

LEGENDARY PLANET



PLAYER'S GUIDE





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Alex Augunas, and Neil Spicer.
First published July 2015.



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

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

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

- Jason Nelson





WELCOME TO THE LEGENDARY PLANET ADVENTURE PATH

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

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

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



LEGENDARY PLANET PLAYER'S GUIDE

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

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

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

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

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

NEW ALIEN RACES

AUTTAINE

The auttaine are a peculiarity even in a universe full of strangeness. Many years ago, they existed as an isolated human population on a desert planet that was being ravaged by millennia-spanning magical storms. For survival, they started to graft clockwork onto their bodies. Over time, the eldritch energies of these storms started to cause offspring to be born with some of the clockwork gears already attached, and from there we eventually arrive at the self-made men of the current day.

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

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

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

Religion: Their patron deity is Haymot Steel-Arm, an ascended auttaine who proved instrumental in leading the auttaine from their magical hazards of their original homeworld and into the greater multiverse. Worship services generally focus on industriousness and the exploration of new frontiers, always celebrating the many aspects of transformation which technology can bring.

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

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

Auttaine Traits

Ability Score Increase. You gain 3 points to add to any ability scores you choose. You may not increase a single score by more than 2.

Age. Auttaine reach maturity at 15, and live less than a century.

Alignment. Owing to their mechanical aspects, auttaine have strong tendencies towards lawful alignments. The majority of auttaine fall along the neutral axis, however, with respect to good or evil, with outliers leaning more towards evil due to the superiority some feel their implants grant them.

Size. Auttaine stature is similar to that of humans, with most between 5 and 6 feet tall. Your size is Medium.

Speed. You have a base speed of 30 feet.

Adaptive. You gain proficiency in two skills of your choice, or one skill and one set of artisan's tools.

Constructed Nature. Your body is a blend of organic tissue and synthetic technology. You are resistant to poison damage, have advantage on saving throws against disease and poison, and magic can't put you to sleep. You do not need to eat, drink, or sleep.

Unique Gear. The constructed portion of your body includes a unique, personalized modification you crafted and installed yourself when you came of age. Choose one modification from the list below:

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

- **Hidden Storage Compartment.** This artificial component provides an internal storage compartment within the torso, holding up to 1 cubic foot of material. Access is secured with a simple combination lock (DC 15 Dexterity check with thieves' tools to open).
- **Integrated Spell Component Pouch.** This artificial component provides an internal storage compartment within one of your hands that can hold a spell component pouch. The auttaine starts with a spell component pouch already placed within. Special slots in their hand allow them to use the material components stored within the pouch even when they have no free hands.
- **Integrated Toolset.** This artificial component provides a customized toolset that grants double your normal proficiency bonus to one of the following skills with which you are proficient: Strength (Athletics) made to climb or swim, Dexterity (Acrobatics) made to escape restraints, Dexterity checks with tools (choose one type of tool set), Wisdom (Medicine) made to stabilize a dying creature or render first aid, Wisdom (Perception) checks related to vision or sound (choose one), or Charisma (Performance). After you use the integrated toolset, you can't use it again until you spend 1 hour performing maintenance on it during a short or long rest.

Languages. You can speak, read, and write Common and one other language of your choice.



CHLORVIAN

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

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

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

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

Religion: The majority of chlorvians are also good, and typically want what's best for others so all may thrive with equal vigor. Chlorvian religions generally revere community, healing, nature, and sunlight in some capacity, but may also explore more fey-like principles of magic and trickery. They celebrate the natural cycles of day-and-night, life-and-death, and the renewal and rebirth of every season.

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

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

Chlorvian Traits

Ability Score Increase. Your Constitution score increases by 1, and your Charisma score increases by 2

Age. Chlorvians reach maturity at 40 years, and can live to around 200. **Alignment.** With a strong preference for societal order and a need to cultivate others to suit their ends, most chlorvians tend towards lawful alignments, though some take a more neutral outlook on such activity.

Size. Chlorvians run a similar variance of height and build to humans, but tend to be lean. Your size is Medium.

Speed. You have a base speed of 30 feet.

Darkvision. Sensitive to otherwise invisible wavelengths of light, you have superior vision in dark and dim conditions within 60 feet. You can see in dim light as if it were bright, and in darkness as if it were dim light.

Camouflage. You can Hide while you are within light obscurement provided by vegetation. This allows you to Hide even if you are being observed.



