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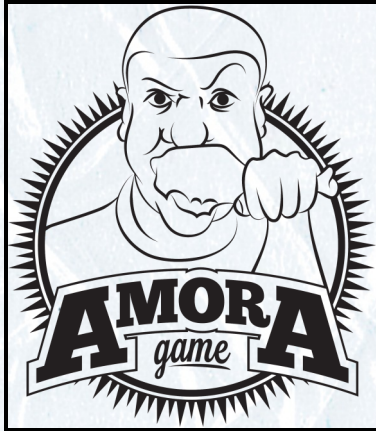
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Titans, the Sluagh, Death Pits of Oriab





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Xeno File: Issue 4

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Xeno File is a monthly “magazine” designed to add content to the *Starfinder Roleplaying Game*, *Pathfinder Roleplaying Game* and *Starjammer Compatible* experience for science fiction entertainment and play.

Taking a salute to a penny dreadful and monthly pulp comics, Xeno Files will introduce races, organizations, and worlds to explore for a small amount pocket change. Our fourth issue contains a race of giants, a gladiatorial planet, a multisystem organization, feats, items, and a pulp plot device focused around a shady organization.

Fancy to be an author, designer, or artist... Have an idea for an article for Xeno File? Have a creative idea for a system neutral or system specific idea? Want to advertise with us?

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XENO FILE: TITANS

On a high gravity gas-giant called Rephaite, lives a peaceful humanoid race of mythic proportions altered after years of living abroad. Overly sized and brawny technologist known as Titans, are colonist who claim a heritage descendent from plane-shifting space-faring giants who sacrificed themselves to save their home world.

Ability Adjustments: +2 Str, +2 Con, -2 Wis
Hit Points: 6

Size and Type: Titans are smaller than their ancestors due to high gravity of the planet. Titans are medium humanoids with the giant subtype and have a reach of 10 feet.

Low Light Vision: Titans can see in dim light as if it were normal light.

Heavy G Adapted: Titans are unaffected by high gravity environments and can act normally, as if they were in standard gravity. Titans gain a +1 bonus to Strength based skill checks in standard gravity.

Radiation Immunity: Titans hail from an irradiated gas-giant. They are immune to the effects of radiation and radiation-like effects, such as spells with the radiation descriptor.

PLAYING A TITAN

You likely...

- Are loyal to your friends and family, willing to sacrifice everything for them.
- Seek wisdom in history of other races, to better learn about your past.
- Are first out the gate to volunteer to take up a defensive guarding position.
- Look to peaceful resolutions before the need of aggressive action.

Other Races Probably...

- Assume you are a large stupid buffoon and overlook you as logical sapient race.
- Hate you without knowing your race's

history of sacrifice.

- Choose you first in the game of red rubber ball.
- Enjoy your company, because you are nice, friendly, and protective.

PHYSICAL DESCRIPTION

Titans range from brownish yellow to golden skin humanoids standing close to 9 feet tall, are thick with a toned muscular structure, black hair and milky white eyes. Ancestors of their past used to stand between 12 and 20 feet tall, today titans have compressed over the generations colonizing and terraforming the high gravity surface of Rephaite. Their eyes appear to be milky white, but have grown a thin protective layer of skin to protect them from the radiation and glare of the systems orbiting sun, along with reflective gasses that spew forth from the planet's oceans. Titans view the hair on their heads as an evolutionary leftover ornament and commonly dye, braid, or shave their scalps. On the southern side of the continent, a tradition of wearing mohawks has become in vogue among younger titans.

HOME WORLD

Their original home planet is one surrounded in legend, but all titans know bedtime stories from before The Exile 2,000 years ago and the tales of the Lost Legion. On a world where giants of different types lived, forming bonds with the elements and land they lived harmoniously. Fire, frost, hill, stone and many other types of giants walked the land collecting into pockets of civilizations. One great empire rose from a primitive savage culture, to one of mystical and technological advances taught to them by another race. For 20,000 years, this giant culture flourished as rulers and protectors of the smaller races from threats at large; from the abyssal planes and dark creatures from beyond the void. When an elder threat arrived to subjugate their home, the giants countered the opposing army from

RACE	AVG. HEIGHT	AVG. WEIGHT	AGE OF MATURITY	MAXIMUM AGE
Titans	7-9 ft.	200-350 lbs.	20 years	100+2d20 years

the darkness with decimating results to forces on both sides. Driving the darkness back through gargantuan warp portals, a warrior legion of giants gave pursuit through the closing gate. These bio-engineered gates, designed to handle the genetic material of the invading army created a field only they could pass thru. Using mystical arcane arts, the legion pushed through the barrier causing a glitch that snapped it shut, sealing them from the reality of the original world. Meanwhile, those that were left behind began to clean up

LOST LEGION

Five thousand giants of the Legion fought through multiple planes of existence, until losing their quarry after many months of persistence in the between realms. Arcane and tech units within the ranks were finally able to trace a signal, following it home. However, the nature of time travels differently in the planes, allowing their reality to advance in years and witness the disappearance of a history of giant-kin. The world had forgotten about them and a pointed ear race had achieved dominance. So the Lost Legion returned to the planes seeking a new home. After a generation of settling in a pocket realm, those that remained of the Legion received a faint signal. No one remembers if it was a mystical resonance or radio wave, but it carried on it the tongue of the homeland. Debates ensued, and the time came where half of the new settlement would stay and half would follow. Those that followed arrived on Rephaite to find a colony of evolved giants living in a large world. The Lost Legion reestablished ties to the material plane, and continue to transverse the between realities through magitech portals.

from the worldwide devastation brought on from the war.

Months after the legion had pushed through the gate, giants took to the elder darkness technology left behind from the invaders and built engines for citadel starships. Draining the planet of resources, they gathered as many as they could and launched to the stars with magitech to find their missing kin.

As history would tell, a fleet of four colossal starships traveled for 100 years through the void, eventually running low on supplies in the Og System. Upon their arrival, titans came upon a large planet void of humanoid life, flooded in seas of hydrogen and helium capable of withstanding the weight of the fleet. This would become the start of a permanent settlement of floating technological islands on the surface of Rephaite. Titans would begin to mine materials from the original 13 moons that orbited their new world to restock supplies and add a solid surface on the "water". Through several years of controlled transportation of large chunks of mass from the farthest of the moons into the planet's oceans, titans were able to pile up a solid land mass to enclose their largest ship. This would provide a permanent fixture in the torrent oceans, where titans could walk on solid ground and begin to terraform the planet.

Unbeknownst to the titans in the beginning, the core of the planet hosts a molten radiated core that spews forth gas from underwater vents. The gases released push through the ocean creating "water spouts" reaching fifteen to thirty feet high before exposing the radiation to atmosphere. A few years of controlled exposure through ventilation systems helped in adapting titans to the air before they ever stepped foot onto the "moon" surface.

Present day Rephaite still contains a vast ocean of hydrogen and helium, and the newly terraformed landmass of a single continent. Titans have begun to plant radiation adapted flora around their embedded starship city.

XENO FILE: TITANS

Two of the original starships remain floating freely within the expansive ocean acting as rigs extracting the liquid and transferring it to gas. The fourth ship orbits the planet performing a dual function of a global defense dry-dock space station and the center of their system mining operation.

Batteries and metal alloys created by the inhabitants of Rephaite provided a steady trade economy to corporations and Union worlds alike. Titans have recently developed a shipbuilding yard located on the second moon. This yard focus on magitech fuel cell battery powered freighters, in hopes of breaking into the interplanetary starship industry.

