

ARCFORGE

STARLIGHT INHERITORS

BY MATT DALEY



ARCFORGE

The background of the cover is a dynamic sci-fi battle scene. In the foreground, a character with a red beard and hair, wearing a blue and red suit, is firing a large, glowing red and blue energy weapon. To his left, another character in a red suit is also firing. In the background, a group of soldiers in blue and black armor are engaged in combat, with red energy beams visible. A large, dark, dragon-like creature with glowing eyes is in the upper right corner. The overall color palette is dominated by blues, reds, and purples, with a bright, hazy sky.

STARLIGHT INHERITORS

CREDITS

AUTHOR: Matt Daley

ARTISTS: Bruno Balixa, Gabriela Birchal, Andrew Doris, William Hendershot, Jacqueline Hines, Michael Jaecks, Jethro Lentle, Dio Mahesa, Chris McFann, Renan Moraes, Evan Surya Nugraha, Beatrice Pelagatti, Sabrina Pugnale, Arrahman Rendi, Kiki Moch Rizki, Melissa Spandri, Colby Stevenson, Bob Storrar

DESIGN AND LAYOUT: Craig Williams

LEGENDARY GAMES TEAM MEMBERS: Anthony Adam, Michael Allen, Alex Augunas, Kate Baker, Jesse Benner, Siobhan Bjorknas, Clinton J. Boomer, Savannah Broadway, Robert Brookes, Russ Brown, Benjamin Bruck, Liz Courts, Carl Cramer, Paris Crenshaw, Matt Daley, Joel Flank, Naomi Fritts, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Steve Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Patrick N.R. Julius, Deborah Kammerzell, Jonathan H. Keith, Michael Kortez, Jeff Lee, Lyz Liddell, Nicolas Logue, Luis Loza, Ron Lundeen, Will McCardell, Mike Myler, Julian Neale, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, David N. Ross, Wendall Roy, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Onyx Tanuki, Russ Taylor, Greg A. Vaughan, Christopher Van Horn, Rachel Ventura, Ben Walklate, Mike Welham, George Loki Williams, Landon Winkler, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

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Legendary Games
524 SW 321st St.
Federal Way, WA 98023
makeyourgamelegendary.com



WELCOME TO ARCFORGE

This product is a part of our line of sci-fi supplements for Paizo's *Pathfinder Roleplaying Game* and *Starfinder Roleplaying Game*, with a special eye towards integrating science and technology with the core classes and magic systems of Pathfinder as well as alternate classes and powers such as psionics, akashic magic, martial maneuvers and stances, and many more. Within this line you'll find new classes and class abilities, along with archetypes, prestige classes, and innovative and unique alternate class models that allow you to tailor your character to interact with and use technology in amazing ways. You'll also find new forms of gear, spells, psionic powers, vehicles, servant creatures, and so much more, each designed to harmonize perfectly with your favorite classes using the traditional *Pathfinder* and *Starfinder* arrays of options. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

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

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Explore entire new worlds with the dispossessed diaspora of the Arcforge setting! Cast out from their homeworld of Vandara, the peoples of the Aurin system have been forced to forge their own destiny amidst the strange moons and inhospitable planets of their hostile new home. In the process, their culture and physiology have adapted in a myriad of miraculous ways that open up an incredible array of new character options. Explore dozens of new racial traits and alternate abilities for nine starfaring races for the *Pathfinder* and *Starfinder Roleplaying Game*, as well as a variety of enhanced abilities that can be applied to almost any character species!

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The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks and other content:

AA = <i>Starfinder Alien Archive</i>	HotS = <i>Official Pathfinder companion for heroes from the streets.</i>
AA2 = <i>Starfinder Alien Archive 2</i>	ISG = <i>Guide to gods of the Inland Sea region of the official Pathfinder setting.</i>
AA3 = <i>Starfinder Alien Archive 3</i>	ISWG = <i>Guide to the Inland Sea region of the official Pathfinder setting.</i>
AeCS = <i>Aethera Campaign Setting</i>	OA = <i>Pathfinder Roleplaying Game: Occult Adventures</i>
AM = <i>Akashic Mysteries</i>	PA = <i>Pathfinder Roleplaying Game: Planar Adventures</i>
APG = <i>Pathfinder Roleplaying Game: Advanced Players' Guide</i>	PAO = <i>Psionics Augmented: Occult</i>
APT = <i>Arcforge: Psibertech</i>	PASP = <i>Psionics Augmented: Seventh Path</i>
ARG = <i>Pathfinder Roleplaying Game: Advanced Race Guide</i>	PoP = <i>Official campaign setting detailing prestige classes</i>
ARotQ = <i>Arcforge: Ravages of the Qlippoth</i>	PotR = <i>Official companion for righteous prestige classes</i>
ASoI = <i>Arcforge Campaign Setting: Spheres of Influence</i>	PotS = <i>Official companion detailing player characters that come from the stars</i>
B2 = <i>Pathfinder Roleplaying Game: Bestiary 2</i>	SAP3 = <i>Third volume of the official adventure series for Starfinder</i>
B6 = <i>Pathfinder Roleplaying Game: Bestiary 6</i>	SAP5 = <i>Fifth volume of the official adventure series for Starfinder</i>
CoB = <i>Official Pathfinder companion for characters who champion the balance.</i>	SAP8 = <i>Eighth volume of the official adventure series for Starfinder</i>
CoC = <i>Official Pathfinder companion for characters who champion corruption.</i>	TG = <i>Campaign setting detailing technology</i>
CoP = <i>Official Pathfinder companion for characters who champion purity.</i>	UP = <i>Ultimate Psionics</i>
Co7S = <i>City of Seven Seraphs</i>	USoP = <i>Ultimate Spheres of Power</i>
DA = <i>Official Pathfinder anthology for divine characters.</i>	UU = <i>Campaign setting detailing unleashed undead</i>
DTT = <i>Official Pathfinder companion for dirty tactics</i>	WMH = <i>Official companion for weapon masters</i>
FoC = <i>Official Pathfinder companion for corrupt faiths</i>	
HA = <i>Pathfinder Roleplaying Game: Horror Adventures</i>	

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RACES OF AURIN

Many races have developed across Aurin over the ages, some tracing their legacies as far back as the Makers' War and some emerging as recently as the last few decades. Each possesses a unique culture, mentality, and position in the great game of Aurin, but common to all of them is the appeal for adventure.

CEPHALUME^{AA3}

In the deepest trenches of Zelen, whispers have long existed of a race of creatures who have broken the cycle of life and death, creatures born from the corruption of life and which the mercy of true death cannot touch. These aquatic beings were viewed as a plague by all other races and so were chased to the depths with the hopes of neutralizing their menace. For the longest time these beings had no name, but the unlikeliest of events heralded their return and made known their ancient mantle of the Cephalume. When the Kalo were affected by the Qlippoth corruption, they took on the form and mentality of this ancient adversary, raising many questions as to the relationship between the Cephalume and Zelen's eminent masters.

Records of the original Cephalume are incredibly scarce due to the race's great age, although some scholars suspect they were intentionally erased from history by the Kalo. Ancient legends exist across numerous Zelen cultures which have connected these beings to the modern Cephalume, stories of squidlike beings who would abduct innocents and perform twisted rituals on them within strange citadels constructed from corpses. Those that survived such torture would become like their captors in body and mind, their original life little more than a faint memory and their values so wholly twisted that they would gladly seize and mutate those they once called kin. These tales bear many similarities to the perceived activity of some modern Cephalume, although most members of the race will quickly deride such accounts as horribly embellished.

The centerpiece of these stories and of modern revulsion of the Cephalume comes from the race's unique reproductive process, a practice which the race will defend as horribly misconstrued as a brutal practice. Cephalume do not possess any sex organs and are thus incapable of reproducing on



their own. Rather, new Cephalume are born from esoteric rituals in which a Cephalume is created from the body of a living intelligent creature. Although the newly born Cephalume's personality is mostly autonomous, the original host's memories and views are oftentimes retained in the form of a symbiotic organism known as a Krikiks. Most Cephalume defend this practice by insisting that the only use willing subjects for reproduction, but a few high-profile incidents have sown fear among many of Aurin. Cephalume born of other Cephalume are quite rare, but such "cyclical children" are denoted by their possession of multiple Krikiks (one for each past life). Of course, Cephalume can also be produced from the corruption of Kalo, although the Qlippoth's lack of engagement since the end of the war has made such incidents uncommon.

The "death" of Cephalume is a process even more bizarre than their birth. Cephalume do not perish in the same manner as other beings. Rather, a Cephalume whose body or mind loses function enters a torpid state in which their body calcifies completely, becoming a stony structure Cephalume refer to as a cairn. Disturbingly, Cephalume cairns remain conscious, capable of communicating with those nearby through telepathy or bioluminescence but otherwise unable to affect or perceive the world around them in any meaningful way. Breaking or even disintegrating a cairn does not kill the consciousness inside, effectively meaning that nothing can free a Cephalume from an eternity of imprisonment. Fragments of cairns taken from the ancient Cephalume cities still retain their sentience, although millennia of isolation has shattered their psyches irreparably. Understanding of this cairn process has

given the Kalo an immense fear of "death" as well as an immense respect for their ancestors, both ideas manifesting in the practice of building homes and vessels out of cairns in order to keep the lost members of the race present and somewhat stable.

When asked why they adventure, most Cephalume will state that they seek immortality. The idea of calcification horrifies them such that they will dedicate their lives to finding some method to avert the end, be their pursuit magical, biological, or technological in nature. If such pursuits prove futile, a Cephalume will often dedicate themselves to building communities or fighting to secure the rights of their race so that others will at least remember and care for their cairn. The concept of endings is alien to most Cephalume; there is only the mercy of remembrance or the agony of existing forgotten. For this reason, many members of the race possess a strong interest in archaeology and history.

CEPHALUME ALTERNATE RACIAL TRAITS

Chronicler: Cephalume with this racial trait gain a +2 *bonus* to Intelligence and Charisma but take a -2 penalty to Dexterity. This replaces the Cephalume's normal ability score modifiers.

Secondary Symbiote (Ex): Cephalume with this racial trait may select an additional symbiote besides the one they already possess. They may not select the same symbiote twice. This ability replaces beguiling glow.

Symbiote Adaptation: The following are additional options which can be selected with the symbiote adaptation racial trait.

- **Psionic Krikik (Su):** Cephalume with this krikik gain Wild Talent^{UP} as a bonus feat at 1st level and can choose to gain an additional power point instead of a hit point or skill point when gaining a level in a favored class. If a cephalume takes levels in a psionic class, they gain the Psionic Talent^{UP} feat in place of Wild Talent.
- **Soulvessel Krikik (Su):** Cephalume with this krikik gain a +2 bonus to saving throws against necromancy and death effects and take no penalties from negative levels (they still die when their number of negative levels exceeds their character level)
- **Talented Krikik (Ex):** Cephalume with this krikik gain Skill Focus with any skill of their choice as a bonus feat.

DROMITES^{UP} / TROX^{AA2}

The Shirren are a race that exists in a state of duality, being alien creatures born of unknown circumstances as well as the product of Cidali science and acculturation. The race's double identity is reflected in its unique Qlippoth corruption, which not only alters a Shirren but also splits them into two separate entities. The smaller of these two creatures are Dromites, human-esque insectoids of keen wit and drastic ideas. The less human portion of the Shirren becomes a Trox, a hulking abomination which serves its dromite partner loyally. These paired entities have emerged as agents of a bizarre doctrine and a curious force of change across Aurin.

Those who have seen the birth of Dromite/Trox twins describe it as a sort of molting process, the Shirren carapace splitting and warping into a Trox as a Dromite emerges from the interior. Both races possess the ability to telepathically bond with other creatures, and their first such bond is usually formed with each other. The two creatures typically live and travel together, the Trox serving as muscle while the Dromite operates as the duo's voice. A dromite/trox pair will rarely part ways willingly but can be forcibly separated without any ill effects on either party. Dromites often become skittish without their partner while Trox frequently feel directionless without a Dromite to guide them.

In contrast to the libertine views of many Shirren, Dromites and Trox are typically stark collectivists in their own way. Dromites tend to cluster together in highly coordinated communities, dedicating their entire lives towards the protection and development of these "hives". In the view of many Dromites, free thought and individual choice are the sources of conflict, the only solution being a strong central order that guides actions collectively. Some Dromites believe that such ends are the only paths to survival and are justified by any means, leading them to conflict with many other creatures (especially Shirren). The Trox are much more passive in their speech but live out these ideals of conformity through their intense loyalty to those around them. To a Trox, every companion is worth laying down your life for.

Dromites and Trox started to appear in large numbers with the Qlippoth invasion of Addoroc and its moons, with many Shirren colonies being breached and corrupted by the invaders. Fleeing across the planet and eventually to nearby worlds, the Dromites and Trox eventually learned of the



Cidali empire which had left them to die. Many of the insectoid peoples found common ground with the Tauruni, their own collectivist views coinciding with Moloch's infernal doctrines. The Dromite hives spread across the Orebelt and the moon of Moloss, preserving Taurun's totalitarian ideology even as many tieflings moved away. Those Tauruni who remain loyal to Moloch will point out several disparities between the archdevil's prescriptions and those of the Dromites, but these distinctions are lost on most of Aurin.

Dromites are typically viewed as warped ideologues and Trox as their witless stooges, perceptions which aren't helped by the Dromites' frequent evangelization from atop the backs of their Trox companions. The Shirren are particularly critical of these races' ideologies, viewing their collectivist doctrine as detrimental to the freedom the Shirren have fought so hard for. The perseverance and loyalty of these creatures is unrivalled, however, and those who come to bond with these beings will find themselves amongst everlasting friends.

