

PATHFINDER[®]

PLAYER COMPANION[™]

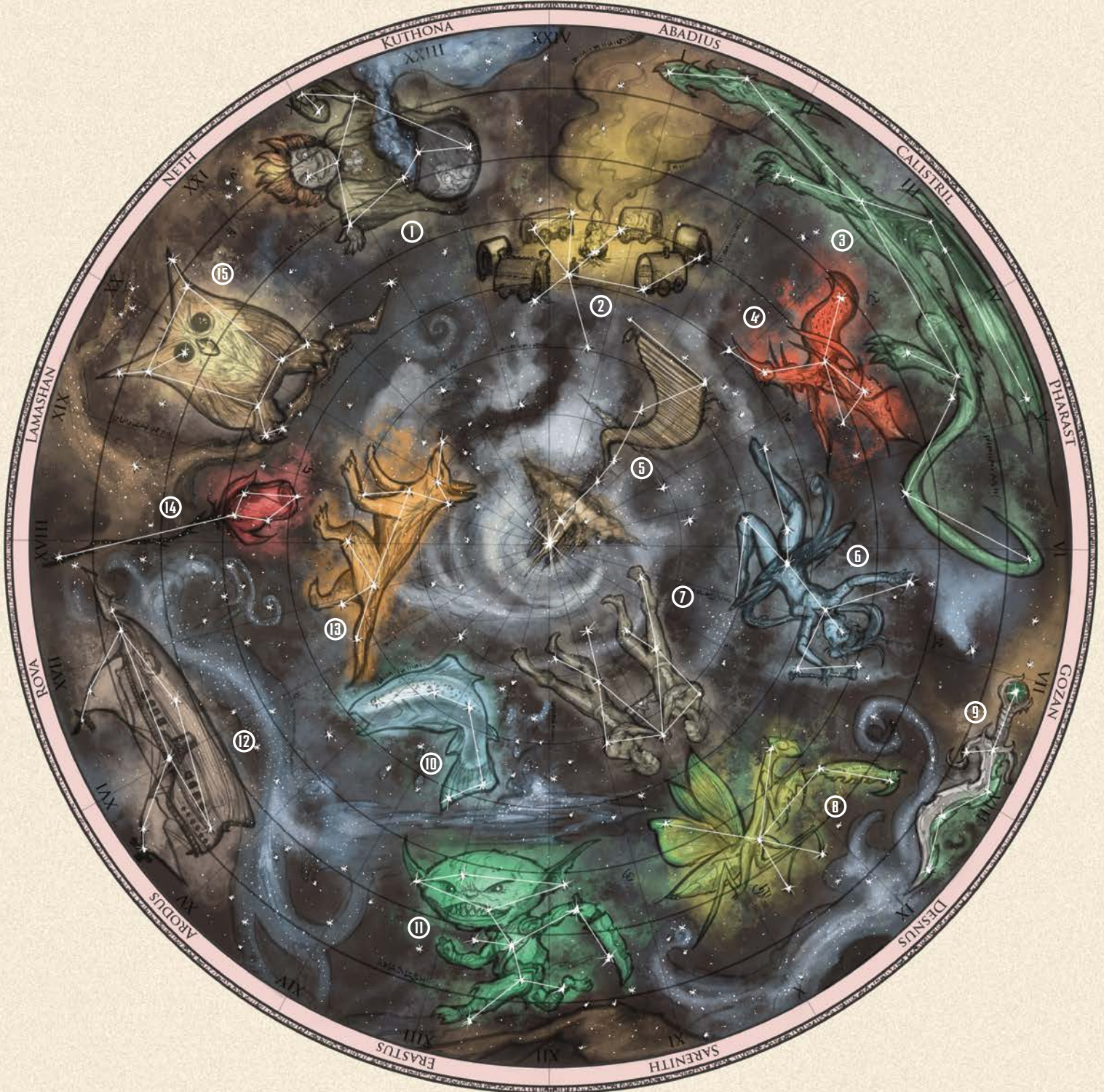


PEOPLE OF THE STARS

CONSTELLATIONS OF THE NORTHERN HEMISPHERE

The diverse cultures of Golarion have many stories and myths to explain the dazzling arrays of stars that fill the night sky. Even the planet's greatest wizards and sorcerers know little of the solar systems beyond Golarion's. In Golarion's northern hemisphere, the most common appellations given to the stars arose from Varisian traditions, used for generations to guide their wandering caravans.

- | | | | | |
|-----------------|----------------------|-----------------|------------------|--------------|
| ① ANIMAL MOTHER | ④ THE STIRGE | ⑦ THE TWINS | ⑩ THE SALMON | ⑬ THE JACKAL |
| ② THE CARAVAN | ⑤ THE STAIR OF STARS | ⑧ THE MANTIS | ⑪ THE GOBLIN | ⑭ THE ROSE |
| ③ THE WYRM | ⑥ THE DANCER | ⑨ THE SNAKEFANG | ⑫ THE SEA WRAITH | ⑮ THE OWL |



PATHFINDER

PLAYER COMPANION

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ON THE COVER



A lashunta hunter takes on brain-hungry neh-thalggus on a rocky creche world of the Diaspora in this month's cover, by Warren Mahy!



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Magic</i>	UM
<i>Advanced Race Guide</i>	ARG		



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FOR YOUR CHARACTER

FOCUS CHARACTERS

This Pathfinder Player Companion highlights options specific to characters of the following classes, as well as elements that can apply to a wide array of characters.

CAVALIERS

Along with plenty of traits to improve a space-faring cavalier's combat prowess (see the Rules Index on page 3), this book features ideas for interstellar mounts (see page 5) and a new cavalier archetype for lashunta cavaliers seeking to use their innate telepathic powers on the battlefield (see page 11).

DRUIDS

Druids with the season keeper archetype (see page 13) are potent spellcasters who guide generations of Triaxians through the difficult years when their planet begins its slow transition from winter to summer or vice versa. Also, thanks to the listings of notable extraterrestrial fauna on the other planets (see the sidebars throughout this volume), druids' list of potential animal companions just got a whole lot bigger!

RANGERS

The new ranger archetype for kasathas (see page 8) makes the art of wielding two bows at once not only feasible, but deadly. Descriptions of the types of terrains and alien beasts one might encounter on other planets throughout the solar system (see the sidebars throughout this volume) provide indispensable information for planet-hopping rangers.

SORCERERS

Unique spells (see pages 28–29) derived from the stars or the black spaces between them make sorcerers adept interstellar explorers, especially since magic is closely connected to the practice of reading the firmament (see pages 26–27). Additionally, sorcerers with the draconic bloodline gain new options (see page 25).

FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character you want to play in the Pathfinder Roleplaying Game, regardless of the character's focus, type, or background.

ALIEN RACES

The first half of this book (pages 6–13) examines four playable alien races from beyond the sphere of Golarion. Each section includes the aliens' racial traits, a brief description of the race's ecology and culture, a new rules element tied into the alien race, and new race traits. The conversation continues on pages 14–15, with information on some of the most prominent denizens in Golarion's solar system and clever ways to emulate player races for such diverse interstellar inhabitants.

ASTRONOMY

Astronomy is science that is so complicated and intricate that many regard it magic. Indeed, the two are often intertwined, as is evidenced by the magical astronomical gear on pages 30–31. New astronomical feats and related rules are also featured in this volume (see pages 26–27), as are spells related to the night sky (see pages 28–29). Additionally, the constellation maps on the inside covers of this book are a must-have addition to any astronomer's library.

DISTANT WORLDS

The center spread (pages 16–17) features a map of Golarion's solar system, which illustrates all of the celestial bodies therein as well as their orbital order from the sun. Furthermore, the 13 planets are described in detail in

QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: People of the Stars*.

- 1 Will our campaign take place in the void of outer space or on one of the other planets in Golarion's solar system?
- 2 Can I play a character from an alien race? What kind of backstory should I come up with so my alien character fits into the campaign?
- 3 Will stargazing and astronomy play a role in our campaign?

sidebars located on the right sides of each two-page section. Also included are new character traits for PCs associated with each planet, whether they were born on or otherwise connected to one of these worlds. All-new details on phenomena beyond the known planets (see pages 20–21) give stargazers even more cause to look toward the skies.

MAGIC OF THE COSMOS

A slew of space-inspired spells (pages 28–29) and magic items (pages 30–31) make fitting additions to any interstellar explorer's arcane arsenal, whether one is altering the local gravity field with *gravity sphere* or harnessing the power of the sun with a *harvesting lens* on a telescope. Details on the enigmatic Dark Tapestry (pages 22–23) and the places on Golarion where the stars have made themselves known (pages 24–25) provide inspiration and rules for playing characters intimately related to the stars.

DID YOU KNOW?

Teleporting between worlds is difficult and requires powerful magic. If a 9th-level wizard were to cast *teleport* every hour of every day to travel to Castrovel when it was closest to Golarion, it would take her over 3 years to get there!

RULES INDEX

The following rules options are presented in this Pathfinder Player Companion.

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THE STARS ARE RIGHT



To the people of an isolated village, the microcosm around their home can seem like the whole of the universe. More worldly folk might know that the continent they live on houses a multitude of kingdoms and fiefdoms that all beckon for exploration. But even the boldest of such adventures can cover only a minuscule fraction of the cosmos's full potential. Characters need only look toward the sky to find a source of infinite possibilities for adventure—the stars. How long have they been there? How can one reach them? What marvels await on the planets beyond, which hang like forbidden fruit in the vastness of the unknown?

Thankfully for the ever-curious, earthbound races of Golarion (the planet whose epithet of “the Cage” belies the true freedom of its inhabitants), more worlds are interconnected with Golarion than most scholars of the cosmos truly realize. Clues hinting at the existence of extraterrestrial visitors and mysterious worlds beyond the Cage can be found on every continent and in the oceans that surround them. Interplanetary portals, futuristic artifacts, alien monsters, and even derelict spaceships are just a few of the otherworldly wonders left behind by the people of the stars. Yet it is from the efforts of bold adventurers—not cloistered academics and idle stargazers—that such relics are uncovered, new peoples are met, and secrets are unlocked.

HOW TO USE THIS BOOK

This Pathfinder Player Companion presents players with information on the planets in Golarion's solar system, as well as four playable extraterrestrial races, new equipment and magic items to aid in space travel, and new details on some of the most mysterious aspects of the void.

Each section includes descriptions and rules regarding a specific aspect of outer space or its denizens, as well as a sidebar detailing one of the 13 celestial bodies that make up Golarion's solar system. All of the information presented in these sidebars is expressed in terms a character from Golarion can understand—for instance, an atmosphere of “breathable” means that it's similar to Golarion's own, an orbit of “3 years” means it takes that planet 3 of Golarion's years to travel around the sun, and so on. The values in diameter, mass, and gravity express the planet's statistics in comparison to Golarion's, so if a planet's gravity is “ $\times 1/3$,” the gravity there feels one-third as strong as what a Golarion resident is used to. At the end of each sidebar is a new trait (*Pathfinder RPG Advanced Player's Guide* 326) for characters associated with that particular celestial body, whether such star-touched individuals hail from the planet in question or were born elsewhere at an astrologically opportune time.

Players whose adventures don't take place among the stars can still benefit from the rules and advice herein.

Playing an alien character stranded on a planet far from home can be an interesting departure from playing natives of Golarion; this holds especially true for players who work with their GM to ensure their alien characters' backgrounds are incorporated into the array of challenges, monsters, and treasures encountered throughout the campaign. Whether you're slowly unraveling your forgotten past or frantically searching for a way to get back to your homeworld, the potential tales to be told are as numerous as the stars.

Non-alien characters can also glean valuable information from the stars. Rules for astronomical devices such as telescopes and orreries give adventurers new and meaningful ways to interact with the heavens, allowing PCs to gain divinatory insights and augment their navigational acumen using the stars as a guide. Whether one has an undying passion for the stars or just a pragmatic interest in them, the maps of the solar system (see pages 16–17) and Golarion's constellations (see the inside covers) serve as fascinating illustrated guides to worlds beyond the sky.

OTHER SOURCES

In addition to the resources contained in this volume, players interested in gearing up for outer space exploration would do well to check out some of the following magic items, spells, and other rules options before making their journey into the void.

Magic Items: A mere *bottle of air* isn't enough to protect adventurers from the dangers of space—one must prepare for the unbearable chill of the void as well as its airlessness in order to survive. A *pressure suit* (*Pathfinder Campaign Setting: Distant Worlds* 55) can mitigate many of the dangers, as can a *wayfinder* augmented with an *iridescent spindle ioun stone* (*Pathfinder Campaign Setting: Seekers of Secrets* 52).

Spells: Low-level spells like *air bubble* (*Pathfinder RPG Ultimate Combat* 222) and *resist energy* may compensate for some of space's perils, but only high-level effects like *planetary adaptation* (see page 28) can overcome extreme dangers of outer space. Those seeking to jump between planets without daring the void of space would be hard-pressed to find a better solution than the *interplanetary teleport spell* (*Pathfinder RPG Ultimate Magic* 225). Because sound does not travel in the void of space, a spellcaster must have the Silent Spell metamagic feat or some other means of voiceless spellcasting if she is to use magic without atmosphere. The lack of oxygen doesn't preclude spells that produce fire effects, however—see page 18 for more details.

Other Rules Options: Heroes of sufficient mythic might can pass through space with little worry, thanks to path abilities such as mythic sustenance (*Pathfinder RPG Mythic Adventures* 50) and star walker (*Pathfinder Player Companion: Mythic Origins* 21).

Mortals who befriend or capture stellar monsters such as shantaks (*Pathfinder RPG Bestiary* 2 244), outer dragons

THE SUN

THE BURNING MOTHER

Diameter: ×100; **Mass:** ×300,000; **Gravity:** ×28

Atmosphere: None; **Orbit:** None

Inhabitants: Fire elementals, plasma oozes, powerful spellcasters, solar dragons

Important Locations: The Burning Archipelago, the Silent Sanctum, the Sleeping Sea, Starheart

Resources: Nigh-limitless energy

The sun has no surface to speak of and emits such intense heat that it easily vaporizes iron. Humanoids cannot survive in the open spaces of the sun without total immunity to fire (such as from *fiery body*^{APG}, *form of the dragon III*, or *giant form II*), magical flight, and a way to deal with the lack of air. Immunity to intense pressure is needed to reach Starheart—a portal to the Positive Energy Plane in the sun's its core. Only conventional fire resistance is needed to visit the cities of the Burning Archipelago, thanks to their magical shielding.

Powerful spellcasters are often interested in visiting the sun in order to tap into its vast energy, either to burn their foes or to power designs of nearly unimaginable scope. Rumors persist in astronomical circles of ways to weaponize the sun's energy such that whole nations—or even worlds—could be consumed in a massive conflagration, and some whisper that at least one powerful spellcaster may be close to understanding how to accomplish such an act.

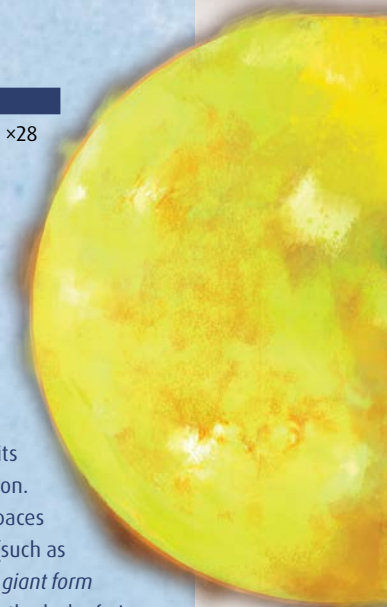
MAGIC TRAIT

The following magic trait ties characters to the mysterious energy of the sun.

