Mythic Mastery: Mythic Aliens The Astori

# Alex Riggs, Joshua Zaback

# Designers

Alex Riggs, Joshua Zaback

# Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

**Product Identity:** The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Credits

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is either part of the public domain, or is used with the express permission of the creator. Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

**Open Game Content:** Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

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.

## The Astori

The astori are a powerful and mysterious race of energy beings, hailing from the distant cosmos. Though once they were a people similar to most other humanoids, the introduction of mythic power into their society spurred a rapid evolution both of biology and culture, until they became something wholly unique. As beings of pure energy, the astori have a vastly different outlook on life than most humanoids, and in many ways have more in common with elementals and ethereal beings. While still physical beings, the astori's unique physiology limits the way they interact with the world at large and they lack many of the senses other humanoids possess, relying only on hearing and sight. Instead, astori process the world through deep analysis and meditation, and interact with it by manipulating magnetic fields.

Physical Description: The astori resemble the humanoids they were before their transformation in most superficial ways. They stand, when they choose to do so, at between 5 feet and 6 feet, and have two legs, two arms, and one head. Their faces tend to be lovely, though round and somewhat softer than more typical humanoids. As beings of pure energy, the color of a typical astori varies wildly and in dramatic fashion. Most are blue or red, but green, purple, and even more exotic colors are not unheard of. When astori are possessed of mythic power, they burn much more intensely and tend to have a coloration which reflects their exceptional power, with most being gold or silver but with other colors mixed in, in accordance with their personality. As beings of energy, the astori have no hair or facial hair, though some do manifest energies of different colors throughout their bodies in a distinguishing fashion unique to the individual, with elaborate designs being fairly common. Astori have some limited control over these manifestations; however, changing them requires a great deal of time and effort, and few astori bother doing so unless required by their profession, or to signify an important life event. Though comprised of pure energy, the astori have a definite mass, and weigh between 100 and 150 lbs, depending almost exclusively on their height. However, the astori have no actual muscle mass, and their strength, agility, and even their very life force is based heavily on their ability to manipulate and control the energy which sustains them. While not actually immortal, astori have exceptional long lives and can live for a thousand years or more before losing control of their energies. Most, however, choose to end their lives early, recombining with the energies of other astori in order to propagate new life.

**Society:** The astori were the dominant race of their home world, being the only race which developed intelligence, and they had numerous cultures and religions. Several of the astori's great nations developed resilient and powerful cultures, which ensured their success on their home world and eventually fueled the astori's expansion into outer space. As a space-faring people, the astori were expansionistic, and quickly occupied several systems nearby to their homeworld without encountering other cultures. While the astori were prone to internal conflicts at times, in general, as planetary systems consolidated and formed their own independent governments, peace and mutual understanding seemed to be coming to fruition throughout the astori territories. It was in this time of formulative turmoil that the Ascension occurred and changed the path of astori society forever.

While researching the energies inherent in the twin suns of their home system, then called Astorious, a collation of the astori's greatest scientists discovered a mysterious energy source which was inherent to the development of life on their world, and sought to harvest this energy. Consulting with their most skilled mages and divine casters, they summoned the energy into a vessel meant to power their cities. The vessel could not contain the energy, however, and burst, releasing the energy into the world. The power found its way into every living thing, filling them with power. The astori felt in them a great awakening and inherently understood what to do. In that moment, the entire population of Astorious transcended their physical existence, becoming beings of pure life force. In the years that followed their Ascension, chaos flourished as societies fell apart and religions collapsed as people began to understand their world in a new way.

While in the time before the Ascension, the people of Astorious were a respected and potent society among many diverse and robust cultures, in the time since, the people of Astorious have created a single distinct and separate society, with one culture, and in which the elements of the previous cultures are remembered only distantly. Calling themselves the True Astori, the peoples of Astorious severed ties with their space-faring brethren, recognizing them as separate people who, lacking the gift of the Ascension, do not belong in true astori society. Since this time, tensions between the Astori Confederation, a unified body of separate planetary and interplanetary governments which represent the combined peoples of the astori outside of their home system, and the people of Astorious have been high. Several attempts by the former group to reclaim their home planet have met with disaster for the Astori Confederation at the hands of their evolved neighbors.

Every aspect of the True Astori culture is devoted to ideals of self-perfection and further ascension. While the astori revere no gods, they are a deeply spiritual people, and reflection and contemplation shape their lives intensely. Mental control is essential for even the simplest functions of life as an astori, and thus great emphasis is placed upon selfdiscipline and self-control. From an early age, all astori must learn to master their bodies, and if they cannot do so quickly, they risk losing control of their energies and destroying themselves slowly and painfully.