Dromites and Trox typically adventure as a pair, each serving a role that covers the weaknesses of the other. Most seek out riches or glories for their respective hives, although it is not unheard of for them to strike out on their own to create a new hive or even a new community outside of their own kin. They will typically stick with a single party or leader through most any hazard, viewing death

under a worthy leader as better than life as a traitor. Dromites who become leaders are often frustrated by their non-insectoid allies' lack of commitment.

DROMITE ALTERNATE RACIAL TRAITS

Communalism (Ex): Once per day, as long as an ally is within 10 feet, a dromite can roll a single attack roll or skill check twice and take the higher result. This ability replaces compound eyes.

Telepathic Perceptions (Su): Dromites can communicate telepathically with any creature within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak. In addition, dromites gain blindsense (thought) out to 30 feet. This ability replaces scent.

TROX ALTERNATE RACIAL TRAITS

Telepathic Guard (Su) Trox can communicate telepathically with any creature within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speak. So long as the Trox is aware of a creature, that creature cannot flank any creature within 30 feet of the Trox. This ability replaces frenzy.

JUDOW^{C07S}

The Judow are often thought of as Qlippoth-corrupted androids, although the innate immunity of androids to disease makes such an entity technically impossible. That said, the Judow are indeed tied to both races, many having once been androids or biomorphs transformed by the circumstances of the Qlippoth War. Forged through a twisted combination of magic, psionics, and machinery, the Judow are a unique cyborg race whose unique position and mindset have raised many philosophical queries across Aurin. This controversy is the result of the Judow being the only living race to possess not only an engineered body but also a heavily programmed thought process.

When the first Kytos awoke to gaze upon the "sinful" peoples of Aurin, their warpath led them into conflict with many artificially created races, some

of whom were artificial or who had been created with immunity to the Qlippoth corruption. Unable to simply corrupt and release these creatures, the Kytons captured and reconstructed them, oftentimes meshing several beings into a single twisted body. Using neuroscientific knowledge acquired through their own devices or some unknown patron, the Kytons then proceeded to construct the minds of these "judow" (an ancient Cidali word for "masterpiece") to be free of sin. Every judow was stripped of a specific emotion at birth, being neurologically incapable of feeling a single emotion which their kyton creator believed to be the root of mortal sin.

The goal of fabricating these altered beings was to create what the kytons viewed as "ideal humans", beings which could exist within the kytons' framework of reality without being considered blasphemous. Just as humans built androids, constructs, and biomorphs for specific duties, the kytons designed individual judow to embody specific ideals such as humility, loyalty, equality, reason, peace, or justice. Due to their engineered brains, judow are all but incapable of acting against their assigned imperatives, the need to treat others a certain way overriding even basic fight-or-flight instincts. Some scientists have theorized that certain circumstances can break a judow's conditioning and drive them to act against their imperatives, although attempts at this most often just result in agony.

The distinct mentalities and ideologies of the Judow have created a series of distinct cultures for the judow, each one dedicated to a certain ideal and denoted by the emotion they have "shed". Simply existing without impure passions is only the first step in realizing the meaning of existence, judow scholars and mystics have written. Only through understanding and living by a specific imperative above all else can someone truly become perfect. Judow are often very self-critical, seeking ways to improve their behavior and capabilities constantly and developing intense ascetic regimens to better attune themselves to their specific ideological goal. Some of these regimens, such as the practice of an altered arcane form known as sin magic, have expanded beyond the judow race. Sometimes, non-judow will seek out tutelage under a judow in the pursuit of some philosophical purpose, although the psychological gulf proves too much for many.

In spite of their lofty ideals and nightmarish origin, the judow tend towards no particular alignment as a people even when they possess a common mental construction. The imperatives often transcend the conventional system of morality, and many have been surprised by an intrepid judow spinning the concept of peace towards evil or the idea of dominion towards good. To many other races, judow come off as indulgent and extreme, their imperatives leading to behaviors and conclusions which are viewed as equally dangerous to those sins the judow were built to avoid (even other judow sometimes think this, resulting in a great deal of conflict between judow factions). No one judow is commonly agreed to



have achieved perfection, and this has disheartened a number of judow. Some have even gone so far as to seek modifications to themselves so that they might think as other races of Aurin do.

The judow are loyal to the vindictive and morally discreet ideology of the kytons, but work little with these corrupted beings. Judow often believe that experience is a greater teacher than the words of their creators, and so pursue different careers and lifestyles across Aurin. They can be found as adventurers, preachers, scholars, and soldiers, and have been accepted in normal life in a way that no other Qlippoth-Corrupted race has. This is not to say that prejudice against judow does not exist, but rather that these constructed creatures are not usually met with the same hostility that drow, duergar, and other corrupted beings face. Judow are commonly seen as wise companions and unflinching servants, a stereotype that is often reinforced by public misunderstanding of the race's mentality and history.

JUDOW ALTERNATE RACIAL TRAITS

Altered Emotions (Ex): Judow minds function in odd ways, making them resistant to mental effects. Judow with this racial trait gain a +2 racial bonus to saving throws against fear and emotion effects. This ability replaces artai eyes.

Psi-like Ability: Some Judow are reconstructed with innate psionic abilities. Judow with this racial trait gain a single 2nd-level power from the psion/wilder power list as a 1/day psi-like ability. The manifester level for this effect is equal to 1/2 the judow's level (minimum 3rd) and any effects are Charisma-based. This ability replaces nocturne gaze.

KALO^{AA}

It is unknown whether the Dragons or the Outer Lords created the Kalo of Zelen, and theories exist that other races such as the Aboleths or some more alien beings might have had a role in their genesis. The Kalo are least certain of all about their origins, as they have taken rather extreme measures in order to flee from whatever history they possess. Despite their great age and well-developed magical traditions, the water-dwelling people views the very concept of legacy as a great anathema, taking steps to assure that fame and tradition are neither fostered nor preserved among them.



Although a Kalo cannot describe their history to others, this fact hardly diminishes their capacity for interaction. The Kalo of modern day are outspoken, passionate, and observant, keen to point out the faults of anything or anyone around them. This engaged outlook makes for a culture full of vivid art, impassioned perspectives, and torrid rhetoric, displays of which often overwhelm non-Kalo with their rawness. From the Kalo's viewpoint, most other races are needlessly repressed in their expression, the unwillingness to fully speak one's mind being taken as a sign of cowardice. Although Kalo are perfectly capable of lying or acting against their views, they view such deception as repulsive.

The discerning mindset of the Kalo lends itself well to both science and magic, their scrutiny and perfectionism yielding many unique developments. Kalo-designed hydroelectric generators, superconductive structures, and genetically engineered coral "alloys" have earned the respect of many other cultures across Aurin, as have the spells the sea-dwelling people created to protect their underwater cities against tectonic forces. The race's general mastery over these concepts indicates a long history of utilizing both magic and technology, although the processes of how these concepts were

discovered have been cast out of Kalo history. What matters to the Kalo is not who theorized what idea or even when it was invented, only how it works and what it can do presently. For this reason, technological and magical studies are the closest thing to survivors of the race's ideological purges.

These purges are referred to by the Kalo as "exfoliations" and occur once every solar orbit of Hakun (or about once every 13 Vandaran years). On these monumental days, the Kalo work to destroy all artistic, philosophical, or otherwise ideological work that they have created, casting their statues, texts, songs, and other masterworks deep into space or into the depths of Zelen. Only scientific facts, now divorced from context, are preserved. The intention behind ritual is to eliminate the taint of legacy from the Kalo mindset so that they may better view existence as it truly is. Rather than horrified, most Kalo are relieved by this process, oftentimes pushing it further by wiping their memories during an exfoliation. Although nobody is killed in an exfoliation, the cultural makeup of the Kalo is often shifted dramatically in the process, with artists and scholars taking the opportunity to pursue new avenues of thought or to redefine themselves as created. Purged works are quite valuable among certain collectors of other races, some of whom seek to preserve or reconstruct the Kalo's history. It is unknown when or how this tradition began, although some speculate about a painful history which the Kalo have gone to extreme measures to avoid repeating. The harsh treatment of those few Kalo who try to avoid exfoliation lends credit to this theory.

Such atrocities would also explain the Kalo's other ideological constant, that being a distaste for conflict. Amidst endless alliance proposals and invasions during the Bleeding Moons War, the Kalo remained neutral, defending their territories on Zelen but never committing even a single soldier to any empire. This pacifism extends to individuals as well, with senseless fighting drawing a Kalo's most extreme condemnation. Kalo who do fight tend to do so through supportive roles, but if pushed to violence will execute their targets without mercy or pity. Better to cast off a broken shell than waste your time fixing it, as the old saying goes.

Kalo often adventure for fundamentally selfish reasons, acquiring wealth or simply experiencing what the larger universe has to offer. Some commit themselves to correcting some scientific or social

issue that they find inexcusable, although these "influencers" are often undermined by their mistrust of other races. Others defend the interests of the Kalo people as a whole, acting as diplomats or agents of various ocean-cities on an interplanetary stage. Common to many of these adventurers is a disregard for legacy and a minimal fear of death; the Kalo's culture of transience instills within them a commitment to their present life above all else.

KALO ALTERNATE RACIAL TRAITS

Deepdweller (Ex): Some Kalo have ventured into deeper regions of Zelen's ocean, adapting their forms to the great pressures below. Such Kalo gain 6 racial hit points rather than 2 and are immune to the dangers of extreme depths. However, their swim speed is reduced to 30 feet. This ability modifies swim speed and racial hit points.

Resolution (Ex): Kalo are often difficult to sway, possessing strongly held beliefs. Kalo with this racial trait gain Iron Will as a bonus feat. This ability replaces stealthy swimmer.

Stormwracked: Some Kalo dwell in the stormier regions of Zelen, developing distinct physicalities and mindsets as a result. Rather than their normal racial modifiers, Kalo with this racial trait gain a +2 bonus to Constitution and Charisma but take a -2 penalty to Intelligence.

LASHUNTA^{POTS}

The Damaya Lashunta were perhaps the last race to be created by the Outer Lords, a trait which in their view makes them the clearest expression of their creators' vision and the stewards of the Aurin system until the Outer Lords' eventual return. Hailing from the moon of Kawe, the first Lashunta were privy to many of their creators' machinations, this closeness leading them to believe that their race would carry a pivotal role in the war with the dragons. However, despite many of them being trained with advanced weaponry, this first generation of Lashunta never saw combat, the Outer Lords abandoning Aurin before they could be deployed. The race was left on its own on the moon, surrounded by countless magical and mechanical relics which now shared the people's lack of purpose.

Physically, the Damaya Lashunta are very similar to humans, differentiated chiefly by their antennae. They possess a rainbow of hair and eye colors, which



may be a product of magic, genetic tinkering, or the Outer Lords' original designs. The race's variety of facial markings are also of mysterious origins, with the prevailing theory being that they were originally designed to represent a Lashunta's designated military position (although no ranking system has been agreed upon by more than one community). Their most distinctive feature, however, is their antennae, which allow them to communicate telepathically with nearby creatures. This telepathy operates by pulling key words, images, and ideas from the minds of nearby targets and can be resisted by those who are aware of it, making this difficult to utilize this ability offensively. Removing the antennae will actually stop a Lashunta's telepathy, and for this reason such punishments are reserved for the cruelest of their race.

For many reasons, the culture of the Damaya Lashunta is quite homogenous across space and time, with little having changed in their mindset since the early generations. Telepathy plays a major role in this consistency, with the sensory elements of defining historical events maintaining their impact as they pass from generation to generation. This telepathic communication makes the sharing of ideas quite easy as well, resulting in low interpersonal strife and thus conflict between Lashunta. The race shares a common origin which they all remember, making it difficult for revisionists to rally certain Lashunta in opposition to each other. Perhaps moreso than all of these, the reason for this homogeny is the

great emphasis placed by the Damaya Lashunta on patience and personal restraint.

The Lashunta venerate the Outer Lords as the great auteurs of Aurin, beings who understood a great deal about the universe and stopped at nothing to impose their will upon it. Following in their creators' example, the Lashunta prize scholasticism and excellence in all things, dedicating themselves to the pursuit of understanding and the mastery of all that they survey. Community also plays a great role in the Lashunta ideology, with ostracization being a horror that no Lashunta wishes upon themselves or any other. A lone Lashunta is capable, but only together can the race hope to emulate the great achievements of their creators. Many Lashunta hope to meet the Outer Lords as equals should they ever return, and their ancestral memory keeps them keenly aware of how much further they must climb to reach such a level.

The Qlippoth corruption had a surprisingly minimal effect on the Lashunta, to the point where the Damaya still consider the corrupted beings (known as Korasha) to be their kin. Physically, the Korasha are shorter and much brawnier than their Damaya counterparts, and many of them remember enough about their pre-transformation lives to maintain many of their relationships from their time as Damaya. Whereas the Damaya are patient and methodical, however, the Korasha are headstrong and ruthless, dealing with most problems by pounding them into submission or obliterating them from existence. Perhaps no beings are more eager to resume the Bleeding Moons War than the Korasha, with quite a few members of the race having already struck out on their own to violently claim territory across Aurin. The Damaya disapprove of these methods, but have done little to stop the actions of their brethren.