SOCIETY AND ALIGNMENT

Titan society is a socialistic structured hierarchically, with those in the upper echelon holding the air of authority over the others. The bottom tier is for the Chieftains of each tribe hailing from their original descendants, such as the Chief of Cliff, Chief of Frost, and so on; with a new compiled tribe mixed of the new generation headed by the Chief of Radi. While chiefs lead tribes and sit on the guiding counsel of the race, they are “the will of the people”. Should the people want to replace the chief of a particular tribe, public majority would dictate such. They are unable to vote in social matters of the state, and only enact its edicts.

Those on the next level of society are *ragnoks*, who specialize in the justice system and the mystical arts, are seen as “doing the will of the people”. Should they cross the majority, the punished are sentenced to slave labor with no rights. Just above the *ragnoks* a class level known as the *ollam* comprises of

PLANET PROFILE: REPHAITE

Gas Giant: (93 %, hydrogen/helium ocean; 7 % land mass)

Atmosphere: Toxic (radiation)

Known Biomes: Artificial Urban, Mega-fungi Forest

Gravity: High Gravity

Orbit: 427 days

Rotation: 42 hours (21 hours daylight; 21 hours night)

professional trades to include but not limited to: physicians, engineers, teachers, skilled labor leaders, scholars, etc. After the *ollam* is the majority and upper echelon of the caste society, the *shudras*, are the laborers; miners, city maintenance workers, construction laborers and terraformers, which vote on the policies put forth by the Chieftains. *Shudras* receive much more of the social income errand from the sale of goods of Rephaite. Outside of the caste system is the Legion, which acts as the military and law enforcement of the planet.

While a caste system, titans adhere to a flexible advancement and demotion system that sees shift in the upper three tiers of movement. Chieftains are hereditary positions transferring from first born to each generation until death. What is unique about this socialist structure is that a titan chooses which tier they wish to belong to upon their 20th year, but are accepted into the society at age 35. This allows teen titans to experience the job and switch if they decided or cannot live up to the qualifications of the duties.

After every half-century of life, a titan is given an option of switching roles; this is to offer new life experiences and a chance to move up or down as they choose.



XENO FILE: TITANS

The nature of this system introduces patience and goodwill among the citizens with the opportunity to advance in life, making titans very neutral in their beliefs. Long life spans keep aggressive behavior at bay with unselfish behavior and grudges being diplomatically resolved in less than five years. Now this is not a gold standard, as those that travel abroad are granted a taste for material objects and wealth, making them crave larger spaces to put their acquired fortunes.

RELATIONS

Titans are very open to other races that are productive members of the Union and feel very little threat from anyone attempting to invade their radiation-filled planet. They have few interactions with races other than those that contact them for material and trade. Those that resemble elves are of thought to be ungrateful for titan's help in getting them to the stars after they left a vast array of technology, (even if elves came from a different world and solar system).

ADVENTURE

Titans adventure for many reasons: to search for new mining sources, to learn to apply their trade in another world, or decide to take a sabbatical as their career change on a century birthday. Titans enjoy taking on a role and fulfilling it to the best of their ability. Many members of the Legion have worked as soldiers performing mercenary work for a few decades before continuing on in service of Rephaite. It is also noteworthy to say that civil servant titans that maintain the starship cities functionality are among the most efficient of mechanics and technomancers.

NAMES

Titans go by their first names or by nicknames placed upon them by members they are close to. However in the modern culture of Union space, titans use their social caste as a middle

name which can change over time, followed by their hereditary clan name as the ending. Names that are common with the residents of Rephaite contain no more than three syllables in common language. Sample titan names are Anakim, Baugi, Balor, Cormoran, Corb, Tethra, Ravana, Rhea, Talos, Rindr, Utgarrah, and Ymir

LANGUAGE

The titan language is ancient and carried from their original home world. Scholars of history have described the acoustic intonations found in the Rephaite language to be similar to that of the speech patterns found among dwarven or druidic languages of the past.

ADVENTURE HOOKS

- Titans just over the age of 20 that do not wish to join in the company trade just yet, jet set off to explore the galaxy and find a new meaning of life. Many times they are taken advantage of because of their simple nature. So is the case with a shady arms dealer who has charged 200% more for a few items to a ship of titan youth. They are looking to get their money back, one way or another.
- You just past your half century mark and are ready for a new outlook on life. You have never left your home, and have always dreamed of being in charge, much like the a chieftain. You secretly know that they run everything and want to be a part of it all, but you can't because of your birth. What better way to start your own tribe than by becoming captain of your own starship.
- As the only mechanic, and only titan, on the ships crew, you have fought against prejudice. On your home world you are part of the people and earn equal to more pay than the soldier with the big gun. You keep the ACE flying and would be the only one alive if there were an engine leak.

TITAN CONVERSION

Titan Racial Traits

+2 Strength, +2 Constitution, -2 Wisdom (1 RP): Titans are strong and tough due to low gravity, but being a pacifist race has made them weak-willed.

Medium: Despite being large for a humanoid, titans are Medium creatures and have no bonuses or penalties due to their size.

Humanoid (0 RP): Titans are humanoid with the giant subtype.

Normal Speed (0 RP): Titans have a base speed of 30 feet.

Low Light Vision (1 RP): Titans can see twice as far as humans in conditions of dim light.

Deep Breath (1 RP): Due to their size and evolution on a gas-giant, titans can hold their breath for a number of rounds equal to 4x their Constitution score before risking drowning or suffocation.

High Gravity Adaptation (2 RP): You begin play with the High Gravity Adaptation feat. When in areas where high gravity is no more than twice as strong, the personal effects of high gravity are negated for you, as if you were under the effects of a *freedom of movement* spell, nor do you suffer from fatigue due to increased gravity. In areas with standard or low gravity, treat your Strength score as if it were 4 higher for the purposes of determining carrying capacity.

Radiation Immunity (4 RP): Titans evolved on a radiated planet. They are immune to all radiation and radiation-like effects, such as spells with the radiation descriptor.

Reach (1 RP): Titans are large for humanoid creatures and have a reach of 10 feet.

Language: Titans begin play speaking Common and Rephaite (giant). Titans with high Intelligence scores can choose any language.

New Feat: Ancestral Birth

Genetic heritage shows giant ancestry.

Prerequisite: Titan, this feat must be taken at character creation

Benefit (Pathfinder): As a titan, your giant heritage stands out strong. You have grown to a large size since your youth. You average 10 feet tall. Because of your Large size, you take a -1 size penalty to your AC, but receive a +1 bonus to combat maneuver checks and to your CMD. You gain a +2 to Intimidate checks. As a Large creature you take up a space that is 10 feet by 10 feet.

Benefit (Starfinder): You take your giant heritage as a size of strength, using it as negotiation tactic when needed. You gain a +2 bonus on Intimidate checks to bully or

demoralize a creature. You add +2 to the DC of Intimidate checks made against you. As a Large creature you take up a space that is 10 feet by 10 feet.

Special: This feat can only be taken at 1st level during character creation.

The Union

UNITED STAR SYSTEMS

LEADER: SECRETARY GENERAL ELLIOT

HEADQUARTERS: DUONG CHONG, TERRA

When the humanoid known as Terrans first took to the stars in the Sol System, it marked an age of rapid exploration for the world of Terra. They made contact with the advanced sentient species on neighboring planets that watched as the world of Terra overcame internal struggle to reach the stars.

The two worlds of Shgourrub and Edda held a mutual co-existence until this time. In order to hide their appearances from Terrans, for fear of interfering with their development, they used portals to travel between their planets. Using optical illusions with the aid of technology and electrical fields, the two planets masked their activity on the surfaces, by projecting barren wastelands or thick cloud cover. As probes launched from Terra entered the foreign atmospheres, a non-communication stance became increasingly difficult.

