

LEGENDARY PLANET



PLAYER'S GUIDE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE





LEGENDARY PLANET PLAYER'S GUIDE

LEGENDARY PLANET PLAYER'S GUIDE

CREDITS

AUTHORS: Will McCardell, Alex Augunas, and Neil Spicer

EDITING AND DEVELOPMENT: Alistair J. Rigg, Neil Spicer

LEAD DEVELOPER: Neil Spicer

ARTISTS: Bruno Balixa, Bob Greyvenstein, William Hendershot, Tanyaporn Sangsnit, Steve Wood, Michael Jaecks

DESIGN AND LAYOUT: Richard Kunz

LEGENDARY GAMES TEAM MEMBERS: Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Pedro Coelho, Matthew Goodall, Jim Groves, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Jeff Lee, Nicolas Logue, Will McCardell, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson.

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

Legendary Planet Player's Guide © 2015,
Legendary Games; Authors Will McCardell,
Alex Augunas, and Neil Spicer.
First published July 2015.



Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com

LEGAL

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

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

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well as all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Legendary Planet Player's Guide*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a

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

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and

routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use;" "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

Legendary Planet: The Assimilation Strain © 2015, Legendary Games; Authors: Tom Phillips and Neil Spicer.

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

The Hypertext d20 SRD. © 2004, Jans W Carton.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; based on original content from TSR.

Pathfinder Campaign Setting: Inner Sea Bestiary © 2012, Paizo Publishing, LLC; Authors: Jim Groves, James Jacobs, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Campaign Setting: Technology Guide © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Torik Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenyon, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Torik Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

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

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.



WHAT YOU WILL FIND INSIDE THE LEGENDARY PLANET PLAYER'S GUIDE

An adventure path is a major undertaking for everyone involved, from the publisher and creative team that puts it together to the GMs and players who devote their gaming time to actually playing it. With nearly 700 pages of adventures and support material, it can be easy to get lost in a sea of options, especially when it comes to players who will be coming to this saga without the benefit of studying the setting and back story like the GM can. The *Legendary Planet Player's Guide* helps bridge that divide by offering up an array of advice on races, religion, and characters in the Legendary Planet universe, including rules for 4 brand-new playable races: the clockwork-cybernetic **auttaine**, the **chlorvian** plant people, the four-armed **tretharri**, and the mischievous winged reptilian **zvarr**. We also present nearly a dozen campaign traits to help tailor your character's background and motivation to blend seamlessly with the overarching themes of the adventure path, but without giving too much away. If your players are preparing for *Legendary Planet*, this product will give them a terrific roadmap to guide their path to adventure among the stars!

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



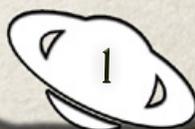


WELCOME TO THE LEGENDARY PLANET ADVENTURE PATH

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.

The Assimilation Strain is an introductory adventure for 1st-level characters which can be played as a standalone adventure or as a prelude to the **Legendary Planet Adventure Path**, introducing heroes from any fantasy world to the cosmic threat of alien invaders from beyond who see nothing on this planet but another world to conquer. The adventure blends exploration and negotiation alongside elements of horror and a desperate battle to survive against a foe bent on their enslavement or extermination. The interplanetary adventure continues in **To Worlds Unknown**, launching your heroes into a fantastic universe of exotic pulp adventure! The sword and planet genre comes to life on **Legendary Planet!**

The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, balanced, dynamic, and exciting content you can find anywhere. Bringing talented creators together on projects they pursue with passion is what helps us make products that are as beautiful and enjoyable to read as they are fun to play at the table. Pick up the Legendary Planet Adventure Path today, and **Make Your Game Legendary!**



LEGENDARY PLANET PLAYER'S GUIDE

Welcome to the Legendary Planet Adventure Path, set in the Legendary Worlds Campaign Setting. The goal of this guide is to prepare players for the upcoming campaign, giving them a general idea of what to expect, whetting their appetites and imaginations, and to also ensure they avoid creating characters thematically at odds with the core concepts of a sword-and-planet multiverse. Usually, the title of an adventure path provides a strong indicator of what to expect. If the players were preparing for an adventure path called *Abyssal Depths*, they could reasonably expect it to take place underwater, possibly involving themes of long forgotten threats and the rise of deep sea aboleths. But, most of the time, the name alone fails to convey the proper context to the players, and this is where a player's guide can come in handy—both for GMs and their players.

The Legendary Planet Adventure Path firmly grounds itself in the sword-and-planet genre. For those unfamiliar with the history and connotations of this term, sword-and-planet storytelling usually takes the fantastical swashbuckling tales of old and places them on unfamiliar worlds, often those with differing levels of technology from what the transplanted protagonist has experienced on his or her homeworld. When applied to a roleplaying game, players can expect fantastical magic, exotic planets, alien cultures, and strange technology. Because of the overall emphasis on fantasy norms and the use of swords and other melee weapons, the genre is referred to as *sword-and-planet* rather than *gun-and-planet*, despite the technological differences that often encompass the genre. As such, melee weapons and less technological ranged weapons, such as longbows, crossbows, and spears still have their place in the game.

In many adventure paths, certain races and classes prove better suited for a sword-and-planet storyline given the themes, locations, and creatures encountered during a campaign. After all, a paladin has a far better reason than a rogue for adventuring through an adventure path concerned with the rise of a lich lord and his undead hordes. Or, playing an orc may seem out of place in an adventure path about pushing back the Orcish armies bearing down on the PCs' hometown. But these situations don't really arise in *Legendary Planet*. Your characters start the game as abductees of an unknown entity in an unknown location, finding themselves quickly thrown into chaos and a mad dash to return home. Because of the myriad points of origin in the setting itself—and the ensuing differences in philosophies, cultures, and needs that such locations would engender—almost any race and class combination can fit very well in this adventure path, subject to GM approval. After all, dwarves, vishkanya or changelings can all be equally out of place in this scenario. Thus, players should be encouraged to explore races they might ordinarily pass over for more traditional campaigns—and this includes the new alien races described here in the *Player's Guide*. While the adventure path assumes

every PC comes from a separate planet, players may also enjoy connecting the backstories of their characters so that some or all of them come from the same planet, as well.