Sun-Blessed (magic): Your birth came at a time when the sun was auspiciously aligned with your birth sign. As a result, you have a natural affinity for light and life. Whenever you're affected by a healing effect that would heal more hit points than your maximum hit point total, you gain the excess healing as temporary hit points. You can gain up to a number of temporary hit points per day equal to your character level in this way. These temporary hit points last for 1 minute.

(see page 25), star monarchs (*Pathfinder Campaign Setting: Inner Sea Bestiary* 50) or oma (*Pathfinder RPG Bestiary* 4 209) can catch a ride on those interplanetary wanderers to travel to another planet in just a few months' time.

Perhaps the simplest means of traveling from one planet to another, however, is by using one of the myriad interplanetary portals that dot Golarion's surface. The trick with this is actually finding the fabled doorways, whose exact locations are all but unknown to even the most learned scholars. A venture to track down just one of these portals could take years, to say nothing of mastering the means to activate the relics—though the potential rewards of safe and reliable two-way transport between planets cannot be overstated.



ANDROIDS

The artificially constructed humanoids known as androids are as much a miracle of technological achievement as they are an example of the sheer will of the multiverse. On Golarion, they're endemic to Numeria, and for millennia, the native Kellid tribespeople have spoken of "the tattooed children of the stars" who occasionally rise from the technological rubble and ruins of whatever interstellar vessel crashed into that nation's soil eons ago.

Androids are superficially identical to humans in many ways, and to the uninformed it can be difficult to differentiate the two. In the right light, though, androids' alien nature is revealed by the metallic sheen in their eyes and the biological, tattoo-like circuitry that riddles their skin. Their bodies are completely artificial, though made of materials that mimic the flexibility, shape, and density of human flesh and bone. Their organs mirror those of humans so well that only by examining the materials and makeup of these systems—which use sheeny oils and polymer alloys rather than blood and marrow—could one guess that their physiology is alien. Androids are roughly the same size as humans; on average, they are 6 feet tall and weigh 200 pounds.

Kellid shamans speak of great forges where androids are "born" from metal wombs and are cut from electrified umbilical cords. Even androids can't refute or verify such stories, since most who emerge from Numerian ruins do so naked and without any memories beyond their initial egress into the wide, unfamiliar world. Their complex design is unlike that of any race known to Golarion's solar system, leading many to suspect that they (and the alien spaceship on which they crashed onto Golarion) originated from a distant star system or even another galaxy.

What separates androids from golems and other mindless constructs is that androids are living beings and as such possess souls. Similarly, androids don't live forever, though barring violence or tragedy their bodies never deteriorate. Rather, an android's

cybernetic mind eventually shuts down and self-restarts after about a century, leaving its body vacant for several weeks as the old soul departs for its final reward in the Great Beyond and a fresh, new soul finds its way into the shell.

ANDROID CHARACTERS

Androids are defined by their class levels—they do not have racial Hit Dice. All androids have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma: Androids have swift reflexes and are very intelligent, but they have difficulty relating to others.

Medium: Androids are Medium creatures, and they have no bonuses or penalties due to their size.

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

Exceptional Senses: Androids have darkvision to a range of 60 feet and low-light vision.

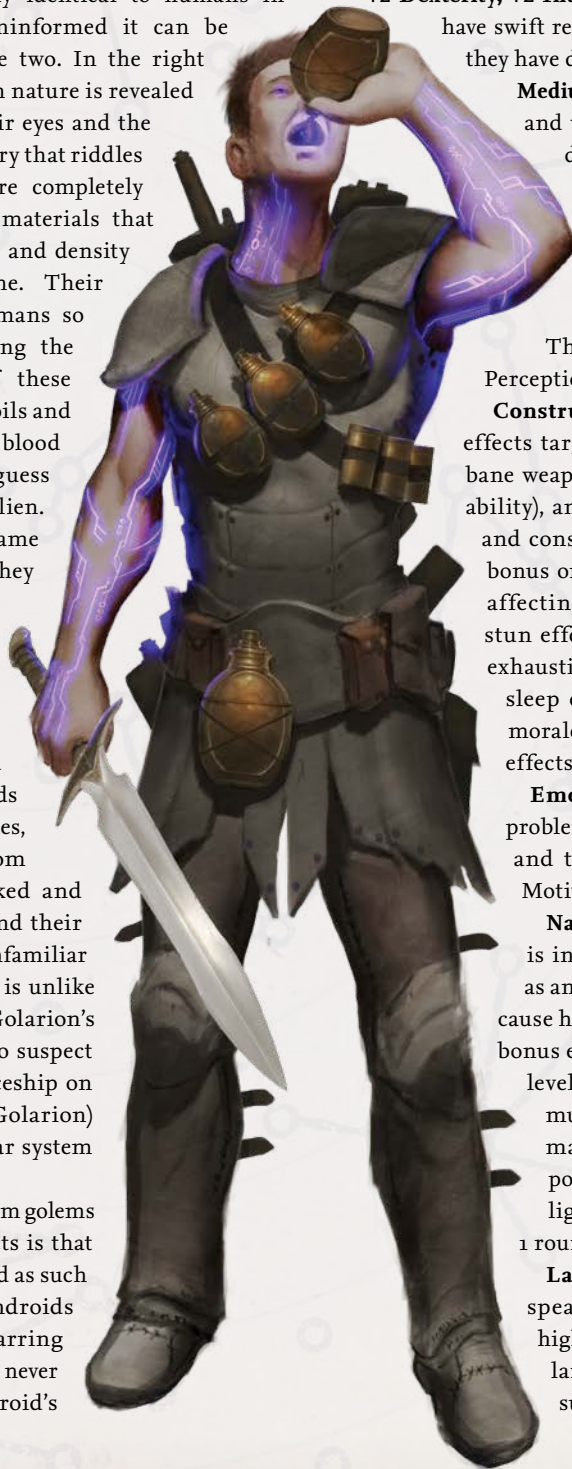
They also gain a +2 racial bonus on Perception checks.

Constructed (Ex): For the purposes of effects targeting creatures by type (such as bane weapons and a ranger's favored enemy ability), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects; are not subject to fatigue or exhaustion; and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

Emotionless (Ex): Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

Nanite Surge (Ex): An android's body is infused with nanites. Once per day as an immediate action, an android can cause his nanites to surge, granting him a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, his circuitry-tattoos glow with light equivalent to that of a torch for 1 round.

Languages: Androids begin play speaking Common. Androids with high Intelligence scores can choose any languages (except secret languages, such as Druidic).



ANDROID FEATS

The following feats are available to androids.

EMPATHY

You have learned to experience emotion.

Prerequisites: Cha 13, android.

Benefit: You lose the emotionless racial trait. You can gain morale bonuses, and can be affected by emotion-based effects and fear effects. You lack the +4 racial bonus on saving throws against mind-affecting effects.

EXTRA SURGE

You can use your nanite surge ability more often than normal.

Prerequisites: Con 13, nanite surge racial trait.

Benefit: You can use your nanite surge ability one additional time per day.

Special: You can take Extra Surge multiple times. Its effects stack.

NANITE DISRUPTION

You can use your nanite surge to inflict wounds upon other mechanical beings.

Prerequisites: Nanite surge racial trait.

Benefit: As long as you are adjacent to an android, a robot, or a creature primarily made of electronic components (GM's discretion), you can use your nanite surge ability as an immediate action to short-circuit that creature's hardware. If you succeed at a melee touch attack and the target fails a Will save (DC = 10 + 1/2 your character level + 1/2 your Constitution modifier), it takes a penalty equal to 1 + 1/2 your level (minimum 0) on its next d20 roll. This penalty lasts until the beginning of your next turn.

RAPID RECOVERY

When you heal damage with your nanite surge, you also remove harmful effects.

Prerequisites: Con 13, Rapid Repair, nanite surge racial trait.

Benefit: When you heal damage using Rapid Repair, you remove any and all of the following conditions: blinded, confused, dazzled, deafened, shaken, sickened, and staggered. You cannot cure blindness or deafness caused by loss of sensory organs.

RAPID REPAIR

You can use your nanite surge to repair hit point damage.

Prerequisites: Wis 13, nanite surge racial trait.

Benefit: You can use your nanite surge racial trait to heal a number of hit points equal to your character level, instead of its usual effects.

RACE TRAITS

The following race traits are available to androids.

Cellular Match: Whenever you are affected by a polymorph spell or effect, your nanites adjust completely at a molecular level. For the duration of the polymorph effect, you are treated as only a humanoid for the purpose of effects that

ABALLON

THE HORSE

Diameter: $\times 1/3$; **Mass:** $\times 1/20$; **Gravity:** $\times 1/3$

Atmosphere: Trace amounts; **Orbit:** 90 days

Inhabitants: Aballonians, diggers, ice vines, sharpwings

Important Locations: The Automatrix, Cities of the First Ones, Epoch, the Fields of Judgment, Horsethroat, the Ice Wells, the Midnight Trenches, Sea of Glass, Sun Basin

Resources: Rare ores, skymetals, solar energy collectors, technological artifacts

Aballon is a rocky planet of extreme temperatures, ranging from 800 degrees Fahrenheit in the daylight to -300 degrees Fahrenheit at night. Only significant resistance or immunity to both fire and cold combined with protection from vacuum conditions permit Golarian explorers to survive on Aballon's surface. However, there are cool pockets of breathable atmosphere and frozen water to be found in the Ice Wells—impact craters and trenches so deep that they are always shaded from the blistering sun. Aballon's light gravity is a boon to those who are hauling around heavy gear.

The wealth of rare metals buried in the Horse is such that anyone who could take even a fraction back to Golarion would be rich indeed. Although almost devoid of life, Aballon is inhabited by a dizzying array of Aballonians—native constructs obsessed with collecting the planet's bountiful metals and intense sunlight to a great variety of ends. Most Aballonians fall into one of two camps: one stockpiles resources for some future purpose, and the other is dedicated to performing various types of experimentation and research. In addition to the Aballonians, Aballon hosts a number of humanoids in the Ice Well settlement of Horsethroat—trapped Golarians who cannot recall how they came to be on the planet.

REGIONAL TRAIT

The following regional trait is available to characters with ties to Aballon.

Aballonian Resilience (Aballon): You spent at least part of your youth in Horsethroat and are acclimated to the frigid cold of Aballon's Ice Wells. You gain a +4 trait bonus on saves to avoid nonlethal damage from cold environments. In addition, you begin play with a cold-weather outfit at no cost.

target creatures by type. For example, a ranger's favored enemy bonus against constructs wouldn't apply to you while you are polymorphed, but nor would spells such as *make whole*. This trait modifies part of the android's constructed racial trait, but otherwise that trait is unchanged (a polymorphed android still can't gain morale bonuses, is still immune to fear, and so on).

Nanite Revival: You can instinctively activate your nanites to save your life. Once per day as an immediate action, you can command your nanites to stabilize you while you are dying, even while unconscious or helpless. This does not count as a use of your nanite surge ability.

KASATHAS

Kasathas are a nomadic humanoid race from a desert world that orbits a red sun far beyond Golarion's own solar system. The kasathas of Golarion have a cultural tradition of exploration, and when they come of age, they leave their clan, usually for 1 year, then return to their people with any riches or knowledge acquired during their journeys. This ritual "tempering" allows young adults to undergo a period of self-discovery before they assume their adult responsibilities.

No one is quite sure how kasathas first came to Golarion—even the kasathas have differing accounts. The fact that they are primarily found in the wilds and hidden places of Numeria suggests that they have some relation to the androids and other strange beings of that savage land. Whether there is any truth to this, however, may never be known, thanks to the kasathas' secretive nature and lack of cultural memory.

KASATHA CHARACTERS

Kasathas are defined by their class levels—they do not possess racial Hit Dice. They have the following racial traits.

+2 Dexterity, +2 Wisdom: Kasathas are nimble and perceptive.

Medium: Kasathas are Medium creatures and have no bonuses or penalties due to their size.

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

Defensive Training (Ex): Kasathas have a +2 dodge bonus to Armor Class.

Desert Runner (Ex): Kasathas have a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, and other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

Desert Stride (Ex): Kasathas move through nonmagical difficult terrain in desert environments at normal speed.

Jumper (Ex): Kasathas are always considered to have a running start when attempting Acrobatics checks to jump.

Multi-Armed (Ex): A kasatha has four arms. One hand is considered its primary hand; all others are considered off hands. It can use any of its hands for other purposes that require free hands.

Stalker (Ex): Perception and Stealth are class skills for kasathas.

Languages: Kasathas speak Common and Kasatha. A kasatha with a high Intelligence score can choose from the following: Dwarven, Draconic, Gnoll, Orc, and Sphinx.

BOW NOMAD (KASATHA RANGER ARCHETYPE)

Thanks to their four arms, kasathas can master a combat form native to their home world and rarely witnessed on Golarion—wielding two bows at once. This archetype is available to kasathas (and to other races with four or more arms at the GM's discretion).

Twin Bows (Ex): At 1st level, a bow nomad can simultaneously wield a combination of two of any of the following ranged weapons: shortbow, longbow, and their composite versions. When a bow nomad makes a full attack with two bows, two-weapon penalties apply and can be offset with Two-Weapon Fighting feats. Since bows aren't light weapons, a bow nomad with Two-Weapon Fighting takes a -4 penalty on attacks with each of her bows. Extra attacks from other sources, such as those granted by Manyshot or Rapid Shot, can be applied to only one of the wielded bows per round. This ability replaces wild empathy.



Combat Style (Ex): At 2nd level, a bow nomad must select archery as her combat style.

Agile Maneuvers: At 3rd level, a bow nomad gains Agile Maneuvers as a bonus feat. This replaces Endurance.

Trick Shot (Ex): A bow nomad can make a number of trick shots per day equal to $1/2$ her ranger level + her Dexterity modifier. Unless otherwise noted, making a trick shot is a standard action that provokes attacks of opportunity.

Deflecting Arrow: At 3rd level, as an immediate action that doesn't provoke attacks of opportunity, a bow nomad can deflect a single ranged attack. This ability functions as the Deflect Arrows feat, except the bow nomad need not have a hand free and can deflect an attack targeting any creature within 30 feet.

Hampering Strike: At 8th level, a bow nomad can attempt to disarm or trip an opponent within 30 feet in place of a ranged attack, with a -4 penalty on the combat maneuver check.

Pinning Strike: At 13th level, a bow nomad can attempt to pin a large or smaller opponent's limb or clothing to the ground or a wall in place of an attack. If the bow nomad's attack roll exceeds her opponent's CMD, the opponent is pinned and cannot move from its current position. As a move action, the opponent can attempt a Strength check to free itself ($DC = 10 + 1/2$ the bow nomad's ranger level + her Strength modifier). Only creatures adjacent to a solid, anchored, penetrable surface can be affected by this ability.

Exploit the Gap: At 18th level, a bow nomad can exploit the natural weaknesses of her foes. When a bow nomad makes a full attack with her twin bows, each arrow that deals damage in that attack also reduces the target's natural armor bonus (if any) by 1 (to a minimum of 0) for 1 round.

This ability replaces favored terrain.

Focused Fire (Ex): At 6th level, the bow nomad must select the Manyshot feat as her 6th-level combat style feat. In addition to the normal benefit of Manyshot, the bow nomad can specify the bow in her off hands as the source of the second arrow (precision damage and critical damage are still only added once). The bow nomad takes no two-weapon penalties when using this ability, but she cannot use it and Two-Weapon Fighting in the same round. The nomad can still choose to use Manyshot in the normal manner.

At 11th and 16th level, the bow nomad can apply this ability to each of her iterative attacks. This ability alters the 6th-level combat style feat and replaces camouflage and hide in plain sight.

KASATHA EQUIPMENT

Kasathas make frequent use of the following weapon.

Kasatha Spinal Sword: This light one-handed sword is covered in bony spines that make it easier to poison opponents. The save DC of a nonmagical injury poison applied to a kasatha spinal sword increases by 2. Kasathas treat kasatha spinal swords as martial weapons.

