Explosion^{AP15}, False Opening^{UC}, and Grenade Expert^{AP15} to the list.

At 10th level, he adds Implant Bomb^{UM}, Pinpoint Targeting, Remote Bomb^{UM}, and Shot on the Run to the list.

This alters combat style feats.

Discovery: At 3rd level and every 5 levels thereafter, a bombardier gains an alchemical discovery^{APG}, as the alchemist class feature, treating his alchemist level as two levels lower than his ranger level for the purpose of meeting prerequisites. He may gain additional discoveries with the Extra Discovery^{APG} feat. A bombardier may only select discoveries that modify or affect bombs or extracts. This replaces favored terrain.

Grenadier (Ex): At 3rd level, a bombardier becomes expert in the use of alchemical weapons and grenades^{TG}. If such a weapon allows a saving throw to negate or reduce its effect, the saving throw's DC increases by 1 (to a maximum DC of 22). The DC increases by an



additional 1 at 7th level and every 4 levels thereafter (to a maximum of 5 higher at 19th level). This does not affect the save DC of bombs. This replaces Endurance.

Extracts: At 4th level, a bombardier gains the ability to prepare a small number of alchemical extracts, which are drawn from the alchemist formula list. A bombardier must choose and prepare his extracts in advance. To prepare or use an extract, a bombardier must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against a bombardier's extract is 10 + the spell level + the ranger's Wisdom modifier.

Like an alchemist, a bombardier can use only a certain number of extracts of each level per day. His base daily extract allotment is the same as a ranger's spell allotment, and he receives bonus extracts per day if he has a high Intelligence score. When the ranger spell allotment table indicates that a ranger would get 0 spells per day of a given spell level, a bombardier gains only the bonus extracts he would be entitled to based on his Intelligence score for that level. A bombardier is limited to learning the following extracts, but also may learn additional rare or unique extracts that affect bombs.

1st—*bomber's eye*^{APG}, *damp powder*^{UC}, *endure elements*, *fabricate bullets*^{UC}, *longshot*^{UC}, *targeted bomb admixture*^{UC}, *weaken powder*^{UC}

2nd—*bullet shield*^{UC}, *destabilize powder*^{UC}, *empower holy water*^{USH}, *full pouch*^{AA}, *magic siege engine*^{UC}, *protection from arrows*, *reloading hands*^{UC}, *resist energy*, *shadow bomb admixture*^{UC}, *stabilize powder*^{UC}, *telekinetic assembly*^{UC}, *thunder fire*^{UC}

3rd—*bouncing bomb admixture*^{MTT}, *draconic reservoir*^{APG}, *endure elements (communal)*, *lightning lash bomb admixture*^{UC}, *named bullet*^{UC}, *pellet blast*^{UC}, *protection from arrows (communal)*, *protection from energy*, *resist energy (communal)*

4th—*arcane cannon*^{UC}, *energy siege shot*^{UC}, *fire shield*, *healing warmth*^{ARG}, *languid bomb admixture*^{UC}, *magic siege engine (greater)*^{UC}, *named bullet (greater)*^{UC}, *viper bomb admixture*^{UC}, *vitriolic mist*^{UM}

A bombardier must spend 1 hour per day in quiet study and preparation to regain his daily allotment of extracts. A bombardier learns two 1st-level extracts at 4th level and learns one additional extract each time he gains a level thereafter. He also may learn additional extracts as an alchemist can by studying the formula book of another alchemist or investigator, or the spellbook of a wizard if the spell appears on the wizard class list.

Through 3rd level, a bombardier has no caster level. At 4th level and higher, his caster level is equal to his ranger level - 3.

This replaces spells.

Heavy Weaponer (Ex): At 4th level, a bombardier expands her knowledge of explosives, gunpowder, and heavy weaponry of all kinds. She may select one of the following feats as a

bonus feat: *Amateur Gunslinger*^{UC}, *Demolitions Expert*, *Exotic Weapon Proficiency (firearms)*, *Exotic Weapon Proficiency (siege weapons)*, *Gunsmithing*^{UC}, *Master Siege Engineer*^{UC}, *Siege Commander*^{UC}, *Siege Engineer*^{UC}, *Siege Gunner*^{UC}.

If the campaign is using advanced technological weapons^{TG}, a bombardier also may choose *Exotic Weapon Proficiency (heavy weaponry)* as a bonus feat.

A bombardier gains one additional bonus feat every 4 levels after 4th. This replaces hunter's bond, swift tracker, camouflage, and hide in plain sight.

Master Grenadier (Ex): At 7th level, a bombardier learns to use alchemical weapons and grenades with great precision, gaining one of the following benefits each round as a free action.

Accurate Toss: When an attack with a thrown splash weapon^{CRB} misses, you can alter the location of the miss by 5 feet in any direction.

Deadman Switch: You can prepare a grenade, alchemical weapon, or bomb to go off if you are attacked, allowing you to trigger the grenade or weapon as an immediate action. If you are knocked unconscious, killed, or otherwise rendered helpless (or if you are disarmed or otherwise forced to drop the item), it goes off immediately. The area of the grenade or splash weapon's blast must be centered on the edge of your space. If the weapon's activation was triggered as an immediate action in response to the action of a creature adjacent to you, you can make a melee touch attack to target that creature with the weapon. This does not provoke attacks of opportunity. The creature that triggers the weapon's detonation (whether from an immediate action or from incapacitating you) takes a -2 penalty on any saving throw allowed by the weapon.