One additional important feature worth noting is that unless the campaign starts with the optional prequel *The Assimilation Strain*, characters start at level 2. Even if the campaign does start with *The Assimilation Strain*, it is recommended that the GM allow players to hold off on selecting their campaign trait until the start of the first adventure, *To Worlds Unknown*, as some of the traits' defining events can occur between the adventures.

NEW ALIEN RACES

AUTTAINE

The auttaine present a peculiar circumstance even in a multiverse full of strangeness. Many years ago, they existed as an isolated human population on a desert planet ravaged by millennia-spanning magical storms. For survival, they initiated a program to graft clockwork implants into their bodies—an unusually complex combination of magic and technology. Though this assured their adaptation to the rapidly changing environment of their homeworld, over time, the eldritch energies of the storms began to alter the magic of these devices. This caused auttaine parents to naturally pass such gears and prosthetics to their offspring, many of them born with replacement implants already attached. And, with the passing of centuries, we eventually arrive at the self-made auttaine of the current day.

Physical Description: Amalgamations of man and machine, it is rare for one auttaine to look strikingly similar to another. Their human ancestry still runs the full gamut of ethnicity, and follows much the same rules of nature prior to receiving their implants. Their gear, however—the term they use to describe their clockwork augmentations—is much more highly personal and stylized, uniquely grown and tailored to their environmental needs. Auttaine also further customize this gear with adaptations of their own design, and their coming of age is usually marked by the moment they install the final piece to see them through the rest of their lives.

Society: Free from the need for sustenance or sleep, the auttaine thrive in situations where other races would wither and die. They left their original homeworld many centuries ago, and, while they've explored and settled many planets over the years, their largest strongholds lie in the Shattered Zone. This broken planet represented by a string of asteroids plays home to many different factions of auttaine, all vying for valuable resources. A Geargiver rules over their well-organized cities, elected from the auttaine's master technicians and clockworkers. In addition to overseeing the needs of each city and its controlling faction, a Geargiver administers the creation of customized gear for auttaine still coming of age.

Relations: While they have slightly longer life cycles than their human ancestors, auttaine still remain keenly aware of irrevocability of death, and they place high value in life. Most feel a certain kinship with shorter lived races such as half-orcs and humans. Dwarves and auttaine also share a strong respect for one another due to the industrious nature of both, and dwarves can often be found within the safer environmental districts of auttaine cities.

Alignment and Religion: Owing to their mechanical aspects, auttaine have strong tendencies towards lawful alignments. The majority of auttaine fall along the neutral axis, however, with respect to good or evil, with outliers leaning more towards evil due to the superiority some feel their implants grant them. Their patron deity is Haymot Steel-Arm, an ascended auttaine who proved instrumental in leading the auttaine from their magical hazards of their original homeworld and into the greater multiverse. Worship services generally focus on industriousness and the exploration of new frontiers, always celebrating the many aspects of transformation which technology can bring.

Male Names: Aruk, Stret, Rukrer, Trybur, Nill, Draum

Female Names: Siz, Ytis, Aurk, Kal, Kethas, Rele

Auttaine Racial Traits

+2 to One Ability Score: Auttaine gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.

Half-Construct: Auttaine are humanoids with the half-construct and human subtypes.

Medium: Auttaine are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Auttaine have a base speed of 30 feet.

Build Points: Auttaine receive a number of build points equal to 3 + their initial Constitution modifier, which they may use to customize the artificial components comprising their half-construct nature. These build points may be spent on a one for one basis as additional racial points (RPs) as defined in Chapter 4 of the *Pathfinder RPG Advanced Race Guide*. Auttaine may only spend these RPs on the following enhancements: breath weapon, desert runner, energy resistance, fleet-footed, gifted linguist, jumper, natural armor, skill bonus, skill training, sprinter, stability, weapon familiarity. In addition, auttaine may also select from the following special racial traits as part of their gear:

Concealed Weapon (2 RP): This artificial component provides an internal, deployable weapon contained within a single arm. It may only include a light melee weapon weighing less than 3 lbs, and the initial weapon cannot be made from any special materials. While internalized, the weapon receives a +4 bonus on Sleight of Hand checks to conceal it. The weapon can be changed with 4 hours of work and a new qualifying weapon.

Hidden Storage Compartment (1 RP): This artificial component provides an internal storage compartment within the torso, holding up to 1 cubic foot of material. Access is secured with a simple combination lock (DC 20 Disable Device to open).

Integrated Spell Component Pouch (2 RP): This artificial component provides an internal storage compartment in one of the auttaine's hands which acts as a spell component pouch. Special slots in each finger allows the use of material components stored within even when they have no free hands.

Integrated Toolset (2 RP): This artificial component provides a customized toolset for granting a +2 circumstance bonus to one of the following skills: Climb, Craft, Disable Device, Escape Artist, Heal, Perception, Perform, Swim.

Languages: Auttaine begin play speaking Common. Auttaine with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Orc, Undercommon.



CHLORVIAN

Chlorvians are a race of humanoid plants known for their diplomatic grace and easy charm. Most have vibrant personalities and impressive analytical abilities, particularly when assessing emotions and influencing those around them. As such, chlorvians often adjust their outward demeanor based on present circumstances to become more socially acceptable and comforting, just as a flower bends its stem to follow the sun's movements across the sky. Chlorvians make fast friends and loyal companions, always seeking ways to cultivate new social bonds and personal experiences.

Physical Description: Chlorvians live in constant harmony and symbiosis with a seedling plant called a chlorva. Though humanoid at birth, they quickly manifest plant-like qualities as the chlorva seed grows within them, soon covering their skin with tree-like bark, and their heads with leafy, hair-like tendrils. Aside from these outwardly plant-like characteristics, chlorvians appear strikingly similar to humans, save their eyes glisten like amber in shades of green, orange, and yellow, and their ears are more pointed. Chlorvian skin coloration may also display a wide array of shades as varied as a forest grove.