A kasatha spinal sword costs 50 gp, deals 1d6 points of damage when wielded by a Medium creature (1d4 for a Small creature), has a critical threat range of $\times 3$, weighs 3 pounds, deals piercing or slashing damage, and has the fragile weapon quality (*Pathfinder RPG Ultimate Combat* 146).

CASTROVEL

THE GREEN

Diameter: $\times 1$; **Mass:** $\times 1$; **Gravity:** $\times 1$

Atmosphere: Breathable; **Orbit:** Half a year

Inhabitants: Centipede ticks, cerebric fungi, elves, formians, isopods, lashunta, megafauna, mobats, moonflowers, mountain eels, selkies, shota, sky fishers

Important Locations: The Colonies, El, Lashunta City-States, Ocean of Mists, Qabarat

Resources: Bountiful flora and fauna, magic items, psychic lore

Castrovel earns its moniker, "the Green," from the resplendent forests of incredible size that mark its skyline. Its swamps are overshadowed by towering mangroves, and its oceans of roiling mist are thick with diverse life forms, nurtured by the dense, humid atmosphere. The planet is not innately inhospitable to visitors from Golarion, but its fecundity gives rise to extraordinary numbers of massive predators, and its weather is often more intense. Storms tend to be stronger and tides are more extreme. The most humid areas are sometimes struck by moldstorms, which eat away all organic matter in their paths. Castrovel's Ocean of Mists can be sailed with specialized vessels, but the mists are too thin to support humanoid swimmers, and visitors are left guessing what mysteries might lurk at the bottom of the buoyant sea of clouds.

Castrovel's lashunta and elves are known for combining martial, magical, and intellectual prowess with a physical beauty that is admired far and wide. The lashunta are among the most accomplished psychics in the solar system, and the elves of the Green are rumored to have some connection to the elven nation of Kyonin on Golarion. Space-bending portals link distant parts of Castrovel; these portals also facilitate trade between Castrovel and Akiton, occasionally Golarion and Triaxus, and rarely other planets.

REGIONAL TRAIT

The following regional trait is available to characters with ties to Castrovel.

Born under the Green Star (Castrovel): You were born on Castrovel and touched by the planet's profound psychic bounty. Treat your caster level as 1 higher when casting spells and spell-like abilities with the mind-affecting descriptor.

RACE TRAITS

The following race traits are available to kasathas.

Adroit: If one of your hands is free and your base attack bonus is $+1$ or higher, you can draw a weapon as a free action combined with any move action (including move actions to direct spells, manipulate items, stand up, and so on).

Spidery Climber: More hands means more handholds. You gain a $+1$ trait bonus on Climb checks. In addition, as long as you have two hands free, the DC to catch yourself on a wall while falling is equal to the wall's DC $+ 10$, and the DC to catch yourself on a slope is equal to the slope's DC $+ 5$.



LASHUNTA

The lashunta are race of humanoids native to Castrovel that exhibit a curious sexual dimorphism. The most obvious similarity the two sexes have is a pair of thin, twitching antennae that sprout from just below their hairlines. Beyond that, male lashunta are compact, muscular, and hirsute, whereas female lashunta are tall, lithe, and majestic. Their personalities also differ somewhat; females are generally charismatic and commanding, and males are brusque and war-like. However, both sexes are equally intelligent, civilized, and competent on the battlefield. Most lashunta prize magical, mental, and psychic potential over common physical prowess.

Lashunta are the most populous intelligent creatures on Castrovel, followed by elves and the insectile formians. Most Castrovelians are well aware of the peoples of Golarion, thanks to a long history of interplanetary exchange, though most Golarians know nothing of the lashunta or formians. The existence of interplanetary portals and the elven *aiudara* is common knowledge in Castrovel, though access to them is strictly regulated.

Lashunta society has a long and proud matriarchal tradition—women are often expected to take up leadership roles when the need arises. While lashunta men may seem more obviously suited to (and enjoy engaging in) brawling, both sexes regularly become warriors and adventurers, in part because their telepathy makes groups of lashunta more effective combatants. Yet fighting is ultimately a secondary concern to most lashunta, who instead highly value scholarship and the thirst for knowledge, particularly lauding the arcane classes for the high degree of intellectual stamina they require.

LASHUNTA CHARACTERS

Lashunta are defined by their class levels—they do not have racial Hit Dice. They have the following racial traits.

+2 Intelligence: Lashunta are almost universally intelligent and eager to learn.

Sexual Dimorphism: Male and female lashunta have very different body and personality types, more so than most humanoid species. Male lashunta are muscular (+2 Strength) and often brash and unobservant (–2 Wisdom). Female lashunta, though beautiful and commanding (+2 Charisma), lack the males' rugged builds (–2 Constitution).

Medium: Lashunta are Medium creatures and have no bonuses or penalties due to their size.

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

Lashunta Magic (Su): A lashunta with an Intelligence score of 11 or higher gains the following spell-like abilities: At will—*daze*, *mage hand*; 1/day—*detect thoughts*. The caster level for these effects is equal to the lashunta's character level.

Limited Telepathy (Su): A lashunta is able to mentally communicate with any creature within 30 feet with whom she shares a language. This is otherwise identical to telepathy (*Pathfinder RPG Bestiary* 305).

Knowledgeable: A lashunta gains a +2 racial bonus to any one Knowledge skill.

Languages: Lashunta begin play speaking Elven and Lashunta. Lashunta with high Intelligence scores can choose any languages (except secret languages, such as Druidic).



QABARAT OUTRIDER (LASHUNTA CAVALIER ARCHETYPE)

The war colleges of the Castrovelian city-state of Qabarat produce a distinctive breed of cavalier known as the Qabarat outrider. In defense of the lashunta city-states, outriders lead small units of regular troops, the members of which can link minds with one another to form bonds in battle few can match.

Armor Proficiency: A Qabarat outrider does not gain proficiency with heavy armor.

Combat Expertise: At 1st level, a Qabarat outrider gains Combat Expertise as a bonus feat, even if he does not meet the prerequisites.

Maneuver Tactics (Ex): At 1st level, a Qabarat outrider receives an Improved combat maneuver feat (such as Improved Feint) as a bonus feat. He must meet the prerequisites for this feat. As a standard action, a Qabarat outrider can grant this feat to all allies within 30 feet, regardless of whether they can see or hear him or they meet the feat's prerequisites. Allies retain this bonus feat for 3 rounds, plus 1 round for every 2 levels the Qabarat outrider possesses. An outrider can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

At 9th level, a Qabarat outrider gains an Improved or Greater combat maneuver feat (such as Greater Overrun) for which he meets the prerequisites as a bonus feat. The outrider can grant this feat to his allies using the maneuver tactics ability. Using the maneuver tactics ability becomes a swift action.

At 17th level, a Qabarat outrider gains an Improved, Greater, or Strike combat maneuver feat (such as Tripping Strike; see Chapter 3 of the *Pathfinder RPG Advanced Player's Guide* for more details) as a bonus feat. He must meet the prerequisites for this feat. An outrider can grant this feat to his allies using the maneuver tactics ability.

This ability replaces tactician, greater tactician, and master tactician.

Mindlink (Su): At 5th level, a Qabarat outrider's innate telepathy develops into a mindlink, allowing contact between himself and his allies and companions. As long as the Qabarat outrider is conscious, all allies within range of his limited telepathy racial ability (30 feet for most Qabarat outriders) receive a +2 morale bonus on saving throws against charm and compulsion effects and a +1 morale bonus on attack rolls made while flanking. At 10th level and every 5 levels thereafter, these bonuses increase by 1. This ability replaces banner.

Mindlink Pulse (Su): At 14th level, a Qabarat outrider can send a pulse of psychic energy through the minds of allies within range of his limited telepathy as a standard action. If he does so during a surprise round, any allies not normally able to act in the surprise round can act. If an ally would normally be denied the ability to act in the surprise round, that ally's initiative is equal to her initiative roll, or to the initiative of the outrider – 1, whichever is lower.

Whether or not it is a surprise round, when the outrider uses this ability, allies within range are no longer flat-footed

GOLARION

THE CAGE

Diameter: $\times 1$; **Mass:** $\times 1$; **Gravity:** $\times 1$

Atmosphere: Standard; **Orbit:** 1 year

Inhabitants: Dwarves, elves, gnomes, goblinoids, halflings, humans, orcs, countless other life forms

Important Locations: Absalom, Arcadia, Avistan, Azlant, Casmaron, Crown of the World, Garund, the Inner Sea, the Pit of Gormuz, Sarusan, Tian Xia, and countless others

Resources: Fertile lands and seas, Silver Mount, the *Starstone*, widely varying life forms and environments

Golarion—the focus of the Pathfinder campaign setting—is notable among the other planets for its enormous variety of environments and life forms, and for having the largest planetary population in the solar system. Although Golarion lacks any publicly known portals to other planets, respected astronomers agree that the Cage was once linked to both Akiton and Castrovel in some way.

Golarion has a single large moon. The moon's surface is 7% of the size of Golarion's, and its gravity is $\times 1/6$. Because the moon has no natural atmosphere, adventurers must bring their own air, though those few lunar explorers who have made it back from their expeditions speak of craters filled with weird life and breathable air. Even stranger is the vast swath of lunar badlands observable through a telescope—a mysterious region that astronomers call the Moonscar. Exactly what manner of dangers or treasures might lurk in the Moonscar remains a mystery.

Perhaps the most compelling reason to visit the moon comes from a rumor nearly as old as humanity itself—the story that when the *Starstone* came crashing to Golarion millennia ago, fragments of the *Starstone* sheared off in the atmosphere and landed on the moon. Whether or not such tales are true, starwatchers have always looked toward the moon in wonderment.

MAGIC TRAIT

The following magic trait ties characters to Golarion's moon.

Lunar Birth (magic): Born during a lunar eclipse, you were forever marked by the moon's mysterious and ancient magic. You gain a +1 trait bonus on saving throws against the spells and spell-like abilities cast by humans.

(assuming they were to begin with). This ability replaces greater banner.

RACE TRAITS

The following race traits are available to lashunta.

Skilled Telepath: The range of your limited telepathy racial ability increases by 5 feet.

Tactile Telekinesis: Once per day as a swift action, you can add a trait bonus equal to your Intelligence modifier on Strength checks and Strength-based skill checks you attempt before the beginning of your next turn.



TRIAXIANS

Triaxians, the race of humanoids native to Triaxus, have developed an amazing physiological adaptation to their planet's centuries-long seasons. The average Triaxian lives for only 80 years, so entire generations experience nothing but endless summer or winter throughout their lifetimes. Those born in the lush, verdant summer season, called Summerborn, typically have dark skin, little body hair, and wide, expressive eyes. Winterborn, on the other hand, come into being on a world dominated by the snows of an endless winter, and sport fine, white fur coats and narrow eyes that help protect them from frigid temperatures and snow blindness.

In the relatively short period between summer and winter, the birth of Transitional Triaxians heralds the arrival of either spring or autumn, and is a cause for celebration of impending

easy living or a sign of hard times to come, respectively. No more than a single generation of such children are born for each transition in each orbital year. Transitional Triaxians are bereft of any of the environmentally adaptive benefits of their kin. Curiously, Triaxians born on other worlds exhibit Summerborn, Winterborn, or Transitional traits that follow the same pattern as their home world, indicating that their physiological adaptations to the Triaxian environment function according to an internal biological clock rather than in response to external stimuli.

Triaxian culture also transforms with the seasons. Winterborn place a strong value on commitment, honor, and the honesty. Friendship is not readily granted, but neither is it lightly forsaken. Summerborn are nomadic, free-spirited people who are quick to accept outsiders and just as quick to break with clan or tradition. Summerborn and Winterborn rarely meet under normal circumstances, so for the most part they must understand each other through history.

TRIAXIAN CHARACTERS

Triaxians don't possess racial Hit Dice, gaining their capabilities instead from class levels. All Triaxians have the following racial traits.

+2 Constitution, +2 Wisdom, -2 Strength: Triaxians are a hardy and wily race, as befits their constantly changing environment, but their lean forms have trouble maintaining large amounts of muscle mass.

Medium: Triaxians are Medium creatures and have no bonuses or penalties due to their size.

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

Low-Light Vision: In dim light, Triaxians can see twice as far as humans.

Keen Senses: Triaxians' senses grant them a +2 bonus on Perception checks.

Bonus Feat: Triaxians select one extra feat at 1st level.

Seasoned (Ex): Depending on whether they are Summerborn or Winterborn, Triaxians suffer no harm from hot or cold environments. Summerborn can exist comfortably in conditions between 90 and 110 degrees Fahrenheit without having to attempt Fortitude saves due to the environment. Winterborn can exist comfortably in conditions between 40 and 0 degrees Fahrenheit without having to attempt Fortitude saves. When in conditions of severe cold or heat, Triaxians have to attempt Fortitude saves only once per hour instead of once every 10 minutes. Transitional Triaxians do not have this ability.

Languages: Triaxians speak Triaxian (the common trade language of Triaxus). Triaxians with high Intelligence scores can choose any languages (except secret languages, such as Druidic).



SEASON KEEPER (TRIAIXIAN DRUID ARCHETYPE)

Imbued with the primeval potency of their planet's seasons, those druids known as season keepers guide Triaxian communities through the stark transition from summer to winter (and vice versa). The nature spirits that season keepers allow to possess their animal companions inspire both awe and dread in onlookers, but all value the gifts of the seasons that the season keepers bestow on their communities.

This archetype is available to Triaxian druids, as well as druids of other races with the GM's permission.

Nature Bond (Ex): A season keeper must select an animal companion for her nature bond.

Seasonal Spirits (Su): Starting at 1st level, each day when she prepares spells, a season keeper can imbue her animal companion with the spirit of summer or the spirit of winter.

Spirit of Summer: The season keeper's animal companion projects a 15-foot-radius aura of cooling and vigor. Allies in the aura can exist comfortably in hot conditions as if they each had the seasoned racial ability of a Summerborn Triaxian. At 3rd level, the aura increases the power of the season keeper's healing magic—whenever the season keeper targets an ally with a spell that has the healing descriptor, the target also gains fast healing 2 for a number of rounds equal to the spell's level. At 9th level, allies within the aura leave no trails in natural grassy or forest environments, thus can't be tracked in such terrain. At 15th level, the duration of the fast healing effect increases to 2 rounds per spell level and affected allies can ignore difficult terrain caused by natural undergrowth such as nonmagical thorns, briars, overgrowth, and similar terrain.

Spirit of Winter: The season keeper's animal companion projects a 15-foot-radius aura of warmth and calm. This aura allows allies to exist comfortably in cold conditions as if they each had the seasoned racial ability of a Winterborn Triaxian. At 3rd level, allies gain resistance 10 to cold as long as they remain within the aura. At 9th level, affected allies leave no trails in natural snow or ice, thus can't be tracked in such terrain. At 15th level, affected allies gain resistance 20 to cold and can ignore difficult terrain caused by ice or snow.

This ability modifies nature bond and replaces trackless step, venom immunity, and timeless body.

Wild Shape (Su): A season keeper gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level - 2. If she has imbued her animal companion with the spirit of winter, she uses her full druid level when taking on the form of an ice elemental. If she has imbued her companion with the spirit of summer, she uses her full druid level when taking on the form of a plant. A season keeper cannot use wild shape to assume the form of an elemental except an ice elemental, and can assume that shape only if her animal companion has the spirit of winter. Similarly, she can assume a plant form only if her animal companion has the spirit of summer. This ability modifies wild shape.