Due to an unforeseen circumstance, during the middle of their space development, a starship carrying intoxicated Grey “teenagers” crashed on Terra. The incident caused multi-solar system panic as an advanced race had “accidentally” made contact with underdeveloped xenos. Known as the “Rothweil Incident”, Grey technology recovered from the crash accelerated the advancement Terran development. This was followed by failed attempts by

Greys to recover the lost technology and erase the minds of Terrans, who have over active imaginations. It was only a matter of time for the sentient minds of Edda and Shgourrub would need to intervene.

The two planets launched a joint effort, diplomatic and one of aggressive defense, to protect Terra from the Greys. During this period, written as the “Rocket Age of Terra”, contact was made between the three planets. After the initial difficulties of breaking down barriers of communication and racial bigotry, Terrans joined their brothers and sisters in the stars. They even established technology to interact with the network of interplanetary portals connecting the previous two planets.

The three planets: multi-biomes of Terra, the arid planet Shgourrub, and the jungle planet Edda, formed an alliance to advance technology, explore the solar system, establish a trade economy, and vowed to protect one another against external threats. The planets

of the Sol System would form a council that would be the start of the United Star System.

The United Star System (USS) planets pooled resources and technology to build a space station to be the launching point for joint colonization. The USS began to expand in size and cross-pollinate cultures, grabbing the attention other solar systems with Void traveling technology. It was only a matter of time for these species to interact and join in trade routes. The exchange of histories and



FACTION: THE UNION

data information, exotic fauna and flora developed into an ambassador program of good will. First one planet joined, and then another, soon multiple star systems began interacting on the USS space station. Treaties and terms between all the planets gave way to reform and inclusion of all willing races that would form today's collective collaboration known as the Union.

Since the inception of the current Union, each member planet seeks peace amongst the shared worlds by carving out territories around home worlds for each to control. Doing this allows each participant to rule and defend each individual area of the quadrant in its own way, but is regulated by common guidelines set forth by the Union. The Union guidelines and functions include: rules of engagement in foreign diplomacy, laws for settling disputes over trade between Union worlds, standardizes currency, judiciary functions, acts as mediators during confrontations and provides joint defense against common threats.

Each Union planet contributes an equal share of resources to the *Union Central Command* (UCC) headquarters located on Terra. Any race from the Union worlds can hold positions within the active UCC bureaucracy and space fleet.

The *Union Space Fleet* (USF) is the largest independent joint operation of the organization and is tasked with protecting the shared space of the Void between worlds. It provides maintenance to warp portals and jump gates that connect the Union, along with the patrol and securing of trade routes. The USF also acts as reinforcements to Union planet fleets along the borders of territories on the edge of unknown space. Many ships

PLANET PROFILE: TERRA

Terrestrial: (see notes)

Atmosphere: Normal

Known Biomes: Artificial Urban, Mega-fungi Forest

Gravity: Normal

Orbit: 365 Days

Rotation: 24 hours (Various on orbit)

Notes:

Terra is the direct analog of our own Earth in the Xeno 'Verse.

Shgourrub is an influenced analog of Barsoon version of Mars, but is the second planet from the sun.

Edda is an influenced analog of Amtor version of Venus with a combination of Themyscira, and is the fourth planet from the sun.

operate hospitality and humanitarian missions to fledgling colonies outside of the quadrant, along with providing aid and recovery after worldly disasters. One of the top goals of the USF is a science mission set to explore unknown space, documenting new worlds and new life, and make first contact with civilizations on the edge of emerging space technology.

Currently overseen by an appointed android that goes by the name of Elliot, the Union is made up of a 21 member council. Consisting of seven planets from four star systems that partake in the alliance, each planet assigns three representatives to the Union Council through their own methods of selection. One member from each group sits on one of three sub councils that oversee one of the branches of the alliance: USF, UCC, and UST (*Union Science and Trade*). Through constant communication between organizations, the Union is able to keep the Void safe and open to travel.

ARCHETYPE: NEO-GEISHA

NEO GEISHA

Great traditions never truly die, but adapt and evolve to become sacred practices performed by those seen as exotic. Neo-Geishas are entertainers, host and hostesses skilled in classical arts such as karaoke music, cultural dance, drinking/social/dice games, and conversation to entertain high paying customers across the galaxy. You might be a practitioner capable of swaying tense social situations with laughter, or distracting an elite customer as a crew slips in the back. You could be traveling the Quad to act on behalf of or as a companion to ambassadors, or as part of a cultural learning experience to expand your talents. And as always, to share the perfectly brewed cup of tea.

Alternate Class Features

The neo-geisha grants alternate class features at 2nd, 4th, 6th (optional), 9th, and 12th levels.

Tea Ceremony (Ex) 2nd Level

You gain Profession (neo-geisha) as a class skill and the first thing you learned in your training was the art of making and serving tea to set your customers at ease. By spending 30 minutes preparing and performing an elaborate tea ceremony, you put all participants at ease. You gain a +1 to Culture and Diplomacy skill check rolls for the next hour while interacting with them, so long as you have at least 1 Resolve Point remaining. At 6th, 10th, 14th, and 18th level, when you perform a tea ceremony this bonus increases by +1.

For those attendees that have participated in your tea ceremony receive an additional

calming benefit. They are relaxed and more ready to face oncoming fears. For the next 24 hours, until they perform a rest or a full 8 hours, a participant may spend a Resolve Point to reroll a failed save against being frightened and fear effect.

Eye Contact (Ex) 4th Level

Neo Geishas must be alluring in order to hold a patron's attention. Some do this with dance, karaoke, or with just a smile, but the secret is all in the eyes. You choose one opponent capable of seeing you and lock gazes, hypnotizing them with your presence. As a move or standard action, you attempt a diversion roll, using your Bluff skill opposed by a Sense Motive check of the creature. If



ARCHETYPE: NEO-GEISHA

done as a standard action, you gain a +2 bonus to your Bluff check. If successful, the creature gains the fascinated condition. A fascinated creature stands or sits quietly, taking no actions other than to pay attention to your gaze. So long as you maintain eye contact and in unobstructed view of the creature, they will turn to stay focused on you, even adjusting to see you if someone passes between the two of you.

While fascinated, it takes a -4 penalty to skill checks made passively in response to others' actions, such as Perception checks. Any potential threat, such as a hostile creature approaching, grants them a Will saving throw (DC 10 + half your class level + your key ability score modifier). Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at them, automatically ends this effect.

You can continue to maintain eye contact as a swift action on following rounds, but the fascinated creature is granted a Will save to resist. If they are successful, you may spend 1 Resolve Point to keep them under the effects of being fascinated by forcing them to reroll. If you become unconscious, dying or dead, or something causes you to break your gaze (such as being tripped), the effect ends immediately.

Gather Crowd (Ex) 6th Level (optional)

A neo-geisha can be skilled at drawing a crowd or an individual's attention when performing. If you are in a populated area, you can call out, sing or otherwise draw attention to yourself and your actions. To gather a crowd, you make a Profession check that corresponds with your performance. Over the course 1d10 rounds, a crowd will begin to

gather. Of course, the size of the crowd depends on the local population, but on average, a number of people equal to 1/2 your class level × the result of your Profession check. So long as you engage with the crowd, they will remain watching you. Should you fail to interact with them or end your performance, it disperses over the next 1d10 rounds.

Soul Focus (Ex) 9th Level

You have learned to be enthralling when maintaining eye contact so thoroughly that even the presence of danger does not distract your target. When fascinated by eye contact, a target making a Will save to break the effect because of a potential threat takes a -4 penalty on that save, and even obvious threats (such as coming directly from you) require a save rather than automatically breaking the effect. A target affected by the eye contact ability ignores the shaken condition.