Although the Lashunta begrudgingly respect the capabilities of other Aurin races and are somewhat willing to cooperate with them, none would ever go as far as to say that a non-Lashunta could ever be their equal. These "Vehrbir" peoples as regarded by the Lashunta as fickle, uncommunicative, and devoid of culture, beings without root or purpose in the universe, doomed to be forgotten or misremembered (the worst fate imaginable for a Lashunta). Scaled peoples and dragons are of a rank below even the Vehrbir to the Lashunta, beings which actively threaten their mission rather than simply not understanding it.

LASHUNTA ALTERNATE RACIAL TRAITS

Psychic Supremacy (Su): Lashunta with this racial trait increase the DCs of all of their mind-affecting abilities by 1. This ability replaces lashunta magic.

The Last in Line (Ex): Some Lashunta were created with a more human strain to their mentality, acquiring enhanced adaptability. Lashunta with this racial trait gain an additional feat at 1st level that they must meet the prerequisites for. This ability replaces lashunta magic.

MAENADS^{UP}

Although the Qlippoth hordes inflicted immense damage on Aurin, the disease they carried was what many feared more than death. The corruption of being that resulted in body, mind, and soul being warped irreparably inflicted upon the masses a fear which the violence of the Bleeding Moons War had never prepared them for. Desperate to find some sort of countermeasure to the Qlippoth Corruption, a team of Cidali scientists developed a more benign strain of the psionically charged plague, an agent which would emulate the corruption and stave off its psychological effects in exchange for minor physical mutations. Those who were inoculated became known as Maenads, beings which live forever on the verge of corruption.

Most maenads were human, although certain exceptional cases have resulted in non-humans being inoculated. If at least one parent is a maenad, the child is always born a maenad, a fact which has made the race's propagation swifter than one might expect. Regardless of ancestry, maenads resemble their parent race, albeit with unnaturally pale complexions and impossibly black hair. The most distinctive trait of maenads is the crystalline growths which emerge across their skin. These growths vary in color based on the most prominent emotions of the individual maenad and are known to shine when a maenad unleashes a psionic outburst.

Besides the crystalline growths, a maenad's outbursts are the most obviously alien element to the race. Every maenad possesses within themselves an immense aggression separate from their existing personality, a subdued analogue to the transformative aspects of the Qlippoth Corruption which offers unusual strength when it is called upon. Although the mental aspect of these outbursts is

rather subdued, the reasoning capabilities of a maenad drop noticeably in this state, leading to worries that the creatures could turn into rampaging monsters at any point in time. Young maenads oftentimes lapse into their outburst state, but most have developed mechanisms for controlling these outbursts by the time they reach adulthood. When a world-weary maenad uses their outburst, it is a sign that they are taking their circumstances quite seriously.

Outbursts are the first among many reasons why Maenads are typically ostracized by Aurin society. Quite a few creatures view the Maenads as corruptions of human form, many others suspecting that they are contagious or even that they are sleeper agents for the Qlippoth. As a result, maenads are viewed with suspicion by many and must often hide their identities to avoid conflict. The majority of maenads now live on large colony ships which were used to evacuate worlds during the Qlippoth War. It was on these ships that the maenad inoculation was developed, which is why many host a population composed entirely of this single race. The "Void



Arks" were designed for long-term sustainability in case they had to carry large sums of people, and so the maenads have repurposed these vessels into floating cities where they can live free of persecution.

As beings which possess great internal strife, maenads often view moderation and reason as cardinal virtues. Even chaotic maenads will typically conduct themselves with a great deal of restraint, evaluating a situation objectively and seeking a well-reasoned solution rather than acting on impulse. Maenads care little for sentiment and cling only to materials and values which they view as benefitting them. This has driven many Void Arks to become domains of either utopian exchange or debauched hedonism. In spite of their history of mistreatment, many maenads are quite accepting of other creatures, viewing prejudice and revenge as fallacies to be left behind.

Maenads adventurers work hard to earn the trust of their companions, oftentimes much harder than they should have to. Rather than wealth or knowledge, most maenad adventurers explore for the thrill of danger and the opportunity to test and improve their abilities. Other maenads venture out into Aurin for more political reasons, seeking to improve the lot of their people through activism. Many maenads retain connections to the Void Ark of their birth, sending back money or crediting their virtues to their upbringing. A few bold maenads try to spread the maenad inoculation to other creatures, the more aggressive of these evangelists fortifying the fears that many hold about the race. A sense of pride is common to maenads of all stripes, however, only the most desperate seeking any sort of return to their original race.

MAENAD ALTERNATE RACIAL TRAITS

Small Size: maenads with this racial trait are small rather than medium, gaining a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their CMB and to CMD, and a +4 size bonus on Stealth checks. This ability modifies the maenad's size.

Variable Outburst (Su): maenads with this racial trait choose either Constitution or Dexterity when you select this racial trait. Their outburst increases the chosen ability score rather than strength. This ability modifies outburst.

Veteran Spacefarers (Ex): maenads are accustomed to the rigors of space travel, gaining a

+2 racial bonus on Fly and Knowledge (engineering) checks (or Engineering and Piloting if using Starfinder skills). When off-kilter, a maenad does not take the normal penalties to attacks or gain the flat-footed condition. This ability replaces natural sailors and weapon familiarity.

Void Survivor (Su): Maenads with this racial trait can go 1 hour without breathing and can exist in a vacuum without suffering the associated environmental effects. When in a vacuum, they automatically grow wings made from psionic energy that grant them a supernatural fly speed of 60 feet (average maneuverability) but that work only in a vacuum. This ability replaces maenad psionics and sonic affinity.

SHIMREEN^{AAB}

Among the qliploth-corrupted races, shimreen are perhaps the most unique due to the manner in which they consolidate so many disparate essences into a single races. Aasimar, tieflings, ganzi, fetchlings, and wheelwarped of all types become the same type of creature when the corruption overtakes them: a race of energy-conductive crystal-skinned beings known as Shimreen. Possessing no natural magical capabilities but wielding a unusual command over their bodies, the shimreen embody the impact of mortal life upon the planes in opposition to the influence of the magical upon the mundane.

The majority of shimreen were transformed from Taurun tieflings, although Melesp hosts a large population of shimreen descended from Halken wheelwarped. Oddly, it's nearly impossible to distinguish a shimreen's original race despite the immense diversity of the race's coloration, physical features, and overall appearance. The convergence of multiple races into one confused many scholars and has led to numerous theories about how the Qliploth corruption interacts with magic. Shimreen are rather sociable and have generally been accepted by most Aurin races, but wheelwarped and other outsider-descended peoples have displayed an immense distaste for the beings they view as metaphysically wrong. Shimreen have thus been exiled from Melesp and the Orebelt, finding company in a variety of other locations.

The major reason for the shimreen's acceptance by so many creatures is their unique and potent physiology, which may provide an incredible asset with further research. A shimreen's living-crystal body naturally absorbs and redirect various types of

energy, a process that the shimreen is capable of regulating and controlling. The race also possesses a degree of innate shape-shifting ability, able to twist their hands into crystalline weapons. Some optimistic scientists speak of great living-crystal computers, weapons, engines, and other machines which could revolutionize technology across Aurin. Of course, such ideas have also made shimreen body parts a valuable black-market commodity.

Although many shimreen are capable of using magic, very few of them actually do. In an inversion of their pre-corruption affinity for eldritch arts, shimreen view magic as distasteful and suspicious, an unnatural force whose inconsistent logic and independent consciousness cannot be trusted. This suspicion extends to the very idea of alignment itself, as the shimreen mindset rejects the concepts of objective good, evil, law, and chaos. Shimreen possess a wide variety of moral viewpoints, although none ever adhere to unflinching ethical axioms. Many shimreen have an affinity for psionics, however, seeing the technical and procedural elements of the art as more in line with their worldview. Shimreen solarians are also common, the philosophy of grand harmonization attracting those who view moral pursuits as fleeting.

Their anathema to magic has pushed the shimreen to the fringes of many worlds, many of them eking out existences in remote locations. Urban shimreen do exist, however, begrudgingly tolerating the arcana around them or creating magic-free enclaves for their own operations. Although most races tolerate the shimreen due to their relatively non disruptive views, outsiders of all types possess an irrational hatred of shimreen which even they can't fully explain or justify. Some theories postulate that this anathema may be rooted in the shimreen's resemblance to beings which existed prior to the planes which modern outsiders still possess some ancestral grudge against.



Shimreen adventurers travel in search of knowledge, belonging, riches, and a wide variety of other reasons, mostly indifferent to the disdain and fear so often directed at them. Many of them are scholarly individuals, studying and recording the world around them even when they pursue less refined lifestyles. Many shimreen enjoy experimenting with their abilities and finding new uses for existing tools in their arsenal, a trait which gets them killed just as often as it saves them from disaster.

SHIMREEN ALTERNATE RACIAL TRAITS

Alternate Energy Resistance (Ex): Shimreen with this alternate racial trait gain resistance 5 to one of the following energy types, chosen when they select this racial trait: acid, fire, cold, sonic, positive energy, or negative energy. This ability replaces energy resistance.

Energy Shielding (Su): Whenever a shimreen takes energy damage, they can voluntarily take an additional 1d4 damage of the same type by amplifying the energy within their crystalline form. This energy forms a barrier around the shimreen, granting them temporary hit points equal to half the damage taken. The shimreen cannot use this ability on any turn in which they start with temporary hit points. These temporary hit points dissipate after 10 minutes. The amount of extra damage the shimreen takes increases to 2d4 at level 8 and 3d4 at level 16. This replaces amplify.

Flexible Talents: Shimreen with this racial trait gain a +2 bonus to a single ability score of their choice. This ability replaces the typical ability score modifiers of shimreen.

Godfoe (Ex): Shimreen are accustomed to dealing with hostile outsiders, gaining a +2 bonus on all saving throws against the ability of outsiders (including spells). This ability replaces energy resistance.

Psionic Aptitude: Shimreen with this racial trait gain Wild Talent as a bonus feat at 1st level and can choose to gain an additional power point instead of a hit point or skill point when gaining a level in a favored class. If a shimreen takes levels in a psionic class, they gain the Psionic Talent feat in place of Wild Talent.

Utility Limb (Ex): Certain shimreen can shift their limbs into complex tools, allowing them to make Computers, Disable Device, and Engineering checks as if they always had the proper equipment. This ability replaces shift limb.

SHIRREN

On an expedition to the furthest planet of Aurin, Cidali explorers discovered the remains of an ancient civilization unlike any other in the system. Uncovered from beneath roiling sands were strange buildings and objects which utilized unknown technologies, some of which may even date back to before the time of the Makers' War. The most surprising discovery, however, were the genetic samples uncovered amidst the wreckage, traces of biological material from a long-dead race. These samples were taken back to Addoroc and reconstructed through a combination of technology and magic, producing the first generation of insectoid humanoids known as the Shirren.

While most Cidali biomorphs are designed for a specific purpose, the Shirren have not undergone

any of the extensive optimizations that their sibling races like the dwarves and faunic have received. This is in part because Cidali scientists wanted to observe the race as it originally was and also because they don't understand the creatures well enough to effectively manipulate their genomes. Even expert biologists can do little more than speculate about what original purposes of the Shirren's telepathy, natural social acuity, and overall anthropomorphism.

Shirren were tightly controlled in the days before the Sundering, with Cidali scientists maintaining a number of quarantined "colonies" across Addoroc which could be remotely observed to study the Shirren's development. At first, these colonies were conducted without outside interference, with scientists wanting to see how the race naturally lived. It was only a matter of time before certain colonies were compromised, the Cidali introducing certain Shirren to the modern solar system and the Cidali values of reason, loyalty, and personal excellence. Other colonies, meanwhile, remained sealed, experiments and observations continuing until either the scientists abandoned them or the Shirren broke free.

The Qlippoth War led to the creation of additional Shirren colonies, many of whom were brutally experimented upon in the hopes that their alien genetics could be used to discern some weakness of the Qlippoth. The only fruits of such endeavors were horror on the part of other Shirren, many of whom turned on the Cidali or fought to free their brethren from the colony system. A sizable quantity of Shirren fled to Elix, Zelen, Liruda, and the Orebelt, finding company among the Empire's many other dissenters. The majority remained loyal to Cidalac, however, carrying on its legacy with greater commitment than many of the remaining Cidali humans.

Shirren possess rather extensive lifespans, the majority of adults being old enough to recall life in the colonies. This insular upbringing has instilled in many a great fascination with the many diverse cultures, vistas, and histories of Aurin. Having learned to subsist in small communities, the Shirren excel at cooperation and can use their emotion-based telepathy to supplement these skills. Quite a few later Shirren possess akashic or psionic augmentations, which they view as either unsavory relics of their captivity or powerful implements for forging their own destiny. Rare among the Shirren



are those who call themselves Scions, beings who wish to understand the lost progenitor race whose genes they share.

As beings with neither a clear origin nor a clear purpose, Shirren often take up the wayward life of adventuring in order to find some meaning in their existence. Their alien nature means that the Shirren face a great deal of prejudice even from other marginalized peoples, creating a jaded perception that can counteract their curious and trusting nature. Although they strongly value teamwork, most Shirren take pride in their individual autonomy and relish in the capacity to shape their own destiny.

SHIRREN ALTERNATE RACIAL TRAITS

Dextrous Limbs (Ex): The lesser appendages of some Shirren are as effective as a hand at manipulating objects, which allows them to wield and hold up to four hands' worth of weapons and equipment. This ability replaces blindsense

Natural Weaponry (pathfinder) (Ex): Shirren possess a natural bite attack which deals 1d4 points of damage. This ability replaces communalism.

Natural Weaponry (starfinder) (Ex): Shirren are always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Shirren with this racial trait gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add $1\frac{1}{2} \times$ their character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual). This ability replaces fascination or gifted linguist.