AKITON

THE RED

Diameter: $\times 1/2$; **Mass:** $\times 1/10$; **Gravity:** $\times 1/3$

Atmosphere: Thin but breathable; **Orbit:** 2 years

Inhabitants: Akitonian humans, arabuks, behirs, Contemplatives of Ashok, death worms, elder things, girallons, khulan, lizardfolk, sand serpents, shoggoths, shobhads, Ysoki

Important Locations: Arl, the Edaio Rift, the Halls of Reason, the Hivemarket, Ka, Maro, the Winterlands

Resources: Firearms, flying vessels, iron, hydrofarms, solar collectors

Akiton is a hostile world dominated by deserts, mountains, and polar glaciers, all inhabited primarily by hardy nomads with few resources. The Red's soaring mountains and plunging chasms are respectively the tallest and deepest in the entire solar system. Although the thin, chilly air may leave Golarians short of breath, Akiton's topographical features are much like their counterparts on Golarion. The low gravity not only triples carrying capacity and the distance and height of jumps, but also triples the range of fired projectiles, contributing to the popularity of rifles among the native shobhads and other Akitonians.

Isolated cities rise from bleak expanses that were once massive oceans. These great hubs of trade are relatively safe from the near-constant conflict for status and survival in the surrounding wastes. The cities are cosmopolitan out of necessity, since trade is almost universally recognized as vital to the planet's inhabitants. Only in Akiton's cities are the planet's natives likely to even be aware of life beyond their drifting red orb.

REGIONAL TRAIT

The following regional trait is available to characters with ties to Akiton.

Akitonian Ferocity (Akiton): You were raised on Akiton, where you were hardened against the ravages of battle. Once per day, the first time you are brought below 0 hit points but not killed, you can fight on for 1 more round as if disabled. At the end of your next turn, unless brought to above 0 hit points, you immediately fall unconscious and begin dying.

RACE TRAITS

The following race traits are available to Triaxians.

Transitional: As a Transitional Triaxian, you are attuned to the weather no matter what world you stand upon. Once per day when you attempt a Survival check to predict the weather, you can add a trait bonus equal to $3 + 1/2$ your character level. In addition, you gain a +1 trait bonus on Fortitude saves against the effects of cold and hot weather.

Triaxian Dragonslayer: You receive a +2 trait bonus on saving throws against the spells and spell-like abilities of dragons and a +1 trait bonus on caster level checks to overcome dragons' spell resistance.



OTHER PEOPLE OF THE STARS

Life across Golarion's solar system is as diverse as it is plentiful, and cataloging all the species found on each world in detail would be as impossible as counting the stars in the sky. The following are just some of the intelligent or important creatures to dwell on the other planets of Golarion's solar system. While providing new racial traits for creating characters of these races is beyond the scope of this Player Companion, included here are rules suggestions for how to use existing player races, either whole cloth or with altered abilities, to represent playable versions of these creatures (with the GM's permission, of course).

FORMIANS

A species of insect-like expansionists found across the galaxy, formians are fiercely territorial and militaristic in their efforts to spread their race to the farthest reaches of space. Having long ago outgrown their distant homeworld, the formians hollow out asteroids to create massive hives, then launch these seed ships into the darkness, bound for far-off worlds.

Formians can be found below the surface of many worlds, including Golarion, where they are known to reside in the mountains of western Katapesh. Their most prominent hives in this solar system, however, are on Castrovel, in a vast continental region known by many names but commonly referred to as "the Colonies." While they currently have a formal peace between them and the more populous lashunta, the long history of violence between the races makes this truce uneasy at best.

Rules: The complete rules for various formian creatures appear in *Pathfinder RPG Bestiary 4*. Players who have their GM's permission could easily adopt the rules for formian workers (*Bestiary 4* 113) to create a playable character race (substituting class Hit Dice for the worker's racial Hit Dice), using the same types of considerations as those given to centaur characters (*Pathfinder RPG Advanced Race Guide* 218) with regard to their six legs.

KALO

This tribal, aquatic race resides in the oceans of Kalo-Mahoi, one of Bretheda's most heavily populated moons, in geothermally powered coral cities. Generally friendly to outsiders, the bat-shaped humanoids are a highly civilized and peaceful folk who greatly value scholarship and poetry. While the kalo's translucent forms seem soft by human standards, with little internal bone structure and great gelatinous wings that help them swoop through the water, those who underestimate the oceanic philosophers do so at their peril, as kalo hunting parties regularly search out and kill the greatest terrors of the deeps.

To date, Kalo-Mahoi remains the only planetary body to host a significant population of kalo, yet such is their refinement in the scholastic arts that it seems inevitable that at least a few kalo arcanists must have discovered the secret of interplanetary teleportation, or managed to transfer between worlds via the Elemental Plane of Water. Certainly kalo legends speak of other oceans beyond their world's icy crust, and it may be that kalo explorers swim in Golarion's deepest ocean trenches even now.

Rules: Kalo can be simulated using the rules for merfolk (*Advanced Race Guide* 194), removing the amphibious quality and the natural armor bonus, adding darkvision, and replacing the +2 Constitution bonus with +2 Intelligence.

SHOBHADS

Shobhads are a hardy desert folk who reside on the planet of Akiton. They disdain what they call "the soft races," by which they mean those people who reside in cities or give up the arts of hunting and war in favor of safer pursuits. To a shobhad, letting muscle turn to flab is an insult to one's ancestors as well as a source of personal shame. Those who follow the soft path get what they deserve, becoming faceless, nameless drones in societies where they'll be quickly forgotten after death. To shobhads, a glorious death in battle is vastly preferable to a quiet passing, and they strive to record the brave deeds of their ancestors through oral histories.

Rules: The full rules for shobhads as monstrous humanoids appear on page 63 of *Pathfinder Campaign Setting: Distant*



Worlds, but this race of noble four-armed warriors can be emulated easily enough using the racial traits of kasathas (see page 8) with the following changes: shobhads are size Large instead of Medium (taking all the appropriate penalties and bonuses for being Large), they gain ferocity instead of desert runner, and they treat any weapon that includes the word “shobhad” (instead of “kasatha”) as a martial weapon.

VERCITES

The dominant race on tidally locked Verces, Vercites are surprisingly similar to Golarion’s humanoids. Adults stand 8 feet tall, with slightly overlong limbs and black half-dome eyes that bulge out of their heads like those of a mouse. All Vercites can manipulate the pigments of their exceptionally smooth skin at will and with astonishing precision, creating bright decorative patterns or deceptive camouflage. Mainstream Vercite culture divides its people into three castes: the Augmented, who use advanced technology to manipulate and enhance their bodies; the Pure Ones, who refuse to use any technology beyond a preindustrial revolution level; and the God-Vessels, who act as the mouthpieces of the gods and brand their holy symbols onto their skin. All three castes intermarry and work together seamlessly to create Vercite society.

Vercites are prodigious explorers, and many of their pressurized, dirigible-shaped ships have left the orbital station of Skydock bound for nearby worlds. They are on good terms with races like the sarcesians, and have undoubtedly visited Golarion in the distant past—and could return at any time.

Rules: Vercites of all three classes are reasonably easy to simulate using the existing rules for elves or half-elves. Remove any elven immunities, magic, and weapon familiarity and replace these racial abilities with the ability to shift the colors of the skin at will and in patterns, as the skulk’s chameleon skin special ability (*Bestiary* 2 248). In addition, Augmented Vercites make use of the cybernetic augmentation rules found in *Pathfinder Campaign Setting: Technology Guide*.

YSOKI RAT-MEN

The so-called Ysoki rat-men of Akiton (or, as they refer to themselves, simply the Ysoki) are clever engineers and scavengers that adopt technological and societal traits from other cultures and make them their own. They are physically all but indistinguishable from Golarion’s ratfolk, leading many exobiologists to speculate that the two races are in fact one and the same, or at least have diverged only very recently on an evolutionary timescale. This theory, of course, raises far more questions than it answers, as the Ysoki have been a part of Akitonian culture for millennia.

Much like the ratfolk of Inner Sea locations such as Absalom, Alkenstar, and Numeria, the Ysoki are adept tinkers and have a voracious appetite for inventions and gadgetry. They do not invent or innovate technology of their own, but have become adept at reverse-engineering

VERCES

THE LINE

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: Breathable; **Orbit:** 3 years

Inhabitants: Abaki, bloodbrothers, dust mantas, hoarbats, Vercites

Important Locations: Fastness of the Ordered Mind, Kashak, the Outlaw Kingdoms, Qidel, Ring of Nations, Skydock, the Sun Farms

Resources: Aethershops, arcane engines, body augmentations, fertile farmland

Like Golarion’s moon, Verces is tidally locked to the celestial body that it orbits. In this case, that means that Verces always shows the same seared face to the sun. Adventuring outside the civilized nations of Verces quickly becomes extremely dangerous, as the illuminated side of the planet (called the Fullbright) is a blistering desert hotter than any on Golarion, while the side left in shadow (Darkside) is colder than even Golarion’s Crown of the World. Explorers must possess significant environmental resistances to visit either side.

The settlements of Verces, primarily cities of soaring metal-and-glass towers flanked by farms and pastures, are largely restricted to the ring of land that separates the lands of eternal day and night. Socially, Verces is notable for its world-spanning government, which manages to maintain all its nations in a peace more complete than on any other civilized world in the system, and for its organized production and maintenance of the planet’s “aethershops”—strange vessels capable of navigating between planets on missions of trade (or, if crews go rogue, piracy). Vercite culture is highly regimented, calling for all people to choose fixed roles in society upon entering adulthood. Although generally curious and hospitable, Vercites may be shocked by contact with people who do not fit into their rigid cultural expectations.

COMBAT TRAIT

The following combat trait is available to characters with ties to Verces.

Scarred by Space Pirates (combat): You were attacked by Vercite space pirates in your youth, inspiring you to find ways to deal with the alien interlopers should they return. You gain a +1 trait bonus on attack rolls against humanoids from beyond Golarion, including androids, kasathas, Triaxians, and Vercites, among others.

everything from Aballonian automatons to Vercite aethersuits to accommodate their needs. The Ysoki on Akiton dwell in the tunnels of abandoned formian cities that honeycomb the planet’s crust, as well as any other ruins they can co-opt. They use interplanetary portals to travel between Akiton and Castrovel, seeking out new trade routes and innovations to bring home to their tribes or sell in Akiton’s Hivemarket.

Rules: Because they are more or less physically identical to Golarion’s ratfolk, Ysoki characters can easily be represented by the normal rules for ratfolk.

THE SOLAR SYSTEM

Apostae
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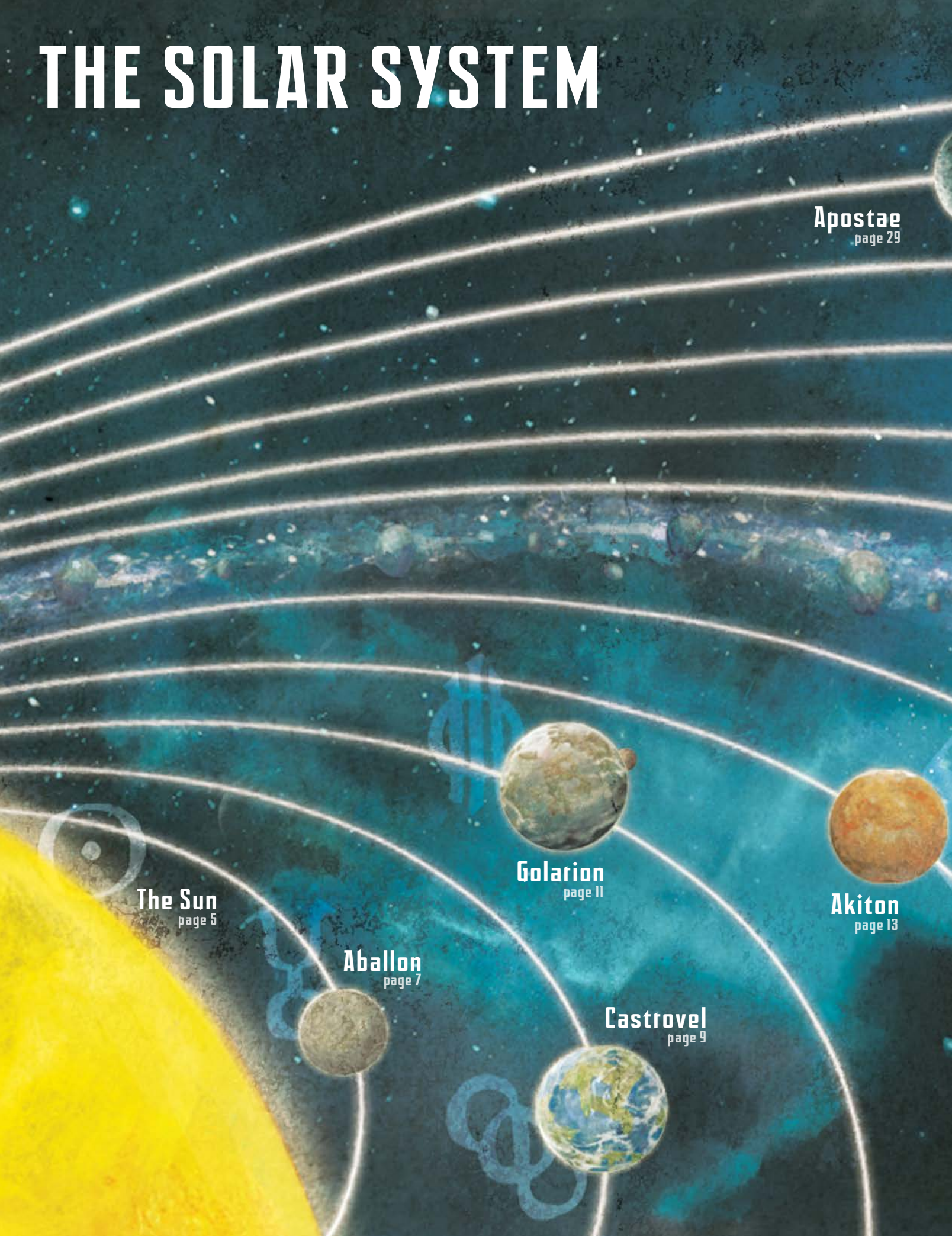
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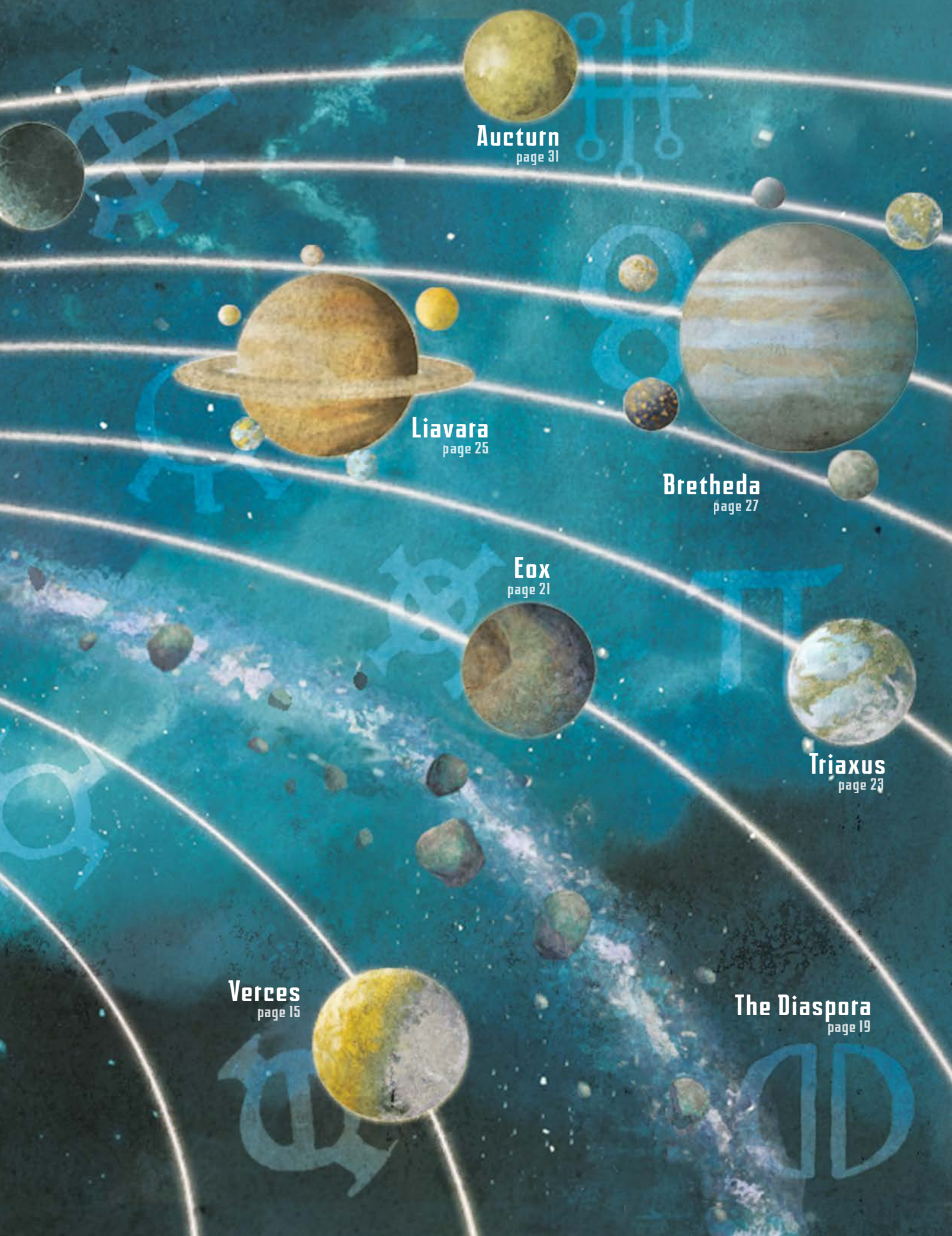


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INTERSTELLAR ADVENTURES

The void of space is an exceptionally dangerous place to adventure, which is the primary reason interplanetary exploration remains rare.