Charmer (Sp) 12th Level

A neo-geisha of this level of mastery brings forth a feverish allure over multiple patrons as if you had a psychic control. Once per day, you can cast a spell from the following list as a spell-like ability: [charm person](#), [charm monster](#), [command](#) and [command, greater](#). At 13th level, you can use this ability twice per day, and at 17th level, you can use this ability three times per day. The save DC of these spells is equal to 10 + the spell level + your key ability score modifier.

ARCHETYPE: BURSTER

BURSTER

“Boom, BABY!” is the rallying call for bursters across the galaxy. Evolution, genetic mutation, gamma rays from the sun, or an experiment gone wrong, whatever the case, you have developed a pyrokinetic ability that is rare among the starts outside of solarians. While some fear you, others are excited to have you by their side as you telekinetically accelerate molecules to the point of . . . bursting. Those that do become bursters tend to have passionate responses and driven personalities, with some erratic and illogical thinking on occasion, much like the flames they spew forth.

Alternate Class Features

The burster grants alternate class features at 2nd, 4th, and 6th level with 9th and 12th levels as optional.

Pyrokinetic (Su) 2nd Level

So long as you have one Resolve Point you are able to sense active flames within 60 feet of your location. You can immediately tell the temperature of the fire, how large it currently is, and rudimentary knowledge of what source is feeding the fire (liquid, supernatural, solid, and so forth). Overtime some bursters come to

Flame Size	DC
Fine	24
Small	22
Medium	18
Large	15
Huge	10

Situation	Modifier
Multiple Sources	+2 per source
Familiar Source	-2 (or various)

understand what these sources are with a proper skill check, such as Mysticism skill to identify the supernatural source is a solarian, or a Physical Science check to understand that the liquid is oil or gas. Some things that can be considered commonplace that you might be familiar with, such as a candle, is at the GMs discretion to adjust the DC.

- **Resistance** As a burster, you develop a resistance to fire. You gain fire resistance equal to your key ability modifier +2. Starting at 4th level, this resistance increases by 1 for every two-character levels.
- **Bolt** When you wreath your skin in fire, consolidate it into your palm and push it away from you as a fiery projectile, it has the potential to be destructive. You make a ranged attack against a target or object's KAC, if you hit, it deals 1d6 fire damage (and 1d6 burn on a critical). This damage can catch combustibles on fire, requiring extinguishing. You can do this a number of times per day equal to your key ability modifier. At 4th level, you can spend any number of resolve points to or increase the damage by 1d6 per point. In addition, when you expend your daily uses, you can spend a resolve point for an additional fire projectile.

Burst (Su) 4th Level

As a standard action, you can spend a Resolve Point to burst forth in fiery flames of the Sun. You can deal 1d6 fire damage plus 1d6 bludgeoning damage to all creatures within 10 feet of you. A creature that succeeds at a Reflex save takes half damage. At 9th level, you can increase the radius to 15 feet, and at

17th level, you can increase the radius to 20 feet. Channeling the power of a sun is exhausting after you burst and you become fatigued for 1d4 rounds. Should you burst again during this timeframe or while you are fatigued, you become exhausted for 1d6 rounds. If you burst while exhausted, you immediately fall unconscious.

At 6th level you may choose one of the following options, once chosen, it can not be changed:

Some bursters revel in the chaos and dance with the flame, you choose to be the ignition switch. Using your pyrokentic sense, you can identify objects that act as agents (such as batteries, grenades, barrel of oil) for fires or heat sources within range. Doing this allows you the possibility of igniting them, causing explosions. So long as the ignition switch is within your pyrokinetic sense range, you can spend a number of required Resolve Points as a standard action to initiate the explosion. These detonations have the explosive weapon quality and a DC of 10 + your key ability modifier + Resolve Points spent. In the case of

the object detonating that already has the explosive quality (such as a grenade), the DC and damage the object inflicts, is based on the original object.

Not every burster develops the ability to control flames, but there are those can suppress it. When you take a standard action you can snuff fire and end burn effects on any one creature, area or object of a Medium size or smaller. You can also take a full round action to extinguish a Large creature, area, or object.

There are pulp comics that show men and women of fire that fly through the air followed by a plum of flame. Many of those stories are based upon those that were bursters, and you carry on that tradition. Spending a Resolve Point to activate your ability, it moves from pyrokinetic to more of telekinetic ability giving you ability to “burn” through the clouds high in the sky. For the average burster, you move molecules of the air around you emitting a fiery aura that causes 1d6 fire damage to any one or thing passes through it (such melee attacks). This aura gives off light as a lantern, but does not give off heat or combust things

Example	Size	Bulk	Resolve Points	Damage	Radius
Battery	Tiny or less	-	1	1d4 B	5 ft
Battery, high capacity	Tiny or less	-	1	1d6 B	5 ft
Battery, super-capacity	Tiny or less	-	1	2d6 B	5 ft
Battery, high capacity	Tiny or less	-	1	3d6 B	5 ft
Light Bulb	Tiny or less	-	1	1d4 P	5 ft
Lantern, grenade	Small	L	1	1d6 F	5 ft
Computer power supply	Small	L	1	1d6 B	5 ft
Spotlight	Small/Medium	1	2	2d6 F,P	10 ft
Petrol Tank, Standard	Medium	1	2	3d6 B, F	15 ft
Petrol Tank, high-capacity	Medium	2	3	5d6 B, F	20 ft

around it (don't worry your gear and skin are safe). As the molecules move you lift off the ground hovering in place, gaining a fly speed of 60 feet with average maneuverability. This ability lasts as long as you will it to, but once you turn it off, you must spend a resolve point to reactivate this ability.

Burn Bright (Ex) 9th (optional)

Upon reaching these higher levels, you can elect to continue your growth to a certain point. At 9th you can select one of the following options.

- You can choose an additional 6th level option.
- You can elect to increase your pyrokinetic bolt from 1d6 to 1d10 (1d8 burn).
- Your burst ability increases from 2d6 to 5d6 (half F, half B).

Once an option is chosen, it can not be changed.

Burn Brighter (Ex) 12th (optional)

At 12th level you grow into more dangerous territory. Much like burn bright, you may choose an option from 6th level or 9th level.



DEATH PITS OF ORIAB BY CHANCE PHILLIPS

Every square inch of the streets are filled, either with people of every race and description bedecked with garish clothing hurrying somewhere or another, or hucksters trying to force their various wares upon tourists. The cries of the enterprising hustlers and affronted tourists fills the air, making it hard to fully understand what any one person is saying. What makes this ten times more feverish, are the series of bridges and walkways criss-crossing the sky above you, all equally crowded and bustling.

NAME: ORIAB

LE Vacation Hub

Population: 350,000 (45% Humans, 20% ysoki, 35% other)

Government: Oligarchy

Known Qualities: notorious, polluted

Maximum Item Level: 10th

WHAT IS ORIAB?

Oriab is a place both wondrous and horrid. Although Oriab is filled with exotic alien creatures, the Death Pits of Oriab are an example of greed and desire gone all too horribly wrong. For in the Death Pits, both humanoids and beasts fight for their lives, spilling each other's blood onto the sand only to be returned to their chains and cages, whilst the spectators idle their time away gambling on the results and feasting. After all, Oriab is a tourist planet, with billions of people passing through it every year, and what better to placate the tourists with than panem et circum, bread and circuses?

Oriab is almost entirely wilderness, with

only the one city, of the same name, separating it from the countless other uninhabited planets. However, over recent years, the once lush forests encompassing most of the planet have been cut down and defiled in order to fuel the ravenous engines of progress, and most of the wildlife slain or captured to either feed the tourists or fight in the rings. This constant disregard for the natural ecosystem has caused almost a third of Oriab to become desert, devoid of any natural resources or animals. But, according to the residents of the sprawling metropolis that is Oriab, this drastic change is important, nay, necessary, for the civilized tourists to fully enjoy their experience.