Society: Chlorvian society seeks harmony first and foremost; harmony within, harmony without, and harmony with nature. They keep their cities neat and organized, like well-cultivated gardens seamlessly connected to the natural world. As such, senselessly damaging nature holds the same significance to a chlorvian as the wanton destruction of property, and chlorvians are known to punish outsiders who break this code. Chlorvian leaders strive to cultivate diplomacy with neighboring cultures to head off conflicts, and often send emissaries to foster peace, trade, and the preservation of local ecologies.

Relations: Just as flowers sprout across the world, so too do chlorvians thrive upon social interaction. Due to their efforts in cultivating workable relationships, they have few qualms with other races and tend to take newcomers at face value. They do, however, seek to better those around them, carefully nourishing aspects of their friends which they like and diligently working to prune those they don't. As a result, members of more perceptive races may see chlorvians as manipulative or self-serving. They tend to maintain strong relationships with elves, half-elves, and gnomes, while clashing more often with dwarves, half-orcs, and sometimes humans.

Alignment and Religion: With a strong preference for societal order and a need to cultivate others to suit their ends, most chlorvians tend towards lawful alignments, though some take a more neutral outlook on such activity. The majority of chlorvians are also good, and typically want what's best for others so all may thrive with equal vigor. Chlorvian religions generally revere community, healing, nature, and sunlight in some capacity, but may also explore more fey-like principles of magic and trickery. They celebrate the natural cycles of day-and-night, life-and-death, and the renewal and rebirth of every season.

Male Names: Auvaygno, Claudeigo, Fersalvo, Jorvi, Kalcinden, Mathelo, Pernuo, Rigote.

Female Names: Batrize, Izaiza, Leticula, Lucida, Medressa, Nayara, Thesales, Yazaella

Chlorvian Racial Traits

+2 Constitution, +2 Charisma, -2 Strength: Chlorvians are vigorous and outgoing, but their symbiotic relationship leaves them physically weak.

Half-Plant: Chlorvians are humanoids with the chlorvian subtype.

Medium: Chlorvians are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Chlorvians have a base speed of 30 feet.

Low-Light Vision: Chlorvians can see twice as far as humans in conditions of dim light.

Camouflage: Chlorvians gain a +4 racial bonus on Stealth checks while in forest, jungle, or swamp terrain.

Natural Armor: Chlorvians gain a +1 natural armor bonus to their Armor Class.



Sociable: When Chlorvians attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time, even if 24 hours have not passed.

Symbiotic (Ex): A chlorvian is permanently bonded to a symbiotic chlorva seed, counting as both humanoids and plants for any effect related to race. In addition, a chlorvian gains a +2 racial bonus on saving throws against all mind-affecting effects as well as paralysis, poison, and sleep effects. A chlorvian and her symbiotic plant are considered the same creature for all effects.

Verdant Heart: Chlorvian sorcerers with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Chlorvian spellcasters with the Plant domain use their domain powers and spells at +1 caster level.

Languages: Chlorvians begin play speaking Common and Sylvan. Chlorvians with high Intelligence scores can choose from the following: Aklo, Draconic, Elven, Gnome, Halfling, Terran, Treant.

TRETHARRI

Stoic philosophers, seekers of self-perfection, and devout worshippers, the tretharri are a humanoid race seeking balance both internal and external. Members of the race are known for their calm, understanding demeanor, but those who raise a tretharri's ire soon discover their incredible strength and rage first-hand. The cultural mores of tretharri inclines many towards professions such as monk, psion, or wizard, owing to their focus on the acquisition of knowledge, practice, and self-perfection. A sense of community is also important for the tretharri, as they believe it's the best way to share knowledge and mutual support. Most adventuring tretharri seek to create small communities among their companions, driven by desires for exploration and shared life experiences as a means of gauging their progress towards self-perfection.

Physical Description: A tretharri's four arms present their most striking feature, the use of which can create a mesmerizing grace to onlookers. Tall and sleek, they possess very little body fat and ample muscle mass. Their ears and noses are mostly flush with their heads, and they possess angular facial features, including slanted eye sockets and nearly triangular noses. Their skin coloration almost always is a ruddy brown or red. Tretharri clothing tends towards simpler clothes which allow a full range of movement.

Society: Tretharri generally travel in small groups which meet several times a year with surrounding communities at events called *syrqs* to discuss matters concerning mutual protection, breakthroughs in meditation and healing, newfound knowledge and lore, and so on. In this fashion, enlightenment results as a network of

connections between all settlements in a given region, even as the tretharri wander further afield. The most prominent areas in any tretharri settlement are its martial training grounds and library, the latter often doubling as a temple to Nimsharu, as well. Tretharri also thrive in the cities of other races, often taking teaching roles in multicultural societies, championing the virtues of self-reliance over technological advancements.

Relations: Tretharri get along well with most races, but maintain particularly good terms with those who share their sense of community and inner enlightenment. They appreciate the philosophy and art of elves, while simultaneously appreciating the strength and decisiveness of half-orcs. Friction occasionally arises between tretharri and more frivolous or materialistic races, such as gnomes or zvarr. They remain well aware, however, of the advantages granted them—both physically and spiritually—compared to other races, and most tretharri strive to offer patient assistance to others, with only a few using such advantages to strong-arm others for their own needs.



Alignment and Religion: Tretharri often maintain a neutral outlook until they can establish an assured alliance with another culture, but individuals exhibit every possible alignment. Their patron deity is Nimsharu, but they often worship any deity focused on the preservation of knowledge, serving such divine entities as active practitioners, historians, and evangelists. More so than other races, tretharri prove willing to work with members of diametrically opposed alignments when a community is at risk. And, no matter their ethos, tretharri work hard to instill a desire for self-improvement in others, with their individual alignment dictating the specific tenets and beliefs they teach.

Male Names: Gabin, Trett, Amltral, Neroft, Althano, Wythul

Female Names: Ixtryn, Hipal, Ohierr, Pelal, Olaera

Tretharri Racial Traits

+2 Strength, +2 Wisdom, -2 Charisma: Tretharri are strong and wise, but their innate stoicism makes them emotionally distant.

Tretharri: Tretharri are humanoids with the tretharri subtype.

Medium: Tretharri are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Tretharri have a base speed of 30 feet.

Athletic: Tretharri receive a +2 racial bonus on Climb and Swim checks.