GETTING TO THE BEYOND

The most common means of travel between worlds are portals, spells, and space-faring vessels and creatures.

Scholars believe that portals connect every known world in the solar system (except for Aucturn), although few know how to operate these ancient devices.

Most spells, even those with conventionally unlimited range, fail to cross interplanetary distances unless they can also cross between planes. Spells like *interplanetary teleport* (*Pathfinder RPG Ultimate Magic* 225), *miracle*, and *wish* can allow travel between worlds, although the latter two sometimes fail according to the vagaries of divine will or magic in the void.

Vessels such as Vercite aethershops and massive space creatures such as oma, outer dragons, and shantaks can also convey travelers through the void. However, space-faring vessels and creatures are the most difficult means of interplanetary travel, since such voyages may take years or even generations, and travelers must contend with the utter lack of available air, food, and water if trouble arises or the voyage goes off course. Water can be provided by one or more *wands of create water* in order to keep payloads manageable. Short periods without air can be addressed with compressed air (see next page), but longer periods require *planetary adaptation* spells (see page 28) or magic items that provide breathable air. Astronomical equipment like cosmograms, orreries, and telescopes (see pages 25–26) is often used to avoid becoming lost. Characters can use Knowledge (geography) to recall information about space and the other planets.

DEALING WITH GRAVITY

Gravity in the Pathfinder Roleplaying Game is separated into four general categories. (For other gravities, GMs may wish to use the closest category or create custom ones.)

Standard Gravity (×1): The gravity mimics that of Golarion.

Low Gravity (×1/2): Characters can jump twice as high and as far and can lift twice as much. Movement speed is unaffected. Each range increment for ranged weapons is doubled. Creatures that fall within an area of low gravity take 1d6 points of damage for every 20 feet fallen.

High Gravity (×2): Characters can move at no more than half speed, jump no more than half as high or as far as normal, and lift no more than half as much as normal. Each range increment for ranged weapons is halved. Creatures that fall within an area of high gravity take 1d6 points of damage for every 5 feet fallen.

No Gravity (×0): Without magical flight, moving in an area with no gravity is difficult. A character with a surface to push off from can move up to half speed in any direction. A double move or charge can be performed this way, but not a run. A character can move at his full climb speed or his full land speed by succeeding at a DC 20 Climb check as long as he remains adjacent to a surface with sufficient handholds. He adds his Dexterity modifier (minimum 0) on this Climb check in addition to his Strength modifier. Once a character starts moving, he continues moving at the same speed in the same direction each round without using an action until he latches onto an object to stop himself, pushes off in another direction, or creates thrust somehow (each of which requires a move action). Creatures with nonmagical means of flight lose the ability to fly for 2d6 rounds after entering a no gravity area. A character in a no gravity environment can lift and carry 10 times his normal limit. Ranged weapons have no maximum range, and their range increment distances are multiplied by 10.

SPELLCASTING IN VACUUM

Vacuum presents particular difficulties to spellcasters. Vacuum uses the same rules as underwater, except instead of creating steam, fire effects last long enough to deal damage instantaneously before dissipating. Airless environments require Silent Spell or other forms of voiceless spellcasting. Spellcasters can also have trouble timing their preparation of spells; a traveler's pocket watch (see page 19), or an orrery (see page 26) combined with a sextant (*Ultimate Equipment* 71), can be used to determine time by Golarion reckoning.

More detailed information about adventuring on other planets and through space can be found in Chapter 2 of *Pathfinder Campaign Setting: Distant Worlds*. GMs are encouraged to adjust environmental rules as appropriate for each campaign, and players should work with their GM to clarify ambiguities.



INTERSTELLAR EQUIPMENT

The following equipment is useful for long- or short-term space travel and exploring strange planets.

Item	Price	Weight
Anchoring balloon	300 gp	25 lbs.
Compressed air	50 gp	10 lbs.*
Leg stabilizers (pair)	1,000 gp	2 lbs.*
Rations, space (per day)	1 gp	1/2 lb.*
Traveler's pocket watch	1,000 gp	1 lb.

* These items weigh one-half this amount when made for Small characters.

ANCHORING BALLOON

PRICE 300 GP

WEIGHT 25 lbs.

An anchoring balloon is a single-use alchemical device designed to provide a standing platform on a gaseous planet. When a cord is pulled as a standard action, an alchemical reaction fills the balloon with hydrogen gas almost instantly. Twenty-foot-long ropes attach the balloon to a lightweight, collapsible 10-foot-square steel basket with 5-foot-high sides. The inflated balloon is a Gargantuan object. Although it moves with the wind horizontally, the basket maintains its initial altitude to within a few feet so long as its load is less than 2,000 pounds (divided by the planet's gravity multiplier). Beyond that weight limit, the balloon may sink or the basket may break (at the GM's discretion). The balloon remains inflated for 24 hours before its seals fail.

COMPRESSED AIR

PRICE 50 GP

WEIGHT 10 lbs.



Longer lasting than an air bladder (*Ultimate Equipment* 58), a jar of compressed air comes with a breathing apparatus that can be strapped over the mouth with a leather cord and provides enough air for a Medium character to breathe normally for 10 minutes

(20 minutes for a Small character).

LEG STABILIZERS

PRICE 1,000 GP

WEIGHT 2 lbs.



These devices strap onto a character's legs in order to allow for easier movement in low- or high-gravity environments. A character wearing leg stabilizers can move and attempt Acrobatics checks in gravity between $\times 1$ and $\times 3$ as if in gravity $\times 1$. A character wearing them in gravity stronger than $\times 1/3$ but weaker than $\times 1$ gains a +10-foot circumstance bonus to his land speed. This device has no effect on other actions.

Attaching or removing leg stabilizers is a full-round action.

RATIONS, SPACE

PRICE 1 GP

WEIGHT 1/2 lb.

Generally composed of meat, hard cheese, fruits and vegetables, nut and bean pastes, and vital herbs, space

THE DIASPORA

THE LOST ONES

Diameter: Varies (asteroids' diameters range from a few inches to 600 miles); **Mass:** $\times 2$ total (less than $\times 1/100$ for any single asteroid);

Gravity: Varies

Atmosphere: Varies; **Orbit:** Varies

Inhabitants: Aballonians, akatas, Brothers of the Void, demigods, flaresnakes, hermitic spellcasters, mobats, outer dragons, sarcesians, Vercites, void-binders

Important Locations: Creche worlds, House of the Void, Nisis, the River Between, the Vacant Halls, the Wailing Stone

Resources: Artifacts, creche world farms, minerals, water

The Diaspora is the name of the asteroid belt that drifts in the vast space between Verces and Eox. It's rumored that long ago, the Diaspora was actually a planet—perhaps even multiple planets. But that would have to have been eons ago.

Most of the Diaspora's asteroids cannot retain an appreciable atmosphere, although many larger asteroids have gravity between $\times 1/20$ and $\times 1/10$. Most asteroids are so small and far apart that one would have to look through a telescope to see one asteroid from the surface of another. Teleportation is generally the preferred form of travel between asteroids by the rare visitors from Golarion who stray from the creche worlds and the River Between.

This expanse is now primarily inhabited by sarcesians—strange winged humanoids capable of surviving in the void of space. Their principle settlements are the 12 heavily defended creche worlds of the Diaspora—asteroids each hundreds of miles across that are provided with magical heat and atmosphere, and connected to each other by the looped, space-spanning River Between.

REGIONAL TRAIT

The following regional trait is available to characters with ties to the Diaspora.

Void Child (Diaspora): You were raised in the Diaspora and are accustomed to being isolated from most other life in the vast void of space. You gain a +1 trait bonus on saves against fear; this bonus increases to +2 whenever you are 30 feet or farther from your nearest ally.

rations are dehydrated and then kept extremely dry in order to maximize preservation and storage efficiency. A single serving feeds a Medium character for 1 day, but unless an equal weight of water is added to the rations, the character eating them becomes fatigued until she drinks enough water.

TRAVELER'S POCKET WATCH

PRICE 1,000 GP

WEIGHT 1 lb.

This bulky, key-wound, pocket-sized clock has three faces, each with its own hour hand. Each face can be wound and calibrated separately to account for up to three different time zones (for local use) or even different day lengths (for interstellar use). It is accurate to within half an hour per day and must be wound daily.

DISTANT STARS

Most of Golarion's astronomers focus on the handful of planets and other bodies that make up their solar system. Yet over the ages, a few have looked farther outward, into the interstellar darkness and the sea of stars. Many of the following details are known only to those exceptionally skilled in Knowledge (geography) or (arcana), or to those in possession of rare books. Until recently, the most knowledgeable astronomers on Golarion were found in Lirgen, and some of their magical telescopes and esoteric texts still survive in the swamps of the Sodden Lands—though that nation's destruction has led many to question the safety of such pursuits.

OTHER STARS

Like Golarion's own sun, most stars on the Material Plane center around portals to the Positive Energy Plane. These portals are almost always guarded by jyoti determined to keep their plane sacrosanct. In addition, stars' intense heat often opens rifts to the Plane of Fire; the elementals and other fire-loving creatures that emerge through these rifts typically make their homes in the stars' photospheres.

Though civilized races on Golarion have long drawn constellations, and some eccentric astrologers seek to name and number every light in the sky, most scholars prefer to focus on the "moving stars"—other planets in the solar system, which have more easily observable qualities. Even so, two true stars are particularly important to Golarion.

CYNOSURE

Aligned perfectly with the axis of Golarion's rotation, Cynosure is the planet's pole star—a star that never seems to move in the night sky, and always indicates north. It is most easily located via its close proximity to the constellation

known as the Stair of Stars. In addition to aiding with navigation, the star is the home of the goddess Desna, whose palace is called the Sevenfold Cynosure. Why she identifies with a star without orbiting planets rather than Golarion's sun has long been debated. The devout maintain that she lives in the pole star—and perhaps created it—to emphasize the importance of travel and navigation, and so she can literally be her worshipers' guiding light. The less starry-eyed suggest that perhaps Golarion's solar system isn't the only one where the Song of the Spheres is worshiped, and that she picked a point equidistant from all her children.

TARU SECO

After Cynosure, Taru Seco is the second-brightest star in Golarion's sky—or rather, the second and third, for Taru Seco is a binary system. The two stars—Taru Major, slightly larger than Golarion's sun, and Taru Minor, only half its size—rotate around each other in an endless dance, and are the two closest stars to Golarion's own. The stars' separate nature is easily visible through even rudimentary telescopes, and in fact their name around the Inner Sea comes from an ancient Azlanti term for rivals dueling over a lover. Even cultures without telescopes have legends about Taru Seco, so mysterious is this seemingly single star, which varies greatly in apparent brightness as the relative positions of its component suns changes.

Long ago, Azlanti scholars intrigued by this neighboring solar system mounted an expedition to the collection of hot, rocky worlds orbiting Taru Major. What they found intrigued and dismayed them, for while the worlds had clearly been home to an advanced humanoid civilization on par with their own, all that was left were bizarre ruins



and immense, empty cities, with no sign of the people who once inhabited them. Had they been killed? Did they move on to another system—and if so, why? Were they perhaps the progenitors of Golarion's own humanoid races? No one could say, but as night fell on the third day, members of the expedition began disappearing mysteriously, despite the powerful spells and wards at their disposal, and the remaining adventurers fled home. Today, the so-called Empty Worlds remain an enigma.

Some believe that in their final days, the Lirgeni unlocked the secret to Taru Seco's mystery. Yet that civilization was wiped out before a new expedition could be mounted, leaving modern astronomers with only hints that the two stars rotate around not each other, but rather around an unknown mass in their center, and the Lirgeni's cryptic warning against something they called "the worm within the apple."

CELESTIAL BODIES

There's more out there than just stars and planets. Below are a few of the stranger phenomena found in the endless dark.

Black Holes: Just as most stars contain portals to the Positive Energy Plane, so do many black holes provide a similar entrance to the Negative Energy Plane. Such black holes are formed when a dying star collapses in on itself, its gravity growing so great that it punches through the fabric of both the Material Plane and coterminous planes, sucking anything that comes within reach into the Negative Energy Plane. Undead grow in power near such cosmic wounds, and nightshades the size of small planets swim through the darkness around them, seemingly unfazed by the massive tidal forces as they devour the worlds pulled into the black holes' accretion disks. Sceaduinars guard the portals at the black holes' centers, though adventurers who manage to survive the bone-shredding voyage to the heart of a singularity may find the creatures cautiously respectful, especially if the adventurers are themselves undead.

While portals to the Negative Energy Plane are the most common centers of black holes, other supermassive presences can occasionally result in their formation as well. Those traveling to a black hole's center might instead find a nascent or imprisoned god, a world-shaking artifact, or a bound entity from another reality—something so powerful that its mere existence warps space-time around it.

Galaxies: These collections of many millions of solar systems are almost unimaginably vast, but so distant that only a few distinct ones are visible from Golarion via telescope. Much like constellations, these galaxies are often named for their shapes or observable qualities, such as the ruby-tinged Dragon Galaxy, the pinched Crab, the Milk Spiral, and the two-armed Swirling Eye. Golarion's own galaxy is observable with the naked eye as a dense band of bright stars slightly offset from the plane of the ecliptic, and bears a wide variety of names among different cultures, including the Sun Road, the Moontail, the Godsea, Desna's Path, and the Valley of Heaven, to name just a few.

Wormholes: Like a black hole, a wormhole is a channel drilled through the fabric of reality by gravity, save that

EOX

THE DEAD

Diameter: $\times 2/3$; **Mass:** $\times 2/3$; **Gravity:** $\times 1$

Atmosphere: Unbreathable; **Orbit:** 5 years

Inhabitants: Akatas, bone sages, carnivorous blobs, ellicoths, Eoxians, glass serpents, tzitzimitls, other undead, worms that walk

Important Locations: Church of Silence, Facinora Basin, Halls of the Living, Necropoleis, Remembrance Rock, the Sentinel, the Thousand Moons

Resources: Magical and technological relics, necromantic lore

In addition to lacking a breathable atmosphere, the blasted rock surface of the planet Eox features regions of invisible magical radiation that can kill or mutate living beings passing through it. Few living things survive in the wastes, but undead remnants of the planets' former life linger all over the surface.