It is thus that the education of children is looked upon with the highest of regard in the astori culture, and teachers of all sorts are afforded the highest respect and are exempt from many laws and taxes which govern the rest of the astori. In addition to teaching young astori to control their bodies and gain a basic mastery over themselves, the great teachers of the astori are responsible for determining the skills and interests of their charges and creating an education for them which will ultimately determine how they serve astori society and themselves. Despite the great respect they are afforded, teachers are considered to be separate from the rest of society and have no political influence or voting rights. Because of this, the position of teacher is available only to those skilled enough to perform the task and who have already achieved the highest rank in their field and wish to pursue teaching, rather than move to a different field.

Following a prolonged period of education, all astori enter a field of their choosing, provided that they can demonstrate competence at their chosen work. This involves a grand and public test performed once each year by all aspiring members of a given profession, to be assessed by the highest-ranking members of that field. Candidates found worthy are permitted to join the profession they chose at the lowest or second-lowest rank, depending on their performance. Candidates who fail to achieve the desired results are gently informed of where they can improve and sent back to their teachers for another year in order to learn to perform better. No stigma is attached to such a failure, and while it may take a given astori a decade or more to qualify for his chosen career, once he has been accepted, his performance to date has no further bearing on his advancement.

While the astori society has need for members of nearly every career path, they break these down into five broad fields of related talent. The fields of talent are artisans, scientists, entertainers, monks, and politicians. Each field serves a vital role within astori society and is necessary for its continued function. The artisans are responsible for all forms of building and construction. This includes the manufacturing of goods, as well as engineering, construction, and maintenance. The scientists seek to further knowledge and distribute that knowledge to the rest of astori society. This includes researchers, developers and oversight committees, as well as scholars and chroniclers. Entertainers provide all the luxuries for astori life. This includes classical entertainers such as actors and musicians, but also includes those who design games, athletes, and even journalists. Monks are the religious caste of astori society. Monks observe a number of orders and traditions to offer spiritual counseling and funeral service. When not attending to the needs of others, they practice deeper meditation in the hopes of ascending to higher life, either by obtaining mythic power or by reaching a higher plane of existence altogether. The politicians provide all of the leadership for astori society, creating laws and deciding how to spend taxes. All members of the political caste sit on a council that can propose laws and amendments, which are then voted upon in the course of a given year by members of the other fields, with higher-ranking members receiving more votes. Though the determination of rank may differ somewhat from field to field, this is typically determined by some combination of financial success and seniority.



**Relations:** The astori rarely encounter members of other races, having been the dominant people on their home world since before the Ascension, and now being the only surviving intelligent species. It is thus that the astori have come to know of other races only through the tales of star-voyaging exemplars. The stories, however, vary wildly and are colored heavily by personal experience. As such, the exemplars who meet races other than their own do so with open hearts and curiosity, tempered by caution inspired by wild rumors.

Alignment and Religion: The astori are driven by a desire for self-actualization, balanced by a structured and well-ordered society. Most have lawful alignments, and chaotic alignments are exceptionally rare in the astori society. Due to their extremely long life-spans and patient society, few of the astori are passionate about good or evil and tend more towards neutral. Exemplars are expected and trained to be the very best of people and many carry a good alignment.

While the astori have not worshiped any gods since their transformation to energy beings, they are a deeply religious people. The astori religion focuses on personal fulfillment and achievement of greater personal energy. Through meditation and self-perfection, as well as diligent reflection on the natural world, the astori believe that they could activate the mythic power inherent in all the astori in order to achieve their next highest state. Whether the belief is true or not, the majority of astori who devote their lives to the pursuit of gaining true mythic power do so.

Adventurers: On their home world many astori pursue careers that lend themselves to adventuring. Most common are clerics and monks who seek to aid others on the path to personal perfection while honing their own abilities and striving towards enlightenment. Some astori scientists take up jobs as wizards or oracles using their magical talents to expand the boundries of knowledge. While these adventurers spend much of their time improving things on the idyllic astori homeworld, sometimes they are called upon to defend their homeland from the confederation. Still others leave their homeland discontent with Astori society and curious about life outside of their home world. The greatest of astori adventurers are the mighty exemplars. Charged with exploration and spreading the ideals of astori life throughout the galaxy these mythic heroes almost always follow the highest and most righteous paths most are paladins or monks.

Male Names: Alo, Fisad, Kite, Lo, Tradad, Uat, Yad, Zo.

Female Names: Brei, Doi, Hite, Sen, Uos, Zhi, Zra.

