

STAR LOG.EM-045

GLYNWYRIANS



STARFINDER
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GLYNWYRIANS

Author: Crystal Malarsky

Cover Artist: Jacob Blackmon

Development: Owen K.C. Stephens

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ACCESSING ARCHIVES QUERY: GLYNWYRIANS

Hello, and thank you for purchasing *STAR LOG.EM045: GLYNWYRIANS!* The race known as the glynwyrians make their home in a remote solar system called the Evadala System, named after the system's yellow star. The glynwyrians are a relatively new addition to the cosmic stage, their people having been discovered after an expedition launched by the healthcare company Regevix discovered the planet's abundance of ralyrium, a rare mineral whose primary use is in the creation and stabilization of magical serums. The glynwyrians are known for their mastery of healing magic and their skill at harvesting natural products, and their people quickly spread across the galaxy. Regardless of how far they travel, however, all glynwyrians need to return to their home world of Glynwyr at least once a decade in order to replenish their body's supply of ralyrium. Without it, glynwyrians begin aging rapidly as their bodies deteriorate, their bones flaking apart and their muscle tissue becoming weak and flaccid. As a result, the glynwyrians are protective of their planet's supply of ralyrium, as well as the mystery of where the planet's seemingly endless supply comes from. Currently, Glynwyr's government offers six 10-year contracts for ralyrium harvesting in specific regions with extreme oversight. Despite the stipulations, multiple corporations feud over these contracts, with the current contracts belonging to the Xa-Osoro System's Helix, Regevix, and XLG; the Pact System's Church of Golden Vaults; the Terros System's Evellion Industries; and the mysterious Blackveil Group.

GLYNWYRIAN

The reserved and often aloof glynwyrians are humanoids that resemble elves in some ways, but with several major differing characteristics; the most notable of these being a crystalline horn growing out from their forehead.

PHYSICAL DESCRIPTION

Lithe and graceful, glynwyrians stand between five and six feet tall. Each glynwyrian bears a single horn on their head which can grow up to eighteen inches in length. The length, thickness, and shape varies and it's coloration reflects the glynwyrian's overall health, with flawlessly clear horns denoting vitality, and darkened, smoky flecks indicating illness. Their horns are formed from a rare, natural element found in their bodies called ralyrium. They also contains a nerve linked to many of their bodies' sensory system, and if removed cause almost certain death.

In addition to their translucent horn, glynwyrians possess prominent hyledd markings that are said to be completely unique between individuals. Roughly translating to "life-glow" in the glynwyrians' native tongue, these markings course over their bodies and are largely believed to be a physical representation of the individual's chakra or ki. Hyledd markings range dramatically in color and pattern between glynwyrians, and are used for identification purposes similarly to how some cultures use fingerprints or biometric scanners. For this reason, some glynwyrians choose to keep their markings covered with clothing, revealing them only to close friends and family, while others take special care to flaunt their markings about as a physical representation of their uniqueness and boldness.

Glynwyrians tend to have smaller noses and mouths than humans, but larger eyes and elongated, deer-like ears. Skin and hair color is as varied as a standard human, while their eyes tend toward shades of silver, purple, and green—gold, blue, and pink pigmentation is rarer, but not unheard of.

HOME WORLD

Glynwyrians are so named after their home planet, Glynwyr—a small, remote planet in the faroff Evdala system. As the only sentient creatures on their world, the glynwyrians' dominance over Glynwyr's native vegetation and animals is absolute. Glynwyr is rich with an array of minerals and ore which the glynwyrians mine as their main source of off-world exportation. The surface of the planet is primarily covered in "forests" of crystals, giant geode caves, as well as large oceans and lakes. A cluster of three tiny moons affectionately referred to as the "little lanterns" orbit the planet.

Glynwyr is notable for the sizable presence of ralyrium throughout the planet's ecosystem, from the sand that glistens on their shores to the fantastic horns that adorn each glynwyrian's brow. Although somewhat mundane on Glynwyr, the mineral is highly valued throughout the galaxy as a miracle cureall that is a key component in countless healing items, from sprayflesh to *serums of healing*. According to some tall

tales, ralyrium is the active ingredient in Regevix's miracle rejuvenes supplement, and is therefore the secret to eternal life. For many, the fact that glynwyrians seemingly don't age significantly beyond young adulthood and can live to be over 700 years old confirms this suspicion, and countless poachers and harvesters sneak onto Glynwyr illegally to gather ralyrium from riverbeds, wildlife, treebark, and whatever else they can find that's saturated with it. Unfortunately, glynwyrian horns themselves are the most concentrated sources of ralyrium found on the planet, making them prime targets for kidnappings and abductions.

SOCIETY AND ALIGNMENT

At their core, glynwyrians are a private people who tend toward introverted natures. They believe that simple gestures and direct action does a better job at conveying their thoughts and emotions than words. These feelings are naturally projected through their hyledd markings which they are able to use to silently communicate with one another through specific flickers. Their ability to pay attention to these details makes the glynwyrians attuned to one another's body language and unspoken desires.

Though they are considered quiet and distant by outsiders, glynwyrians value moments of revelry and celebration. They view such frivolity as a chance to let loose and embrace the moment with exuberant zeal. While many glynwyrians maintain a cautious demeanor toward other races on a normal day, these fleeting events are unique exceptions when they drop their guard and eagerly mingle with outsiders.

Glynwyrians organize in expanded families of large clans that oversee a given region. Conservative with their resources, glynwyrians usually only have two offspring at most, to avoid overpopulation and maintain balance with the environment. A central leader, usually the clan's eldest member, serves as the ruler for the clan.