Eox is a desolate world ruled by isolated skeletal horrors known as bone sages—beings rumored to have once been the last survivors of a doomed race. The bone sages are notable for their inquisitiveness, ingenuity, and willingness to do almost anything to outperform their peers in magical or technological innovation.

What happened to the original Eoxians is a mystery. Some whisper that the bone sages have imprisoned the last remaining Eoxians and watch over them, while also performing all manner of strange and terrible experiments on them. Others say that the planet is inhabited by only the undead—that all of the beings that once lived on Eox perished during the same cataclysm that ruined the planet's surface and destroyed its atmosphere. Whatever the case, it would take a truly daring band of interplanetary adventurers to discover the truth behind the mysteries of Eox the Dead.

REGIONAL TRAIT

The following regional trait is available to characters with ties to Eox.

Eoxian Experiment (Eox): You were raised on Eox, where you were overseen by alien forces and subjected to horrifying experimentation. You gain a +1 trait bonus on saving throws against pain effects (*Pathfinder RPG Ultimate Magic 138*) and the spell-like abilities of undead.

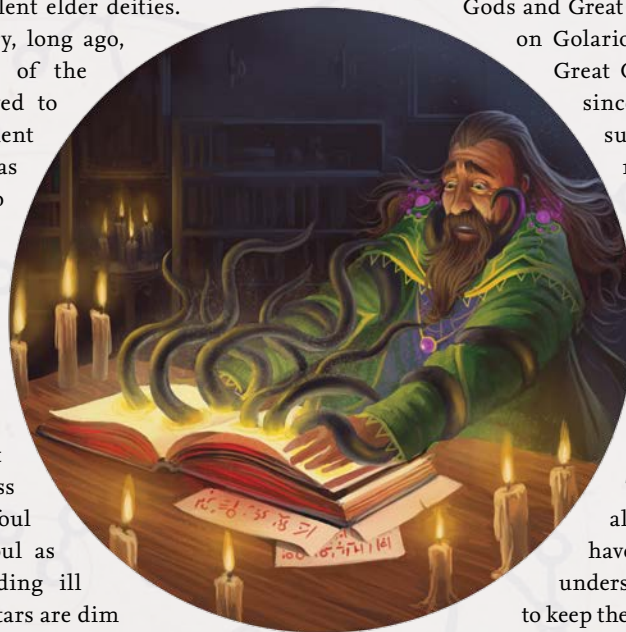
instead of creating a portal to the Negative Energy Plane, the negative energy released reacts with the positive energy inherent in the Material Plane to cauterize the wound and stabilize the passageway, creating a one-way tunnel to another part of the Material Plane. Most scholars believe that such portals can—and perhaps have—been used to move creatures through both space and time, yet the powerful magic required to avoid being crushed, turned into molecule-thin threads of matter, and slowed in relative time by the tidal forces involved make this a difficult means of travel for most mortals.

THE DARK TAPESTRY

Few greater mysteries exist among the vastness of space than the Dark Tapestry—that realm of complete nothingness that spans the blackness between the stars. While stargazers may look to the bright lights of the night sky to seek hope, inspiration, or guidance, the Dark Tapestry offers none of these boons. Instead, those who stare into the darkness invite only despair, madness, and perhaps the gaze of malevolent elder deities.

It was in the Dark Tapestry, long ago, that Zon-Kuthon—brother of the goddess Shelyn and believed to have once been a benevolent god named Dou-Bral—was supposedly transformed into the corrupt being worshipers recognize him as today.

Whatever may lie in the great emptiness of the void, it is best left untouched by mortal hands. Those who successfully travel between the planets never forget the icy grip of the darkness between worlds. It is a foul power that claws at the soul as much as the flesh, heralding ill omens on nights when the stars are dim and inviting nightmares when the fires are doused and weary mortals are left to their dreams.



Others leverage their worship as a means to an end, usually for personal power. Unlike the deities of Golarion, the Outer Gods often don't care what their followers do or why, so long as their own agendas are advanced.

Each of the following subsections includes a religion trait for PCs who worship one of the Outer Gods or Great Old Ones. The table below shows rules for four Outer Gods and Great Old Ones who are influential on Golarion. The evil Outer Gods and Great Old Ones have been omitted, since those entities are better suited to roles as villainous masterminds than divine patrons for PCs, but players with the GM's permission to worship the evil deities of the Dark Tapestry can find details on them in *Pathfinder Campaign Setting: Inner Sea Gods*.

OUTER GODS

The Outer Gods are utterly alien beings that mortals have little to no chance of understanding, at least if they hope to keep their sanity. Most exist in the void of the Dark Tapestry, and are so massive that they defy measurement, so terrible that only the mad can comprehend their whims, and so all-powerful that they may possess no physical forms or even exist within time and space as we understand it. They are impossibly cruel, but are so devoid of empathy and perceive the multiverse in ways so separate from human understanding that they cannot identify their own cruelty or recognize it as such. There are exceptions to this—lucid beings of vast, cosmic power who revel in suffering—but most Outer Gods are so powerful and so alien that their conscious perceptions range little farther than their own massive domains and the prayers of their mewling worshipers.

Starlit Hexer (any Outer God): Your spellcasting powers are infused with the powers of the occult Outer Gods. Whenever you cast a spell or spell-like ability with

GODS OF THE DARK TAPESTRY

In the starless gulfs of space, dread entities dwell—the Outer Gods and the Great Old Ones. Some of these cosmic intelligences slumber, while others wait to be contacted by the wicked, mad, or unwitting. All of them hunger, and even just a shadow of their attention could herald the end of civilization on Golarion.

Most worshipers of these profane beings are evil or insane. Yet, a select few are neither. It is possible to maintain a neutral, chaotic neutral, or even chaotic good alignment and remain faithful to these alien entities. Some see the awakening of the Old Ones as inevitable and seek a place for themselves in a future world order.

GODS OF THE DARK TAPESTRY

Deity	AL	Portfolios	Domains	Favored Weapon
Azathoth	CN	Outer God of entropy, madness, and mindless destruction	Chaos, Destruction, Madness, Sun, Void	Warhammer
Bokrug	CN	Great Old One of revenge, storms, and water	Chaos, Destruction, Water, Weather	Ranseur
Mhar	CN	Great Old One of caverns, mountains, and volcanoes	Chaos, Destruction, Earth, Fire	Heavy pick
Yog-Sothoth	CN	Outer God of gates, space, and time	Chaos, Darkness, Knowledge, Travel, Void	Dagger

the curse descriptor (*Pathfinder RPG Ultimate Magic* 251), increase the DC of the spell's saving throw by 1. If you cast such a spell or spell-like ability at night, as long as the sky is clear and the stars are visible, treat your caster level as 1 higher when determining the spell's duration.

GREAT OLD ONES

If the Outer Gods possess power akin to deities, then the Great Old Ones can be thought of as demigods with power on the scale of demon lords or archdevils. The Great Old Ones are believed to possess material forms, and their followers claim that these dread deities soar endlessly through the void in search of worlds to consume or contaminate. Conspiracy-minded astronomers point to Aucturn as an example of the kind of nightmare a world can become if the Great Old Ones are left free to exercise their will upon it, though most regard such theories as eccentric at best.

Twisted Transformations (any Great Old One): Whenever you are affected by a transmutation spell of the polymorph subschool, your new form is always in some way horrific, grotesque, or otherwise marked by the corruption of the Great Old Ones. While polymorphed, you gain a +2 trait bonus on Intimidate checks and increase the DC of spells you cast with the fear descriptor by 1. However, you also take a -2 penalty on Diplomacy checks while polymorphed.

OTHERWORLDLY SUBDOMAINS

The following subdomains (*Pathfinder RPG Advanced Player's Guide* 86) can be selected by eligible characters in place of the associated domain. The void domain appears on page 217 of *Pathfinder Campaign Setting: The Inner Sea World Guide*.

DARK TAPESTRY SUBDOMAIN

Associated Domain: Void

Replacement Power: The following granted power replaces the guarded mind power of the Void domain.

It Came from Beyond (Su): Once per day when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced creature simple template in this manner looks unusually deformed or hideous. This ability works only on spells you cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

Replacement Domain Spells: 2nd—*summon monster II*, 5th—*summon monster V*, 7th—*insanity*.

STARS SUBDOMAIN

Associated Domain: Void

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

TRIAXUS

THE WANDERER

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: Breathable; **Orbit:** 317 years

Inhabitants: Adlets, akhluts, dashilen, dragonkin, dragons, drakes, frost worms, froscrawlers, gnomes, golems, hydras, ice runners, intellect devourers, kokogiaks, moonflowers, nereids, poet-whales, remorhazes, ropers, sharks, sky-priests, snowbirds, stormghosts, Triaxians, ursikkas, vapor boars, whales, white puddings, wollipeds, yrthaks, countless other flora and fauna

Important Locations: Allied Territories, the Drakelands, Ning, Sephorian Archipelago, the Skyfire Mandate

Resources: Cold-tolerant fungi, fast-growing trees, furs

Triaxus is a world defined by its extreme and generations-spanning seasons. In the decades of summer, the world is a teeming jungle; in the decades of winter, it is icebound. As of 4714 AR (the current year), Triaxus is deep in its winter cycle; sub-freezing temperatures blanket the entire planet most of the time, glaciers form even near the equator, and the native Triaxians born during this time are covered in a layer of fur that protects them from the harsh elements. However, the cold is not supernatural, and normal winter-weather gear is sufficient protection from surface conditions. Triaxus's great distance from the sun in winter means that even full noon offers only normal illumination; most daylight provides only dim illumination.

Many living things lie dormant for half of the planet's centuries-long orbit. Its dominant life forms are dragons and the humanoid Triaxians, who currently have little contact with extraterrestrial visitors aside from occasional elven emissaries from Castrovell. Triaxians born during the summertime lack the ermine-like fur of their Winterborn counterparts, and are instead completely hairless.

REGIONAL TRAIT

The following regional trait is available to characters with ties to Triaxus.

Triaxian Tradition (Triaxus): Your experience with one of the long Triaxian seasons has taught you much about the dangers of a long summer or winter. Choose disease or cold. You gain a +2 trait bonus on saves against spells and spell-like abilities with the chosen descriptor. If you choose disease, you gain the bonus on Fortitude saves against nonmagical diseases as well.

The Stars Are Right (Su): If you prepare your cleric spells while the stars are visible to you, you can spontaneously cast any of your domain spells from the Stars subdomain by swapping out a spell of an equal spell level. Any Stars subdomain spells that you cast while the stars are visible to you heal you of an amount of damage equal to the spell's level as you cast the spell.

Replacement Domain Spells: 2nd—*hypnotic pattern*, 7th—*sunbeam*, 9th—*meteor swarm*.

STAR-TOUCHED

Golarion is a planet that has been dramatically affected by creatures and forces from beyond its skies. Because of events like Earthfall and the Rain of Stars, powerful alien monsters and relics mark many nations and regions around the Inner Sea. Indeed, Golarion would not be the world it is today without the influences of the myriad interplanetary emissaries that have visited this tiny blue sphere.

This section details those regions of Golarion that have been most affected by beings or forces from outer space (presenting new regional traits for characters from these regions), as well as discussing some of the creatures of Golarion that are likewise touched by the stars.

STAR-TOUCHED REGIONS

Numerous parts of Golarion bear the mark of the stars. The Inner Sea itself is the most striking example. When the *Starstone* crashed into the planet during Earthfall thousands of years ago, it rocked Golarion to the core—landmasses broke apart, oceans flooded sunken continents, and several mortals who managed to but touch the fallen *Starstone* ascended to godhood. After Earthfall, nothing was the same.

The two regions with the best-documented interplanetary connections beyond Golarion are modern Numeria and Ancient Osirion. In addition to details on these star-touched lands, the following entries include new regional traits for 1st-level characters.

NUMERIA

Before recorded history, a colossal mass of metal crashed into Golarion, breaking up on entering the atmosphere and scattering itself across the plains of northeastern Avistan in an event the Kellid shamans call the Rain of Stars. Numeria, the center of the collision, was changed forever as city-sized chunks of alien debris fell to the earth. The largest of these fragments is now known as Silver Mount, and forms the nucleus of the Numerian capital of Starfall. The Rain of Stars also brought with it the prime sources of “skymetal”—exotic minerals and alloys that include adamantine, as well as lesser-known metals like toxic abyssium and liquid djezet.

More information on Numeria can be found in *Pathfinder Player Companion: People of the River*.

Skymetal Affinity (Numeria): You gain a +2 trait bonus on Fortitude saves against the negative effects of skymetals, as well as a +2 trait bonus on Craft checks made to create weapons or armor out of skymetals.

OSIRION

Osirionologists have long suspected the involvement of off-planet powers in Ancient Osirion’s rapid cultural advancement, based on myriad clues and hints in the ancient artwork of tombs and pyramids. Some believe that the pyramids themselves were originally constructed at the behest of alien influences before being repurposed as tombs by the pharaohs.

More information on Osirion can be found in *Pathfinder Player Companion: People of the Sands*.



Offspring of the Ascension (Osirion): You are descended from one of Ancient Osirion's pharaohs, and a sliver of her otherworldly power has been passed onto you. You gain a +1 trait bonus on Will saves against fear effects. Any time you become confused, reduce the duration of the effect by a number of rounds equal to your Wisdom modifier (to a minimum of 1 round of confusion).

INTERPLANETARY MIGRANTS

Several alien races have made noticeable impacts on Golarion that have lasted through the ages. The elves and the outer dragons are just two such races.

ELVES

No one knows whether the elves originated on Castrovel and migrated to Golarion or the other way around, though it must be noted that they are more physically similar to lashunta than to humans. Regardless of their origin, they are among the most prominent creatures on both worlds. While most elves from either world have never been to the other, cross-cultural elven emissaries and elven adventurers sometimes buck this trend.

The following race trait is available to elven characters at 1st level.

Sovyrian Intellectual (elf): Having grown up in one of the intellectual centers of Castrovel, you speak precisely and persuasively, especially among elves. You gain a +1 trait bonus on Diplomacy checks. This bonus increases to +3 against creatures with the elf subtype.

OUTER DRAGONS

The mysterious outer dragons (*Pathfinder RPG Bestiary 4*) roam vast regions of the cosmos, fulfilling their inscrutable agendas on a scale nigh unfathomable to mortals. Among these beings, the capricious lunar dragons are perhaps the most interested in mortal affairs—they are said to lair on Golarion's moon, observing and occasionally interceding for their own amusement. The self-important solar dragons are likely to visit Golarion only when they have taken a paternalistic interest in some struggling creature or cause. Time dragons are spread thinly across the cosmos, appearing on Golarion only to stop the worst abuses of temporal energy or manipulation. Void dragons rarely visit their wrath on Golarion except as harbingers for otherworldly horrors. Vortex dragons act as emissaries between the greatest creatures and gods of various solar systems.

Like the many native dragons of Golarion, outer dragons have sometimes mingled their blood with that of mortals. The following magic trait is available to new characters at 1st level.

Outer Dragon Blood (magic): The blood of outer dragons courses through your veins, and you've inherited a portion of their magic. You gain Draconic as a bonus language. In addition, if you are a sorcerer with the draconic bloodline, you can select one of the outer dragon types for your bloodline powers; this affects your resistances and the type of energy damage dealt by a number of your abilities.

