What You Will Find Inside Legendary Planet: To Kill a Star

To Kill a Star is the endgame of Legendary Planet Adventure Path and allows them to bring the final battle to the gates of the enemy. After beating back the invasions of the Ultari Hegemony and turning the tide, the heroes at last have a clue as to the long-hidden sanctuary of the Hegemony forces and can follow them there after their retreat from the gas giant of Qanna at the end of *Mind Tyrants of the Merciless Moons*. Arriving at a transmat relay station on the edge of a vast nebula, traps and guardians await to delay them while the ultari make good their escape, leaving them to track them into the nebula's heart where a graveyard of the gods awaits. The deathless inhabitants there are happy to betray the ultari, but the only route they offer to their sanctuary passes through a titanic black hole. The PCs finally arrive at the vast Dyson sphere encapsulating an entire star and criss-crossed by a network of hypertubes, making their way at last to the capital city of Atlas Prime, where they find a telepathic police state yet with factions unhappy with ultari leadership after their reverses at the heroes' hands. The PCs discover a small cadre of long-lost spies from the Bellianic Accord that assist them in destabilizing the ultari rulers and playing off splintered factions long enough for them to recover an ancient artifact and destroy the last living descendant of the Principalities themselves. Her death precipitates a sealing of the sphere and absolute chaos between the factions and their slave-soldiers, but in the midst of it all the PCs can pull off a desperate gambit, traversing the sphere in spirit form to recover the sundered pieces of their artifact and plunging into the heart of the star itself, where they have the chance to destroy not just the source of the Hegemony's power but the Dyson sphere and the Hegemony itself once and for all.

This adventure continues on from *Mind Tyrants of the Merciless Moons* with the assumption that the PCs have already experienced that adventure and those previous. Their mythic powers continue to grow, and with their growing power they are now ready to take the lead and finish the fight that has consumed their careers up to this point. *To Kill a Star* brings into the harshness of empty space and the terrors it brings, and from there into a vast and advanced psionic and technomagical society unlike any they have encountered before, and finally into the most inhospitable environment imaginable in the pulsing heart of a star.



- Jason Nelson

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Advancement Track

This is a long adventure, nearly triple the length of most adventures in this saga, and it is intended to be epic in scope. It is designed for four characters, who should be 19th level with 5 mythic tiers at the beginning of the adventure. We suggest you grant PCs their sixth mythic tier upon passing through the Titan's Maw black hole, advance them to 20th level when they are ready to enter the city of Axis Prime, and add a seventh mythic tier after they destroy Invidia and her allies in The Daughter's Fane at the conclusion of part 3. If you wish to use experience points rather than such "milestone" advancement, we recommend using the Slow advancement track. PCs should be 20th level with 7 mythic tiers when they begin part 4.

sample file

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Superscript References

The following superscripts are use to reference rules not found in the *Pathfinder Roleplaying Game Core Rulebook*. These references have been hyperlinked to online resources in the PDF version and are provided here for your reference

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*
APG = *Pathfinder Roleplaying Game Advanced Player's Guide*
ARG = *Pathfinder Roleplaying Game Advanced Race Guide*
B1 = *Pathfinder Roleplaying Game Bestiary*
B2 = *Pathfinder Roleplaying Game Bestiary 2*
B3 = *Pathfinder Roleplaying Game Bestiary 3*
B4 = *Pathfinder Roleplaying Game Bestiary 4*
B5 = *Pathfinder Roleplaying Game Bestiary 5*
B6 = *Pathfinder Roleplaying Game Bestiary 6*
CRB = *Pathfinder Roleplaying Game Core Rulebook*
HA = *Pathfinder Roleplaying Game Horror Adventures*
MAdv = *Pathfinder Roleplaying Game Mythic Adventures*
OA = *Pathfinder Roleplaying Game Occult Adventures*
PsiU = *Psionics Unleashed*
TG = *Companion softcover guide to technology*
UC = *Pathfinder Roleplaying Game Ultimate Combat*
UE = *Pathfinder Roleplaying Game Ultimate Equipment*
UI = *Pathfinder Roleplaying Game Ultimate Intrigue*
UM = *Pathfinder Roleplaying Game Ultimate Magic*
UP = *Ultimate Psionics*

To Kill a Star

Legendary Planet: Chapter Seven

Introduction

To Kill a Star concludes the Legendary Planet Adventure Path, as the PCs having thwarted the great counter-offensive the Hegemony planned to launch from the gas giant of Qanna and resolve to end the war once and for all with a desperate strike into the very heart of the Ultari Hegemony. The secretive Hegemony has wiped knowledge of their core capital's location from all computers and navigation systems and even from the minds of its servants, though examination of Mind Tyrant systems leads the heroes into the Latere Nebula, a cosmic graveyard of dead gods whose essence is mined by deathless champions to power their entropic mission to end all that is. Yet they know a perilous passage that can take the PCs directly to the doorstep of their hidden refuge, if they dare cross the bridge of the infinite through the Titan's Maw.