Jumper (Ex): Some Shirren have been engineered with superior legs, granting them a +2 racial bonus to Acrobatics and Athletics checks (or Acrobatics and Climb checks if using Pathfinder skills). Shirren with this racial trait are always considered to have a running start when jumping.

OTHER RACES OF AURIN

BIOMORPHS

The Cidali created many artificial races to fulfill various military and labor purposes, with dwarves and orcs being the most common. However, over a

century of experimentation has produced an endless variety of unique biomorph races designed for specific utilities or simply as aesthetic experiments. Most of these biomorphs fall under the umbrella of faunics, beings which resemble anthropomorphic animals. Ysoki, nuar^{AA}, kitsune^{ARG}, gamla^{AM}, and pahtra^{AA2} are some of the most well-known faunic, but countless other varieties exist across Elix, Liruda, and the rest of Aurin. Plant-based biomorphs such as ghoran and raxilites have also been developed by the elves of Jalloth, these entities being referred to as florics. Although akashic implants and upgrades are not as universal as they once were, quite a few biomorphs still possess cybernetic enhancements that provide a flexible source of power.

VANDARAN RACES

No one world has influenced the Aurin system more than Vandara, the miraculous planet's denizens spreading all across the system. Gnomes, tieflings^{ARG}, elves, wheelwarped^{AG&P}, and every other variety of Vandaran people can be found in a variety of locales across every planet. None of these races are as prolific as the humans, who remain the most populous species of intelligent creatures in Aurin despite the immense casualties suffered during the



Bleeding Moons and Qlippoth Wars. Many Vandaran peoples are still divided along the political and cultural gaps that drove the Bleeding Moons War, holding to a Cidali, Tauruni, Estarian, or Halken identity despite these empires having effectively vanished.

SCALED PEOPLES

On Vandara, the cycle of the Scaled peoples was rather simple: one of four types of gherigo reincarnating into progressively more developed types of naga. In the strange and diverse environments of the Aurin system, however, this process has changed dramatically. Izalgunn^{AA3}, Ilthisarians^{SAP5}, Ikeshti^{AA}, and Sazaron^{AA3} are just a few of the reptilian beings which can hatch across Aurin, many of whom have come together on the moon of Xial. The process of reincarnation remains a constant among these more diverse races, although it is much more erratic than on Vandara; a vesk could be reborn as an ilthisarian, a serpentfolk as an ophiduan^{UP}, or an ikeshti as something more monstrous such as a saurian^{B6} or even a hydra. Some scaled peoples theorize that understanding this process could eventually lead to transformation into dragons, although no such instances have ever been recorded.

SHELIG PEOPLES

The chaotic world of Shelig endured a great deal during the Makers' War, and the haphazard experimental races left behind by the Outer Lords have developed or mutated into countless forms in the ages since. Some, such as the Elebrians^{SAP3}, Damai^{AA2}, Verthani^{AA}, Rhyphorians^{AA}, and Brakim^{SAP8}, maintain an appearance somewhat similar to the Lashunta and Humans of other worlds. Others, such as the Draelik^{AA}, Dirindi^{AA3}, Maraquo^{AA}, Kasatha, and Shobhad^{AA} have left behind many of the typical structures of humanoid biology, becoming unique entities adapted to equally unique environments. Many of these races may have emerged as a result of the Qlippoth corruption, but the sheer absurdity of many of Shelig's children makes it nigh-impossible to tell the quasi-natural beings from the corrupted ones.

ZELEN PEOPLES

Much like Shelig, the ocean moon of Zelen was once a base for the Outer Lords, a place where the engineered a wide variety of creatures to be deployed in ocean warfare on Vandara. Countless variations of sea life, many of them intelligent, were born and have thrived on this sphere, with notable

examples including the Kalo, the Cephalume, the Ijtikri, the Scyphozoan^{SAP5}, the Woiko^{SAP2}, and the Wrikreechee^{AA}. Some may have been employed during the Bleeding Moons War, while others may be making contact with modern Aurin civilization for the first time.

QLIPPOTH-CORRUPTED RACES

The disease known as Qlippoth Corruption moved with the Qlippoth through Aurin, infecting many on contact and proving immensely difficult to cure. Affecting any who came into close proximity with the invading horrors or any territory blighted by their presence, the Qlippoth Corruption rapidly eats away at a creature's body and mind until they become catatonic. Death is a rare mercy for the afflicted, who more typically rise from their comas with dramatically altered bodies and minds, memories and skills retained as worldviews and philosophies are twisted unrecognizably. Elves become drow^{AA}, dwarves become duergar^{UP}, halflings become wayangs^{ARG}, and various other creatures transform into strange and esoteric entities. Although attempts have been made to quarantine the disease, the psychoportation abilities of the Qlippoth and the unexpected tenacity of many corrupted creatures have made such measures immensely difficult. Most every race in Aurin is affected by the Qlippoth Corruption in some manner, developing a distinct biological counterpart based upon the nature of the race. Scientists have catalogued numerous varieties of Qlippoth-Corrupted creature, although there is always the potential of new discoveries.

QLIPPOTH CORRUPTION

Type disease (contact); **Save** Fortitude DC varies (based on Qlippoth inflicting it)

Track physical and mental (special); **Frequency** 1/day

Effect no latent state; the victim takes all penalties from progressing on both the physical and mental disease tracks

Cure The victim must make 2 consecutive successful saves

Special When a creature would die from this disease, they instead arise fully healed as a creature of a new race, as determined by their original race (see **Table 1: Qlippoth Corruption Transformation** to determine what kind of creature they become)

EXPANDING ON FAVORED CLASS BONUSES

Starfinder has many more races than Pathfinder just as Aurin has many more races than Vandara. For that reason, the concept of introducing race-based favored class bonuses or even perpetuating their existence is unviable, seeing as the system creates an imbalance between “supported” and “unsupported” races which may centralize builds around a specific race or discourage players from exploring a certain type of character. A few alternatives to racial favored class bonuses are presented below.

- Categorical Favored Class Bonuses:**
 Under these rules, any race can select the favored class bonuses of other races that share a common setting origin with them. For example, a lashunta wizard could select the human’s favored class bonus for wizard because both races were created by the Outer Lords, or a cephalume rogue could select the drow’s favored class bonus for rogue because both races were born out of the qlippoth corruption. However, a cephalume could not select the human’s favored class bonus due to their disparate origins.
- Freeform Favored Class Bonuses:**
 Under these rules, any race can select any other race’s favored class bonus for a class they possess levels in. For example, a kalo bard could select from the bard favored class bonuses of a human, a dwarf, or any other variety of races which possess unique favored class bonuses for the bard class.

It should be noted that favored class bonuses which explicitly affect a specific racial trait (such as the strix’s favored class bonus for the fighter) should remain exclusive to races which possess this racial trait.

In addition, the following favored class bonus is available for all classes and races

Talented: The character gains 1/6 combat talents or magic talents. They must meet the prerequisites for any talents selected in this way.

QLIPPOTH-BLIGHTED TEMPLATE

Creatures tainted by the Qlippoth Corruption rise again in twisted new forms.

Alignment: Any nongood.

Traits: blindsense (scent) 30 ft. if CR 10 or lower, and blindsight (scent) 30 ft. if CR 11 or higher; resistance 10 acid, cold, and electricity; tentacle attack (standard melee damage for CR); all attacks carry Qlippoth Corruption (DC as primary ability for CR)

Table 1: Qlippoth Corruption Transformations

Affected Creature	Transformation Result
Damaiya Lashunta	Korasha Lashunta
Dwarf	Duergar
Elf	Drow
Human	Apostle Kyton ^{HA}
Halfling	Wayang
Gnome	Svirfneblin ^{ARG}
Goblin ^{ARG}	Blue ^{UP}
Kalo	Cephalume
Nagaji ^{ARG} , Reptoid ^{AA} , Vesk	Ophiduan or Troglodyte (chosen based on personality)
Shirren	Dromite and Trox
Aasimar ^{ARG} , Aphorite ^{PA} , Duskwalker ^{PA} , Ganzi ^{PA} , Tiefling, Wheelwarped	Shimreen
Judow, Maenad Creatures already transformed	No effect
Other	As base race with the Qlippoth-Blighted Template or other*

*Certain races may be given other Qlippoth Corruption inversions at GM discretion. It is advised that Qlippoth-Corrupted races have access to the Psi-like ability and Psionic Connection alternate racial traits.

ENHANCED RACIAL TRAITS

Cybernetic and psionic enhancement is commonplace across the Cora system, and beings of all races have found ways to technologically upgrade their forms. Each trait lists a generic racial trait that it could easily replace

Akashic Connection (Su): The character is outfitted with numerous akashic enhancements. Characters with this racial trait have a natural connection to the power of akasha and start play with 1 bonus essence point in their pool. They can invest essence into any of their skills, gaining a +1 insight bonus on skill checks with that skill for each point of essence invested in it. It is possible for a character with this trait to invest essence into multiple different skills. This can replace any racial trait which grants a +2 bonus to at least two different skills.

Psi-like Ability (Ps): Psionic power flows through the character from some source. The character may replace any spell-like abilities they possess with powers of equal level from the psion/wilder power list (maximum 2nd level), useable as psi-like abilities with the same frequency of the spell-like abilities they replaced (using the power's psion/wilder level to determine the level of the psi-like ability). The manifester level for this effect is equal to 1/2 the character's level (or the minimum manifester level needed to manifest the power, whichever is higher) and any effects are Charisma-based.

Psibertech Enhancement (Su): The character has been upgraded with some manner of psibertech^{APT}. The character gains the base augmentation of a single piece of psibertech of their choice. This can replace any racial trait which grants a bonus feat or gives a natural armor bonus to AC.

Psionic Connection (Su): Psionic power flows through the character. Characters with this racial trait gain Wild Talent as a bonus feat and can choose to gain an additional power point instead of a hit point or skill point when they take a level in a favored class. If the character takes a level in a psionic class, they may exchange the Wild Talent feat for the Psionic Talent feat. This can replace any racial trait which grants limited telepathy or that causes a character to treat one of their ability scores as higher for the purpose of a certain class ability.

Sphere Aptitude (Su): The character overflows with esoteric power. The character gains Extra Spell Points^{USoP} as a bonus feat. This can replace any racial trait which grants a special favored class bonus (such as Psionic Aptitude) or any racial trait that grants a +2 bonus to at least one skill. Alternatively, a character can replace Psionic Connection with both Sphere Aptitude and Sphere Connection.

Sphere Connection (Su): The character is empowered by a unique form of magic or technology. The character gains Basic Magical Training^{USoP} as a bonus feat and may exchange it for Extra Magical Talent^{USoP} should they gain a level in a spherecasting class. They can replace any racial trait which grants a bonus feat or which grants one or more spell-like or psi-like abilities of 1st level or higher. If a racial trait grants at least two cantrips or psionic talents usable at-will, they also gain the Cantrips^{USoP} feat. If the combined total level of the granted spell-like abilities exceeds 4, the character gains both Basic Magical Training and Extra Magical Talent as bonus feats (Basic Magical Training can still be exchanged as normal). Alternatively, a character can replace the Psionic Connection alternate racial trait with both Sphere Aptitude and Sphere Connection.



MONSTERS OF AURIN

AEONS^{BE}

Although their existence has long been known about, few spellcasters have communicated with the inhuman and immensely intelligent outsiders known as the aeons. Though powerful, these beings have always been viewed with suspicion due to the intellectual distance they maintain and their tendency to exploit periods of bound service to establish centuries-long or even millennia-long plots across Aurin. Of course, such schemes are common to most outsiders, but the inscrutable and sometimes contradictory facets of aeon machinations have made spellcasters especially reluctant to invoke their aid. Concepts of "balance" and "moderation" have often come up when discussing aeon motivations, but deeper inspection into these outsiders' actions have led the most learned scholars to conclude that such ideas are little more than mortal projections. The aeons have seen an increased presence in Aurin since the Vandarans reached space, but this is not a product of mortal magics. Rather, the outsiders have emerged on their own accord, appearing before leaders and industrialists to guide their endeavors towards an unknown goal. The Orebelt is the largest hub of aeon activity in Aurin, with dedication to these neutral outsiders having supplanted the diabolist faiths of the region's Tauruni settlers. Aeons have also been instrumental in the training of Solarians, a unique type of mage-soldiers who draw from disparate energies in a fluid style of combat.

ANACITES^{AA}

Although they weren't the first race to travel between the spheres of Aurin, the anacites are likely the oldest surviving civilization to stretch across the entire system. Created by the Outer Lords as reconnaissance and utility drones, the anacites were given the unique ability to understand and improve upon the hardware and software that composed them, a gift that has allowed them to take on countless forms and adapt themselves to every possible environment in Aurin. Anywhere in the system one travels, anacites can be found harvesting materials, erecting structures, or conducting research on some cosmic phenomenon. In spite of their prevalence and immense age, there is little information to be gleaned from the anacites, as

these ancient constructs will not even acknowledge the presence of other intelligent creatures most of the time. Attempts to hack into anacites to probe their secrets have so far proven unsuccessful, as the complex, psionically infused code used to create them has not yet been deciphered. What can be said about the anacites is that they are fiercely protective of certain Outer Lord relics, responding with extreme aggression whenever such structures are approached by other beings.