LIAVARA

THE DREAMER

Diameter: ×10; **Mass:** ×100; **Gravity:** ×1 (at the "surface")

Atmosphere: Unbreathable; **Orbit:** 12 years

Inhabitants: *At the "Surface":* Brethedans, cloud-skates, keji, oma, tarenakes; *On Moons:* Ankhegs, cerebriic fungi, Hallasians, philosopher worms, somalcygots; *In Rings:* Lightning elementals, mephits, nanite swarms, ring serpents

Important Locations: Arkanen, Hallas, Melos, Nchak, Osoro, the Rings, Shepherd Moons

Resources: Exceptionally concentrated electricity (on Arkanen), exotic and magical gases, unique venoms (on Osoro)

Liavara is one of the solar system's two gas giants. Its calm, gaseous atmosphere is peach in color, and the planet is surrounded by massive rings of ice and dust visible from as far off as Golarion with the aid of a basic telescope. Liavara lacks true ground or water, so visitors must be able to fly or levitate to avoid the long fall into the crushing pressure and immolating heat of Liavara's core.

The Dreamer has five large moons and many smaller ones. The major moons, which include Hallas and Nchak, are habitable in varying degrees to visitors from other planets. The surface of Hallas is supposedly ruled by beings of elemental might who have long since shed their material forms. Melos is hospitable but uninhabited; its surface is marked by abandoned buildings from a pious civilization long since gone. Nchak is a thin-aired, rocky moon inhabited by civilized (but violent) insectoid creatures. Arkanen and Osoro are more like Golarion, and they are inhabited by humanoids and centaur-like beings. Arkanen passes annually through Liavara's upper atmosphere, allowing Arkanen scholars to study the planet's prodigious lightning storms—and also enabling Liavaran gas-beasts to harry Arkanen settlements. Much of Osoro's lower elevations are covered by a sea of poisonous vapors that supposedly hides jungle monsters (and potentially treasures).

COMBAT TRAIT

The following combat trait is available to characters with ties to Liavara.

Born under the Dreamer (combat): Your birth sign aligned significantly with Liavara on the day you were born, and you are touched by the instinctual dreaming spirit of that planet, making you naturally poised and hard to surprise. Once per day as a free action, you can take 10 on your initiative check.

Dragon Type	Energy Type	Breath Shape
Lunar	Cold	60-foot line
Solar	Fire	60-foot line
Time	Electricity	30-foot cone
Void	Cold	30-foot cone
Vortex	Fire	30-foot cone

ASTRONOMY

On Golarion, astronomy is deeply intertwined with philosophy, mathematics, and divination. Although many astronomers see the stars merely as a source of knowledge, some are excited by any opportunity to touch the stars—or those places, objects, and creatures that have been directly affected by them.

Casual astronomers tend to be navigators, artists, and naturalists who revere the natural beauty of the universe. Dedicated scholars of astronomy more often seek to understand specific astronomical subjects in great detail, either as an end unto itself or to glean cosmic knowledge. Common among astronomers of either stripe are alchemists, bards, druids, oracles, witches, and wizards.

Golarion's greatest center of astronomical learning in the Age of Destiny was the now-destroyed nation of Lirgen

in Garund, known for its philosopher-astronomers. Following the emergence of the Eye of Abendego, the Lirgeni people and traditions were largely lost in the flooded ruins of the Sodden Lands, and their surviving relics have been scattered throughout the Inner Sea region by entrepreneurial looters bold enough to visit the storm-wracked kingdom. Still-active centers of astronomical learning include the University of Korvosa in Varisia, the Observatory Arcanis in Whitethrone, and the College of Dimensional Studies in Katapesh (whose observatory is sometimes open to the public for a small fee), to name just a few.

Astrology is an occult practice in part related to astronomy, though astrologists place importance on the Cosmic Caravan, a series of 13 constellations that form a band around the sky of Golarion. At various times, the sun and planets come into alignment with these constellations and each other, creating astrological portents that are read by diviners and oracles—portents of the same sort that once defined the rhythms of life as well as government policy and many private matters in lost Lirgen. For more information on astrology, see *Pathfinder Campaign Setting: Occult Mysteries*.

ASTRONOMICAL EQUIPMENT

In addition to the astrolabe, compass, sextant, and spyglass (*Pathfinder RPG Ultimate Equipment* 58, 62, 71, and 73) and star charts (*Pathfinder RPG Advanced Race Guide* 46), the following astronomical equipment can be useful to astronomers.

Item	Price	Weight
Cosmogram	200 gp	1/2 lb.
Orrery	100–2,000 gp	2–12 lbs.
Telescope	2,000–8,000 gp	12–44 lbs.

COSMOGRAM

PRICE 200 GP

WEIGHT 1/2 lb.

This eldritch chart describes part of the unfathomably vast shape of the physical universe and the subtler motions of the stars. A cosmogram grants a +1 circumstance bonus on Knowledge (geography) checks relating to stars and on Survival checks to navigate the void of space between star systems. A cosmogram can be consulted while using an orrery (see below) as a focus for augury. Doing so increases the chance of a successful reading by 2%.

ORRERY	WEIGHT varies	PRICE varies
Tellurium	2 lbs.	100 gp
Calculating tellurium	2 lbs.	200 gp
Standard	5 lbs.	750 gp
Grand	12 lbs.	1,000 gp
Calculating standard	5 lbs.	1,500 gp
Calculating grand	12 lbs.	2,000 gp



This complex mechanism simulates the angles and relative distances between one or more bodies in a solar system in relation to the system's star with marks or spheres on moving gears or arms. Anyone consulting an orrery gains a +2 circumstance bonus on Knowledge (geography) checks involving bodies it models and on Survival checks to navigate the void of space. An orrery can be used in combination with a sextant on a clear night to determine the time on any of the stellar bodies it models. Any orrery can be used as a focus component for the *augury* spell in place of that spell's normal focus.

Orreries come in many shapes and sizes and with a variety of functions in mind.

- A tellurion models a single planet and any moons it may have.
- A standard orrery tracks the inner planets of a system (Aballon, Castrovel, Golarion, Verces, Eox, and Triaxus) and their moons.
- A grand orrery tracks all the known planets of a system (including the outer planets: Liavara, Bretheda, Apostae, and Auclurn) and their moons.
- A calculating orrery is an orrery that indicates with rotating numerals on each arm the current distance between each body and its star (or its planet, in the case of moons), increasing the circumstance bonus on relevant skill checks to +4.

TELESCOPE		WEIGHT varies	PRICE varies
×10	+2	12 lbs.	2,000 gp
×50	+4	23 lbs.	4,000 gp
×250	+6	44 lbs.	8,000 gp

This basic, semi-portable telescope allows the user to see greater detail on very distant objects. Telescopes can be built to a variety of specifications, but those most often used by adventuring stargazers are listed here. A telescope grants the listed circumstance bonus on Perception checks to discern celestial bodies and on Knowledge (geography) checks to learn about the planets when used at night.

A telescope can be used to look at either terrestrial or celestial objects. Distance penalties on Perception checks for viewing objects through the telescope are divided by the telescope's magnification. Assembling, disassembling, or significantly moving a telescope takes 1 minute.

ASTRONOMICAL FEATS

The following feats are useful for stargazers.

ASTROLOGICAL TIMING

You can perform more accurate auguries according to planetary movements in relation to the Cosmic Caravan.

Prerequisite: Ability to cast *augury* as a spell or spell-like ability.

Benefit: You can use a cosmogram or star chart as an optional focus component for *augury*. When you do, the *augury* can account for consequences up to 1 hour into the future, and your chance of a successful reading increases by 4%. If you also consult a calculating standard orrery or calculating grand orrery, the *augury* can see up to 1 day into the future and your chance of success increases by 8%.

BRETHEDA

THE CRADLE

Diameter: ×11; **Mass:** ×320; **Gravity:** ×2-1/2 (at the "surface")

Atmosphere: Unbreathable; **Orbit:** 30 years

Inhabitants: At the "Surface": Brethedans, haan, nuru worms, oma, sagolaths;

On Moons: Blink fish, crysmals, elementals, fire-worms, gem fans, giant seahorses, kalo, maraquoi, nuru worms, oma, orbigati-dahu, saber whales, urogs, vortex sharks, xorns

Important Locations: Dykon, Eyes of the Ancients, Kalo-Mahoi, Marata, Thyst, Varos

Resources: Exotic and magical gases, radioactive minerals (on Thyst), unique gemstones (on Varos)

The largest and outermost of the two gas giants, Bretheda is a stormy expanse of blue-purple gas. As on Liavara, visitors to Bretheda must remain airborne or fall a very long way into the lethal pressure and heat at the planet's core. The heavy gravity slows the movement of flying creatures acclimated to other planets' gravities and reduces the range increments of fired weaponry. The planet's most striking features are three persistent storms in the southern hemisphere that form the points of an equilateral triangle and rage with no signs of letting up. Many astronomers suspect that the planet-sized Eyes of the Ancients, as the storms are known, are linked to the Eye of Abendego on Golarion.

Bretheda has more moons than any other planet in the solar system, earning the Cradle its honorific. The moons are as unique and distinct from one another as any of the planets, and there are so many of these massive asteroids and other celestial bodies that Golarian scholars are still discovering new moons around Bretheda all the time. From crystalline Dykon to aquatic Kalo-Mahoi, frosty Marata to volcanic Varos, the moons of Bretheda are like worlds orbiting a violet sun.

COMBAT TRAIT

The following combat trait is available to characters with ties to Bretheda.

Born under the Cradle (combat): Your birth sign aligned significantly with Bretheda on the day you were born, granting you a knack for cooperation in the heat of battle. You gain a +2 trait bonus on attack rolls to perform the aid another action.

CELESTIAL GUIDANCE

You can use the movements of the sun, moon, stars, and planets to navigate and acquire eldritch knowledge about the fundamental nature of reality.

Benefit: You gain a +2 bonus on Knowledge (geography) skill checks to learn about the stars or planets. At night, as long as the sky is clear and you can see the stars, you cannot get lost. Once per night when the stars are visible, you can reroll a Knowledge check you failed earlier in the day. When you do so, you can choose to roll the appropriate Knowledge skill check again or you can instead use your Knowledge (geography) skill to gain the same information.

INTERSTELLAR SPELLS

Adventuring to other worlds is a little easier with the aid of the following arcane lore from beyond the sphere of Golarion. *Planetary adaptation* and *mass planetary adaptation* originally appeared in *Pathfinder Campaign Setting: Distant Worlds*; for your convenience, they have been reprinted here.

COSMIC RAY

School evocation; **Level** magus 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a piece of meteorite)

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous and 1 round/level (see text)

Saving Throw Fortitude partial; **Spell Resistance** yes

You fling a ray of deadly cosmic energy at the target creature. If you succeed at a ranged touch attack with the ray, the target takes 1d6 points of damage per caster level (maximum 20d6) and must make a Fortitude save. On a failed save, the target becomes sickened for 1 round per caster level and emits toxic cosmic energy for as long as it is sickened; any creature that comes within 5 feet of the affected target must succeed at a Fortitude save (DC = spell's DC) or become sickened for 1 round per 2 caster levels.

GRAVITY SPHERE

School transmutation; **Level** druid 6, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a marble)

Range medium (100 ft. + 10 ft./level)

Effect 30-ft.-radius sphere of altered gravity

Duration 1 round/level (D)

Saving Throw none (see text); **Spell Resistance** no

You affect the local gravity field in a 30-foot-radius sphere around the spell's designated point of origin. Creatures in the affected area can be weighed down by high gravity, lightened by low gravity, or left to float in an area with no gravity, depending on the effect you choose for your *gravity sphere*. See page 18 for rules on the effects of high, low, and no gravity.

Creatures that fall within the area of a *gravity sphere* spell take more damage from the fall if the gravity within is higher and less damage if the gravity within is lower. However, if the creature falls through a *gravity sphere* and continues to fall in a non-affected area, the rest of the fall damage is calculated normally. For instance, if a creature falls through 20 feet of a low-gravity sphere and an additional 30 feet outside the sphere, it would take 1d6 points of damage for the 20 feet of low gravity plus 3d6 points of damage as normal for the 30 feet outside the sphere (for a total of 4d6 points of damage).

This spell doesn't counteract or negate the effects of other spells that affect gravity; both effects occur simultaneously. For instance, a no-gravity *gravity sphere* spell cast within the area of a *reverse gravity* spell would simply mean that creatures float about until the *gravity sphere's* duration expires or they exit the *gravity sphere*, at which point they return to the top of the *reverse gravity* effect's area. If both gravity-altering magical effects could not feasibly take place simultaneously (at the GM's discretion), the *gravity sphere* spell supersedes the previous effect (if it's higher-level than the previous effect) or simply fails (if it's lower-level).

PLANETARIUM

School illusion (figment); **Level** bard 2, cleric 2, druid 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect 15-ft.-radius spherical projection of night sky

Duration concentration + 3 rounds

Saving Throw none; **Spell Resistance** Will disbelief (harmless)

You project an image of the night sky based on your current location and the local time, allowing you to observe the heavens and all of its celestial bodies and features even during the daytime, indoors, or underground. Anyone within the *planetarium's* sphere can see the projection, though outside of the sphere the image becomes grainy and indistinct.

PLANETARY ADAPTATION

School transmutation; **Level** alchemist 5, cleric 4, sorcerer/wizard 5, summoner 5

Casting Time 1 standard action

Component V

Range personal

Target you

Duration 1 hour/level

This spell functions as *planar adaptation* (*Pathfinder RPG Advanced Player's Guide* 236), except that it works only on worlds of the Material Plane. The cold void of space is considered a single world for the purpose of this spell, allowing you to survive in vacuum.

PLANETARY ADAPTATION, MASS

Level cleric 6, sorcerer/wizard 7, summoner 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Targets one creature/level, no two of which can be more than 30 ft. apart

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *planetary adaptation*, except as noted above.

REBOOT

School transmutation; **Level** cleric 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 round

Components V, S, F (a ruby worth at least 25 gp per HD of the target construct)

Range close (25 ft. + 5 ft./2 levels)

Target one destroyed construct of up to 2 HD/level

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Whispering in the dense, information-rich machine language of the First Ones, you bring a destroyed construct back to operational status for a short time, restoring it to 1 hit point. The construct can be further healed with spells like *make whole*, but it returns to its destroyed state as soon as this spell's duration expires or it is brought to 0 hit points, whichever comes first. As long as the construct is active, it obeys your commands to the best of its ability, fighting on your behalf and carrying out tasks that it is capable of performing.

Constructs with more than twice as many Hit Dice as your caster level cannot be targeted by this spell.

STARSIGHT

School divination; **Level** alchemist 1, bard 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

APOSTAE

THE MESSENGER

Diameter: $\times 1/5$; **Mass:** Less than $\times 1/100$;

Gravity: $\times 1/10$

Atmosphere: *Inside:* Unknown; *Outside:* None;

Orbit: 243 years

Inhabitants: *Inside:* Unknown; *Outside:* None

Important Locations: Vast doors; *Inside:*

Unknown; *Outside:* Ring of portals

Resources: Impenetrable metals; *Inside:* Unknown

Apostae is a mystery to scholars and astronomers throughout the solar system. Its only distinguishing features are a single ring of portals and several miles-wide metal doors set flush with the planet's stone surface. Among the ring of portals—most of which are believed to be interplanetary portals connected to various other planets—is an enigmatic arch superficially similar to the others but inoperable by any known magical techniques. Arcane researchers suspect it may lead to another solar system altogether, should anyone uncover the secret to unlocking it.

Not even the gods claim to know what lies behind the great doors of Apostae. The doors have never been opened according to any known records, and the interior has yet to be reached even by tunneling or scrying. Both approaches have been foiled by the amazingly hard metal beneath the planet's rocky surface—the same strange metal of which the doors are forged. Some researchers hypothesize that the doors are waiting for a particular person to arrive or something else specific to happen before they will open.

REGIONAL TRAIT

The following regional trait is available to characters with ties to Apostae.