Double Toss: If you have a splash weapon or grenade in each hand, you can throw both as part of a single standard action. Both attacks take a -4 penalty on their attack rolls.

Immediate Blast: A grenade you throw explodes immediately on impact, rather than with a delay.

Potent Blast: If the weapon or grenade deals hit point damage, you can increase the damage dealt by an amount equal to your Intelligence modifier.

Safe Blast: You can exclude one square in the weapon or grenade's normal blast radius from its area of effect. A creature in that square is unaffected by the weapon or grenade.

Swift Pull: You can draw an alchemical weapon or grenade as a free action, allowing you to make one iterative attack when using the full-attack action.

Team Toss: You can throw an alchemical weapon or grenade to an ally within 5 feet times your Intelligence modifier. If the attack hits, your ally catches the weapon before it detonates and can either throw it again as an immediate action using its own attack roll or can simply retain the weapon.

At 11th level and every 4 levels thereafter, you can use one more of these benefits each round. You may select the same benefit multiple times per round and can apply the same benefit more than once to the same attack. Damage from potent blast does not stack.

This replaces woodland stride, quarry, and improved quarry.

ALCHEMICAL DISCOVERIES

Alchemists, of course, delight in all manner of explosions, and the following discoveries take unique applications to their favorite field of study.

Depth Charge: An alchemist with this discovery can throw bombs effectively underwater, although her range increment is 10 feet. In addition, the splash radius of any bomb she uses underwater is increased to 10 feet, and the surface of a body of water does not provide cover against the alchemist's bombs when she attacks from land. This discovery does not apply to bombs that deal fire damage or create smoke. An alchemist must be at least 6th level and possess the underwater demolition discovery before selecting this discovery.

Homing Torpedo (Ex): An alchemist with this discovery can ignore miss chance due to concealment when attacking into water or underwater, as if using a ranged weapon with the *seeking* property. In addition, if the homing torpedo misses its target, it does not automatically detonate. If there is a solid object within 10 feet of its target, it has a 50% chance to strike this object and explode. Otherwise, it pursues its target with a swim speed of 5 feet times the alchemist's level, continuing to make attacks each round against the same target for a number of rounds equal to the alchemist's Intelligence modifier before expending its propellant and becoming a dud. An alchemist must be at least 12th level and possess the torpedo discovery before selecting this feature.

Mine: An alchemist with this discovery can delay the explosion of a bomb she sets for any time up to a number of hours equal to her level. In addition, she can have more than one delayed bomb at a time. An alchemist must be at least 10th level and have the delayed bomb discovery before selecting this discovery.

Torpedo (Su): An alchemist with this discovery can throw bombs effectively underwater with his normal range increment of 20 feet. In addition, objects take full damage from a torpedo rather than being halved. An alchemist must be at least 8th level and possess the depth charge discovery before selecting this discovery.

FEATS

The following feats are highly valued among those in the demolitions field.

DEAFENING BLAST

Your bombs erupt with an ear-splitting clangour.

Prerequisite(s): Bomb class feature, bomb damage 4d6.

Benefit(s): Whenever you damage creature with a bomb or grenade, it creates a deafening blast that deafens those creature(s) for 1 round unless they succeed on a Fortitude save with the same DC as the bomb or grenade.

In addition, you are so used to dealing with loud noises that you gain a +2 bonus on saving throws to avoid becoming deafened. You are never deafened by your own bombs.

DEMOLITIONS EXPERT

Your bombs are devastating to structures and objects.

Prerequisite(s): Bomb class feature.

Benefit(s): Your bombs deal full damage to objects and structures, rather than half damage. This also applies to other alchemical weapons, grenades, and similar explosives you use to damage a structure.

Normal: Most energy attacks deal half damage to objects and structures.

DISTRACTING EXPLOSION

Your bombs explode with such force that they throw targets off their guard and provides an opening for your allies.

Prerequisite(s): Bomb class feature.

Benefit(s): You can reduce your bomb damage by one die to give it the ability to distract the creature it strikes. If a creature takes a direct hit from your bomb, it must succeed at a Reflex saving throw against the bomb's DC or be unable to make attacks of opportunity for 1 round. This is in addition to any other effects the bomb would normally have.

Normal: The target of a bomb does not get a saving throw to avoid the bomb's effects.

GRENADE EXPERT

You are skilled at both manufacturing and using alchemical grenades.

Prerequisite(s): Throw Anything.

Benefit(s): When you light an alchemical grenade (such as a fuse grenade, pellet grenade, or sting grenade) you select how many rounds later the grenade explodes (minimum 1 round, maximum 3 rounds). In addition, you gain a +4 bonus on Craft (alchemy) checks to craft grenades.

Normal: Alchemical grenades explode 1d3 rounds after the fuse is lit.

HEAVY WEAPONS

The following weapons are popular among all adventurers with extreme destructive tendencies. Many of these items are described in the official *Pathfinder Roleplaying Game* guide to technology and are reproduced here for ease of reference.

GRENADES

Price varies; Antigravity grenade 4,000 gp, Arc grenade 750 gp; Atom grenade 6,000 gp; Bang grenade 250 gp; Bio grenade 3,300 gp; Concussion grenade 750 gp; Corrosive grenade 800 gp; Dwarf star grenade 3,000 gp; EMP grenade 750 gp; Flash grenade 750 gp; Flechette grenade 750 gp; Fragmentation grenade 750 gp; Gravity grenade 2,250 gp; Hallucination grenade 2,500 gp; Inferno grenade 750 gp; Plasma grenade 1,600 gp; Radiant grenade 1,500 gp; Shock grenade 750 gp; Smoke grenade 200 gp; Soft grenade 750 gp; Sonic grenade 1,000 gp; Tear gas grenade 600 gp; Vacuum grenade 800 gp; Zero grenade 750 gp;

Slot none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a grenade launcher. Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. Priming and arming a grenade is a free action; a grenade launcher primes and arms all grenades it fires. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a grenade detonates, it damages all targets within a 20-foot-radius spread. A successful DC 15 Reflex save halves any damage dealt by a grenade.