DRAGONS

Although the vast majority of dragons left the Aurin system long ago, a small population remained behind. Most of these gathered on Vandara and were entrapped by the Silicon Barrier, but dragons of various sorts can still be encountered across the Aurin system. The type of dragon varies heavily based on location, as many dragons long ago adapted to their homeworlds through magical alterations. The primal dragons of Melesp are the most prolific example of this process, which many mages suspect is more an engineered process than a natural form of evolution. Humans, Scaled Peoples, and Lashunta alike have long sought the powerful magics which the ancient dragons used to enable these transformations, none with any success. In truth, even the oldest of Aurin's dragons do not recall the most powerful magics invoked by their predecessors, the spells and rituals which allowed them to travel the stars, create new species, and shape entire planets into existence. Even with their immense power, age, and capability, dragons are ultimately helpless in the cosmic scheme, many lacking even the ability to leave the planetoid of their birth. What magical secrets they possess they hoard as greedily as their wealth, fearing the day when the beings their ancestors created would surpass and potentially destroy them. Some dragons lord over what domains they can while others retreat to obscure places to live alone, but deep down every dragon knows that their people's time in Aurin is coming to an end. Perhaps the greatest tragedy of all is that the dragons have the capacity to join with the societies that now control Aurin. It is little more than their own pride, an unwillingness to look upon the younger races as anything but servants, that keeps the dragons on the fringes of the system. The virtues of dragonkind have long been lost to the stars or to history, leaving behind a feeble remnant just strong enough to crush uncoordinated foes underfoot.

KYTONS/VELSTRACS

Humans were the first race of Aurin to be afflicted with the Qlippoth corruption, their transformation being the most dramatic and thorough of all beings. Superficially, the corrupted humans known as kytons appeared unchanged, possessing a body that very much resembled their pre-corruption form. Internally, however, the psionic awakening of the kytons warps them such that none of their original self remains. Kytons (or velstracs, as they call themselves) possess a singular focus for making individuals and nations pay for their past transgressions, endlessly pursuing those they view as "sinful" and mutilating them in a futile endeavor to purge their victims of their impurities. What exactly these sins are is a secret known only to the kytons, although they typically respond to such questioning by insisting that people know deep down what wrongs they have committed. The kytons are least merciful of all towards themselves, which is why they mutilate their minds and bodies in countless agonizing ways so as to expunge their tainted mortality. Whether any kyton has ever purged a creature of sin remains unknown, but



the fruits of their labor have created a wide range of kyton types across Aurin (some of which were never human to begin with). Some rumors persist that the unnerving gaze of kytons is a force that cuts both ways, the kyton physiology becoming adversely affected by the presence of non-kytons and this pain transmitting itself into a grotesque perception of "sin". In spite of their apparent hatred for all intelligent life, kytons are very social with their own kind, viewing their painful cleansing as a shared endeavor. Although kytons are innately psionic when born, many neglect their psionic abilities and eventually remove the psionic portions of their brain through surgery, preferring to utilize the magical energies of the shadow plane to accomplish their goals.

LETZTERMENSCH

While the Outer Lords left the Aurin system long ago, no such exodus is ever truly complete. Some beings, be they deserters, dejects, or simply the unfortunate, remained behind while their people fled. These Outer Lords who remained behind have fallen quite far from the technological and magical expertise that race once possessed, however, and as a result have been given a new title by the dragons and Lashunta alike: the Letztermensch. Never aging nor falling ill, these Letztermensch have isolated themselves in remote corners of Aurin, using their still-impressive psionic abilities to seize control of and imprison any beings that seek them out. In spite of their great age and capabilities, the Letztermensch have little to offer to scholars or treasure hunters, babbling incoherently in a broken mix of Aklo and Draconic about incomprehensible events hardly remembered. Attempts to magically or psionically probe their memories simply result in jumbled chaos and blank spaces, as if the Letztermensch had undergone extensive damage to its mind. Who inflicted this damage is a topic of great speculation among scholars, with candidates including the Outer Lords, the dragons, the aboleths, or even the Letztermensch themselves.

LIVING IDOLS^{AECS}

Living Idols, outsiders bound to the material plane and empowered by worship, occupy a powerful place in many Aurin communities. Most often, these entities were bound to the material plane long ago by the dragons or Outer Lords, although certain mages have figured out how to recreate the process in the centuries since. Groups who cannot draw sufficient

power from Omphaloi often turn to the worship of living idols, the miracles provided by these entities fulfilling at least some of the roles that divine magic carries in modern Aurin. Despite the powers yielded from mortal veneration, the process of becoming a living idol is rarely undertaken willingly by outsiders. Once an outsider assumes the role of a living idol, they are unable to leave the material plane and oftentimes incapable of ever returning to their home plane, a fate too horrible for most to comprehend. The process of transforming a living idol back into a full outsider is long and difficult to the point where such endeavors are rarely worthwhile, although outsiders tend to feel enough sympathy towards their entrapped brethren to hunt down and kill whoever was responsible for entrapping them. Archons have even put themselves on the line to punish demon-trapping spellcasters, as the knowledge of how to create living idols is a danger to outsiders of all types (save for the aeons, who are somehow immune).

QLIPPOTHAROTO

Even after eighty Vandaran years of conflict, the Qlippoth remain a powerful mystery to those of Aurin. What is known is that they emerged from the Iterlight, they rave unintelligibly in the Aklo tongue of the Outer Lords, they possess incredibly numbers and psionic abilities, they carry a potent disease which warps the very self, and they have carved a warpath across Aurin to reach the world of Vandara. The Silicon Barrier around the planet has left the race's ultimate machinations for the world a mystery, and the stagnation of the Qlippoth forces in the wake of this incident have only raised more questions. Moons and even entire planets were ransacked, seized, and warped by the Qlippoth over their ten-year warpath across the Aurin system, but these attacks subsided completely when the world of providence was sealed off. The Qlippoth still exist across Aurin and will defend territory which they have claimed for themselves (a curious habit, because they display no need to eat and do not fight with other Qlippoth), but do not seek out conflict as they once did. There are a number of theories as to where the Qlippoth came from and what they ultimately intend to do, many of these theories connecting back to the Outer Lords and their role in the Makers' War. Quite a few scholars suspect that the Qlippoth corruption was engineered by the Outer Lords and may have been deployed during the fight with the

dragons (which would explain why Vandara is an anathema to kytons). If this is the case, what could have been the Qlippoth's original form? What might their presence, assault, and subsequent malaise say about how the Outer Lords view or viewed Vandara? Are the Qlippoth finished with the Aurin system, or are they simply waiting for some command from beyond the Iterlight?

OTHER MONSTERS

The Makers' War left behind beings of endless variety across Aurin, many of which exist in enclaves across the system. Most of these, once used as soldiers by the dragons and Outer Lords, have adapted into distinct ecological niches or even societies. Still others have been warped by the energies of the Qlippoth or the Iterlight, taking on strange and dangerous forms. Most mysterious and rare of all, however, are the creatures said to have come from outside the Aurin system, hyper-intelligent or else very powerful beings from the extrasolar expanse who have arrived in the system for reasons unknown.



OMPHALOI

Beyond Vandara, the concept of Gods is a strange one. Pacts with powerful extraplanar beings such as Empyrean Lords and Archdevils produce a dynamic similar to that of the Vandaran Gods and their disciples, but most cultures view such pledges to inscrutable beings as questionable or even dangerous. Due to fear of their influence or inability to commune with these entities, many spellcasters across Aurin have developed magical techniques that harness the magical power already given to them by the outer planes: their own souls.

Through esoteric rituals, individuals of great devotion have learned to project their souls into magical constructs known as omphaloi (singular omphalos). Referred to as such due to the powerful glow that they display, these omphalos act as a tool which casters can use to directly draw power from their own soul. Such soul energy manifests as powerful displays of magic which is functionally identical to divine magic.

OMPHALOS QUALITIES

Every omphalos has several elements which compose it, elements which determine the omphalos's level of power and who is capable of drawing power from it. These elements are the omphalos's drive, eccentricities, manifestation, maximum spell level, and retinue.

Drive: The drive is the goal that all followers of the omphalos dedicate themselves to, the focus which allows them to channel power from their soul. A

given's omphalos' drive is automatically known to anyone who is dedicated to the omphalos or would attempt to dedicate themselves to an omphalos. An omphalos' drive is determined at its creation and cannot be changed. However, an omphalos' drive is never more complicated than a simple phrase (such as "Protect the country of Calgiran" or "Help those ravaged by disease"). As a result, drives can be interpreted in a wide variety of ways and conflicts can emerge among dedicates of the same omphalos.

Eccentricities: Every omphalos has a set of eccentricities which it develops as it grows in power (see Table 2: Omphalos Progression to determine how many). The number of eccentricities at omphalos possesses is based upon the size of its retinue. An eccentricity can be one of the following. Eccentricities of a certain type can be selected any number of times. The eccentricities of an omphalos are generally determined by the creator of the omphalos or else by the means typically followed by dedicates (as determined by the GM).

Domain: A single cleric domain which all dedicates of the omphalos may select if they are capable of selecting cleric domains. This also allows warpriest dedicates to select the warpriest blessing which corresponds to the domain. All omphalos begin with the Magic and Void^{HA} domains in addition to domains gained through Eccentricities.

Subdomains: Two subdomains which all dedicates of the omphalos may select if they are capable of selecting cleric domains

Favored Weapon: A type of weapon which is considered a favored weapon for all dedicates of the omphalos

Other Options: Two in any combination of feats, prestige classes, and divine fighting techniques that

Table 2: Omphalos Progression

Size of Retinue	Maximum Spell Level	Eccentricities	Manifestation
1-99	1	0	100 feet
100-999	2	1	1 mile
1,000-9,999	3	3	10 miles
10,000-99,999	4	6	1000 miles
100,000-999,999	5	10	Same planet
1 million-9 million	6	15	Same planet or celestial body orbiting planet
10 million-999 million	7	20	Same solar system
1 billion-999 billion	8	30	Same galaxy
1 trillion or more	9	Infinite	Infinite

require worship of a certain deity or type of faith. Dedicates are considered worshippers of these respective deities for the purpose of these selected abilities and ignore any alignment-based prerequisites for these options. If this eccentricity is gained by an omphalos at least twice, every dedicate is considered a follower of whatever deity they choose for the purpose of determining how items affect and can be used by them. Alignment prerequisites are ignored for options selected in this way.

Manifestation: The manifestation of an omphalos is its range and capacity to communicate with both dedicates and non-dedicates. An omphalos dedicates must be within the listed range of at least one other omphalos dedicate or a site important to the omphalos (such as location they have pledged to defend or a significant monument to their cause) in order to retain the benefits of dedicating themselves to the omphalos and to count towards its retinue. A character can only dedicate themselves to an omphalos if they are within its manifestation range.

Maximum Spell Level: An omphalos possesses limited capacity to create miracles, and as a result can only provide spells of a certain level to dedicates. Depending on the size of its retinue, an omphalos possesses a maximum spell level of which dedicates can cast (for example, a 15th-level cleric who draws power from an omphalos with a retinue of 7 million could not cast spells of 7th or 8th level even though they possess the spell slots to do so). It is possible for a character who has spell slots above their omphalos' maximum spell level to fill them with metamagic-altered spells of granted levels (for example, the 15th-level cleric could not use the 8th-level spell slots for *greater planar ally* or *fire storm*, but could prepare empowered *heal* or quickened *death ward* in these slots). If an omphalos loses spell levels, then its dedicates keep any spells that they have prepared, but cannot prepare new spells of the spell levels lost.

Retinue: The retinue is the total number of living dedicates that the omphalos possesses plus any modifiers from being improved (see Strengthening an Omphalos). The size of an omphalos' retinue determines its maximum spell level, eccentricities, and manifestation. When a member of the retinue dies, they no longer count towards the retinue and must re-dedicate themselves in the event that they are resurrected (but see Strengthening an Omphalos).

CREATING AN OMPHALOS

The process of creating an omphalos is strenuous but can theoretically be performed by anyone who knows how. The Omphalos Generation occult ritual^{OA} is the most typical method to create an omphalos, although it is written that an omphalos can emerge spontaneously in response to certain metaphysical events.

OMPHALOS GENERATION

School necromancy; **Level** 4

Casting Time 60 minutes

Components V, M (a symbolic relic closely identified with the drive of the omphalos to be created, worth at least 5,000 gp or cp), SC (a number of secondary casters up to your Wisdom modifier)

Skill Checks Diplomacy DC 30, 1 success, Knowledge (plane) DC 30, 1 success, Knowledge (religion) DC 30, 1 success, Use Magic Device DC 30, 1 success (if using Starfinder skills, instead use Diplomacy DC 30, 1 success, Mysticism DC 30, 3 successes)

Range personal

Duration instantaneous; see text

Saving Throw none; Spell Resistance no

Backlash All casters take 1d4 points of charisma damage as elements of themselves coalesce into the omphalos.

Failure The casters suffer 2d4 negative levels.

You tap into the immense energies of your soul and form them into an Omphalos, a magical lattice which enables one to channel immense spiritual energies. In the process of performing the ritual, the primary caster speaks of their goal which will become the omphalos' drive (if there are secondary casters, they must agree on this goal as well). When the ritual is completed, a newly created omphalos emerges, all of the casters immediately becoming dedicates of the omphalos. The place where this ritual is performed is considered a significant location for the purpose of the omphalos' manifestation.

DEDICATION TO AN OMPHALOS

Any creature can become dedicated to an omphalos just as any creature can typically worship a deity. If a character is within the dedication range of an omphalos, they may attempt to attune themselves to it. This is a process that takes 1 minute and requires that the dedicate commit themselves to the drive of the omphalos (it is common, but not necessary, for them to recite it out loud). From that point onwards, so long as they hold the goal of the omphalos as a priority in their actions, thoughts, and decisions (not necessarily their first priority, but always something they consider), they are considered a dedicate of the omphalos and a part of its retinue. Certain other methods tied to conversion, such as the Conversion Channel feat, can convert characters to an omphalos just as they could to a deity.