Sociable. When you attempt to change a creature's attitude with a Charisma (Persuasion) check you are considered proficient in the Persuasion skill and add double your normal proficiency bonus to the check.

Symbiotic. You are permanently bonded to a symbiotic chlorva seed, counting as both a humanoid and plant for any effect related to race. In addition, a chlorvian gains advantage on saving throws against being charmed, frightened, or put to sleep. A chlorvian and her symbiotic plant are considered the same creatures for all effects.

Verdant Heart. You know the *thornwhip* cantrip. Charisma is your spellcasting ability score for it.

Languages. You can speak, read, and write Common and Sylvan.

TRETHARRI

Stoic philosophers, seekers of self-perfection, and devout worshippers, the tretharri are a humanoid race seeking balance both internal and external. Members of the race are known for their calm and understanding demeanor, but those that do raise a tretharri's ire soon discover the tretharri's incredible strength first-hand. The cultural mores of the Tretharri incline many towards professions such as monk, or wizard, owing to their focus on the acquisition of knowledge and practice. A sense of community is important for the tretharri, for it's through community that knowledge is best shared. Most adventuring tretharri seek to create a small community within the groups they travel with, and are often driven by desires for increased knowledge and gauging their progress towards self-perfection.

Physical Description: Their most striking features are the four arms they possess and use with mesmerizing grace. Tall and sleek, tretharri possess very little body fat and ample muscle mass, with muscle being one of the few things that extrude from their form; even their ears and nose are mostly flush with their head. They possess angular facial features, including slanted eye sockets and nearly triangular noses. Their skin coloration almost always is a ruddy brown. tretharri clothing tends towards simpler clothes that allow full range of movement, their culture shunning flashy clothing, although this does not extend to other races.

Society: Tretharri generally have smaller communities that meet up a number of times per year with surrounding communities at events they call *syrrqs* to discuss matters concerning the area, breakthroughs in meditation, newfound knowledge, etc. A given settlement will usually be a part of multiple different *syrrqs*, each with different nearby communities. In this way, there's a network of enlightenment and there's still a connection between all settlements in a region, even if they live apart. The most prominent areas in any tretharri settlement are its training grounds and library, the latter which often doubles as a temple to Nimsharu as well. Tretharri thrive in cities of other races, often times

taking on teaching roles and eschewing many of the technological benefits found within such cities.

Relations: Tretharri get along with most races, but are on particularly good terms with races that share similar principles as the tretharri. They appreciate the shared detached outlook of life the elves possess, while at the same time appreciate the strength and decisiveness of half-orcs. There's a certain amount of friction with gnomes and zvarr; the former due to perceived frivolousness, and the latter due to squandering long lives on materialistic concerns. The tretharri are well aware of the advantages their extra arms grant them compared to most other races. While most tretharri take this fact to mean they should offer patient assistance to others, a few use this to their advantage, strong arming others for their own needs.

Religion: Their patron deity is Nimsharu, but regardless of the deity they worship, they often focus on preserving the knowledge of that deity, whether as historians of the religion or evangelists. **Male Names:** Gabin, Trett, Amltral, Neroft, Althano, Wythul

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



Tretharri Traits

Ability Score Increase. Your Strength score increases by 1, and your Wisdom score increases by 2

Age. Tretharri reach maturity in their early twenties, and can live to be 150.

Alignment. The tretharri are most often true neutral, but there are a number of tretharri of every possible alignment. More so than other races, tretharri will work with members of diametrically opposed alignments when a community is at risk. No matter their alignment, the tretharri work to instill a sense of and desire for self-improvement in others, with the Tretharri's alignment helping dictate the specific aspects they teach.

Size. Tretharri stand over 6 feet tall on average, and their muscular frames weigh in excess of 200 pounds. Your size is Medium.

Speed. You have a base speed of 30 feet.

Athletic. You have proficiency in the Athletics skill.

Multi-Armed. You have four arms. You follow the normal rules for fighting with two weapons, but you can use any of your hands for other purposes that require free hands.

Languages. You can speak, read, and write Common and one other language of your choice.

ZVARR

Zvarr are a race of dragon-like humanoids renowned for their cunning, greed, and subterfuge. They share a number of characteristics with dragons, including their long lifespans and long incubation periods, but much to the zvarr's chagrin, they do not share the ability of flight.