The type of damage dealt by grenades varies widely and depends upon the nature of the specific grenade. The different types of grenades and the damage types they deal (along with any additional effects their damage deals) are listed below.

Antigravity Grenade: Deals 5d6 points of force damage, and creatures damaged by an antigravity grenade fall upwards 1d6 x 10 feet and are suspended in midair for 1 round, after which they fall back to the ground (taking falling damage as appropriate). If creatures hurled upwards by an antigravity grenade impact a solid barrier before they reach the end of their forced movement, they take 1d6 points of damage for every 10 feet that they "fell" upwards before striking that barrier.

Arc Grenade: Deals 5d6 points of electricity damage.

Atom Grenade: Creates a 20-foot-radius area of medium radiation that persists for 24 hours.

Bang Grenade: Deals no damage but staggers creatures for 1 round and deafens them for 1d4 rounds (DC 15 Fortitude save negates).

Bio Grenade: Infects creatures who fail a DC 15 Fortitude save with bubonic plague (no onset).

Concussion Grenade: Deals 5d6 points of bludgeoning damage.

Corrosion Grenade: Deals 4d6 points of acid damage. Creatures failing their saving throw take an additional 2d6 points of acid damage on the following round (DC 15 Reflex half). Creatures failing the second Reflex save take an additional 1d6 points of acid damage 1 round later.

Dwarf Star Grenade: As a gravity grenade, but creatures adjacent to the grenade when it explodes take 1 additional point of damage per die and take a -2 penalty on their saving throw. If they are knocked prone by the grenade, they cannot get up unless they succeed on a DC 17 Strength check made as part of the move action to stand. The DC decreases by 2 for each round after the first.

Creatures adjacent to the grenade that fail their Reflex save also have their speed reduced to 5 feet for 1 round.

EMP Grenade: Deals 5d6 points of electricity damage to robots and electronic-based gear, half damage to cyborgs and androids, and no damage to other creatures.

Flash Grenade: Blinds creatures for 1d4 rounds (DC 15 Fortitude save negates).

Flechette Grenade: Deals 5d6 points of piercing damage.

Fragmentation Grenade: Deals 5d6 points of slashing damage.

Gravity Grenade: Deals 5d6 points of force damage. Creatures damaged by a gravity grenade are automatically subjected to a trip attack (grenade's CMB = +15).

Hallucination Grenade: Deals no damage, but creatures within the spread take 1d3 points of Wisdom damage (DC 15 Fortitude negates) and are confused as *confusion* for 1 round (DC 15 Will negates). Creatures failing their save against either effect must save again on the following round or the effect recurs, up to a maximum of 6 rounds.

Inferno Grenade: Deals 5d6 points of fire damage.

Plasma Grenade: Deals 4d6 points of fire damage and 4d6 points of electricity damage.

Radiant Grenade: As a flash grenade, but also deals 6d6 points of damage to fungi, oozes, and undead. Undead can be blinded by a solar grenade, and undead with light sensitivity, light blindness, or that are harmed or made powerless by sunlight also are staggered for 1 round on a failed Fortitude save.

Shock Grenade: Deals 5d6 points of electricity damage.

Smoke Grenade: Deals no damage but fills a 20-foot-radius spread with smoke (treat as *obscuring mist*) that lasts 1 minute.

Soft Grenade: Deals 5d6 points of nonlethal damage.

Sonic Grenade: Deals 5d6 points of sonic damage; creatures who fail a DC 15 Fortitude save are also deafened for 1d4 rounds.

Tear Gas Grenade: As a smoke grenade, but also nauseates creatures for 1 round and sickens them for 1d4 rounds (DC 15 Fortitude save negates)

Vacuum Grenade: Deals 2d6 points of nonlethal damage, and creatures that need to breathe become fatigued (DC 15 Fortitude save negates).

Zero Grenade: Deals 5d6 points of cold damage.

CONSTRUCTION REQUIREMENTS

COST SEE BELOW

Antigravity grenade 2,000 gp, Arc grenade 375 gp, Atom grenade 1,500 gp, Bang grenade 125 gp, Bio grenade 1,650 gp, Concussion grenade 375 gp, Corrosive grenade 400 gp, Dwarf star grenade 1,500 gp, EMP grenade 375 gp, Flash grenade 375 gp, Flechette grenade 375 gp, Fragmentation grenade 375 gp, Gravity grenade 1,125 gp, Hallucination grenade 1,250 gp; Inferno grenade 375 gp, Plasma grenade 800 gp, Radiant grenade 750 gp, Shock grenade 375 gp, Smoke grenade 200 gp, Soft grenade 375 gp, Sonic grenade 500 gp, Tear gas grenade 300 gp, Vacuum grenade 400 gp, Zero grenade 375 gp

Craft (DC 20); Craft Technological Arms and Armor, military lab

MINE, CONTACT

Price 25 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A contact mine is a specialized explosive trigger that turns an ordinary grenade into a trap that is triggered by physical contact, typically with a simple pressure plate, tripwire, or similar trigger. The grenade explodes when triggered, with all normal effects from its explosion.