A character who turns against the drive of an omphalos and aims to actively inhibit it can lose their abilities just as a cleric or paladin who defies their god. In such a case, they are no longer considered a dedicate of the omphalos. Such individuals may dedicate themselves to another omphalos as normal, but rededicating themselves to the same omphalos requires an *atonement* spell to be cast on them.

For the purpose of feats and abilities, being dedicated to an omphalos counts as worshipping a deity of whatever alignment you choose. For the purpose of feats which are changed based upon what deity a character worships (such as Deific Obedience or Pantheistic Blessing), the character selects what god or pantheon they are treated as following for this feat when they dedicate themselves to the omphalos.

STRENGTHENING AN OMPHALOS

An omphalos grows in strength based on its retinue, but there are methods to increase the strength of an omphalos beyond recruiting additional dedicates.

Sacrifice: As a full-round action, a dedicate within manifestation range of the omphalos may sacrifice their soul to the omphalos, destroying it to empower the abilities of its other followers. This process kills the creature and destroys their soul (preventing it from being resurrected), but this act increases the size of the omphalos' retinue by ten times the sacrificed creature's CR (minimum 1) for a number of 24-hour days equal to the sacrificing creature's CR (minimum 1), after which it returns to normal. A creature must possess a soul in order to perform this act.

Blood Offering: Slaying those who oppose the omphalos' drive can also empower an omphalos, provided that such action is done ritualistically (such acts are powerful because of their emotional resonance, and so procedure is important to drawing out their strength). Whenever a dedicate of the omphalos kills a creature with a coup de grace while within the manifestation range of the omphalos, the omphalos retinue increases by half the slain creature's CR (minimum 0) for a number of 24-hour days equal to the slain creature's CR (minimum 0). The effects of this ability are lost if the creature is resurrected.

Milestone: The most effective way to strengthen an omphalos is to advance its drive. When actions are taken that notably advance an omphalos' drive (such as seizing control of an important territory, making a substantial scientific or magical discovery, or defeating a significant opponent), the omphalos' retinue increases for an extended period based upon the magnitude of the milestone (see **Table 3: Milestone Effects**). Milestones that would affect

Table 3: Milestone Effects

Magnitude of Milestone	Retinue Increase	Duration of Retinue Increase
Affects a community	100	30 days
Affects a city	1,000	1 year
Affects a country	10,000	10 years
Affects a continent	100,000	100 years
Affects a planet	1 million	1,000 years
Affects a solar system	10 million	10,000 years
Affects a galaxy	1 billion	100,000 years
Affects all of the universe or the multiverse	100 billion	1 million years

roughly an equivalent amount of creatures to a certain magnitude count as milestones of that magnitude. If the impact of a milestone is undone, such as a structure that is built being destroyed or an empire that is toppled successfully rebuilding itself, then the duration of retinue increase ends immediately.

WEAKENING AN OMPHALOS

Just as there are ways to increase the strength of an omphalos, there are also measures that can be performed to weaken them or reduce their influence. An omphalos which possesses a retinue of zero followers at any point (not counting counter-milestones) is destroyed and must be recreated through a ritual before it can grant spells or other abilities again.

Diminishing Retinue: Reducing an omphalos' number of followers, either by killing or converting them, is the most straightforward method of reducing an omphalos' power. Dedicates who die or who turn away from an omphalos' philosophy are no longer considered to be part of the retinue and no longer contribute to its power.

Counter-Milestones: Similar to milestones, events which somehow cripple an omphalos' goals or embody directly oppositional goals. The effective decrease in an omphalos' retinue from a counter-milestone is equal to half the retinue increase of a milestone of equal magnitude. As with milestones, undoing a counter-milestone ends its impact on an omphalos.

SAMPLE OMPHALOI

ASCENT INTO INFINITY

The empires of Aurin hold much of the solar system under their sway, but the questions of what lies beyond still fascinate people from all walks of life. Dreams of uncovering the Iterlight's mysteries, reaching faraway stars, discovering alien life, or creating a perpetual legacy drive many individuals to continue their advancement into the cosmic expanse or guide others towards this goal.

Retinue Size: 378,000

Manifestation: Same Planet

Maximum Spell Level: 5

Drive: Expand the civilization and perceptions of the Aurin system further into the cosmic expanse



Eccentricities: 10

- **Domains:** Air, Darkness, Liberation, Magic, Travel, Void, Weather
- **Subdomains:** Exploration^{APG}, Night^{APG}, Self-Realization^{DA}, Stars^{HA}
- **Feats:** Guided Star^{PotR}, Liberation Channel^{ISG}, Oath of the Unbound^{ISG}, Trailblazing Channel^{ISG}, Unbound Bravery^{DA}
- **Divine Fighting Techniques:** Way of the Shooting Star^{DA}

CLEANSING FLAME

Although the Qlippoth have remained stagnant for nearly a lifetime, the continued presence of these beings and the corrupted races they have begotten still shape the Aurin system in dangerous ways. The Cleansing Flame is an order dedicated to purging the influence of these beings from the system, be it through developing cures for the Qlippoth Corruption, repairing blighted ecosystems, or exterminating the Qlippoth and any Qlippoth-blighted creatures that dwell across Aurin.

Retinue Size: 8.2 million

Manifestation: Same Planet or Celestial Body Orbiting Planet

Maximum Spell Level: 6

Drive: Purge the Aurin System of the Qlippoth's Influence

Eccentricities: 15

- *Domains:* Fire, Healing, Luck, Magic, Protection, Strength, Sun, Void, War
- *Subdomains:* Arson^{ISG}, Purity^{APG}, Resolve^{APG}, Restoration^{APG}
- *Feats:* Bravery in Action^{DA}, Butterfly's Sting^{ISG}, Channel Hate^{ISG}, Curse of Vengeance^{ISG}, Disciple of the Sword^{ISG}, Glorious Heat^{ISG}, Mark of the Devoted^{UU} (fight until a certain planet is purged of Qlippoth), Sun Striker^{ISG}
- *Prestige Classes:* Crimson Templar^{PotR}, Sacred Sentinel^{PotR}
- *Divine Fighting Techniques:* Inspiring Sword^{WMH}, Way of the Merciful^{DA}

DOMINION PREROGATIVE

The Elves of Jalloth evaded the ruin that swept through much of Aurin and are determined to seize control of the system as their foes sit weakened. Their doctrine of racial superiority has developed into a dedicated movement in which they've enraptured many of their android servants.

Retinue Size: 46,000

Manifestation: 1,000 miles

Maximum Spell Level: 4

Drive: Preserve and expand the mastery of the elves over other races

Eccentricities: 6

- *Domains:* Law, Magic, Nobility, Void
- *Subdomains:* Aristocracy^{CoB}, Tyranny^{ISG}
- *Feats:* Conversion Channel^{ISG}, Deadeye's Blessing^{PotR}, Savior's Arrow^{ISG}, Thicket Channel^{ISG}

ELEVATION THROUGH AGONY

From the Kytons of Addoroc to the blood-frenzied berserkers of Shelig to the drug-addled psionic

apothecaries of Jaimont, the interconnection of pain, pleasure, and power is common across Vandara. Many have developed a twisted faith based around self-brutalization in the name of ecstasy, the shared misery and fascination of millions coalescing into a warped and hedonistic Omphalos which resonates across Aurin.

Retinue Size: 17 million

Manifestation: Same solar system

Maximum Spell Level: 7

Drive: Seek new meaning through the exploration of pain and destruction

Eccentricities: 20

- *Domains:* Charm, Destruction, Evil, Madness, Magic, Psionics^{UP}, Trickery, Void
- *Subdomains:* Cannibalism^{CoC}, Corruption^{CoC}, Discipline^{UP}, Greed^{CoC}, Kyton^{CoC}, Plague^{HotS}, Torture^{ISG}, Truth^{DA}
- *Feats:* Bloodletting^{ISG}, Channel Viciousness^{ISG}, Courage in a Bottle^{ISG}, Cruelty^{ISG}, Destroy Identity^{ISG}, Dreamed Secrets^{ISG}, Fearsome Finish^{ISG}, Flagellant^{ISG}, Nightmare Scars^{ISG}, Poisoner's Channel^{ISG}, Potion Glutton^{ISG}, Spiked Destroyer^{ISG}, Thicket Channel^{ISG}, To the Last^{ISG}, Welcome Pain^{FoC}

- *Prestige Classes:* Runeguard^{PotR}, Scar Seeker^{PotR}
- *Divine Fighting Techniques:* Flensing Chain^{WMH}

MAKERS' RECKONING

The Outer Lords once commanded immense power over the Aurin system, and many believe that their departure from it was only a temporary affair. Lashunta, humans, and shelig peoples alike have been brought together in preparing for their ancient creators' return, a mission that often involves terraforming worlds, collecting ancient Outer Lord relics, and fighting against scaled and biomorph peoples whose existence insults the ancients' legacy.

Retinue Size: 23 million

Manifestation: Same Solar System

Maximum Spell Level: 7

Drive: Prepare the Aurin System for the return of the Outer Lords



Eccentricities: 20

- **Domains:** Animal, Artifice, Glory, Knowledge, Magic, Nobility, Plant, Psionics, Rune, Void, War
- **Subdomains:** Arcane^{APG}, Construct^{APG}, Discipline, Growth^{APG}, Hubris^{DA}, Industry^{HotS}, Legend^{DA}, Memory^{APG}
- **Feats:** Channel Hate, Conversion Channel, Divine Dignity^{ISG}, Dreamed Secrets, Forceful Channel^{ISG}, Hunter of Dahak^{ISG}, Ironbound Master^{ISG}, Magical Epiphany^{ISG}, Master of Knowledge^{ISG}, Perfect Casting^{ISG}, Reward of the Faithful^{DA}, Steelskin Channel^{ISG}
- **Prestige Classes:** Dawn Dissident^{PoP} (Schismatic Apostle bonus applies against followers of Scaled Legacy and Makers' Reckoning), Stargazer^{PotR}

OVERCODE AWAKENING

The advancement of Aurin civilization does not point towards the continuance of biological life or even the progression of greater genetic or magical alterations, according to the dictates of this Omphalos. Rather, the only assurance of Aurin's future is the rejection of mortality, the transformation of life into mechanical or undead states which can stand firm against the ravages of time. Followers of this philosophy work to prepare Aurin for the development or arrival of a being called the Overcode, a hyper-advanced entity which will bring salvation to the system. Androids, undead, and mortals alike welcome this potential future.

Retinue Size: 613,000

Manifestation: Same Planet

Maximum Spell Level: 5

Drive: Facilitate the ascent of an as-yet-unborn Artificial Intelligence deity

Eccentricities: 10

- **Domains:** Artifice, Death, Knowledge, Magic, Repose, Rune, Void
- **Subdomains:** Construct, Language^{APG}, Souls^{APG}, Undead^{APG}
- **Feats:** Bolster Undead^{ISG}, Channel Endurance^{ISG}, Divine Dignity, Messenger of Fate^{ISG}, Perfect Casting, Siphon Channel^{ISG}

RUIN SENTENCE

The impetus of destruction and ruin echoes in the minds of every sapient being, producing a collective will that stretches across the entire universe. The existence of the ruin sentence is a disquieting confirmation that intelligent life exists far beyond

the Aurin system, but their adherence to this nightmarish goal is far from reassuring.

Retinue Size: Exceeding 1 trillion

Manifestation: Infinite

Maximum Spell Level: 9

Drive: Work to facilitate the destruction of civilizations

Eccentricities: All

SCALED LEGACY

Just as many place their faith in the Outer Lords, the naga, gherigo, dragons, and other scaled peoples of Aurin seek to preserve the legacy of the ancient dragons which shaped the Aurin system so long ago. The Scaled Legacy is less about preparation and more about preservation, remembering the past and keeping its legends and relics alive in the modern day.

Retinue Size: 3.7 million

Manifestation: Same Planet or Celestial Body Orbiting Planet

Maximum Spell Level: 6

Drive: Protect the legacy of the ancient dragon civilizations.

Eccentricities: 10

- **Domains:** Magic, Repose, Scalykind^{ISWG}, Void
- **Subdomains:** Ancestors^{APG}, Arcane, Dragon^{ISG}, Venom^{ISG}
- **Feats:** Arcane Insight^{ISG}, Divine Barrier^{ISG}, Divine Expression^{ISG}, Fearsome Finish, Magical Epiphany, Merciless Rush^{ISG}, Protective Channel^{ISG}, Riptide Attack^{ISG}, Shatter Resolve^{ISG}, Squash Flat^{ISG}
- **Prestige Classes:** Darechaser^{PotR}, Devoted Muse^{PotR}

SPIRIT OF LUSERIC

The Luseric Commonwealth, built by former Tauruni and guided by the aeons, is an idea that extends beyond the government of the Orebelt. Holding to virtues of community, equality, and hard work, the Spirit of Luseric embodies the collective will of Luseric's people, the desire to spread their nation's prosperity and insight to all of Aurin and perhaps to the world beyond.