Multi-Armed: Tretharri have four arms. One hand is considered its primary hand; all others are considered off hands. It may use any of its hands for other purposes that require free hands.

Languages: Tretharri begin play speaking Common and Tretharri. Tretharri with high Intelligence scores can choose from the following: Aklo, Celestial, Draconic, Dwarven, Elven, Giant, Halfling, Orc.

ZVARR

Zvarr are a race of winged, saurian humanoids with an eclectic range of ethnic distinctions displaying traits and similarities with salamanders, dinosaurs, and even dragons. Renowned for their cunning, greed, and subterfuge, zvarr enjoy longer than average lifespans and incubation periods, but much to their chagrin, their vestigial wings do not grant them the ability of true flight, leading them to more of an opportunistic society rather than a truly dominant one.

Physical Description: As bipedal, reptilian humanoids, zvarr display a mixture of dinosaur and dragon-like facial structures, usually with longer jawbones and snouts. Their scales maintain a more limber, flexible quality similar to salamanders and true lizards, with their legs ending in small talons, each too small to deal significant damage, but which allow them to excel at climbing. A zvarr's skin almost always runs a shade of mottled gray or dark blue, featuring

different-colored striations along each limb. They often use these color variations—a carryover effect of their eggs—to tell one another apart.

Society: The egg-clutch of a zvarr, and the order in which it hatches, heavily influences its ranking in society. Similar to a clan structure, egg-clutches foment competition between siblings and one another. These fierce rivalries can last even through adulthood—a purposeful construct designed to drive the innovation and elevation of the entire species. Differences get temporarily put aside, however, when external forces threaten multiple clutches at the same time. And, given the long incubation period of their species, any act which interferes with the eggs of another clutch amounts to a declaration of war. As zvarr age, their intra-family conflicts slowly diminish and the success of the entire clutch takes priority over individual achievement, allowing them to act more like a merchant guild with united goals.

Relations: The zvarr rarely earn the trust of other species, having a reputation—rightly or wrongly—for stealing anything they covet. Their frequent attempts to trick others into trusting them, only further damages their reputation. And, while they do sometimes live as outsiders in the cities of other races, it almost always means shady activity has drawn them there. Adventurous zvarr often need to reassure others of their sincerity and goodwill, and even so, most still never entirely let their guard down around the zvarr, especially when more than one is present.

Alignment and Religion: Zvarr tend towards neutral and evil alignments, but even chaotic evil zvarr are more inclined towards greed than murder. Good-aligned zvarr also exist, but they typically shirk the laws of the land, tending towards chaotic good and living a life exiled from their clutch, self-imposed or otherwise. Their patron deity is Macalatu the



Sly, who they believe perfectly stole the divinity of another god. They worship other deities, as well, but prefer those who favor stealth, community, and cleverness.

Male Names: Dirkub, Razz, Karg, Ordak, Rikt, Gint

Female Names: Agmre, Orba, Dukt, Fexka, Ikru, Rin

Zvarr Racial Traits

+2 Dexterity, +2 Intelligence, -2 Wisdom: Zvarr are nimble and clever, but often lack common sense.

Reptilian: Zvarr are humanoids with the reptilian subtype.

Medium: Zvarr are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Zvarr have a base speed of 30 feet and a Climb speed of 30 feet.

Darkvision: Zvarr can see in the dark up to 60 feet.

Agile: Zvarr receive a +1 racial bonus on Acrobatics and Fly checks.

Armored Scales: Zvarr gain a +1 natural armor bonus to their Armor Class.

Bite: Zvarr gain a natural bite attack dealing 1d3 points of damage. The bite is a primary attack, or a secondary attack if the zvarr is wielding manufactured weapons.

Greed: Zvarr gain a +2 bonus on Appraise checks to determine the price of nonmagical goods that contain precious metals or gemstones.

Vestigial Wings: Zvarr can use their wings to glide by making a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, a zvarr may make an additional DC 15 Fly check to glide, moving 5 feet in any horizontal direction for every 1 foot he falls, at a speed of 60 feet per round. A zvarr cannot gain height with these wings alone; merely coasting in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, a zvarr can take advantage of the updraft to increase the distance it can glide.

Languages: Zvarr begin play speaking Common and Draconic. Zvarr with high Intelligence scores can choose from the following: Auran, Dwarven, Elven, Gnome, Orc, Undercommon.

AGE, HEIGHT, AND WEIGHT

Although the new alien races of the Legendary Planet multiverse are fundamentally similar to those presented in the Pathfinder RPG Core Rulebook and other campaign settings, there are some slight differences in age, height, and weight. The details for each are presented here for ease of reference:

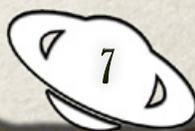
Race	Adulthood	Intuitive	Self-Taught	Trained
Auttaine	15 years	+1d4	+1d6	+2d6
Chlorvian	40 years	+2d6	+4d6	+6d6
Tretharri	20 years	+1d6	+2d6	+3d6
Zvarr	60 years	+4d6	+6d6	+8d6

Race	Middle Age	Old	Venerable	Maximum Age
Auttaine	35 years	54 years	75 years	75+3d12 years
Chlorvian	80 years	120 years	180 years	180+2d20 years
Tretharri	60 years	90 years	120 years	120+3d20 years
Zvarr	100 years	150 years	200 years	200+5d20 years

Race	Base Height	Base Weight	Weight Modifier
Auttaine, male	4 ft. 10 in.	140 lbs.	2d10 x5 lbs.
Auttaine, female	4 ft. 5 in.	110 lbs.	2d10 x5 lbs.
Chlorvian, male	5 ft. 2 in.	110 lbs.	2d8 x4 lbs.
Chlorvian, female	5 ft. 0 in.	90 lbs.	2d8 x4 lbs.
Tretharri, male	5 ft. 4 in.	150 lbs.	2d8 x6 lbs.
Tretharri, female	5 ft. 4 in.	130 lbs.	2d6 x6 lbs.
Zvarr, male	4 ft. 5 in.	120 lbs.	2d6 x3 lbs.
Zvarr, female	4 ft. 2 in.	105 lbs.	2d6 x3 lbs.