Of course, it is not the tourists that strip Oriab of its natural resources, nor force man and beast to fight in the Death Pits. That job falls to the Council and their servitors. The Council is a group of powerful and wealthy oligarchs who collectively run the city of Oriab, making sure that every tourist has a good time and leaves with a little less money than they came with. With billions of tourists paying to come see the spectacles that can be found in Oriab, as well as the incessant gambling, the Council makes money hand over fist. Using this money to import ever more exotic and dangerous animals and to purchase more and more slaves. Due to the high turnover rate, Oriab is the single greatest purchaser of slaves within a thousand light years, practically fueling the entire slave trade.

WHO FIGHTS DEATH PITS?

The Death Pits are home to every debtor, every slave, and every wannabe celebrity who lives

DEATH PITs OF ORIAB

on Oriab. Even though you risk your life constantly as a contender, you will also gain wealth and fame if you manage to survive. Because of this, it drives people with nothing else to lose like moths to a flame. If they find success, they gain money, fame, and reputation; if they lose, they lose nothing.

However, not everyone that comes to the Death Pits is doing so of their own volition. Quite often, they are slaves tossed into the ring without a second thought or debtors promised freedom from their debts and those of their families if they fight, regardless of whether they live or die. Not every slave that is brought to Oriab is meant for death in the ring. Only the most fit are transitioned into gladiators, the rest are used to serve the economy, working at food stands, gift shops, and all other kinds of cheap attractions.

On the opposite side of the ring, there are the myriad beasts and monsters brought from every sector of the universe to meet an entertainingly bloody death in the Death Pits. It is not for nothing that the engineers of Oriab are particularly credited for their ingenuity in creating particularly nasty engines of death. The most reviled, and therefore most popular, attractions are the mechanically enhanced creatures. Some have even had their entire skeleton replaced with pure adamantite and their claws and horns turned into rotating drills.

New Feat: Veteran of the Death Pits (Combat)
Your experiences in the Death Pits of Oriab have shaped you as a fighter.

Prerequisite: Must have been or must be a gladiator in the Death Pits

Benefit (Pathfinder): Whenever fighting a

creature type or subtype of Animal with more hit dice than you, you deal an additional +4 points of damage on damage rolls. This additional damage does not multiply on a critical.

Additionally, whenever you face an enemy with cybernetic enhancements, you have a +1 insight bonus on attack rolls against them.

Benefit (Starfinder): Whenever fighting a creature of the Animal type or subtype with more hit dice than you, you deal one additional point of damage per damage die rolled.

Additionally, whenever you face an enemy with cybernetic enhancements, you have a +1 bonus on attack rolls against them.

CHALLENGERS

Its scales are slick with blood and as it roars, all you can hear are the unholy combination of whirring mechanisms and pure, bestial rage, ringing out through the air.

T-Borg MK II **CR 10 - 9,600 XP**

NE Huge animal (technological)

Init +2; **Senses** blindsight 100 ft.;

Perception +26

DEFENSE

HP 143

EAC 18; **KAC** 13

Fort +13; **Ref** +9; **Will** +7

Defensive Abilities fast healing 2

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee bite +23 (4d6+12 B or C plus 1d4 bleed)

Space 15 ft.; **Reach** 10 ft.

Ranged eye beam +10 (1d20 E)

DEATH PITTS OF ORIAB

STATISTICS

Str +12; Dex -2; Con +5; Int -3; Wis +2; Cha +0

Skills Perception +26

Languages Common (*can't speak any languages*)

ECOLOGY

Environment any

Organization solitary

The T-Borg Mk II is a marvel of engineering, perhaps one of the most lethal things to ever emerge from an Oriab bio-lab. With rotating drills in lieu of teeth and potent cybernetic enhancements augmenting its every combat ability, it has rightly earned its title of the 'Carnage Beast'. Now, only the most arrogant or cheapest gladiators fight it anymore, as it became too costly to watch the T-Borg tear through the more expensive gladiators like tissue paper. Indeed, were a gladiator to win a fight against it, anyone who bet on the gladiator would make an absolute killing.



Entirely encased in a rusty metal shell, you can only see his reptilian features through the outline of his mask.

Every time he moves, the suit creaks and grinds like it's about to fall apart, but he still manages to move without being hindered by it.

Argoivortu

CR 8 - 4,800 XP

Vesk soldier

CN Medium humanoid

Init +7; Senses blindsight 20 ft.; Perception +1

DEFENSE

HP 92

EAC 26; KAC 28

Fort +13; Ref +5; Will +10

OFFENSE

Speed 30 ft.

Melee Sentinel spear +13 (2d6+5 P)

Space 15 ft.; Reach 10 ft.

STATISTICS

Str +5; Dex +3; Con +4; Int +2; Wis +1; Cha +1

Skills Acrobatics +22, Athletics +24,

Intimidate +20, Medicine +20, Piloting +22, and Survival +20

Languages Common

Feats Veteran of the Death Pits, Weapon Specialization (Sentinel Spear)

Items Vesk overplate II, sentinel spear, and 3d12 credits

Argoivortu currently holds the record for most matches ever survived in the Death Pits. Although certainly outmatched by the meat grinders that he must face in the arena, his heart always manages to keep beating, even as consciousness eludes him. At this point, he's almost more machine than not but the Council only sees the credits that roll in when he wins another fight. He is a fan favorite so matches involving him often attract twice as many visitors than normal matches.

DEATH PIT TABLES

While cruising the local market of Oriab, you should roll on this table anytime a player asks about buying food or if you want to describe what the locals are eating.

1d12	Random Street Vendor Offering
1	Deep fried raptor wing
2	Nutrition mash (resembles oatmeal as well as yogurt)
3	Greasy cubes of... meat?
4	Jar of live insects
5	Scratched batteries
6	Can of lubricant
7	Mug of mysterious brown liquid
8	Bloody steaks with no identifiable source
9	Cup full of live worms
10	Hunk of metal, seemingly from an android
11	Jug of bubbling froth threatening to overflow
12	Raw tentacles suspended in a mixture of battery acid and ale

Random NPCs of Oriab

This table is for anytime that the players are trying to seek out a non-player character that you have not already written a description for, or when they are watching the Death Pits and you need to describe a gladiator.

1d12	Random Description	Random Quirk
1	Hawkish merchant	Missing a single eye
2	Morbidly obese tourist	Has a hook for a hand
3	Fast food employee	Head full of spikes
4	Gladiator in battle garb	Possesses tiny avian wings
5	Starving slave	Glowing fangs extrude from mouth
6	Insectile bodyguard	Very skittish; can't pay attention for long
7	Sentient ooze	One eye is replaced by outdated cybernetics
8	Xenophobic lumberjack	Running in terror
9	Dolphin with robotic legs	Bubbling skin
10	Infamous criminal	Fancy purple cloak
11	Minor dignitary	Normal
12	Roll twice and combine	Roll twice and combine

DEATH PIT TABLES CONT'D

Random Event

It is recommended that the Game Master roll on this table at least once per game day and if need be, alter the results of the roll to best fit the feel of the game. This is because events on Oriab are chaotic and the city itself is in constant flux.