Awakened from Stasis (Apostae): Although you were born and lived on Golarion, you recently awakened in a strange vault with no memory of how you got there, surrounded by sleeping creatures of every shape and size in smooth glass eggs, all watched over by uncommunicative crablike automatons. As a side effect of your stasis, you gain all the benefits of 8 hours of sleep in only 2 hours. This allows a spellcaster who must rest to prepare spells to do so after only 2 hours, but does not allow a spellcaster to prepare spells more than once per day.

Components V, S

Range personal

Target you

Duration 10 minutes/level

You can observe the night sky and all of its celestial bodies as if it were a clear night, regardless of weather conditions that would otherwise block your view. Your vision penetrates any light pollution from nonmagical sources, though this spell doesn't function in daylight, indoors, or underground. You see through forest canopies and similar natural obstructions, but only for the purpose of stargazing. For the spell's duration, you gain a +2 insight bonus on Knowledge (geography) checks relating to the stars and planets and Survival checks to avoid getting lost.

INTERSTELLAR MAGIC ITEMS

The following magic items have come to the Inner Sea region from the far reaches of Golarion's solar system or otherwise aid in exploring the vastness of outer space.

ASTROLOGER'S TELESCOPE		PRICE
		54,000 GP
SLOT none	CL 110th	WEIGHT 30 lb.
AURA moderate divination		



This telescope has over a dozen lenses and measurement devices attached to it. An *astrologer's telescope* functions as a telescope with $\times 50$ magnification (see page 27).

A skilled astronomer can use an *astrologer's telescope* to glean insights into the future by carefully manipulating the various lenses and other apparatuses attached to the telescope while gazing at the stars. When doing so, the user selects a Knowledge skill and attempts a DC 20 Knowledge (geography) check over the course of 1 hour while stargazing with the telescope. If she doesn't possess ranks in Knowledge (geography), she can attempt a Perception check instead, albeit at a -5 penalty.

If the viewing is successful, the user records that check result. Anytime during the next 24 hours that the user would roll the selected Knowledge check, she can use the result of the earlier check as the result of her Knowledge check instead of rolling as normal. If the user is untrained in the selected Knowledge skill, she can use her Knowledge (geography) check result as the Knowledge check's result only if the DC is 20 or lower. If she doesn't use this benefit within 24 hours after the viewing, it is lost. The user can increase the amount of time she has to attempt the Knowledge check by adjusting the telescope's various apparatuses and taking a cumulative -5 penalty on her Knowledge (geography) or Perception check for every additional 24 hours she wishes to retain her insight.

On a failed check to use the telescope, the user gains no useful insight into the future. Unskilled viewers can attempt only one Perception check per night; a viewer with ranks in Knowledge (geography) can attempt to use the telescope one additional time per night for every 2 ranks she has in Knowledge (geography). Each additional viewing attempt requires the user to spend 1 hour gazing through the telescope. A character can benefit from only one viewing at a time; a second viewing removes the previous benefit, regardless of whether the new attempt succeeds or fails.

CONSTRUCTION REQUIREMENTS	COST 27,000 GP
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Craft Wondrous Item, *divination*, creator has at least 10 ranks in Knowledge (geography)

HARVESTING LENS		PRICE
		5,400 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint evocation		



This thick, intricate lens piece is covered in alchemical wiring. A small aperture on the side of the lens connects to a mundane glass vial, such as a vial used for potions. When slid onto the viewer's

end of a telescope, a *harvesting lens* allows the telescope's user to harness the power of starlight or the void as she chooses.

When a vial is fitted to the lens and the telescope is aimed at a distant star in the night sky, the vial slowly fills with collected starlight. After 8 hours, the vial is filled with silvery liquid cosmic light. One filled and removed, the vial of starlight sheds light for 8 hours, as if it were affected by *light*. During this time, the vial can be thrown as a splash weapon with a range increment of 10 feet. On a direct hit, the vial shatters in a blinding flash of light, affecting the target as a *blinding ray* (Fortitude DC 13 negates). If the vial misses, it breaks with no effect. Either way, a new empty vial must be attached to the harvesting lens to use it again.

Alternatively, a *harvesting lens* attached to a telescope can be pointed toward an empty, dark space between the stars. After 8 hours, the vial becomes full of thick, inky dark matter. For 8 hours after the vial of dark matter is filled and removed, an inky black haze surrounds any creature holding it, as the *protective penumbra* spell. A vial of dark matter can also be thrown as a splash weapon with a range increment of 10 feet. Upon striking any solid body or surface, the vial breaks and releases a 10-foot-radius emanation of magical darkness that lasts for 3 minutes. This effect otherwise acts as *darkness*.

Only vials that have been filled for 8 hours produce the above effects. Partially filled vials do not work.

Only one magical lens (such as this or a *lens of starlight*) can be attached to a telescope at a time.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
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Craft Wondrous Item, *blinding ray*^{ARG}, *light*, *protective penumbra*^{UM}

LENS OF STARSIGHT		PRICE
		2,600 GP
SLOT none	CL 1st	WEIGHT 1 lb.
AURA faint divination		

This thick black lens can be attached to the viewing end of a telescope. When the telescope is pointed toward the sky at night, whoever gazes through the *lens of starsight* gains the benefits of *starsight* (see page 29) as well as a $+2$ competence bonus on Knowledge (geography) checks relating to the stars.

Only one magical lens (such as this or a *harvesting lens*) can be attached to a telescope at a time.

CONSTRUCTION REQUIREMENTS	COST 1,300 GP
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Craft Wondrous Item, *starsight*, creator has at least 2 ranks in Knowledge (geography)

OINTMENT OF VOID SEALING		PRICE
		3,000 GP
SLOT none	CL 9th	WEIGHT 25 lbs.
AURA faint abjuration		



Ointment of void sealing comes in a 4-gallon tub, typically made out of brass or some other durable metal. When a Medium or smaller character dunks his head into the tub of sticky,

viscous goo as a standard action, the ointment flows over and around him with surprising alacrity until it has coated him in a thin but flexible layer that looks like translucent amber. *Ointment of void sealing* creates a perfect seal around the user, protecting him from the extreme cold and vacuum of outer space, and provides breathable air for the user, as *planetary adaptation* (see page 28). After 3 hours, a coating of *ointment of void sealing* deteriorates and its effects end. A newly created tub of *ointment of void sealing* contains enough ointment to cover four Medium creatures. Large creatures require 2 doses to gain the benefits of the ointment, while two Small creatures can share a single dose between them.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, <i>planetary adaptation</i>	

TRAVELER'S TRANSLATOR		PRICE
		1,550 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint divination		

This single earring consists of a prismatic crystal set into a platinum bezel. A *traveler's translator* provides its owner a basic and limited ability to communicate with intelligent creatures that speak unfamiliar languages.

When created, a *traveler's translator* is imprinted with a single base language chosen by its creator (typically Common), and is capable of learning one additional language. When its owner speaks the command word, the *traveler's translator* begins listening to all spoken conversations and speech within 30 feet. After 1 minute of exposure to a language other than its base language, the translator learns the new language. Thereafter, the item automatically translates speech of the newly learned language into the translator's base language, telepathically imparting the translated words to its owner. A *traveler's translator* can store only one learned language at a time and can learn only one language per day—speaking the command word again after at least 24 hours causes the translator to erase the previously learned language (but not its base language) to make room for a new language.

As a standard action, the owner of the stone can designate a single creature within 30 feet. When the owner speaks aloud to that creature in the translator's base language, the *traveler's translator* telepathically transmits the owner's meaning to the target, using the learned language. A *traveler's translator* does not grant its owner the ability to read or write in either the base or the learned language.

CONSTRUCTION REQUIREMENTS	COST 775 GP
Craft Wondrous Item, <i>share language</i> ^{APG}	

WAYFINDER OF THE STARS		PRICE
		70,200 GP
SLOT none	CL 17th	WEIGHT 2 lbs.
AURA strong conjuration and divination		



About half again the size of a standard *wayfinder*, a *wayfinder of the stars* features an extra outer ring around the normal directional compass in the center. Embedded into this outer ring are 13 semi-precious stones, each representing one major celestial body of Golarion's solar system.

AUCTURN

THE STRANGER

Diameter: Varies; **Mass:** ×2; **Gravity:** ×2

Atmosphere: Poisonous; **Orbit:** 500 years

Inhabitants: Cerebric fungi, denizens of Leng, gugs, intellect devourers, the Midwives, Old Cult worshipers, shoggoths, vespergauts, worms that walk

Important Locations: The Citadel of the Black, the Gravid Mound, the Loving Place

Resources: Relics of forgotten deities, poisons

Aucturn is an enigma. It appears differently to different observers, though it is always shrouded in a trademark opaque, yellowish smog. Research into the smog has found the gas has an incredible range of variants, but each is poisonous in some way. Examination with highly experimental teleportation magic has revealed that the surface emanates an unknown type of radiation that causes rapid and diverse mutations in creatures exposed for at least 24 hours. Aucturn's heavy gravity reduces the speed of visitors from Golarion by half, reduces their jumping height and distance by half, halves the distance their ranged weapons can travel, and may fatigue those who visit for too long.

The Stranger is most well known for its association with the Dark Tapestry and with the servants of the Great Old Ones and Elder Gods that reside in that unfathomably vast darkness. Among those knowledgeable about the Old Cults, rumors tell of a shadowy being who rules Aucturn's Citadel of the Black—a forsaken place where devotees of forgotten gods like Cthulhu and others can celebrate their forbidden faith instead of hiding it. Whether such rumors are true or not, Aucturn is a place few sane explorers wish to visit.

COMBAT TRAIT

The following combat trait is available to characters with ties to Aucturn.

Born under the Stranger (combat): Your birth was marked by the alignment of Aucturn with your birth sign and by strange happenings, giving you a link to alien beings. When feinting against aberrations, you do not take a -4 penalty for feinting against a non-humanoid creature, and you take only a -4 penalty if you feint against an aberration of animal Intelligence (instead of -8). You still cannot feint against mindless creatures.

At will, the owner can speak the item's command word to cause the *wayfinder's* compass needle to stop pointing north and instead indicate the direction of the nearest active interplanetary portal within 500 miles. If no such portal is within range, the compass needle hangs listlessly. A second command word causes the *wayfinder of the stars* to once again function as a basic *wayfinder*.

Once per day, the owner can touch one of the semi-precious stones on the *wayfinder of the stars* to teleport her and any willing creatures touching her to a safe location on the indicated planet, as *interplanetary teleport*.

CONSTRUCTION REQUIREMENTS	COST 35,100 GP
Craft Wondrous Item, <i>interplanetary teleport</i> ^{UM} , <i>light</i> , <i>locate object</i>	

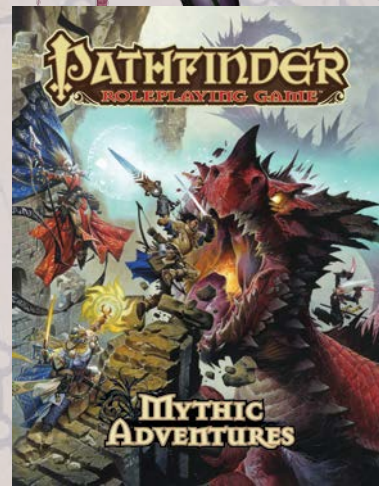
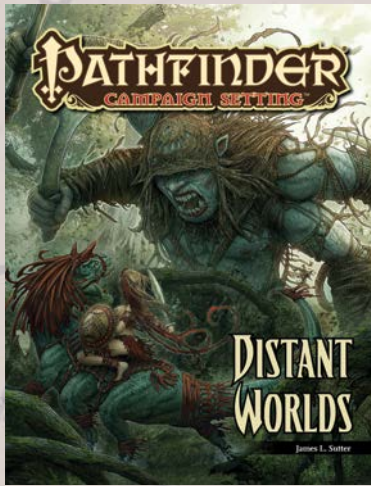
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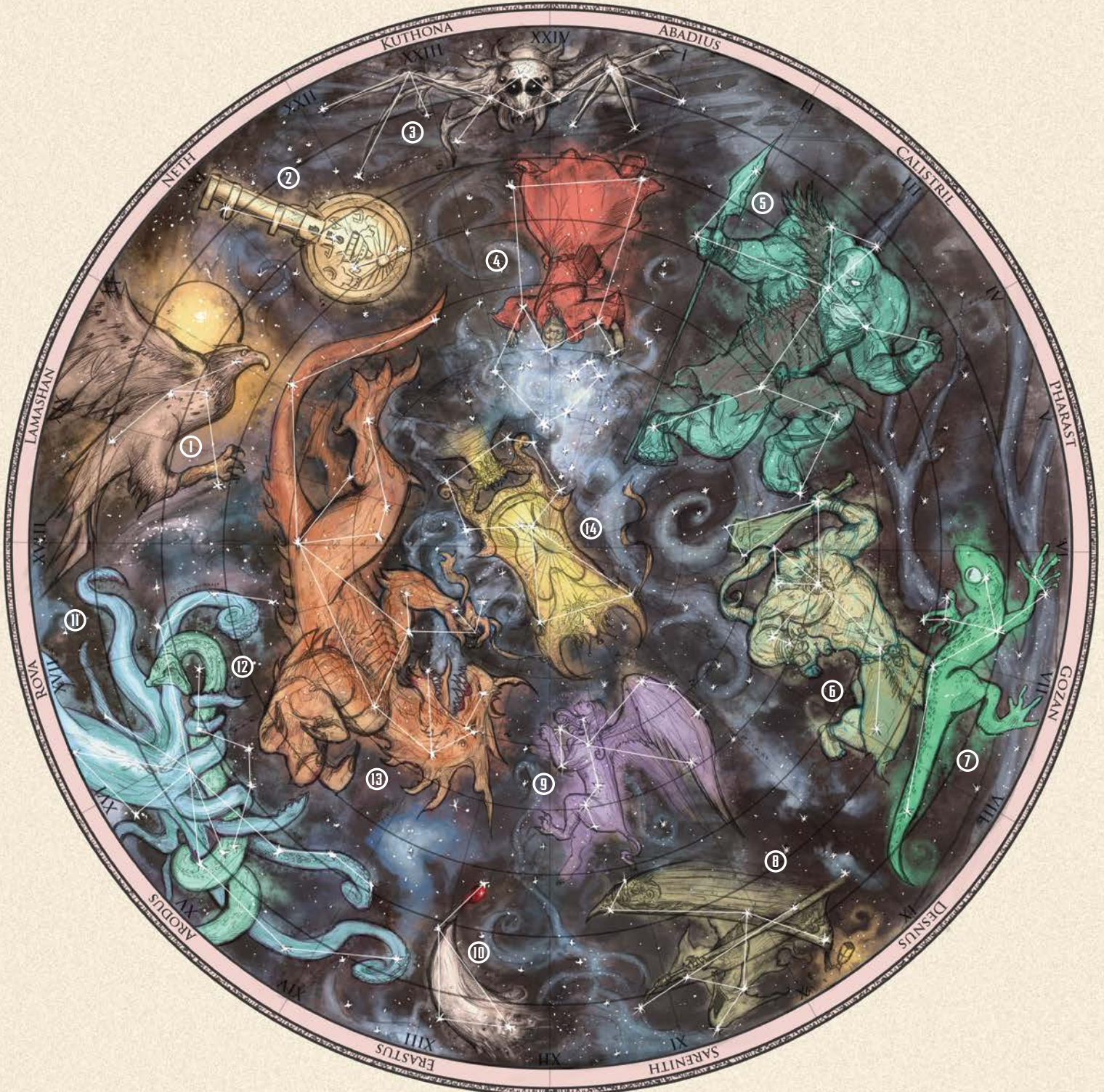
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- | | | | | |
|--------------|----------------|----------------|--------------|-----------------|
| ① THE HAWK | ④ THE SORCERER | ⑦ THE GECKO | ⑩ THE FANG | ⑬ THE TARRASQUE |
| ② THE KEY | ⑤ GIGAS MAJOR | ⑧ THE FERRYMAN | ⑪ THE KRAKEN | ⑭ THE THRONE |
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