A contact mine is considered a mechanical trap, with a Perception and Disable Device DC of 15. A character trained in Craft (traps) can increase the trap's Perception and Disable Device DC by making a Craft (traps) skill check and dividing the result by 5, adding the result to the trap's DCs.

Since the attached grenade typically must be partially buried or otherwise covered to set the mine-trap, creatures in the grenade's area gain a +2 circumstance bonus on their saving throws. Setting up a contact mine is a full-round action that provokes attacks of opportunity.

If multiple mines are in the same area, triggering one mine does not cause others to be triggered as well. At the GM's option, the explosion of a contact mine may destroy other mines in the area (assuming it is a type of mine that deals hit point damage).

CONSTRUCTION REQUIREMENTS

COST 12.5 GP

Craft (DC 15); Craft Technological Arms and Armor, military lab

MINE, REMOTE

Price 100 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A remote mine is identical to a contact mine but can be triggered manually from up to 30 feet away with a hand-held remote control. The mine can be set to function as a normal contact mine as well, but a character with the remote can ready an action to detonate the mine at just the right moment. If a remote mine is triggered in this way, the triggering character can select one creature within the area of the mine; that character does not gain the usual circumstance bonus on their saving throw against the mine's grenade.

When a remote mine is used, the triggering remote can be reused, allowing a new remote mine to be purchased (or crafted) at half the normal cost when combined with the existing remote.

A character cannot trigger more than one mine as a readied action.

CONSTRUCTION REQUIREMENTS

COST 50 GP

Craft (DC 20); Craft Technological Arms and Armor, military lab



PLASMATHROWER

Price 30,000 gp; **Type** two-handed ranged; **Proficiency** exotic (heavy weaponry); **Dmg** (M) 4d6 e and f; **Dmg** (S) 2d10 e and f; **Critical** 19-20/x2; **Range** 60 ft.; **Capacity** 20; **Usage** 2 charges; **Special** automatic or slow-firing, scatter, touch; **Weight** 15 lbs.

A plasmathrower is a devastating weapon that fires blasts of superheated, electrically charged gas. This weapon has two firing modes: slow-firing and automatic. When used on the slow-firing setting, the weapon fires a scattering shot with no range increment; on the automatic setting, it fires individual bursts of plasma that can reach up to 3 range increments. Half the damage dealt by a plasmathrower is fire damage and the other half is electricity damage.

CONSTRUCTION REQUIREMENTS

COST 15,000 GP

Craft DC 32; Craft Technological Arms and Armor, military lab

ROCKET LAUNCHER

Price 10,800 gp; **Type** two-handed ranged; **Proficiency** exotic (heavy weaponry); **Dmg** (M) 6d6 f, 6d6 blu.; **Dmg** (S) 4d6 f, 4d6 blu.; **Critical** —; **Range** 120 ft.; **Capacity** 10; **Usage** 1 (disposable); **Special** slow-firing, touch; **Weight** 10 lbs.

A newly created rocket launcher contains its entire load of rockets and energy charges. It cannot be reloaded, and once its final rocket is fired, the weapon is useless. Rockets fired from a rocket launcher can target a single target or a grid intersection. A creature that takes a direct hit from a rocket cannot attempt a saving throw to reduce the damage taken. When a rocket strikes its target, it explodes in a 30-foot-radius burst that deals fire and bludgeoning damage to all creatures within that area of effect—a successful DC 15 Reflex save halves the damage for all but the target. Some rocket launchers carry alternate loads, replacing the fire damage with electricity or cold damage, and there are rumors of rocket launchers capable of doing even more damage, firing gravity-based weapons or using radioactive payloads.

CONSTRUCTION REQUIREMENTS**COST** 5,400 GP

Craft DC 28; Craft Technological Arms and Armor, military lab

Scatter Weapon Quality: A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a cone. Cannons with the scatter weapon quality only fire grapeshot, unless their descriptions state otherwise. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a –2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. A firearm that makes a scatter shot misfires only if all of the attack rolls made misfire. If a scatter weapon explodes on a misfire, it deals triple its damage to all creatures within the misfire radius.

ALIEN TREASURES

KLAVEN SPACESUIT

Price 30,000 gp; **Type** heavy; **Weight** 35 lbs.; **AC** +7; **Max Dex** +0; **Penalty** -8; **Spell Failure** 50%; **Speed** (30 ft.) 20 ft.; **Speed** (20 ft.) 15 ft.; **Capacity** 25; **Usage** 1 charge per hour

This airtight suit of synthetic polymers interwoven with superconducting filaments includes a transparent, dome-like helmet that completely covers the wearer's head. As long as it is powered, a klaven spacesuit grants its wearer complete protection from radiation and exposure to vacuum, as well as all inhaled toxins and diseases. It protects its wearer from extremes of heat and cold, granting cold resistance 5 and fire resistance 5. It also shunts aside sudden surges of such energy, allowing the wearer to apply one-half of its armor bonus to AC (including its enhancement bonus, if magical) to its touch AC against touch and ranged touch attacks that deal cold or fire damage.

The suit's self-repairing polymer resin fabric automatically seals secondary punctures or tears created by physical attacks to the wearer and damage dealt specifically against the suit. As a free action once per round, the wearer can also trigger an active self-repair mode, expending one charge from the suit's

power supply to repair 4d6 points of damage. A spacesuit repairs damage to itself at the rate of 4d6 points of damage per charge consumed. It has hardness 6 and 60 hit points.