d 100	Random Event
1	Nothing happens; the city is as silent as the grave itself
2	A cyborg malfunctions, activating its weapons randomly
3	Tourists clog the streets to the Death Pits, stopping the party
4	A Council member is carried down the street by slaves
5	The slaves revolt, rioting in the streets
6	A wild beast escapes en transit to the arenas
7	A jittery salesman accosts the party
8	A fire begins to spread from building to building
9	Oriab's nature spirits lay siege to the city for its sins
10	The galactic emperor visits Oriab on a leisure trip, bringing their entire retinue
11	The latest invention of the bio-labs has escaped from its enclosure
12	A supposedly free man claims he is being forced to fight in the Death Pits
13	A parade for a little known racial holiday boils over into a massive conflict
14	A long lost acquaintance of the PCs is seen in a slave cart
15	A massive explosion rocks the entire city
16	Two intergalactic celebrities are facing each other in the Death Pits
17	A lonely looking child is standing alone on the side of the road
18	A massive sale is being held on exactly what the PCs are looking to buy
19	All transportation into and out of Oriab is canceled for an unknown reason
20	Hovering telescreens are broadcasting a vague message throughout the city
21	All prisoners in the Oriab jails and prisons are released by an unknown hacker
22	All events in the Death Pits are canceled for the foreseeable future
23	A telepresence bot run by a foreign delegation is flying crazily around the city
24	A madman in stereotypical Viking garb protests outside in favor of martial law
25	An armada of eco-terrorists is lying in wait outside of Oriab's atmosphere
26	A fast food vendor attacks a PC with his food; roll on the Random Foods table
27	Someone follows a PC down an alley; roll for a random non-player character
28	A Council member goes berserk, planting high tech explosives around the city
29	It literally rains cats and dogs as a teleportation experiment goes bizarrely awry
30	A seedy slave trader attempts to kidnap one of the PCs using poison
31	A recently formed cult demands the destruction of the Death Pits
32	A familiar building vanishes and no one seems to notice save for the PCs
33	People recognize the PCs for one of their various exploits
34	Religious fanatics protest the use of a specific race in the Death Pits

DEATH PIT TABLES CONT'D

35	The PCs have hallucinations of maggots and flies with no apparent cause
36	A bounty hunter arrives from a far off system searching for a certain slave
37	Someone with a skull in lieu of a head begins talking casually to the party
38	A very popular synth-pop band holds a concert for the Council
39	Demons stroll through the streets, scaring all of the humanoid tourists
40	The party's visas expire and they are forced to leave Oriab
41	A common spell becomes sentient and experiences an existential crisis
42	Two street gangs' bitter rivalry finally erupts into a full-on war
43	An over-hyped movie premieres on Oriab for the first time ever
44	People on Oriab begin to sell their skin as advertisement space for mega-corps
45	A massive sinkhole opens up and swallows an entire block of buildings
46	A flaming meteorite crashes down to Oriab, setting a restaurant on fire
47	Ioun stones have become the latest fad, with every citizen wearing one or more
48	All of the ysoki flee the planet like rats from a sinking ship
49	The Council holds an "election" to determine who the new Council member is
50	A massive influx of new tourists overwhelms the existing infrastructure
51	Alien liquor spills in the streets and slaves rush to drink it before it evaporates
52	A very reclusive celebrity appears for a public event to support a charity
53	A species that only uses biological technology finds electronics offensive
54	A colony ship full of travelers in cryostasis crash lands on Oriab
55	A surgeon botches an operation on a Council member and pays the price
56	Software pirates take safe haven in the underworld of Oriab
57	A legendary celebrity enjoys a vacation in Oriab and mingles with the natives
58	A virtual plague of undead begins to spread through the densely populated city
59	The entire party begins to experience very realistic, audible hallucinations
60	One of the PCs slowly becomes convinced that he is a werewolf
61	Every inhabitant of the city refuses to talk to the party for no known reason
62	A computer virus spreads from node to node, bricking each computer it infects
63	The screams of tortured slaves are amplified by natural tunnels beneath the city
64	The Council is exterminated by a lone gunman and utter chaos ensues
65	The price to go to a Death Pits event doubles and the tourists start a riot
66	An AI reaches the Singularity and starts to grapple with ennui
67	One of the Council's premier assassins goes rogue and contacts the party
68	A new religion springs up, worshiping the Death Pits as the avatar of war
69	Everyone in Oriab must sign a contract with byzantine clauses and terms
70	A supposed time traveler announces his presence to everyone on Oriab
71	Two lions fused at the hip are the most popular attraction in the Death Pits
72	Massive holographic advertisements are deployed worldwide
73	A swarm of nano-bots begins to monitor everyone's actions on Oriab constantly
74	VR games called 'sims' are causing attendance to the Death Pits to plummet
75	A former gladiator long thought dead is seen strolling down Main Street

DEATH PIT TABLES CONT'D

76	A real estate mogul wants to purchase all of Oriab except for the city and sell it
77	Massive trampolines are installed beneath the sky-bridges for safety reasons
78	Half of the tenements are condemned for being too unsafe and overcrowded
79	A rare fruit is discovered to be perfectly suited for growing on Oriab
80	A very successful ad campaign increases the number of tourists by fifty percent
81	The head of the Council announces their retirement and campaigning begins
82	The universe's most famous chef is filming his show in the Death Pits
83	A sentient, talking dog begs the party for pity and for them to help him
84	One of the largest smuggling rings ever establishes a base on Oriab
85	Oriab is nearing complete use of important resources on the planet
86	Refugees from the latest galactic civil war all flee to Oriab simultaneously
87	It is discovered that animals native to Oriab have been surviving underground
88	A massive tournament is organized by the Council to attract young addicts
89	Drugs are briefly legalized by the Council and Oriab begins a downward spiral
90	Safaris inside the Death Pits are now allowed, with the prey being humanoids
91	Galactic legislation is crafted that may end up banning the Death Pits
92	Massive flying space whales begin their annual migration to Oriab space
93	One of the events in the Death Pits is free so long as 1-in-5 visitors fight in it
94	A genetically engineered super-pet is designed on Oriab and shipped everywhere
95	One of the PCs' mothers comes for a surprise visit at the worst time
96	The Council takes their first off-world vacation in fifteen years
97	A certain fashion designer's work is in vogue and it becomes legally compulsory
98	A half-duck half-mongoose begins to madly dart throughout the city streets
99	Roll two more times and combine the results; re-roll any 99s or 100s
100	Roll three different times and combine the results; re-roll any 99s or 100s

THE SLUAGH BY ALLAN LEESON

The defenders clasp their weapons with clammy hands as the pounding on the gates grows louder- Dozens of fists, beating on the reinforced polycrete and steel, desperate to get at the enemy within. The station has been breached, but the outer defense bulkheads are holding. Suddenly, silence. Then, seconds later, a deafening boom as the doors burst inwards, punched inwards as though fired from a cannon. Smoke hangs in the air, and there is again stillness.

Then, they come: Shambling forwards, dozens of slack-jawed, staring bodies lurch towards the first defensive line, a band of thick metal glinting at the back of each individual's neck. They're dressed in all kinds of clothing, from civilian clothes to the uniform of the very defenders they're attacking. Gunfire smashes into them, but they keep coming, not falling until utterly broken. The shuffling mass of bodies overwhelms the line in minutes.

A man stands at the rear, a dark gauntlet covering one hand, arm outstretched willing the shuffling mass of bodies forwards, a bulky pistol in the other. Soon the dust settles, and the horde returns to him- greater in number now than when it began.

PROFILE: JONAS SLUAGH

Jonas Sluagh was once a reasonably successful mercenary, with a penchant for spending his company's spare credits on old and archaic tech found on illicit digs on far-off worlds. He'd made a name for himself across the galaxy as a man of both impeccable historical and technological knowledge, with a keen and opportunistic tactical mind to boot. His company, after a few years working low-level gigs as bodyguards to various unsavory sorts on backwater worlds, even managed to find

itself a bountiful niche- guarding academic dig sites on planets with dangerous habitats, taking out the local wildlife if it didn't take well to nosy scientists digging around in its territory. It was a wonderful time to be Jonas Sluagh, a quiet but effective academic, an enlightened savage among the normally coarse and rough mercenary community.