RELATIONS

Outsiders have conflicting views of glynwyrians, ranging from seeing them as dull recluses to pompous xenophobes to gentle peacekeepers. The truth, however, is that each individual glynwyrian is as diverse as any other creature, though there are some races they get along with more than other.

The stoic and detached elves are natural allies of glynwyrians who are drawn to their similar culture and demeanor. Shirrens and lashuntas are also viewed favorably, while the militant vesks and talkative ysokis are viewed with equal measures of suspicion and annoyance.

ADVENTURERS

Though apprehensive by nature, glynwyrians often possess an inquisitive disposition which drives them to pursue remarkable experiences. They are drawn toward positions of support and guidance where they have the chance to observe and analyze their allies and enemies from the backlines. As such they make excellent mystics, though glynwyrians interested in achieving

more stimulating experience may gravitate to being solarions.

NAMES

Glynwyrians have a melodic cadence to their voices and are inclined to softer, flowing sounds—finding them pleasant and unobtrusive. Their personal names often reflect this dulcet preference while their surnames generally express features of their clan’s homeland. Some examples of glynwyrian personal names are Brelwynar, Dulonlesier, Filedry, Kryladlim, Lumiri, Mossaria, Quavune, Rivordrel, Selorrial, Vysvyla, and Xylyndor.

GLYNWYRIAN RACIAL TRAITS

+2 Cha, +2 Con, –2 Str

6 Hit Points

Glynwyrians are humanoids with the glynwyrian subtype and are Medium. They have a base speed of 30 feet.

Efficient Metabolism: Glynwyrians gain a +4 racial bonus to Constitution checks to avoid damage from starvation or thirst. They can go without eating food for 6 days and can go without water for 1 day plus a number of hours equal to twice their Constitution score. With a full night’s rest, a glynwyrian recovers 2 HP per character level or 3 HP per character level if they undergo complete bed rest for 24 hours.

Glynwyrian Magic (Sp): Glynwyrians gain the following spells-like abilities. The caster level for these effects is equal to the glynwyrian’s level.

At Will: *detect affliction, stabilize*

1/day: *lesser remove condition*

In addition, glynwyrians can gain the Healing Horn feat as a replacement class feature at 2nd, 4th, 6th, 12th, or 18th level, as if the bonus feat were granted by an archetype. (See the archetypes section in Chapter 4 of the *STARFINDER CORE RULEBOOK*. Glynwyrians cannot replace a replacement class feature gained from an actual archetype with the Healing Horn feat.

Poison Resistance: Glynwyrians gain a +2 racial bonus to saving throws against poison.

Skilled: Glynwyrians gain an additional skill rank at 1st level and each level thereafter.

NEW FEAT

The following feat is available for glynwyrian characters who meet the prerequisite.

HEALING HORN

You’re able to use your ralyrium horn to channel potent healing magic.

Prerequisites: Glynwyrian magic racial trait, glynwyrian subtype.

Benefit: You can use your ralyrium horn to cast certain spells. Each spell cast using the Healing Form feat consumes an amount of ralyrium energy (RE). You have a maximum of 2 RE per day that refreshes whenever you rest for 8 hours, and can cast any of the following spells as long as you have enough RE remaining

NEW CREATURE SUBTYPE GRAFT

Use the following creature subtype graft to create glynwyrian NPCs.

GLYNWYRIAN

This subtype is applied to glynwyrians and creatures related to glynwyrians.

Traits: None; if the NPC is of the glynwyrian race, it gains the efficient metabolism and poison resistance, an additional good skill, and can cast the following spells as spell-like abilities: 1/day—*lesser remove condition*; at will—*defect affliction, stabilize*.

to pay the spell’s cost: *lesser remove condition* (1 RE), *mystic cure* (1 RE), or *stabilize* (0 RE). The DC for any spell cast using this feat is equal to 10 + the spell’s RE cost + your Charisma modifier. If you gain access to a spell that can be undercast using this feat, you can cast the undercast version of the spell by spending 1 AE fewer for each level lower than that the spell is cast. A healing horn spell an RE cost of 0 can be cast any number of times, and can be cast even if you have 0 RE remaining. Because this ability grants spellcasting, you qualify for feats and requirements that require the ability to cast spells, such as Mystic Strike.

Special: You can gain this feat multiple times. Each time after the first that you select it, your maximum RE increases by 2 and you choose two spells from among those listed on *TABLE: HEALING HORN SPELLS* and add them to the list of spells that you can cast using the Healing Horn feat. To learn a spell from this table, you must possess a minimum character level, as shown on the table, and have a number of Healing Horn feats that is equal to or greater than the spell’s mystic spell level. Casting any of these spells costs RE equal to the spell’s level, and you must provide any expensive material components that a spell possesses as normal.

Spell Name	Minimum Character Level
<i>Life bubble</i>	1st
<i>Mystic cure</i> (2nd-level)	4th
<i>Mystic cure</i> (3rd-level)	7th
<i>Mystic cure</i> (4th-level)	10th
<i>Mystic cure</i> (5th-level)	13th
<i>Mystic cure</i> (6th-level)	16th
<i>Mystic cure, mass</i> (5th-level)	13th
<i>Mystic cure, mass</i> (6th-level)	16th
<i>Psychic surgery</i>	16th
<i>Raise dead</i>	13th
<i>Regenerate</i>	16th
<i>Remove affliction</i>	7th
<i>Remove condition</i>	4th
<i>Remove condition, greater</i>	13th
<i>Remove radioactivity</i>	10th
<i>Restoration, lesser</i>	4th
<i>Restoration</i>	10th
<i>Wisp ally</i>	1st

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