Physical Description: The zvarr are a bipedal reptilian race whose facial structures appear to be a mixture of dinosaurs and dragons, with much the rest of their body being salamander-esque, save for their legs. Their dinosaur-like legs usually end in 4 small talons, each too small to deal much damage, but which allow them to excel at climbing. Their skin is usually a shade of mottled gray, and features striations along every limb. Each clutch of zvarr eggs is born with the same skin shade, but it is always different from the skin shade of their parents. In some cases, clutches will be born with different physical traits, such as no striations, only two talons on their feet, or even no tail.

Society: The society of the zvarr is heavily influenced by the clutch they were born in. Competition between clutches is fierce, although many clutches refrain from competing with the clutch that birthed them. Rivalries can form inside clutches as well, but differences are temporarily put aside when other clutches act against their own. Given their long incubation periods, few acts are as unforgivable as interfering with the eggs of another zvarr and doing so amounts to a declaration of war. As a given clutch ages, their intra-clutch conflicts diminish greatly and acts like the establishment of merchants whose goods are not instantaneously stolen are possible.

Relations: The zvarr are rarely trusted by other species, and have a reputation, rightly or wrongly, for stealing anything they can get a hold on. Their attempts to trick others into trusting them only further damage their reputation amongst other races. While they do sometimes live in the cities of others, it almost always means shady activity is happening nearby. Adventurous zvarr often need to spend ample time convincing others that they will not act against them, and even with this most still never entirely put their guard down around the zvarr.

Religion: Their patron deity is Macalatu the Sly, who they believe pulled off the perfect heist: stealing the divinity of another god for herself. They can and do worship other deities, but it is rare for them to worship a deity whose portfolio doesn't contain stealth or cleverness.

Male Names: Dir kub, Razz, Karg, Ordak, Rikt, Gint

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

Zvarr Traits

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1

Age. Zvarr reach maturity in their late sixties, and can live to be 250.

Alignment.

Size. Zvarr stand between 4 and 6 feet tall on average, with muscular, wiry frames. Your size is Medium.

Speed. You have a base speed of 30 feet, and a climb speed of 30 feet.

Darkvision. You have superior vision in dark and dim conditions within 60 feet. You can see in dim light as if it were bright, and in darkness as if it were dim light.



Agile. You have proficiency in the Acrobatics skill.

Bite. Zvarr have powerful jaws capable of delivering savage bite attacks. You can make an unarmed strike with your bite that deals 1d3 piercing damage.

Greed. You are considered to have proficiency in the Arcana and History skills for purposes of determining an item's value, and you add double your normal proficiency bonus to the check.

Vestigial Wings. You can use your wings to glide automatically during an intentional fall or jump. If subjected to an involuntary fall, you can use your reaction catch yourself with your wings and fall safely from any height without taking falling damage. When falling safely, you can glide, moving 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot gain height with these wings alone; you merely coasts in other directions as you fall. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, you can take advantage of the updraft to increase the distance you can glide.

Languages. You can speak, read, and write Common and Draconic.

CHARACTER OPTIONS

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

Level Range and Character Focus

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

Combatants and Armaments

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

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

Skills

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

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



Languages and Communications

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

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

As the campaign progresses, certain other options will also become available to ease the need for communication, including spellcasters selecting *comprehend languages* or *tongues* as available spells, or certain classes gaining the ability to speak with other creatures regardless of language. Even summoning certain creatures could become a convenient means for communicating with others in unfamiliar languages. Additionally, each planet will have its own local Common tongue used as a trade language. While you PCs will begin the game speaking Common, this will only address the spoken tongue of their homeworld (and perhaps a few others), but knowing this version of Common will not mean a PC can speak or understand all the Common tongues they encounter on other worlds. Instead, you should mark down your Common language and its planetary origin, and given sufficient downtime you can train (see Chapter 8 in the official 5th Edition Handbook for Players) to learn the Common languages from other planets.