A klaven spacesuit is fitted with numerous small booster jets that grant the wearer a fly speed of 20 ft. (poor) in areas of zero gravity while the spacesuit is charged. The boosters impart no benefit in areas of high, low, or normal gravity.

The wearer can load up to two potions into the suit for later consumption through tubing even in zero-gravity situations. Consuming a potion in this way is still a standard action that provokes attacks of opportunity; however, it does not require an action to retrieve the potion before consuming it.

Klaven spacesuits allow klaven to use their nanite exchange to communicate with other klaven even in a vacuum, and in fact the range of such communication is 10 times normal in a vacuum. Creatures without the klaven template attempting to wear a klaven spacesuit are considered non-proficient in its use, even if they are proficient with heavy armor.

CONSTRUCTION

Craft DC 30; **Cost** 15,000 gp; Craft Technological Arms and Armor, military lab

BLACK RAY PISTOL

Price 50,000 gp; **Type** one-handed ranged; **Proficiency** exotic (firearms); **Dmg (M)** 6d6; **Dmg (S)** 4d6; **Critical** x2; **Range** 25 ft.; **Capacity** 0; **Usage** 2 charges; **Special** semi-automatic, touch; **Weight** 3 lbs.

A *black ray pistol* fires a cascading beam of disruptive energy that deals full damage to living creatures. Although its damage is a necromancy [death] effect, it nonetheless deals half damage to corporeal undead. Incorporeal undead, constructs, and objects are not harmed by a *black ray pistol*.

A creature reduced to 0 hit points by a *black ray pistol* is reduced to ashes (DC 20 Fortitude negates). A creature slain by a *black ray pistol* automatically fails this save.

CONSTRUCTION

Craft DC 30; **Cost** 25,000 gp; Craft Technological Arms and Armor, military lab

DISINTEGRATION TORC

Price 4,000 gp; **Slot** none; **Weight** 1 lb.; **Capacity** —; **Usage** disposable

A *disintegration torc* is a type of grenade crafted in a torus shape. When triggered and thrown, it erupts into a spinning ring of disruptive ionic energies that decays into unstable antimatter as it dissipates, leaving behind a sphere of absolute destruction. All creatures and objects in a 5-foot-radius burst take 10d6 points of damage (DC 19 Fortitude half). This damage bypasses hardness. Creatures reduced below 0 hit points by a *disintegration torc* are disintegrated.

Force fields and objects made of force take double damage from a *disintegration torc*, and any non-instantaneous force effects that do not have hit points are affected *dispel magic* (caster level 11th). Creatures made of force (including creatures with the **force template** from the *Advanced Bestiary* but otherwise subject to GM's discretion) also take double damage from a *disintegration torc*.



CONSTRUCTION

Craft DC 30; **Cost** 2,000 gp; Craft Technological Arms and Armor, military lab

THE UNBROKEN BLADE

PRICE 253,075 GP

Aura strong abjuration; **CL** 20th

Slot —; **Weight** 25 lbs.

This legendary weapon has outlasted countless wars, a black hole, and even the god of war that forged it. Whatever its name was at its creation is lost and unknowable, but the blade is as heavy and sharp as ever. *The Unbroken Blade* is a +4 *adamantine mythic bane falchion* with the *adroit*, *legendary fortification*, and *unyielding* legendary abilities. The sword has hardness 28 (32 against mythic attacks) 80 hit points (plus 20 additional hit points that apply only against mythic attacks) and contains two daily uses of legendary power. The sword's creator has no worshipers and is long forgotten, but it will bond with a mythic character that survives a singularly destructive event (such as travel through a black hole, a confirmed critical hit from a *disintegrate* spell, or standing on a planet at the moment of its destruction).

CONSTRUCTION REQUIREMENTS

COST 228,075 GP

Craft Magic Arms and Armor, Mythic Crafter, *divine favor*, *divine power*



PLANET KILLER

BY

CHRIS A. JACKSON

Time...

Loremasters say time passes differently on light and heavy gravity worlds. Even though I'm more than half clockwork, I've never had a timepiece accurate enough to show a discrepancy. Now, with a planet-killing bioweapon headed toward Argosa, every millisecond counted.

Irony's a bitch...

"Telka. How much time?" A divymm companion is even better than a clock.

"Answer: Ten hours, twelve minutes, eighteen seconds." Telka and Dupree helped me up the steps to the gate. My clockwork arm was fried, and the connections to my flesh smelled like an overdone steak. Nothing beyond repair, of course, and I'd had worse. "Query: Do you have a plan to stop the bioweapon?"

"No, but Tarenia will think of something." If anyone could convince the coteries to cooperate, she could.

"You should've let us find a healer," Dupree said as we stepped through the shimmering wall of technomagic that traversed light-years.

A million pinpoints of light rushed into my mind and exploded. I staggered on the other end, my usual headache adding to my aches and pains.

"Tarenia will patch me up."

"Stubborn damned..." Dupree fell silent as we faced the Avaar Coterie's inspectors.

They stared stone-faced at Telka's explanation of our haste, but my pouch of platinum coins accelerated things considerably. We caught a carriage to Tarenia's estate and her guards ushered us inside.

"Anasya!" Tarenia's spherical form appeared before us as if by magic, her colorful cloaks billowing. "What in the name of..."

"We've got a serious problem." I explained the planet-killing bioweapon headed for Argosa, and Telka gave her the technical details gleaned from the jagladine facility we'd destroyed.