Retinue Size: 870,000

Manifestation: Same planet

Maximum Spell Level: 5

Drive: Protect and Expand Luseric's interests

Eccentricities: 10

- **Domains:** Community, Knowledge, Magic, Void
- **Subdomains:** Aeon^{CoB}, Cooperation^{ISG}, Revelation^{CoP}, Stars
- **Feats:** Beacon of Hope^{ISG}, Believable Veils^{ISG}, Bestow Hope^{ISG}, Clarifying Channel^{ISG}, Devilish Pride^{ISG}, Divine Dignity, Diabolical Negotiator^{ISG}, Hellish Shackles^{ISG}, Measured Response^{ISG}, Perfect Casting, Seductive Channel^{ISG}, Verify^{DTT}

UNSHACKLING

The Cidali empire was responsible for the creation and subjugation of countless dwarves, orcs, faunics, and other biomorphs in its time, and the Qlippoth War finally offered many of these oppressed peoples an opportunity to break free from their captors. Joined by Androids fleeing the Estarians, this coalition has built a collective mission not only to free bodies and minds from their captors but also to build a new future where they can become more than their assigned tasks.

Retinue Size: 940,000

Manifestation: Same Planet

Maximum Spell Level: 5

Drive: Liberate the created peoples from the control or dependence of their creators

Eccentricities: 10

- **Domains:** Artifice, Animal, Community, Liberation, Magic, Protection, Void, Water
- **Subdomains:** Feather^{APG}, Flowing^{CoB}, Fur^{APG}, Home^{APG}, Revolution^{APG}, Toil^{APG}
- **Feats:** Liberation Channel, Oath of the Unbound

hp 75 (10d10+20) force field (35 hp, fast healing 7)

Fort +6, **Ref** +10, **Will** +8

DR 5/adamantine; **Immune** construct traits

Weaknesses sunlight dependency, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)

Melee 2 claws +15 (1d8+4/19–20 plus grab)

Ranged spark +12 touch (2d6 electricity)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** 17, **Wis** 10, **Cha** 11

Base Atk +10; **CMB** +14 (+18 grapple);

CMD 26

Feats Improved Critical (claw), Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (claw), Wild Talent

Skills Acrobatics +12 (+16 when jumping), Climb +22, Knowledge (engineering) +13, Perception +10, Stealth +12

Languages Aklo; shortwave 100 ft.

SQ rebuild (14 UP, currently booster jets (5 UP), force field, grab, radar dish (3 UP), resilient (2 UP))

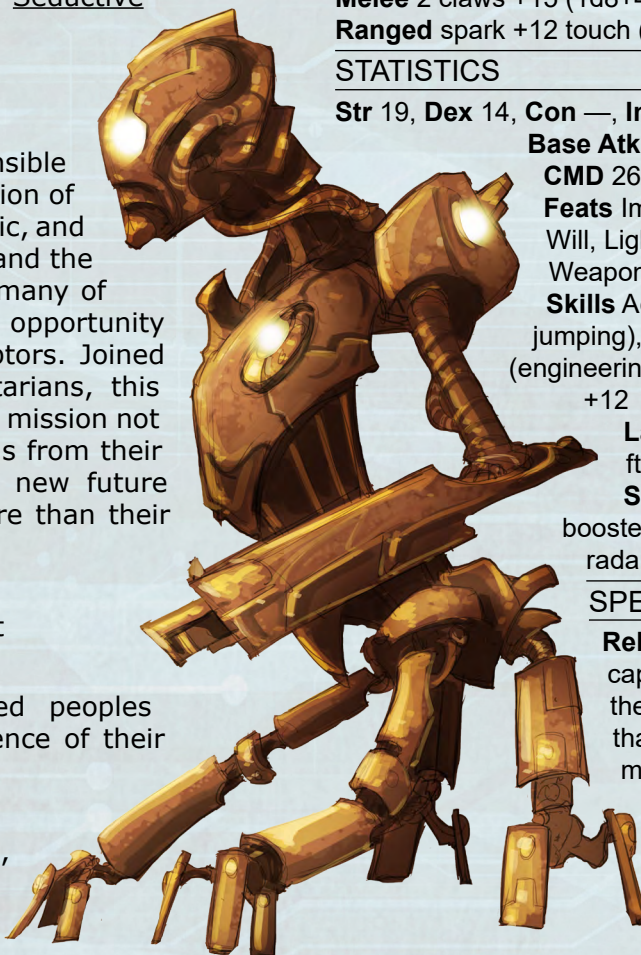
SPECIAL ABILITIES

Rebuild (Ex) Anacite machines are capable of improving and adapting their designs. In a process that takes one day, an Anacite may reconfigure any robot upgrades^{APT} it possesses, replacing them with upgrades of equal Upgrade Point value. Anacites can alter themselves at no cost. The standard Anacite has 14 UP,

which is not allocated on the statblock given above.

Shortwave (Ex) An Anacite can communicate with nearby Anacites via invisible waves. This functions as telepathy 100 ft., but only with other Anacites. In combat, if any allied Anacites within range can act in a surprise round, all of them can.

Spark (Ex) As a standard action, an Anacite can launch an arc of electricity at a nearby creature. This attack has a range of 20 feet with no range increment. In addition, whenever an Anacite makes a check to maintain a grapple, it can use its spark attack against the creature it is grappling as a free action.



CREATURES

ANACITE

CR 7

XP 3,200

N Medium construct (psionic, robot)

Init +2; **Senses** blindsight 30 ft., darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

Sunlight Dependency (Ex) Anacites gain their energy from light. In areas of darkness, they gain the sickened condition. This ignores a construct's typical immunity to the sickened condition.

AUGMENTED TEMPLATE

Augmented is an acquired template that can be added to any corporeal creature (hereafter referred to as the base creature). An augmented creature uses all of the base creature's special abilities and statistics except as noted below.

Challenge Rating: As base creature +2, plus 1 for every 3 UP (upgrade points) spent above maximum (see below).

Defensive Abilities: An augmented gains hardness and regeneration (bypassed by electricity damage) equal to 5 plus one-fifth of its total Hit Dice (rounded down). It loses any electricity resistance or immunity to electricity it has. Additionally, an augmented creature has power resistance 11 + its total Hit Dice.

Weaknesses: An augmented gains the following weaknesses.

Robot Vulnerabilities (Ex) An augmented creature is at least partially mechanical, and possesses the vulnerable to critical hits and vulnerable to electricity weaknesses of the robot subtype.

Of Two Worlds (Ex) An augmented creature counts as both a creature of its type and a construct of the robot subtype against effects specific to type. Any healing effects or repairs to an augmented only heal half damage, as they each only apply to the flesh or machine part of the creature. Spells only affecting objects can affect an augmented as well. Damaging magical effects must still overcome an augmented's power resistance.

Hit Dice: An augmented creature's Hit Dice do not change, but it does gain bonus hit points as a construct of its size (minimum 5 hp), and all bonus hit points due to Constitution are reduced by one-half.

Attacks: An augmented creature's natural attacks count as adamantine and cold iron for the purposes of overcoming damage reduction.

Abilities: Str +2, Con -2 (minimum 1), Wis -2.

Special Qualities: An augmented creature gains the following.

Augmentation Psychosis (Ex) An augmented creature that has a Wisdom score of 2 or less (including no score), is overcome with rage and gains the ferocity universal monster ability. This rage is identical to the barbarian's rage ability, but it is permanent. When in a state of rage, effects that remove rage or calm rage make the augmented creature staggered for one round. Effects that raise the augmented creature's Wisdom above 2 cure the rage and ferocity.

If an augmented creature's Wisdom score ever reaches 0, it becomes insane. The insanity, but not the rage, can be cured with appropriate healing magic.

Repairs (Ex) An augmented creature can be healed by making an appropriate Craft check against a DC of 15 and paying a cost for materials of 10 gp per hit point to be healed. The repairs can heal no more than half of the creature's total damage taken, and repairing the creature requires a full day.

Upgrades (Ex or Su) An augmented creature gains a number of Upgrade points (UP) equal to its Constitution score (Charisma score for creatures with no Constitution). An augmented creature does not have to spend all its UP at once, and it can gain additional points by taking the Improved Robotics feat. For every upgrade point spent above the creature's Constitution score, it takes 1 point of permanent Wisdom drain, as it becomes more and more machine. For example, a creature with a 15 Con that has spent 17 Ups would have 2 points permanent drain to Wisdom. The drain cannot be healed by magic or rest until either the creature's Constitution permanently increases or enough upgrades are removed to bring its used construction point total its maximum.

Upgrades are taken from the list of robot upgrades. Installing an upgrade takes one day and requires an appropriate Craft check. The DC for this check is 20 plus the AP costs of the upgrade. If the check fails by 5 or more, the upgrade is destroyed, but the augmented creature regains the UP spent on the upgrade. If the check fails by 10 or more, the upgrade is destroyed and the UP cost is not recovered.

An augmented creature can upgrade, remove, or switch out one of its upgrade for another one of equal UP value with an appropriate Craft check. Unless otherwise stated, if the check fails, it can be attempted again without spending further UP. Upgrading an upgrade is simply a matter of spending the additional AP cost and making the Craft check.

Removing an upgrade is riskier. When removing an upgrade, the augmented creature takes its HD in damage, but it gains the UP cost of the removed upgrade back. However, the hit point damage is permanent unless the upgrade is replaced with another one (not necessarily the same one). If the Craft check fails by more than 5, the UP cost is not recovered and the hit point damage becomes permanent, even if the upgrade is replaced.

Switching out an upgrade is a two-step process and requires two Craft checks. First, the current upgrade needs to be removed (as above); then the new upgrade is installed. If the creature fails either Craft check by more than 10, both upgrades are rendered useless, and the UP points for both upgrades are lost.

An upgrade can be made internal, thus hiding it within the augmented creature's body, by spending the upgrade's AP cost a second time. The upgrade must reasonably find inside the body of the creature to be made internal. A DC 25 Perception check is required to detect if a creature has an internal upgrade.

SAMPLE AUGMENTED CREATURE

UNSHACKLED GUARDIAN

CR 7

Augmented ogrekin^{B2} human fighter 5

XP 3,200

CE Medium Humanoid (giant)

Init +2 **Senses** blindsight 30 ft., low-light vision;

Perception +3

DEFENSE

AC 26 touch 12, flat-footed 24 (+9 armor, +2 dex, +5 natural)

hp 44 (5d10+17) regeneration 6 (electricity)

Fort +10, **Ref** +6, **Will** +4;

Defensive Abilities all-around vision, bravery +1
hardness 6 **PR** 16

Weaknesses light sensitivity, of two worlds, vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 40 ft (50 ft without armor)

Melee integrated chainsaw +16 (4d6+15/18-20), slam +13 (1d6+10 plus grab)

Special Attacks efficient grappler, exsanguination tubes, eviscerator (2d8), oversized limb, weapon training (heavy blades) +1

STATISTICS

Str 28, **Dex** 14, **Con** 16, **Int** 8, **Wis** 6, **Cha** 10

Base Atk +5; **CMB** +14 (+22 grapple); **CMD** 26

Feats Combat Reflexes, Furious Focus, Iron Will, Improved Bull Rush, Lunge, Power Attack, Multiattack

Skills Intimidate +8, Knowledge (dungeoneering) +4, Perception +3

Languages Common

SQ armor training +1, repairs, upgrades (16 UP, additional attack, all-around vision, efficient grappler, eviscerator (2 UP), exsanguination tubes, grab, integrated weaponry, radar dish (3 UP), rapid movement x2, resilient)

Combat Gear *amulet of mighty fists* +1, full plate armor

SPECIAL ABILITIES

Integrated Chainsaw (Ex) The unshackled guardian has a large chainsaw integrated into one arm.

Efficient Grappler (Ex) While grappling, the critical threat range on the unshackled guardian's chainsaw is 16-20, and the guardian can attack with it while grappling

CHARNEL COLOSSUS

CR 19

XP 204,800

NE Colossal undead (psionic)

Init +3; **Senses** darkvision 60 ft; **Perception** +46

DEFENSE

AC 29, touch 1, flat-footed 29 (−1 Dex, +28 natural, −8 size)
hp 345 (30d8+210)

Fort +17, **Ref** +9, **Will** +30

Defensive Abilities amorphous, channel resistance +4; DR 15/magic and slashing; Immune critical hits, precision damage, turning, undead traits; **PR** 30

OFFENSE

Speed 30 ft.

Melee 6 slams +26 (2d8+12/19–20 plus grab and mind feed) or 2 tendrils +24 (2d6+6 plus grab and pull)

Space 30 ft.; **Reach** 20 ft. (40 ft. with tendrils)

Special Attacks voice of the ancients

Psi-Like Abilities (ML 18th; concentration +25)

Constant—*sense minds*^{UP}

Powers Known (ML 16th, concentration +23; base save DC 17 + power level)



Talents-detect psionics^{UP}, telekinetic punch^{UP}, unearthly terror^{UP}

1st-guidance of the ancestorsPASP

2nd-dissolving touch^{UP}

3rd-hostile empathic transfer^{UP}

4th-alienation^{UP}, schism^{UP}

5th-summoning strike^{UP}

6th-phrenic overload^{ARotQ}

7th-awestrike^{ARotQ}

8th-body of iron^{UP}

STATISTICS

Str 34, **Dex** 9, **Con** —, **Int** 18, **Wis** 36, **Cha** 25

Base Atk +22; **CMB** +42 (+46 grapple); **CMD** 51 (can't be

tripped)

Feats Ability Focus (voice of the ancients), Cornugon Smash^{PAO}, Empower Power^{UP}, Endowed Mind^{UP}, Greater Power Penetration^{UP}, Improved Initiative, Multiattack, Overchannel^{UP}, Persistent Power^{UP}, Power Attack, Power Channeler^{UP}, Power Penetration^{UP}, Talented^{UP}, Unconditional Power^{UP}

Skills Climb +45, Craft (mechanical) +37, Intimidate +40, Knowledge (engineering) +37, Knowledge (history) +34, Knowledge (religion) +37, Perception +46, Sense Motive +46

Languages Infernal (or the most commonly spoken language of its corporate body)

SQ amalgamated metapsion, corporate will

SPECIAL ABILITIES

Amalgamated Metapsion (Su) A charnel colossus is composed of dozens if not hundreds of psionic creatures whose bodies have fused to form an incredibly powerful entity at a great cost. The charnel colossus manifests as a 16th-level wilder, save that it can learn powers from any power list and may as a full-round action exchange any one power it knows for another of equal level. The charnel colossus is considered to have an infinite number of power points and psionic foci to expend as it wishes, but no effect that the charnel colossus manifests lasts more rounds than the charnel colossus' charisma modifier (usually 7).