ALIGNMENT AND DEITIES

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

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

Deities of Legendary Planet

DEITY	ALIGNMENT	SUGGESTED DOMAINS	SYMBOL
Gar-Peru, god of crafting and defense	LG	Knowledge, War	Stone pylon with a horizontal crack in it
Rarmezarn, god of honorable battle	LG	Light, War	Two runes on a triangular shield
Lianthus, god of nature and renewal	NG	Life, Nature	Chlorvian face with closed eyes and golden petals for hair and eyebrows
Olalis, god of fate and the stars	NG	Knowledge, Light	Alien eye flanked by four stars
Alrenjae, god of cleverness and exploration	CG	Knowledge, Trickery	Rose and cerulean flag with cat-like eyes on it
Kytheblo, god of ancestors and love	CG	Knowledge, Light	Horizontal wing with nine feathers
Eroneinem, god of art and magic	LN	Knowledge	Two footprints of a three-toed humanoid
Haymot Steel-Arm, God of metal and transformation	LN	Knowledge, War	Metallic auttaine forearm and fist
Idniskow, god of adaptability and the elements	N	Nature, Tempest	Quartered disc containing the four elements
Nimsharu, god of creation and wisdom	N	Knowledge, Life	Four tretharri hands linked in a square
Qarn the Twice-Eternal, god of life and death	N	Death, Life	Three upward tines in black, white, and gray
Sioraattu, god of ecology and extinction	N	Death, Nature	Thigh bone with a vine wrapped around it
Maculatu the Sly, god of survival and thievery	CN	Trickery	Black reptilian tooth
Yajaan the World-Dreamer, god of cycles of life and space travel	CN	Knowledge, Trickery	Seven black stars in a circle around a blue world
Dakorian Rooth, god of change and technology	LE	Knowledge, Life	Six-fingered hand
Thraxes the Warlord, god of conquest and invention	LE	Tempest, War	Helmed onaryx head
Cyshm the Gentle, god of dominance and persuasion	NE	Knowledge, Trickery	Crystal with a small "X" at the center
Niloticus the Explorer, god of ambition and colonization	NE	Trickery, War	Battleaxe cleaving a tree stump
Lurn Shadowhand, god of murder and terror	CE	Death, War	Black skull with glowing red eyeballs
Wol'Pi'Io Five-Shells, god of oceans and volcanoes	CE	Light, Tempest	Flaming tentacle

Character Classes and Options

This section provides a few examples of classes and character options in Fifth Edition which may be particularly well-suited to the Legendary Planet Adventure Path. The overall plotline of the campaign will whisk PCs to many unknown places, and any character capable of shedding light on the unknown will secure a significant role in helping others adapt to their situation. This adventure path will whisk you and your party to many unknown places; any character capable of shedding light on the unknown will be at an advantage. Classes with options that involve Knowledge and the pursuit of it, such as the Knowledge divine domain for clerics, the College of Lore bard archetype, and the Diviner arcane tradition for wizards can certainly excel at unraveling the mysteries presented by the adventure path.

The Legendary Planet Adventure Path also deals with planet-hopping and should prove a natural fit for characters who ponder and have connections to the stars, giving them much to ruminate about and play up the angle of being far from home. Thus, warlocks whose Otherworldly Patron is the Great Old One should feel at home.

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

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

Beast Master rangers will still work well in this campaign, despite starting separate from their companions. Most locations you travel to will have suitable replacements for any lost companions, although the selection of possible companions may be vastly different from location-to-location. For this reason, it's best to not build a plan for a character that is heavily tied to one specific type of companion.



Feats

No one feat available in Fifth Edition is better suited than another for this adventure path, though, in time, feats like Weapon Master and other feats designed to facilitate or enable interaction with alien technologies and weapons could help better immerse characters in the setting. As mentioned above, languages may become a barrier, and the Linguist feat may become particularly useful. Regardless, when choosing a character's overall feats, the main piece of advice, as with most other character options, is to maximize your character's flexibility so they can excel in a variety of environments and situations—not just a single planet or terrain.

BACKGROUND FEATURES

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

Far-flung Gladiator: You've always been a bit quicker than others at learning new things, especially weapons, regardless of how strange they may be. Whether you were an actual gladiator, you studied the unusual weaponry of ancient cultures, or just an extremely martial talent, the end effect is that the use of strange weaponry come more easily for you. You gain advantage on all Intelligence checks made to figure out alien technology (see Chapter 9 of the official 5th Edition Guide for Game Masters). Once you have successfully activated a given type of tech, or if you have seen it in use, you no longer need to make checks to activate that type of technology.

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

Klaven Survivor: The klaven are known on many planets as the horrific shocktroops of the jagladine, sent to clear a path for interplanetary domination. Tales of klaven brutality have spread far and wide, and are almost as effective as the klaven themselves at causing panic in the communities they assault. While most know to run when the klaven approach, at one point you found yourself within reach of such a creature due to bravery, poor luck, or foolhardiness. Looking past the horrifically misshapen body modifications imposed by the jagladine on the unfortunate creature, you saw the tortured look of a once sentient being which now only knows pain and hatred. Since then, you've felt pity for the klaven, and, while you know they must be destroyed, you are able to defeat them in more gentle ways than most. Whenever you reduce a klaven to 0 hit points with any attack roll (not just a melee attack) you can choose to knock it unconscious instead of kill it.