CHARACTER OPTIONS

The following sections provide insight on how players can create characters with a greater thematic and mechanical fit for the overall campaign. Offered as suggestions rather than requirements, almost any selection will work well in the Legendary Planet Adventure Path. For players who may have already created a character from a prior campaign, this section also serves as a primer for some of the more common pieces of lore, helping to frame the setting in the player's mind.



Level Range and Character Focus

Unlike other campaigns, the Legendary Planet Adventure Path spans the earliest of levels of game play all the way to level 20. While many players enjoy planning out their characters from start to finish, one thing to keep in mind is that the environment and situations they the PCs will encounter will likely change many times over the course of the interplanetary storyline. So, focusing intensely on a single aspect or creating a “one trick pony” with an affinity for a single terrain or culture may not work as well as focusing on a character’s versatility and adaptability. Specialization is, after all, for insects and insectoid, spacefaring races. This isn’t to say that classes which only know a limited number of spells—such as a sorcerer or oracle—won’t work well in this adventure path, but rather that focusing intently on just illusion or fire magic may limit your character’s ability to actively participate in some encounters and scenarios.

Combatants and Armaments

While some technological advancements and equipment exist in the Legendary Planet Adventure Path, newly-created characters should still focus their martial capabilities on the same types of weapons they’d select for any other campaign world. Blades, bows, hammers, and even early firearms are all still viable options, and many of the creatures encountered during the campaign will likely use the same. If an advantage exists for any particular type of weapon, it would most likely involve those which allow more versatility in their usage, such as a longsword which can be used one-handed so the other hand remains free to operate a gun or additional gear, or which can be wielded with two-hands when pure, raw might provides a greater benefit. At the same time, hyper-focusing on a single weapon may face certain difficulties. Situations may change drastically in any given adventure and planetary environment, so the ability to handle different situations with the right weapon at hand will assure your character’s survival and ability to always contribute to the fight.

In addition, while the sword-and-planet genre often involves swashbuckling heroes bravely fighting in piecemeal armor which keeps them mobile, any type of armor has the potential to work well for the Legendary Planet Adventure Path. Many creatures in the setting wear exotic armors—most of which player characters from other worlds will have never seen before—but these armors are usually fundamentally equivalent to the protections already in the game, and they’ll have the same statistics, capabilities, and other features as the armor that’s already available.

Skills

In-game skills provide reliable ways of overcoming obstacles in a sword-and-planet multiverse, and will therefore play a key role in this adventure path. These adventures necessitate that characters overcome both the physical and mental challenges imposed by entirely new worlds, technologies, and adversaries. Thus, spending skill ranks on skills which aid in exploration, such as Climb, Perception, Survival, and Swim, will provide ample opportunities for a PC to shine. Similarly, social skills will prove an absolute “must” in interacting with other cultures—either by placating them, winning them over to the PCs’ cause, or perhaps just aggravating and stymieing them on the battlefield in order to impress or inspire potential allies.

Lastly, one additional note should be made regarding Knowledge skills. Given the wide range of locations characters will visit and explore, they may endure circumstantial penalties to know the intricate details of other technologies, creatures, and regions beyond those they call home. Even so, Knowledge skills involving arcana, dungeoneering, engineering, and even geography will provide important, relevant information regardless of where these adventures take the PCs. And, in some cases, they may prove vital in solving various mysteries and opposing certain enemies.

Languages and Communications

Traveling to exotic locations and interacting with strange cultures will be a key element of this adventure path, and this will clearly raise questions on how best to communicate with alien cultures and races encountered along the way. In order to get the most from these encounters, it’s recommended to have some members of the party eventually secure ranks in the Linguistics skill. Though the campaign will facilitate an easier way of learning the local Common tongue on each new world, there’s still value in also learning a given species native language to better understand things they may be communicating among themselves, or when they lack a capable understanding of Common altogether. In addition, because of the ruins left behind by ancient cultures in the Legendary Planet multiverse, Linguistics can still aid in deciphering old records, pictographs, and texts. Therefore, the following additional languages may prove useful in the campaign, even though most of them may not manifest until later in the adventure path:

Bahgra	Krang
Bil’djooli	Onaryx
Divymm	Tretharri
Elali	Ultari
Hetzuud	Yllosan
Jagladine	Zor’ess





As the campaign progresses, certain other options will also become available to ease the need for communication, including spellcasters selecting *comprehend languages* or *tongues* as available spells, or certain classes gaining the ability to speak with other creatures regardless of language. Even summoning certain creatures, such as the lantern archon, could become a convenient means for communicating with others in unfamiliar languages. Additionally, each planet will have its own local Common tongue used as a trade language. While you PCs will begin the game speaking Common, this will only address the spoken tongue of their homeworld (and perhaps a few others), but knowing this version of Common will not mean a PC can speak or understand all the Common tongues they encounter on other worlds. Instead, you should mark down your Common language and its planetary origin, and additional ranks in Linguistics may be spent to permanently learn Common on other planets.

Alignment and Deities

Alignments along the good or neutral axes (or, perhaps lawful evil) work best for Legendary Planet. Chaotic evil and neutral evil alignments can potentially cause issues above and beyond those normally encountered during a group's gameplay, and so we don't recommended them. A significant element of the campaign arc's storyline hinges on the active spread of evil, and as such, pits the PCs against this backdrop.

Additionally, some classes receive holy power from specific deities. A list of the campaign's new deities and their domains are listed below. However, since the PCs start out the adventure path as alien abductees, any deity from an existing campaign setting should also work. PC clerics, paladins, and oracles should continue to receive their god's blessing the same as they would on their home planet. The Legendary Worlds campaign setting is, after all, all-encompassing.