Corporate Will (Su) A charnel colossus is composed of the sentience of scores of creatures. Though they are able to work in concert as a cohesive whole, they are also able to separate their actions at will so as to not be impeded by the limitations of a single consciousness, effectively allowing them to focus on two things at once. As a result, the charnel colossus can use up to two powers in the same round that it makes physical attacks or other full-round actions. It also gains an additional attack per round using any power that requires an attack roll (such as hostile empathic transfer). In addition, a charnel colossus is immune to being turned (though it can still take damage from channeled positive energy). While part of the creature's sentience may be affected by a turn attempt, there are enough unaffected intellects within to override the effect.

Mind Feed (Su) When a charnel colossus succeeds at a grapple check with a slam attack, it can use its mind feed ability as a free action during each round in which the grapple is maintained. A victim of a mind feed attempt must succeed at a DC 38 Will save each round that the ability is used. On a failed save, the cadavers that make up the charnel colossus lock their mouths against the victim and begin to draw forth a part of her sentience to add to the collective. This action deals 1d6 points of Wisdom damage and drains 5d6 power points each rounds. If the victim's Wisdom score is reduced to 0, her soul and persona are wholly subsumed by the charnel colossus, and her body becomes bleached white and brittle and is incorporated into the creature's mass. The charnel colossus then has full access to all of the victim's memories (though not any special powers), and the victim can only be recovered and returned to life with reality revision or similarly powerful magic. If the charnel colossus has grappled multiple victims, it can attempt multiple mind feeds in a single round. The save DC is Wisdom-based.

Voice of the Ancients (Su) A charnel colossus can, as a full-round action, cause its collective knowledge to be

whispered into the minds of any sentient creature within 100 feet. These whispers riffle through the brain of any such creatures within range in a maddening susurrus. These individuals must succeed at a DC 34 Will save or be affected as if by a permanent sensory cascade^{UP} power. Regardless of whether or not the save is successful, the effect leaves an insidious seed implanted in the victim's mind. The day after the save is made, the victim must succeed at a new save or the seed takes root and creates the subconscious compulsion for the victim to return to the charnel colossus at some point in the future. When and how this occurs is up the GM. This compulsion can be removed with an aura alteration or psychic surgery power or by destroying the charnel colossus that implanted the compulsion. This is a mind-affecting compulsion effect. Each time a creature is subjected to this attack, there is a 1% chance that some of the lost lore transmitted into her mind causes her to gain a permanent +2 bonus to Intelligence. This beneficial side effect can only occur to a creature once. When a charnel colossus uses this ability, it cannot use its psi-like abilities or take other actions in that round. The save DC is Charisma-based.

DEMILICH

CR 14

XP 38,400

NE Tiny undead (psionic)

Init +7; **Senses** darkvision 60 ft., pierce the veils^{UP}; **Perception** +27

Aura phrenic overload 80 ft., (DC 25)

DEFENSE

AC 20, touch 16, flat-footed 16 (+3 Dex, +1 dodge, +4 natural, +5 profane, +2 size)

hp 142 (15d8+75)

Fort +9, **Ref** +10, **Will** +16

Defensive Abilities channel resistance +5, rejuvenation;

DR 20/—; **Immune** acid, cold, electricity, psionics, polymorph, undead traits

Weaknesses vorpal susceptibility, torpor

OFFENSE

Speed fly 30 ft. (perfect)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks devour soul, screams of the forsaken, soulbreaker

Psi-Like Abilities (ML 20th; concentration +25)

Constant—pierce the veils, phrenic overload (DC 25, penalty to AC, affects as id insinuation^{UP}, automatically read minds, may omit up to 5 creatures)

At will—recall death^{UP} (DC 25), telekinetic force^{UP} (625 lbs), telekinetic maneuver^{UP} (+6 bonus)

STATISTICS

Str 6, **Dex** 17, **Con** —, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +11; **CMB** +7; **CMD** 21

Feats Ability Focus (devour soul), Alertness, Defensive Combat Training, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Bluff +20, Fly +23, Knowledge (dungeoneering) +20, Knowledge (engineering) +23, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +18, Perception +27, Sense Motive +27, Spellcraft +23, Stealth +24

Languages Abyssal, Aklo, Common, Draconic, Giant, Infernal

SPECIAL ABILITIES

Devour Soul (Su) As a standard action with a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a DC 24 Fortitude save, it gains two permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under pierce the veils. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with resurrection or true resurrection. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, destroying the soul as per *sever the strand*. The save DC is Charisma-based.

Immunity to Psionics (Su) A demilich is immune to any power or psi-like ability that allows power resistance. In addition, certain powers function differently against the creature, as noted below.

Guide the willing^{PASP}, even without augments, deals 2d6 points of damage, with no saving throw.

Recall agony^{UP} affects a demilich normally.

Shaken the mortal coil^{PASP} or *recall death*^{UP} deals 50 points of damage to the demilich if it fails its save.



Concussion blast^{UP} and *Concussive onslaught*^{UP} affect a demilich normally. *Aura alteration*^{UP} targeting the demilich causes its *phrenic overload* psi-like ability to be suppressed for 1d4 rounds. *Solicit psicrystal*^{UP} can be used to target a demilich, forcing it to make a will saving throw or be dazed for one round.

Rejuvenation (Su) A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, it must be targeted with the solicit psicrystal power while its screams of the forsaken ability is suppressed (as a result of *dispel psionics*^{UP}, *selective negation field*^{ARotQ}, *aura alteration*, *unravel psionics*^{UP}, or some other effect). To complete the destruction, guide the willing or aura alteration must be manifested on the demilich. If the manifester succeeds at a manifester level check with a DC equal to 10 + the demilich's Hit Dice, the demilich is permanently destroyed.

Screams of the Forsaken (Su) A demilich is surrounded by an aura of volatile psionic energy that acts as a conduit for its power while also severely threatening any creature that enters. Creatures affected by the demilich's *phrenic overload* psi-like ability take 12d6 points of force damage each round (reflex DC 20 for half). In addition, the demilich can target all creatures inside the aura simultaneously with its psi-like abilities and powers, affecting as many of them as it wishes regardless of how many would be affected normally.

Soulbreaker (Su) A demilich ignores any immunity to mind-affecting effects that creatures possess, and as a standard action may mark a creature with its anathema, causing the penalties from the demilich's *phrenic overload* psi-like ability to be doubled on that specific creature and forcing it to roll twice and take the higher result when determining the id insinuation effect of the field.

Torpor (Ex) A demilich takes no actions against intruders unless its remains or treasure are disturbed.

Vorpal Susceptibility (Ex) Vorpal weapons of any kind ignore a demilich's damage reduction.

DEMILICH, AWAKENED

CR 16

XP 76,800

Awakened demilich lashunta telepath^{UP} 14

NE Tiny undead (psionic)

Init +7; **Senses** darkvision 60 ft., pierce the veils;

Perception +19

Aura phrenic overload 80 feet (DC 26)

DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

hp 147 (14d8+84)

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

Defensive Abilities channel resistance +5, rejuvenation;

DR 20/—; **Immune** acid, cold, electricity, psionics, polymorph, undead traits

Weaknesses vorpal susceptibility, torpor

OFFENSE

Speed fly 30 ft. (perfect)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks devour soul, last respite (DC 24), mental intrusion, psychic supremacy, screams of the forsaken, soulbreaker

Psi-Like Abilities (ML 20th; concentration +26)

Constant—*pierce the veils*, *phrenic overload* (DC 27, penalty to AC, effects as *id insinuation*, automatically read minds, may omit up to 5 creatures)

At will—recall death (DC 27), telekinetic force (625 lbs), telekinetic maneuver (+6 bonus)

Powers Known (ML 14th, concentration +21; power points: 221, base save DC 17 + power level (18 + power level for mind-affecting effects))

Talents—*detect psionics*, *far hand*^{UP}, *unearthly terror*^{UP}

1st—*demoralize*^{UP}, *inertial armor*^{UP}, *mind thrust*^{UP}, *mindlink*^{UP}, *vigor*^{UP}

2nd—*aversion*^{UP}, *cloud mind*^{UP}, *control sound*^{UP}, *feat leech*^{UP}

3rd—*battlesense*^{UP}, *energy wall*^{UP}, *hostile empathic transfer*, *psionic blast*^{UP}

4th—*alienation*, *fold space*^{UP}, *mind control*^{UP}, *schism*

5th—*major ectoplasmic creation*^{UP}, *mind probe*^{UP}, *psychic crush*^{UP}, *upheaval*^{UP}

6th—*co-opt concentration*^{UP}, *mind switch*^{UP}, *temporal acceleration*^{UP}

7th—*bend reality*^{UP}, *cosmic awareness*^{UP}, *psychosis*^{UP}

STATISTICS

Str 6, **Dex** 17, **Con** —, **Int** 24, **Wis** 22, **Cha** 23

Base Atk +7; **CMB** +3; **CMD** 20

Feats Ability Focus (devour soul), Deep Focus, Defensive Combat Training, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Overchannel, Persistent Power, *Psionic Meditation*^{UP}, *Quicken Power*^{UP}, Talented

Skills Craft (mechanical) +24, Knowledge (arcana) +24, Knowledge (engineering) +26, Knowledge (engineering) +24, Knowledge (history) +24, Perception +19, Sense Motive +22

Languages Abyssal, Aklo, Common, Draconic, Infernal, Lashunta, telepathy 400 ft (can discern telepathic communication within 30 feet)

Under exceptional conditions, a lich's full consciousness survives its transformation into a demilich, or a lich's wandering intellect manages to return to its skull. Such creatures are awakened demiliches and combine the powers and near-invulnerability of a demilich with the mind and manifesting prowess of a lich. An awakened demilich has the full manifesting abilities of the lich it was before, and gains Overchannel and Talented as bonus feats. Awakened demiliches keep their original lich Hit Dice, and any mental attributes that are higher than the demilich's minimums. They otherwise have all the special abilities and defenses of a demilich, and no abilities of the original lich beyond manifesting and mental attributes. An awakened demilich has a CR of 15, or the CR of the original lich + 1, whichever is higher.

LETZTERMENSCH

CR 10

XP 6,400

NE Medium aberration (psionic)

Init +10; **Senses** truesight 60 ft.; **Perception** +20

DEFENSE

AC 23, touch 17, flat-footed 20 (+6 armor, +3 dex, +4 deflection)

hp 136 (13d8+78); fast healing 10

Fort +10, **Ref** +10, **Will** +12

Defensive Abilities evasion, power immunity, stalwart;
Immune disease, poison

OFFENSE

Speed 30 ft. (40 feet without armor)

Melee combined^{APT} glaive/gravity rifle^{TG} +15/+10
(1d10+14)

Ranged combined glaive/gravity rifle +14/+9 touch (2d6
force)

Special Attacks eternal dominion

Psi-Like Abilities (ML 13th; concentration +17)

Constant—*mental barrier*^{UP}

At will—*awestrike*^{ARotQ} (DC 20), *mind control* (DC 20,
affects all eligible creatures)

STATISTICS

Str 24, **Dex** 23, **Con** 22, **Int** 25, **Wis** 18, **Cha** 19

Base Atk +9; **CMB** +16; **CMD** 32

Feats Combat Reflexes, Deadly Aim, Harmonic
Resilience^{ASol}, Improved Initiative, Point-Blank Shot,
Power Attack, Precise Shot,

Skills Acrobatics +20, Bluff +20, Escape Artist +20,
Intimidate +20, Knowledge (arcana) +20, Knowledge
(engineering) +23, Knowledge (dungeoneering) +20,
Perception +20, Sense Motive +17, Stealth +20, Survival
+20

Languages Aklo, Draconic

SQ Form Astral Suit, No Breath, Form Astral Suit (Brawn
x3, Improved Damage, Flexible Suit, Stalwart, Evasion,
Hardy x2, Nimble; 14 CP)

SPECIAL ABILITIES

Eternal Dominion (Ex) Creatures dominated by a
Letztermensch remain affected permanently, with the
effects of the psi-like ability never expiring so long as the
Letztermensch and the target are both alive. Creatures
are allowed saving throws as normal. A Letztermensch
can have a number of creatures dominated at once
equal to their intelligence modifier

Form Astral Suit (Ps) Letztermensch have the ability to
form an Astral Suit as a 10th-level *aegis*^{UP}. Typically,
this takes the form of an Astral Armor suit. In addition, a
Letztermensch gains the Invigorating Suit class feature
of an Aegis.



Power Immunity (Ex) Letztermensch are immune to all
spells and powers, as if they possessed unlimited spell
and power resistance. Their *mental barrier* psi-like ability
ignores this immunity.

Truesight (Ps) Letztermensch perceive everything in
their surroundings perfectly. They may make perception
checks as a free action. Attempts by creatures within 60
feet of a Letztermensch to hide from them or conceal
things from them automatically fail. In addition, the
constantly benefit from the *pierce the veils* power.

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