"Assessment: The gate they'll use is still uncertain," Telka concluded. "They must deploy the weapon at high altitude to disperse the infective agent."

"The former is a problem, but the latter might give us

an advantage. I'll inform the Auditor. She can get word to the coteries." Tarenia motioned her guard captain forward. "Karvic, take Anasya downstairs and see she's tended to."

I held up a forestalling hand. "If the coteries don't stop this thing at the gate, we may need to—"

"Shut up and let Tarenia do her job!" Dupree gripped my remaining arm. "You're not helping in your condition, and we've still got time."

She had a point. I let them take me to the estate's underground facility and reclined into a tomb-like repair niche. One pinch in my flesh arm, and a fog of drugs shrouded my mind.

I woke feeling immeasurably better, a shiny new clockwork arm in place of my mangled one, no pain, and my mind crystal clear. Tarenia, Dupree, and Telka stood beside my receptacle, however, looking like something had gone wrong.

"What?" I lurched up and reached for my clothes.

"The Hegemony must have learned that we discovered their plans," Tarenia explained. "Klaven warriors have flooded through six of the city gates and taken control of them."

"Are the coteries doing nothing?" I listened as I armed myself.

"They weren't expecting an invasion force." Tarenia wore her customary robes, but also a bandolier of magical trinkets. "Why invade if they're going to destroy the whole planet?"

"To secure the gates." I finished loading my new arm with darts, and followed the others upstairs. "They can't risk the coteries destroying them."

"Assessment: Probability seventy-seven percent you are correct," Telka said. "There's also a twenty-one percent probability the invasion is a diversionary tactic to enable the bioweapon's deployment."

"What's the other two percent?" Dupree asked.

"Answer: Statistical uncertainty." Telka turned to me. "Or, I could be—"

A deep tremor shook the entire estate. We all stopped and exchanged startled looks.

"—wrong," Telka finished.

Dupree scowled. "That wasn't an explosion, it was an impact. Something big!"

"Answer: Data insufficient." Telka's head turned a full circle, assessing everyone. "Suggestion: Cautious reconnaissance."

"Agreed. Tarenia, we need a higher vantage point."

"Follow me!" With alacrity that belied her bulk, Tarenia dashed up flight after flight of stairs to the highest parapet of her estate.

Zel-Argose seethed in chaos.

With the coterie compounds dispersed throughout the city, half a dozen battles raged. Noncombatants ran through the streets, fleeing conflicts to blunder straight into others. The coterie fielded significant forces, but they had no coordination. All that paled, however, to the latest arrival.

“Assessment: Reinforcements necessary.”

“No shit.” I stared uncomprehending at the creature raging in the crushed remnants of a distant building. Draconic and vast, it rose up on fetid coils, tattered wings unfurled, massive forelimbs rending stonework. Weeping sores and rotted flesh marred the creature, with vermin and pustular fluids raining down from its every move. Its jaws gaped, and a grey cloud billowed forth. Screams rose on the air, and Tarenia and Dupree staggered back.

“Gods the stench!” Tarenia pressed a kerchief to her face.

I thanked my auttaine heritage. Not having to breathe has advantages sometimes.

“How do we fight that?”

“We can’t,” I said. “But why would the Hegemony send such a creature here?”

“Assessment: Probability ninety-seven percent this is a diversionary tactic.”

“Telka’s right!” Understanding dawned on Tarenia’s face, and she pointed to the looming cliffs above the city. “And that’s who they’re trying to divert!”

I turned and gaped at the towering armored figure atop the cliff. Gleaming golden metal from head to foot, the titanic humanoid raised one hand and sent a bolt of energy lancing down at the draconic invader.

“Torgrimm! Defender of Argosa! He hasn’t been seen in centuries! The Hegemony must have known the star titan would protect us!” Tarenia sounded more awed than hopeful.

The bolt of energy struck, but the draconic horror seemed barely irritated. Wings that dwarfed a ship’s sails launched the diseased beast into the air, and Torgrimm leapt to meet it. They clashed with an impact that knocked us to our knees, grappling and smashing one another in midair, as a rain of rotting meat and slime fell upon a cowering populace. Putrid coils wrapped the star titan, jaws tearing at his gleaming armor. In return, Torgrimm’s fists pulped the dragon’s diseased flesh, but he couldn’t yet escape its embrace.

“Attention!” Telka pointed back at the city.

A dirigible rose from one of the coterie compounds, no oddity in a hub of trade, but incongruous during such a battle. A familiar, oblong shape hung in its cargo netting, the same one I’d seen taken from the jagladine space station.

“The bioweapon! The beast is keeping Torgrimm from the real threat!” I looked around for a way to bring the airship down, but it was too far. “Can you hit it with magic, Tarenia?”

“Not from here.” As the ship rose, a few coterie defenders

fired upon the balloon, but they couldn’t impede the craft.

“Technical addendum: The bioweapon must be deactivated or destroyed by fire. If the airship crashes, the agent will be deployed, though not as widely.”

“We need to get aboard that ship!” I could only watch as it turned west, gaining altitude, twin propellers whirring madly.

“Someone in this city has to have something that flies faster than a dirigible.” Dupree looked to Tarenia.

“One man does, but...” She bit her lip. “Come on!”

We followed Tarenia to the estate’s courtyard where several saddled rinoch pawed and stamped. She mounted one with amazing agility and we all followed suit.

“Defend the estate, Karvic.” Tarenia reined her mount around, and we bolted through the gate, rumbling along the chaotic streets. Terrified citizens dashed from our path or stood transfixed by the battle raging overhead. We encountered no klaven, and I realized the invasion force had already fallen back to defend the gates until the bioweapon brought them victory.