Name	Alignment	Domains	Portfolio	Favored Weapon
Gar-Peru	LG	Artifice, Community, Good, Law, Protection, Strength	crafting, defense, loyalty, perseverance	warhammer
Rarmezam	LG	Glory, Good, Law, Nobility, Strength, War	armor, honor, honorable combat, strength	morningstar
Lianthus	NG	Charm, Community, Earth, Good, Plant, Weather	nature, plants, renewal, symbiosis	spear
Olalis	NG	Fire, Good, Knowledge, Luck, Magic, Rune	fate, knowledge, psionics, stars, will	quarterstaff
Alrenjae	CG	Animal, Chaos, Charm, Community, Good, Liberation	cleverness, exploration, kinship, survival	scimitar
Kytheklo	CG	Chaos, Good, Knowledge, Repose, Sun, Trickery	ancestors, deception, light, love, spirits	longsword
Eroneinem	LN	Knowledge, Law, Magic, Protection, Rune, Travel	art, language, magic, trade, travel	quarterstaff
Haymot Steel-Arm	LN	Artifice, Law, Magic, Strength, War	metal, industry, transformation	crossbow
Idniskow	N	Air, Earth, Fire, Protection, Water	adaptability, air, earth, fire, survival, water	shortbow
Nimsharu	N	Artifice, Community, Healing, Knowledge, Protection	creation, preservation, wisdom, reflection	mace
Qarn the Twice-Eternal	N	Death, Healing, Knowledge, Protection, Repose	life, death, undeath, secrets	trident
Sioraattu	N	Animal, Destruction, Plant, Sun, Weather	ecology, extinction, nature	sickle
Maculatu the Sly	CN	Air, Chaos, Charm, Darkness, Trickery	stealth, survival, thievery	shortsword
Yajaan the World-Dreamer	CN	Artifice, Chaos, Glory, Madness, Travel, Trickery	cycles of life, stars, space travel	scythe
Dakorian Rooth	LE	Artifice, Evil, Healing, Knowledge, Law, Trickery	crafting, mutation, science, technology	dagger
Thraxes the Warlord	LE	Air, Evil, Nobility, Law, Strength, War	conquest, invention, rulership, warfare	longsword
Cyshm the Gentle	NE	Charm, Evil, Knowledge, Magic, Protection, Rune	dominance, persuasion, psionics	quarterstaff
Niloticus the Explorer	NE	Evil, Nobility, Strength, Travel, Trickery, War	ambition, colonization/conquest, pride	battleaxe
Lurn Shadowhand	CE	Chaos, Darkness, Death, Evil, Madness, Rune	murder, night, rage, terror	shortsword
Wol'Pi'lo Five-Shells	CE	Chaos, Destruction, Evil, Fire, Protection, Water	armor/protection, fear, oceans, volcanos	spear

Character Classes and Options

This section provides a few examples of classes and character options in the Pathfinder Roleplaying Game which may be particularly well-suited to the Legendary Planet Adventure Path. The overall plotline of the campaign will whisk PCs to many unknown places, and any character capable of shedding light on the unknown will secure a significant role in helping others adapt to their situation. Classes with options that involve Knowledge and the pursuit of it, such as the Knowledge domain for clerics, the Knowledge mystery and spirit, the Archivist bard archetype, the Mindchemist alchemist archetype, and even the Cloistered Cleric archetype can certainly excel at unraveling the mysteries presented by the adventure path. The Investigator class can also fit very well here, and their ability to boost their skills to address certain situations can prove handy indeed.

The Legendary Planet Adventure Path also deals with planet-hopping and should prove a natural fit for characters who ponder and have connections to the stars, giving them much to ruminate about and play up the angle of being far from home. Thus, oracles and shamans with the heavens mystery or spirit should feel right at home, as would any sorcerer with the starsoul bloodline.

Given the many different shapes and sizes of alien races, this adventure path also presents a fine opportunity for alchemist characters to delve into stranger discoveries such as wings, vestigial arms, or even a tumor familiar. In addition, their bombs may find creative use in many different situations involving alien physiology and technology, ensuring they can meaningfully contribute during all phases of gameplay.

Bards are also welcomed almost anywhere, and can easily enrapture locals at taverns and other public places with tales of far-flung locations, exotic beasts, and wondrous magic. For players who enjoy telling stories, this adventure path will present many opportunities for roleplay in winning over such inhabitants.

Some classes, such as monks, inquisitors, and paladins often tie themselves more strongly to certain organizations than other classes. But, given the planet-hopping nature of this campaign, it's best to limit this restriction so your character has more adventuring freedom while exploring the multiverse. That said, other opportunities should arise later in the adventure path to align these characters to similar organizations and coalitions. Thus, playing character such as these can still provide interesting options and opportunities.

Given the themes of the sword-and-planet genre, gunslingers and swashbucklers should fit very well with this campaign. With their heroic abilities and daring deeds, each should enable a higher sense storytelling and dynamic play at the table.

Classes which receive non-magical companions, such as cavaliers, druids, and even the new general class by Legendary Games, can also work well in this campaign. Despite an initial separation from their companions, most of the PCs should quickly reunite with these cohorts, or find suitable replacements as they move from world to world. Because of the wide variety of creatures on other planets, the selection of possible companions may vary quite drastically from location-to-location. For this reason, it's best to avoid building a plan for a character which is too heavily tied to a specific type of companion.

Godlings, especially **adept** and **clever** godlings, will work better in this adventure path than most other campaigns. Suffice to say, the themes of the Legendary Planet Adventure Path should indicate greater things are coming, and such characters could definitely play a significant role in moving the storyline forward.

Cyborgs can also feel at home in this adventure path, though some of their more advanced technology may remain out of reach to most other characters. Modifications such as vivid sight and dermal refractors could prove exceptionally useful in this campaign.

Generals would be wise to choose an archetype which replaces some or all of the class's kingdom building abilities, such as the **Rallier**. Extraordinary tactics such as crossbow tactic and fluid tactics will be useful in this campaign, and able fighters willing to join the cause can be found in almost any location the adventure path visits.

The **luckbringer** can also find their talents useful through the entire campaign, and could provide an intriguing alternative to other rogue-like classes.

In addition, players who wish to focus on the technology aspects of the sword-and-planet genre can certainly do so with the **machinesmith**. Any of the greatworks will work well in this campaign, and all allow intriguing capabilities.

Lastly, given the nigh innumerable planets and cultures that exist in this campaign setting, it's likely that psionics could come to bear. Thus, psionic classes like the **psion** will work just as well as the core arcane classes. Players interested in running a psion will likely find the powers available to the clairsentience or psychoporation disciplines well-suited for this adventure path. **Soulknife** characters are also a good fit, given they can bring their weapons to bear no matter the circumstances.