#### **Standard Racial Traits**

**Ability Score Racial Traits:** Astori are agile and have potent bodies but have trouble keeping their life force stable. They gain +2 Dexterity, +2 Charisma, and -2 Constitution.

**Size:** Astori are Medium creatures, and thus receive no benefits or penalties due to their size.

**Type:** Astori are humanoids with the astori subtype. **Base Speed:** Astori have a base speed of 30 ft.

**Languages:** Astori begin play speaking Common and Astori. An astori with a high Intelligence score can select any language as a bonus language.

#### **Mythic Racial Traits**

**Mythic Power:** All astori have some mythic power which is inherent to them. All astori count as mythic for the purposes of spells and effects which affect mythic characters and non-mythic characters differently. All astori have a single daily use of mythic power, even if they are not mythic characters. An astori with a mythic tier gains a second additional use of mythic power (so he can draw upon his mythic power a number of times per day equal to 5 plus double his mythic tier, instead of 3 plus double his mythic tier).

**Manipulate Field:** All astori can manipulate energy fields around them in order to move objects using their inherent power. By expending one use of mythic power, the astori can use the sustained force version of the *telekinesis* spell. His caster level for this effect is equal to his character level. If the astori has achieved a mythic tier of 2 or higher, he can use the combat maneuver version of the *telekinesis* spell when he uses this ability, instead. If he has achieved mythic tier of 4 or higher, he can use the violent thrust version of the *telekinesis* spell when he uses this ability, instead.

#### **Other Racial Traits**

**Energy Body:** Because an astori is energy being, he does not need to eat, sleep, or breathe, and can survive in conditions of pure vacuum.

## Astori Exemplar

The being before you is comprised entirely of a pure golden light and has a soft, gentle face. While her body appears to be made of ethereal light, the gleaming breastplate is clearly solid steel, as is the greatsword sheathed at her back. While she grips a longbow with an arrow knocked, her expression is curious and open, rather than wrathful.

ASTORI EXEMPLAR CR 7/MR 1
XP 3,200
Astori paladin 7
LG Medium humanoid (astori)
Init +3; Senses Perception -1
Aura courage (10 ft.)
DEFENSE
AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)
hp 51 (7d10+13)
Fort +9, Ref +8, Will +7
<b>Defensive Abilities</b> divine grace +3, hard to kill; <b>Immune</b>
disease, fear
OFFENSE
Speed 20 ft.
<b>Melee</b> +1 greatsword +10/+5 (2d6+4/19–20)
<b>Ranged</b> +1 composite longbow +11/+11/+6 (1d8+3/x3)
Special Attacks always a chance, distant barrage, manipulate
field, mythic power (7/day, surge +1d6), smite evil 3/day (+3
attack and AC, +7 damage)
Paladin Spell-Like Abilities (CL 7th; concentration +10)
At Will—detect evil
Paladin Spells Prepared (CL 4th; concentration +7)
2nd—eagle's splendor
<b>1st</b> —bless weapon, divine favor
STATISTICS
Str 14, Dex 17, Con 12, Int 10, Wis 8, Cha 16
Base Atk +7; CMB +9; CMD 22
Feats Brilliance, Deadly Aim, Point Blank Shot, Power
Attack, Rapid Shot
Skills Craft (armor) +4, Craft (weapons) +4, Diplomacy
+7, Handle Animal +7, Heal +4, Knowledge (nobility) +4,

Knowledge (religion) +4, Ride +10, Sense Motive +5 Languages Common

**SQ** aura of good, channel positive energy (DC 15, 4d6), divine bond (weapon +1), lay on hands (3d6, 5/day), energy body, mercies (fatigued, dazed)

**Gear** +1 breastplate, +1 greatsword, +1 composite longbow (+2 Str) with 20 arrows, 10 alchemical silver arrows, and 10 cold iron arrows, silver holy symbol, light horse (combat-trained) with military saddle

#### Exemplars

In addition to the five fields and the caste of teachers, a reasonable percentage of astori are born with a greater concentration of mythic power flowing through them. These astori are known as exemplars and are banned from joining any field. Instead, an exemplar is required to go on a long journey seeking enlightenment and the secrets to even greater power, and to then share those secrets with the rest of astori society. Such exemplars often travel their own world and beyond for many years in search of such



answers. Exemplars are trained to interact with the world in accordance with the highest moral standards and are forbidden from performing cowardly, craven, or wanton acts. Instead, exemplars are taught to be kind, forgiving, and understanding, as well as to seek knowledge, be courageous in the face of wild terrors, and to serve justice whenever they can. Some exemplars cannot adhere to these exacting standards and turn away from this path. These fallen exemplars are feared and shunned by the rest of astori society, and their discovery and execution is given high priority.