Tarenia reined in before a large pavilion in the stockyards and dismounted.

I stared at the creature hobbled and chained under the tent. “Oh, you’re kidding me!”

“It’s the best I can do.” Tarenia turned to Dupree. “The owner could never control it. Can you?”

“If he doesn’t eat me.” She grinned and strode toward the beast. “I’ve never ridden an yrthak before.”

“And if it does eat you?” I dismounted, marveling at the winged beast. The yrthak looked like a huge pterosaur, with a toothy maw—gratefully tied closed—and spikes along its back. It was certainly big enough to carry us all. Tiny, almost vestigial eyes blinked at Dupree as she stepped close.

“Hire a better wrangler.” Dupree whispered softly to it, raising a hand to touch its neck. It jerked back, the chain rattling, but soon stilled. Dupree drew a dagger and began cutting away the bindings that hobbled its wings, then reached up to free its jaws.

“Query: Is that wise?” Telka asked.

“He needs his mouth free.” Dupree sawed through the thick leather straps. “Yrthak use sound to see, and even as a weapon.”

When the last binding parted, the yrthak’s cry panicked our rinoch. They tore free of their bridles and trundled off in a cloud of dust. The yrthak snapped its jaws, eyeing them hungrily, but Dupree’s gentle whispers calmed it again.

“This chain has to come off.” She turned to me. “Don’t worry, Anasya. It’s safe.”

“Nothing else I’ve done lately has been safe...”

The yrthak held still as I applied my picks to the lock.

When the collar came free, the beast cried out again, and Dupree motioned us aboard. "Climb up and hang on to his back spines. I'll sit forward."

We quickly did so, finding the thick spines easy to grasp and brace against. Dupree boarded last, clapped the yrthak's neck, and we vaulted into the sky, soaring low over the city beneath the embattled titans.

"West!" I pointed to the distant airship. "They're gaining altitude."

Once clear of the city, Dupree urged our mount higher.

"How far before they deploy the weapon?" Tarenia asked.

"Estimation: An altitude of five to seven miles. At current rate of closure, we will intercept at four miles."

"Can we fly that high?" I shouted to Dupree.

"I think so. Yrthak nest in high peaks and fly for days." As if in answer, the beast cried out shrilly. Dupree smiled back at us. "He's nervous! He can't sense the ground."

"He's not the only one who's nervous," I admitted.

"They've seen us!" Dupree pointed. "They're dumping cargo!"

I raised a spyglass. A dozen klaven were throwing boxes, bags, and even machinery over the side to lighten the ship. A larger armored figure with bat wings, an onaryx, directed them. That didn't bode well. Unlike the klaven, onaryx were an elder race, tough and smart. But we had one advantage: they could bring no weapons to bear if we came at them from above.

"Put us on top!"

"You got it!" Dupree tapped the yrthak's crest and the beast soared higher.

Unfortunately, the onaryx wasn't a fool.

Four klaven scrambled up the balloon's netting to counter us. The yrthak cried out and wheeled hard as their first volley of spur bolts flew our way. Several punched through the beast's wing, and one struck a spine in front of me. Tarenia sent a hail of magical motes in retaliation. They struck unerringly, but failed to knock the klaven down.

"Hang on!" Dupree shouted, hauling hard on the right side of the yrthak's crest.

We banked again, spurs zipping past. One struck the yrthak's underbelly, but it only screeched a piercing cry and flew on. Then, the yrthak stalled, gaping its maw to shriek a blast which knocked one klaven right off the balloon and set the others reeling back.

Dupree kicked the yrthak's neck and it banked once more, coming around for another pass. I fired a dart, but missed. Tarenia cast a barrage of magic that sent another klaven over the side, but our maneuver took us wide enough to draw fire from the ship itself.

I heard a clang from behind, and ducked as more spurs

zipped past. Dupree lurched, blood blossoming on her tunic. Lunging forward, I grasped her collar, fighting to keep us both aboard. She pressed a hand to the wound and leveled us out low over the top of the balloon. The yrthak plucked a klaven up in its jaws, blood spraying as it snapped and wolfed the warrior down.

Tarenia tapped me on the shoulder and passed a blue glass bottle forward. I tore the stopper out with my teeth and pressed the neck to Dupree's lips.

She drank greedily and nodded. "Thanks!"

I released my grip. "One more pass!"

Dupree wheeled us around again, aiming right at the top of the balloon. The last klaven fired the instant before I leapt. His shot cut a line of pain across my cheek, but mine struck him in the neck. The explosive dart vaporized his head as I grabbed the balloon's netting to keep from bouncing off.

The yrthak's shadow wheeled over me with only Dupree aboard. Tarenia and Telka fell slowly toward me, Tarenia's magic at work. I limbered up a coil of thin line as they landed, and waved to Dupree still circling overhead.

"Telka, deactivate the weapon." I tied my line to the netting and my waist. "Tarenia and I will distract the klaven."

"Response: Affirmative."

"Confusion, mayhem, noise, distraction! Got it!" Tarenia smiled and fished spell components from her robes.

I waved to Dupree again, and pointed to the airship's port side.

She wheeled the yrthak lower, banking in to attack. Tarenia cast a spell, and suddenly a half dozen copies of her stood around us. At the yrthak's shriek, we leapt off the balloon.