Patron of the Stars: You come from a culture that revered the stars as holy entities, learning how to meditate upon them to later bless others with the stars' benefaction. By meditating for 1 hour under a clear nighttime sky (this can be done during a short rest), you can make a Wisdom check against DC 13. If you successfully make the check, you can add a +1 bonus to any single d20 roll made by a creature you can see in the next 24 hours. You must decide to apply the bonus before the roll is made. You cannot apply this bonus more than once per day, regardless of how many times you meditate under the stars.

Principle of the Stars: You come from a culture that saw stars and star light as revealing the flaws in others, and learned how to call upon the stars to jinx those who wrong you. By meditating for 1 hour under a clear nighttime sky (this can be done during a short rest), you can make a Wisdom check against DC 13. If you successfully make the check, you can apply a -1 penalty to any single d20 roll made by a creature you can see within 30 feet of you during the next 24 hours. You must decide to apply the penalty before the roll is made. You cannot apply this penalty more than once per day, regardless of how many times you meditate under the stars.

Resilient Peculiarity: Throughout the multiverse various traditions exist for harnessing energy, magical or otherwise, for the wielder's purposes, whether it be arcane magic, divine magic, innate magic (such as innate spellcasting and other magical abilities), psionics, technology, or other similar effects. Whether you were born under auspicious stars, experimented upon as a child, caught in an influx of energy that left you permanently altered, or any other reason, your mind is particularly resilient to one of these methods. Pick one of the above traditions. Against effects of that type, you gain a +1 bonus on Intelligence, Wisdom, and Charisma saving throws.

Ruin Delver: Your home planet held a number of ruins from an ancient, long lost civilization dotting its landscape. At some point, you explored them and, during one such foray, you found a small trinket with curious properties, keeping it with you ever since. You gain advantage on Intelligence checks made to determine the value of an item. In addition, you gain a small bauble of your choice worth 100 gp. If sold, you lose the benefits of this feature until you reacquire the trinket. Examples of such objects include:

- A fist-sized, solid black sphere which can hover up to 6 feet off the ground, but cannot otherwise move. The sphere has a button flush with the curvature that when pressed reveals a small indentation which can hold a tiny object weighing 1 lb. or less.
- A small, clear pyramid that houses a smaller black spindle which always points towards a specific, unchangeable star.
- A cracked mirror which can capture the reflection of the last creature to look at it, holding such an image for up to 8 hours.

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

Seeker of the Stars: You've always been drawn to the stars – one star in particular, that is. You always know the direction to one single, unchangeable star. When you've asked astronomers about this star, none have any information on it, and it seems that as far as anyone else can tell, it doesn't actually exist. Some of the astronomers may have heard similar questions, and they suspect that all asking about this star are asking about the same one, if it exists. By spending 10 minutes in meditation, you can mentally visualize a star chart for your location, regardless of where you are and the time of day. The star you're drawn to always appears in this visualization, even if it wouldn't appear in your current location. In addition, once per day you can use an action to magically determine true north. Some strange environments may confound this ability by not having an actual "north."

Smuggler: You were beginning to make a name for yourself for your role in smuggling of goods on your planets. Whether transporting alcohol, psionically charged crystals, weapons, or more insidious things, you were great at hiding objects from those whose job it was to find contraband. Your particular specialty was in hiding smaller objects and getting them to places they shouldn't be, and you've learned a number of tricks related to body positioning, loose clothing, and misdirection that all aide you in hiding the goods. When you finish a long rest, you can select one small object in your possession. You gain advantage on Dexterity (Sleight of Hand) checks to hide that object until you choose another object.



Stranger In A Strange Land: Unlike many, you are aware of the larger multiverse, and the politics that abound within it. You've been to a small number of planets, mostly intentionally, and have been exposed to the varied cultures that abound between different planets. You receive a +1 bonus on Intelligence (History) checks, and you receive no penalties on Intelligence (History) checks to ascertain the rules and peculiarities of any culture you encounter. In addition, your GM may share any additional information with you about the current political situation affecting the Legendary Planet multiverse.

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

Xenopidgin: While many people dabble in a wide range of hobbies, you've explored a wide range of languages and dialects. When exposed to a new language, you can make an Intelligence check against a DC of 13. If successful, you gain a very rough understanding of the nuances of such conversation. This understanding only amounts to an informed hunch, but is usually enough to give the same level of understanding as a human toddler would be capable.

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