Some of these jobs were even legitimate: Alongside his crew, Jonas gained access to not only the dig sites, but the lecture halls and archives of universities galaxy-wide. Their insight was valued almost as much as their ability to bring the hammer down on anyone who tried to interfere with their client's studies.

By now, Jonas was established, with his crew of a dozen or so now drawing from both academic and military sources. Indeed, for a time it was common to find seasoned killers with a book in one hand and a rifle in the other, or awkward academics "liberating" certain more archaic weapons from their university archives to be used in a tour with Sluagh's Research Group- An opportunity to not only earn coin, but valuable knowledge and experience which could boost one's academic standing, and make for some daring stories back home.

DARK FINDINGS

The tale of how the Sluagh Company came to be is rooted in one of these "digs", a massive necropolis, dug into the mountainside on a rocky yet somewhat habitable moon on the farthest edge of the galaxy. The local civilization had died out millennia ago, leaving only the tunnels that were their cities, lined

THE SLUAGH

with the skeletons of the dead. It was on this nameless planet (*still kept "lost" by the Sluagh*) that the Company was tasked with exploring and mapping the tunnels and caverns of one of the smaller settlements for later scavenging.

It was here, that Jonas found a great hoard, or a cache of technology, thought to be used as a method of keeping delinquent or criminal citizens in line in this dead civilization, technology that he called the Brace. Here is where history becomes somewhat more hazy, what has been confirmed is that Jonas Slaugh broke contact with his employers and led the majority of his team into the tunnels. Emerging several days later with Jonas was not the team he had brought down there. These people were pale, slack-jawed automatons, following Sluagh through the tunnels, bringing crates of technology and



materials onto his ship. Many believe that Sluagh had drifted far from sanity, and saw an opportunity to enforce absolute loyalty from his crew after some minor betrayal. Some say that there was a terrible accident, and that the Sluagh are indeed just an ongoing research project that Jonas is operating to remove these proto-braces from his beloved friends. Most believe the former.

From there, he unloaded as much as he could from the old necropolis and went off-world, slaughtering the research team he had been contracted by with his new horde of servants, stealing their findings and applying the Brace to any survivors. Then, *poof*.

He disappeared for two whole years, studying the Brace in the workshops aboard his ships, disassembling and reworking it to his own designs, cobbling together bits of barely understood tech to try and understand the mechanism through which it subdued the subject's mind. Finally, he found a way to build copies of the brace and reproductions of his control gauntlet, before rebranding from the Sluagh Research Group, to simply the Sluagh. Since the first initial contracts he signed with other mercenary companies, Jonas has rarely been seen, operating mostly through other captains he recruited from the galactic underworld.

THE MODERN SLUAGH

The Brace & the Braced

The Brace in its current form appears as a plain, dull metal crescent-moon shaped piece of metal, flat so as to lie against the neck of the subject (though earlier models are substantially less elegant). No medical

THE SLUAGH

professional or engineer has managed to get one of the Braced captive without awakening the ire of the Sluagh, and captured Braced are quickly returned (often bloodily) to the fold. (That's not to say it's impossible- Your players may even be confronted with an engineer on the run after reverse-engineering the Brace to free a family member)

The Brace itself, once applied to the back of the neck, extends a network of thin wire-like filaments throughout the subject's central nervous system over the course of about a minute. After application, the subject loses control of their higher faculties and individuality, becoming enslaved to the person wearing the Control Gauntlet. They lose the ability to feel (or at least react to, Sluagh research in this field is inconclusive) pain, and the filaments hold together and maintain certain vital functions when damage is incurred.

When those more familiar with the Sluagh think of the Braced, their minds wander to images of the classic image of hordes of, glass-eyed automatons shuffling forwards, heedless of any danger while the captain stands behind the line, issuing brief orders through a control gauntlet. The horde moves onwards, engaging people hand-to-hand, restraining them and applying Braces as they go to bolster their numbers.

It is worth noting that these basic Braced are more easily directed than controlled, with individual commands difficult to parse by most newly-Braced: Many can only comprehend basic tasks, such as "bring me that book over there" or, "attack".

However, a quirk of the Brace led Sluagh to discover that over time, functions of the

Braced individual return to them. While the personality remains dormant, the skills of the individual reawaken and become available to them once again, and through this they become available to their captain- Though few keep their Braced alive or under contract that long.

Captains

In the present day the Sluagh operates its captains on a loose basis- As long as they bring back a tithe (of money, data, or valuable tech) and answer when called, a Sluagh captain won't be bothered by other captains or given hard orders from Jonas in his Workshop. They hold no Rank but the title of Captain, and loyalty to other the other Sluagh and Jonas himself is what really matters. Though independent, no Captain wants to fight another.

The Captains of the Sluagh run the gamut from bookish academics to brutal warlords, but their recruitment remains roughly the same: A person of a suitable background (mercenary work, unnatural scientific pursuits, piracy) will come to the attention of an existing Captain, who will pass it on to Jonas in his Workshop. After reviewing the information, Jonas may dispatch a Captain to offer the prospective hire a test position, working under said Captain to prove their worth before being given their own Control Gauntlet. *(Jonas has tried to hire all sorts of people through the years- Who's to say that your players aren't the next to be approached?)*

Small-time captains can be found selling their services in backrooms in rowdy taverns, a troop carrier of a few mind-braced operatives but a few kilometers away, ready to be hired

THE SLUAGH

by any who can provide the coin, though many settlements look down upon them (if your party is of a mercenary type, they could be hired to kick a small-time Sluagh operative off-world). On the opposite end of the spectrum, a small number of captains ply their trade in ships more akin to palaces, attended upon by both mind-braced and free-willed expensive courtesans and servants.

These act more like lords than mercenaries, with their Braced numbering in the hundreds, regularly raiding and pillaging in order to obtain more bodies to be Braced. Perhaps your protagonists' favorite drinking hole outpost, colony, or home falls victim to one of these captains looking to expand, and take it upon themselves to take down the horde?

Even rarer still are the few Sluagh who aren't in it for the money and power. These captains tend to draw from an academic background, inspired by Jonas Sluagh's mythical status as a swashbuckling warrior-historian. It is these captains who contribute most towards the development and understanding of the Sluagh's own technology, taking contracts to see how the Braced react to certain new situations and treating dangerous missions as an opportunity to gather valuable and unique data, and to test new iterations of shambling Braced. (These are more volatile overall. Your party could find themselves kidnapped by one of these captains, used to test the Braced's combat and hunting capabilities for the sake of experimentation.)

Ex-Captains

Rumor has it that some captains have left the Sluagh Company, going rogue and starting

out on their own. One of these is even rumoured to be a member of Jonas' original crew, Arkady Huell, broken free from the Brace by a bolt of lightning. It is said that she commands a pack of rabid, screaming Braced who are far more agile and vicious than normal Braced. Though her motives are unknown, she could act as a useful ally throughout a campaign, seeking to take down Jonas Sluagh with the help of the party and end his barbaric practices, or a violent and unpredictable antagonist, targeting the protagonists for daring to associate with the Sluagh in any way.

Contracts

Actually landing a contract is dependent on the captain in question. In many cases captains will flock to active warzones, offering their help to one (or both) sides. In others, they will simply make it known to the criminal underworld that they are available to work within a certain territory and can be found at a certain location. Contracts are not standardised, leading to some Captains drawing up cruel and near-impossible repayment schedules. Regardless of how the party comes to make a deal with a captain, the exact terms of service are written up, signed by both parties, and despatched back to Jonas Sluagh himself for safe keeping.