Feats

No one feat available in the Pathfinder Roleplaying Game is better suited than another for this adventure path, though, in time, feats like Exotic Weapon Proficiency and other feats designed to facilitate or enable interaction with alien technologies and weapons could help better immerse characters in the setting. Regardless, when choosing a character's overall feats, the main piece of advice, as with most other character options, is to maximize your character's flexibility so they can excel in a variety of environments and situations—not just a single planet or terrain.

CAMPAIGN TRAITS

The following campaign traits are available to player characters in the Legendary Planet Adventure Path. The opening chapter assumes the PCs have been abducted by off-world alien invaders and meet for the first time during the initial, panicked moments of *To Worlds Unknown*. Thus, these traits focus more on a few of the possible backgrounds available for such characters. Players can select one campaign trait and one other trait of their choosing to better round out their characters. As noted above, it's recommended that campaign traits be chosen only as the PCs are about to begin *To Worlds Unknown*, rather than at first level (even if they play the prequel adventure in *The Assimilation Strain*).

Far-flung Gladiator: You've always been a bit quicker than others at learning new things, especially weapons, regardless of how strange they may be. Whether you were an actual gladiator, you studied the unusual weaponry of ancient cultures, or just an extremely martial talent, the end effect is that the use of strange weaponry come more easily for you. The non-proficiency penalty for using an exotic weapon is only -2 for you.

Jagladine Experiment #14073: Long ago, the insidious alien bioengineers known as jagladine abducted you and kept you around for routine experimentation, lacing the jagladine script for the number 14073 into the flesh of your shoulder. Most of your captivity has been a blur to you, with long periods of nightmares interspersed with brief moments of lucidity. The jagladine experiments you endured were designed to enhance the agility of your race, possibly in ways to enhance any Klaven thralls they intended to craft from your species. However, the experiments did not go entirely as planned. While you now possess more agility than most others of your race, it lasts only for a limited duration. A few times per day, equal to $1 +$ your Constitution bonus (minimum 2), you can increase your move speed for 1 round by 5 feet. This is a free action.

Klaven Survivor: The klaven are known on many planets as the horrific shocktroops of the jagladine, sent to clear a path for interplanetary domination. Tales of klaven brutality have spread far and wide, and are almost as effective as the klaven themselves at causing panic in the communities they assault. While most know to run when the klaven approach, at one point you found yourself within reach of such a creature due to bravery, poor luck, or foolhardiness. Looking past the horrifically misshapen body modifications imposed by the jagladine on the unfortunate creature, you saw the tortured look of a once sentient being which now only knows pain and hatred. Since then, you've felt pity for the klaven, and, while you know they must be destroyed, you are able to defeat them in more gentle ways than most. Whenever you deal nonlethal damage to a klaven creature, you deal an additional 2 points of nonlethal damage.

Patron of the Stars: You come from a culture which revered the stars as holy entities, learning how to meditate upon them and later bless others with the stars' benefaction. By meditating for 30 minutes under a clear nighttime sky, you may make a Wisdom check against DC 13. If successful, you can add a $+1$ trait bonus to any single d20 roll in the next 24 hours, but only before the roll is made. Applying this bonus is an immediate action, and you cannot apply it more than once per day, regardless of how many times you meditate under the stars.

Principle of the Stars: You come from a culture which saw the stars and starlight as revealing the flaws in others, and you learned how to call upon them to jinx those who wrong you. By meditating for 30 minutes under a clear nighttime sky, you may make a Wisdom check against DC 13. If successful, you can apply a -1 penalty to any single d20 roll which occurs within 30 feet of you during the next 24 hours, but only before the roll is made. Applying this penalty is an immediate action, and you cannot apply it more than once per day, regardless of how many times you meditate under the stars.

Resilient Peculiarity: Throughout the multiverse various traditions exist for harnessing energy for a wielder's purpose, whether as arcane magic, divine magic, innate magic (such as spell-like abilities), psionic magic, technology, or other similar effects. Whether born under auspicious stars, experimented upon as a child, or caught in an influx of energy which left you permanently altered, your mind has become particularly resilient to one of these methods. Pick one of the above traditions. Against effects of that type, you receive a +2 trait bonus on Will saving throws.

Ruin Delver: Your home planet held a number of ruins from an ancient, long lost civilization dotting its landscape. At some point, you explored them and, during one such foray, you found a small trinket with curious properties, keeping it with you ever since. You gain a +2 trait bonus on Appraise checks. In addition, you gain a small bauble of your choice worth 100 gp. If sold, the trait bonus on Appraise checks is reduced to +1. Examples of such objects include:

A fist-sized, solid black sphere which can hover up to 6 feet off the ground, but cannot otherwise move. The sphere has a button flush with the curvature that when pressed reveals a small indentation which can hold a tiny object weighing 1 lb. or less.

A small, clear pyramid that houses a smaller black spindle which always points towards a specific, unchangeable star.

A cracked mirror which can capture the reflection of the last creature to look at it, holding such an image for up to 8 hours.

The GM has the final discretion on what sort of baubles might qualify for this trait.

Seeker of the Stars: You've always been drawn to the stars - but one star in particular holds your primary interest. You always know the direction to one single, unchangeable star. When you've asked astronomers about it, none have any information on it, and it seems that as far as anyone else can tell, it doesn't actually exist. Some astronomers have heard the same question from others, and they suspect anyone asking about it are asking about the same one, if it exists. By spending 10 minutes in meditation, you can mentally visualize a star chart for your location, regardless of where you are and the time of day. The star you're drawn to always appears in this visualization, even if it wouldn't appear in your current location. In addition, once per day you may cast *know direction* as a spell-like ability (CL 1st).

Smuggler: You made a name for yourself as a smuggler on your home planet. Whether transporting alcohol, psionically-charged crystals, weapons, or more insidious things, you excelled at hiding objects from those searching for contraband. As such, you've learned a number of tricks related to body positioning, loose clothing, and misdirection which aid you in hiding these goods. Sleight of Hand is a class skill for you. In addition, at the beginning of each day, you can select one small object in your possession. You gain a +5 trait bonus on Sleight of Hand checks to hide that object until you choose another object to hide instead.