Exemplars are allowed to take companions with them on their journey. Such companions can come from any walk of life, and are typically friends of the exemplar or people he has met along the way. The companions of exemplars must create a mark which indicates them as such, but beyond that are afforded the same rights and privileges of the exemplar, though are not held to the same strict moral standards. However, exemplars are expected to be mindful of their companion's activities and react accordingly,

### New Feats

#### Brilliance

You glow with the light of mythic power. Prerequisite: Astori.

**Benefit:** You constantly shine with light like a torch. Additionally, by expending one use of mythic power, you can increase this light to brilliant levels. This functions like the spell *daylight*.

#### Call Upon Your Inner Self

You can use the mythic power inherent in all astori in order to fuel your surges with extra power.

**Prerequisites:** Astori, surge. **Benefit:** Whenever you surge, you may expend an additional

use of mythic power in order to add 2 surge dice to the roll you made.

#### **Streaking Comet**

You can fly through outer space by converting your body into a stream of super-fast light.

Prerequisites: Astori, mythic rank 5.

**Benefit:** As long as you are in outer space, you can expend to uses of mythic power in order to fly through space like a comet, traveling at a rate of 1 light-year per hour for a number of hours equal to your Charisma modifier. You need not spend this time consecutively.

#### **Energy Ray**

You can project your personal energy in a ray which is harmful to other.

#### Prerequisite: Astori.

**Benefit:** By expending one use of mythic power, you can unleash a bolt of energy which deals 1d6 + your Charisma modifier points of damage to the target. This requires a ranged touch attack to hit. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

**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, complation, abridgenst, potation, inductation, contaction, addition, or extension, upgrade, improvement, compilation, abridgenet 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.

 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 petual, 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

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 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. 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. Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

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

Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures Copyright 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game Bestiary 3 Copyright 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Mythic Mastery: The Mythic Glabrezu Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume I Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Heritages: Demonic Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Archery Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: The Mythic Succubus Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Missing Mythic Magic Volume II Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback Mythic Mastery: The Mythic Balor Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex

Riggs, Joshua Zaback

Mythic Mastery: Mythic Items of the Orient Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Traps Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume III Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Draconic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Curses Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Creatures of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume IV Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Dretches and Quasits Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Pharaonic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Missing Mythic Magic Volume V Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Traps 2 Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs,

Joshua Zaback Mythic Mastery: Mythic Items of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors:

Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Efreeti Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VI Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Sphinxes Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Magic of the Nile Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Babau and Hezrou Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Nabasus and Shadow Demons Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Heritage of the Egyptian Gods Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume VIII Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Sci-Fi Relics Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Angelic Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Robots Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Missing Mythic Magic Volume IX Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mutant Heritage Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Curses II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback

Mythic Mastery: Mythic Robots II Copyright 2014, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Missing Mythic Magic Volume X Copyright 2014, Necromancers of the Northwest, LLC;

Authors: Alex Riggs, Joshua Zaback Mythic Mastery: Mythic Aliens: The Astori Copyright 2014, Necromancers of the Northwest, LLC; Authors:

Alex Riggs, Joshua Zaback

END OF LICENSE

## **Close Encounters of the Mythic Kind!**

Whether you're encountering them on a distant planet in a far-off nebula, or they've come to you, and are abducting innocent villagers for nefarious purposes, there's nothing quite like a strange, alien race to help breathe some life into your galaxyMand your game. Some Pathfinder products have even explored the idea of alien life in the past, and it's certainly true that many aberrations could serve as alien creatures in a pinch. But there's one thing that Pathfinder aliens have never been until now, and that is...mythic.

This book presents the astori, a race of mysterious energy beings, who were once very human-like, but have since ascended to a higher plane of existence. This curious and advanced race are highly insular, but are curious about the greater cosmos around them, and send emissaries, known as exemplars, to learn about other worlds, races, and cultures. All astori have some small amount of mythic power within them, and those who embrace their mythic nature and gain mythic ranks find a greater wellspring of power than mythic members of other races. In addition to a detailed description of astori culture and background, as well as rules for astori player characters, this book contains several feats for astori characters, as well as full game statistics for a mythic astori exemplar, which can easily be included in mythic and non-mythic games alike.

The Mythic Mastery series of products builds and expands on the rules for mythic characters introduced in Mythic Adventures. Each Mythic Mastery provides new content and rules for mythic games, with a focus on a single theme or area of play. While some of the content provided in Mythic Mastery products requires the use of mythic characters and a mythic adventure, others, such as those focused on mythic monsters, can be used in games of every sort.