Navigating a Sluagh contract can be difficult (generally requiring a Knowledge (law) or Profession (lawyer) check depending on how convoluted and verbose the contract is), but they're not always deadly. Contrary to popular belief, the Sluagh do indeed allow for forms of collateral that do not result in being mind-braced if you fail to make your payments - It's just difficult to find things that they

THE SLUAGH

want, with alternative payments ranging from archaic and antique weaponry to obscene amounts of money or new starships.

A useful note for running a game involving the Sluagh: If your protagonists break a contract, be it for information or military aid, they should prepare to be pursued to the ends the galaxy. Sluagh contracts are never broken lightly, and they can expect anything from assassinations to all-out hordes of Braced coming knocking at their door. No captain wants to be seen as soft by their peers.

Sluagh's Workshop & Secrets

With all of his accrued money and tech, Jonas Sluagh eventually managed to purchase and mine deep into an asteroid, burying his flagship deep into the icy rock. Its true location is only known to Sluagh captains, taken there for training and the acquisition of their first Braced. In the intervening thirty years, the Company mined deep into the rogue asteroid, outfitting it with all manner of laboratories, archives, testing facilities, and most importantly, barracks for Jonas' own private "army" of Braced. A skeleton crew of Captains in training spend their time there, maintaining the station and helping Sluagh in his research. And some more drunk Captains have spoken of the vast warehouses of technological marvels and books Jonas keeps, some of which are coveted jealously by other mercenary companies.

In truth, the biggest secret of the workshop is not the hundreds of Braced, some wild and rabid, locked away en masse in rooms of hundreds of moaning, gnashing monsters, but the Braced of Sluagh's inner sanctum. The original crew. Whether Sluagh is working

tirelessly to remove the alien technology from his old friends' minds, or if he simply enjoys keeping his original test subjects around for his own twisted whims is a matter of debate and hearsay between only the most in-the-know captains of the Sluagh.

If your heroes want to actually go to the Workshop, be it to take down this mercenary tyrant, steal one of the many technological wonders within (perhaps for another company), or rescue one of the original crew at the behest of a family member, expect for them to find it very difficult. They'll have to either find a way of tracking a new Captain back to the Workshop or infiltrate the organization from the ground up. On the plus side, the station has little by way of built-in defenses against ships, relying on secrecy and masses of soldiers within to protect it.

In addition to the Workshop, the Sluagh do maintain a presence of a few ships in orbit around the nameless world where Jonas first obtained the Brace.

What if your party were to stumble across a strange, backwater world of dead bodies, odd technology and several Sluagh ships making regular trips to the surface? It's doubtful that the Sluagh could take well to anyone knowing the location of their greatest resource.

THE SLUAGH MERCHANDISE

THE BRACE

Bulk: L	Price: 200,000	Level X
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A plain, dull metal crescent-moon shaped flat piece of metal. Designed to lie against the neck of the subject, once it is applied, a network of thin wire-like filaments extend throughout the subject's central nervous system over the course of about a minute.

After application, the subject loses control of their higher faculties and individuality, becoming a Braced to the person wearing the Control Gauntlet. They lose the ability to feel (or at least react to, Sluagh research in this field is inconclusive) pain, and the filaments hold together and maintain certain vital functions when damage is incurred. Those who are subject to, or willingly volunteer to be "braced" have the following changes.

A Braced character retains their original stats, but with the following trait alterations, and will mindlessly follow the orders of whoever wears the Control Gauntlet.

STATISTICS

Attribute Alterations

+2 Con, +2 Str, -8 Int, -8 Wis, -2 Dex -6 Cha

SPECIAL ABILITIES

Braced (Ex): Braced gain immunity to all mind-altering effects. They cannot be subject to the Panicked, Confused, Frightened or Shaken Conditions, and constantly suffers from the Fatigued Condition. Skill bonuses cannot be applied to checks, except for Perception, Athletics, and Intimidate.

Recovery (Ex): For each month the Brace is applied to the character, they regain +1 Intelligence, Wisdom, and Dexterity up to their original values before being braced.

Additionally, for each month the Brace is applied, choose one skill: The character regains the use of this skill permanently.

Electricity weakness: The Brace itself, is vulnerable to electricity. The Brace will be deactivated for d4 hours after a sufficiently high burst of power (a lightning strike or successful Energy Damage attack) is applied. Once the Brace is removed, the character awakens with the Confused condition for 1d6 hours.

CONTROL GAULET

Bulk: 1	Price: 300,000	Level 16
Damage: 5d8 B	Critical: Knockdown	
Special: Powered, Capacity 40 (Usage 1/command)		

The Gauntlet appears as a black, metallic glove extending to the elbow with a number of glowing green sigils along the forearm. The gauntlet cannot be removed without consent, and allows command over any Braced individuals in the area. Should two individuals with Gauntlets find themselves disagreeing, command can be exerted over the Braced with a contested Intimidate check. Like the Brace, the Gauntlet responds poorly to energy attacks, with a burst of high-voltage electricity or successful attack utilizing Electricity Energy Damage, deactivates the Gauntlet for 1d4 hours. The Gauntlet also houses a small compartment, storing a single Brace which can be applied to a character with the Pinned or Grappled condition with a Medicine or Sleight of Hand check (DC 15).

MONSTER: THE BRACED

THE BRACED

Braced Drone

CR 5 - 1,500 XP

N Medium Humanoid (human)

Init +2; Perception +10

DEFENSE

HP 70

EAC 17; KAC 19

Fort +7; Ref +7; Will +4

Immunities mind-altering effects

OFFENSE

Speed 30 ft, Climb 10 ft

Melee Slam +14 (1d6+10 B)

STATISTICS

Str +5; Dex +0; Con +4; Int -3; Wis -3; Cha -3

Skills Athletics +12, Perception +10

Languages Common

Items brace, lab cloths, identity card

ECOLOGY

Environment any

Organization Horde (10+, and a Captain with a Control Gauntlet.)

SPECIAL ABILITIES

Braced (Ex): Braced gain immunity to all mind-altering effects. They cannot be subject to the Panicked, Confused, Frightened or Shaken Conditions, and constantly suffers from the Fatigued Condition. Skill bonuses cannot be applied to checks, except for Perception, Athletics, and Intimidate.

Recovery (Ex): For each month the Brace is applied to the character, they regain +1 Intelligence, Wisdom, and Dexterity up to their original values before being braced.

Additionally, for each month the Brace is applied, choose one skill: The character regains the use of this skill permanently.

Electricity weakness: The Brace itself, is vulnerable to electricity. The Brace will be deactivated for d4 hours after a sufficiently high burst of power (a lightning strike or successful Energy Damage attack) is applied. Once the Brace is removed, the character awakens with the Confused condition for 1d6 hours.

The Braced come in any size, any shape, and any species. All Braced look exactly like they did before they were altered. A Braced Drone was an unfortunate victim of circumstance. Caught up in the fervor of a Sluagh Captain's valiant speeches, the person volunteered to be part of the horde. They are but one of many in the shambling horde of perpetual purgatory of unwavering servitude.

Over many months and years, a Braced Drone will begin to regain their intelligence and agility. Eventually they return to normal, acting as if nothing ever happened. Usually taking up their old roles in life and continuing to serve under a Captain with undying loyalty.

BRACED TEMPLATE GRAFT (CR +1)

Any sentient being can fall victim to Sluagh technology. Ever loyal, ever living to follow the commands of a Sluagh Captain or even Jonas. Use the following template graft to create a unique braced of any CR.

Required Creature Type: Humanoid.

Required Array: Combat or Expert.

Traits Braced, Recovery, Electricity weakness

Required Starting Ability Modifiers:

+2 Con, +2 Str, -8 Int, -8 Wis, -2 Dex -6 Cha (adjust according to Recovery trait)

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