Stranger In A Strange Land: Unlike many, you are already aware of the larger multiverse and the politics which abound within it. You've intentionally traveled to other worlds, and gained exposure to a variety of alien cultures. As a result, Knowledge (local) is always a class skill for you, and you receive a +1 trait bonus on Knowledge (local) checks. In addition, you receive no penalties on Knowledge (local) checks to ascertain the rules and peculiarities of any culture you encounter. In addition, your GM may share any additional information with you about the current political situation affecting the Legendary Planet multiverse.

Xenobiologist: You've devoured every unusual bestiary you could acquire, and your voracious appetite for such knowledge has better informed your ability to determine facts about unfamiliar creatures, drawing parallels to other beasts you already know. As such, you gain a +1 trait bonus on all Knowledge skill checks to identify creatures and their abilities. In addition, the base DC to identify creatures from a planet other than your own is treated as if you were from the location or planet spawned it. For example, if an auroch is normally a very rare creature on your home planet, but common on the planet Argosa, the Knowledge skill's DC to identify the auroch would be 10 + its CR.

Xenopidgin: While many people dabble in a wide range of hobbies, you've explored a wide range of languages and dialects. When exposed to a new language, you may make a Linguistics check against a DC of 15. If successful, you gain a very rough understanding of the nuances of such conversation. This understanding only amounts to an informed hunch, but is usually enough to give the same level of understanding as a human toddler would be capable.



Beyond adventure... Beyond mythic...

An eight-part, sword-and-planet Adventure Path, authored by some of the biggest names in Pathfinder, **Legendary Planet** will take your characters across the multiverse and back again in an incredible campaign like none other!

- The Assimilation Strain
- To Worlds Unknown
- The Scavenged Codex
- Dead Vault Descent
- Confederates of the Shattered Zone
- The Depths of Desperation
- Mind Tyrants of the Merciless Moons
- To Kill A Star

K

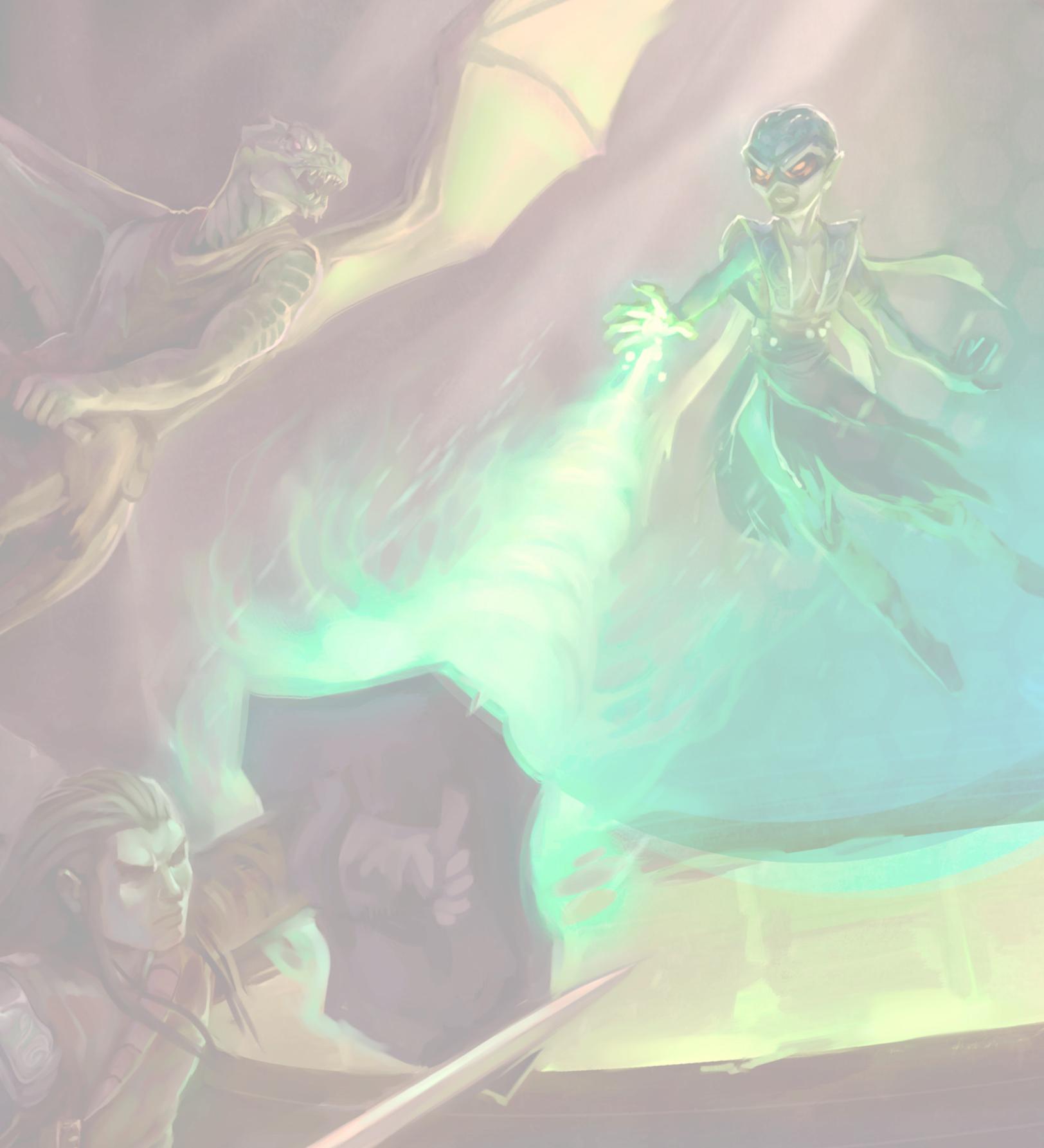
**Summer
2015**



Available now from Legendary Games:
Mythic Spell Compendium,
Mythic Hero Handbook, and Mythic Monster Manual

www.makeyourgamelegendary.com





LEGENDARY PLANET PLAYER'S GUIDE