The klaven weren't really surprised by our two pronged attack, but they hadn't expected so many assailants. Spur bolts destroyed several of Tarenia's decoys, but none touched me. My shot felled one klaven, while Tarenia's lightning blasted two more. The yrthak's sonic blast rattled my ears, slamming the onaryx commander flat. I drew my new rapier and skewered another klaven before the rest were on me. I lunged and parried as Tarenia fried two more klaven to cinders. With luck, they hadn't seen Telka swing down to the planet-killing weapon slung beneath the hull.

Our luck wasn't that good.

"It's a diversion!" The onaryx commander lurched up, a huge energy blade flaring to life in his hands. "Kill them! I'll take the divymm." His bat wings unfurled as he leapt over the rail.

I was too busy to shoot him, and we were running low on illusory decoys. Tarenia conjured up a huge desert beast to defend her, but I faced four klaven with my back to the rail. If I tried to help Telka, I'd have to turn my back on them.

A massive pair of jaws flashed over my head, teeth slashing together to snap a klaven in half. The entire airship lurched

as Dupree brought the yrthak onto the deck, its wings fouling the guywires. It landed with a crack of splintering deck planks and crunching bones, two more klaven beneath its feet as it wolfed down its first victim.

“Help Telka!” Dupree shouted from her seat.

Vaulting the rail, I clambered down the cargo straps. Energy blades flashed and arced, but Telka was no match for the onaryx. Sweeping strokes sent the divymm staggering back from the open access panel at their feet. Before I could join the fight, another slash severed Telka’s sword hand, and a kick sent my friend tumbling back. Telka dangled precariously as the onaryx strode forth, his blazing weapon held high.

I leapt from my perch to drive my rapier right through his back, pumping all the energy I could spare into the blade. Flesh crackled and popped as the onaryx bellowed, but he whirled around, wrenching my rapier from my grasp and swinging its blade in a flat arc. I ducked and rolled, firing a bolt from my clockwork hand as I came up. I missed my mark, but the shot blasted the onaryx’s left wing to tatters.

Still the warrior stood, his bat-like features grinning malice. He took a step, but the bioweapon beneath us suddenly trembled, long glider wings unfolding from its sides.

The onaryx laughed. “You’re too late! Your world is ours!” He swung his blazing sword through two of the cargo straps, sending Telka plummeting without a cry. The bioweapon lurched.

“Not yet, it’s not!” I fired a dart down at one of the fragile wings, and the explosive cracked it.

The onaryx growled and staggered forward. I grasped a cargo strap and stepped onto the damaged wing, feeling it splinter under my feet. The blazing blade swept at my head. I ducked, but it severed two more straps, one of which I grasped. The wing lurched, and I fell, clutching the severed strap. I fought to hold on as the onaryx’s sword flashed once more, cutting one of the last two straps. The bioweapon pitched forward and slipped free. The onaryx laughed madly as the cracked wing flexed above me, refused to snap, and the weapon took flight with both of us onboard.

The planet killer had been deployed.

I hung on for dear life, and not just mine. If I failed, millions would die.

Clockwork mechanisms whined above me as three ports opened in the back of the weapon. A fine mist began trailing behind us—the bio-agent that would devastate Argosa. I’d run out of options. Every second that passed meant thousands of lives. If the weapon crashed, millions more could perish.

I took aim at the cracked wing and fired.

It finally fractured and fell away, causing the weapon to tumble, and I heard a startled bellow as the onaryx fell, his

ruined wing flapping uselessly. I kept hold of the severed strap, but I don’t know why. Clutching a doomed aircraft isn’t much better than falling free. Five miles is a long drop, however, so I figured I should do something constructive. Maybe I could limit the devastation.

What had Telka said? Deactivate it or destroy it with fire.

I had fire.

My clockwork fingertips cut furrows in the shell-like casing, dragging me inch by inch to the open access panel. Clutching the edge, I opened my hidden cache and dumped my store of alchemist’s fire into the mechanisms within, added a skin of oil, and my bandolier of explosive darts.

The ground was coming up fast.

I braced myself and fired my last explosive dart into the panel, leaping away as it detonated. The blast sent some fragments into me, but I stabilized my fall and watched the planet killer plummeting down, trailing flames instead of its deadly agent.

Falling...I had about a mile, maybe a minute. The view was nice, the browns of the desert, and the blue of the sea beyond. I wondered if the impact would hurt, if I would see my lost friends in the beyond.

A shriek rattled my ears, and pain lanced through my back. Dagger-length talons gripped me, the yrthak’s huge wings billowing above. Telka hung from the beast’s other foot, looked toward me, and winked one clockwork eye.

Above us, Dupree shouted, “Hang on! The landing’s going to be rough!”

Not as rough as it could have been, I thought.

The yrthak released us only a few feet above a sand dune and landed some yards away. By the time I got to my feet, Dupree had hurried over. The three of us embraced, clockwork and flesh in varying proportions. The burning wreckage of the planet killer smoldered nearby.

“Where’s Tarenia?” I released my friends and looked around.

“She took over the airship.” Dupree pointed to the craft far above. “Some crew were aboard, since the klaven didn’t know how to run it. She said she had something to—”

Flame erupted in the sky near the airship, a huge column enveloping the contrail of the bioweapon.

“Burning the bio-agent?”

Dupree shrugged. “No way to know if she can get it all, but it’s the best she can do.”

“That’s all any of us can do,” I agreed.

“Query: Can we go home now?”

I looked to Telka and laughed, wincing at my aches and pains. “Yes, my friend. We’ve done our part. Once Torgrim and the coteries drive back the klaven, I think we can all go home.”

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