After the PCs pass through a black hole, they exit the singularity right in the literal backyard of the ultari base, a vast Dyson Sphere trapping the singularity star of **Faa Dlan** and drawing upon its stellar fires and nigh-limitless power to keep secret and safe the heart of their civilization. They must force their way into one of the sentinel towers surrounding the impervious sphere, battling its guardians to access the vast transit network within. Here they find an unexpected ally, a long-lost spy for the Bellianic Accord, who with her ghostly kin have been gathering information here for years but have been unable to escape back across the endless void to return and report.

Navigating to the capital city of Atlas Major, the heroes must force an entrance by power or persuasion and meet up with their allied spies to get a clearer picture of the situation in this vast megalopolis. The war is going poorly, and propaganda has not been enough to quell dissenters among the ultari's allies, and even among the once-united ultari themselves. The PCs can incite the jagladine and onaryx to turn on their masters and reach for power themselves, if they can but break the immortal hold the ultari have in the degenerate last progeny of the Principalities themselves.

In victory, the PCs can trigger an all-out civil war that begins to turn into a purge but find themselves trapped within the sphere as the chaos and carnage mounts. If the power of the Hegemony is to be broken once and for all, it is here. The sphere must be shattered and the star destroyed to end ultari tyranny forever. Veterans of the psychic wars, they unlock an ancient secret that may allow them to put the Ultari Hegemony to a final explosive end, but it will take literally all they have to descend into depths where none can survive, at long last ***To Kill a Star*** and write their names across the cosmos.

Adventure Background

Thousands of years ago, most of the cultures spread across the galaxy were still young. Gods experimented with their favorite races, tribes warred and most planets knew very little of life among the stars. Recondite powers from outside time and space walked between dimensions, edifying or destroying worlds with their very presence. The disruption of dimensions combined with the powers of creation and entropy to forge anomalies and singularities in a universe already filled with wonder.

The mortal races who now explore both cosmos and planes might have been young, but the universe they live in was not. Before the oldest dragons were born; before the wisest angels and devils answered mortal prayers, space had already seen hundreds of dynasties, empires, wars, and extinctions. When the Principalities that threatened peace in the galaxy sought to amass forces and control every world they could touch, they were just another chapter in the eternal struggle between good and evil.

Still, the Principalities left their mark. They enslaved entire systems and shattered planets in their war against the Bellianic Accord. The farther out their borders reached, the more secure they felt in their home system. As a demonstration of power, they collapsed the nearest star, creating a black hole through which they disposed of both refuse and rivals. The execution of their enemies by wormhole became a high ritual attended by their most accomplished officers. More than a few members of the Accord sacrificed themselves for small gains against the Principalities, and many of the galaxy's greatest heroes, some of them gods in their own right, were crushed by the singularity known as the Titan's Maw.

Eventually the Accord prevailed over their tyrannical enemies. They locked the Principalities in a secret dimension accessed only through the center of their own star and threw away the key. For thousands of years, the loose cults and secret societies that remembered the ancient war sought a way to loose these evil powers and restore them to prominence. The Ultari Hegemony was born—several factions united with this one diabolical goal.

Sample file

The Hegemony approached their agenda with careful planning and stealth. They conceived a way to find and free their inimical idols from temporal stasis. To that end, they located the prison-star of the Principalities' home world. Agents of the Hegemony discovered that Titan's Maw had moved closer to their star over the centuries, disrupting the orbits of her planets and eventually devouring all but the closest one. Hegemony scientists built a Dyson sphere around the sun and its lone partner. They included technology that slowed the Titan's Maw's approach and worked to analyze the star, looking for ways to reach (and then release) the Principalities. Every alien contact, every new ally, and every plot to enslave a world or build the Hegemony an intergalactic army was hatched from this unique metal shell.

Now the leaders of the Ultari Hegemony return to their vast hidden starbase sanctuary in full retreat. Though their nemeses in the Bellianic Accord were thought vanquished or dormant, a small band of relentless heroes has consistently disrupted their efforts until a recent confrontation on the moon of an immense gas giant. The Hegemony flees through a gateway to bring their pursuers closer to death. Meanwhile they rush to their Dyson sphere and their own last line of defense.

ADVENTURE SUMMARY

Faa Dlan is the heart of the Ultari Hegemony. It is not only the birthplace of their greatest patriarchs and matriarchs, it is believed that Faa Dlan, the star at the Dyson Sphere's heart, is a nexus point to the subspatial null-void in which the Patrons long ago sealed the Principalities. The scope of the adventure is vast and the stakes titanic, and in the end the PCs must face a final sacrifice that will bring freedom to the stars and make them truly immortal.

In Chapter 1, the PCs arrive at a deep space relay station to find the ultari fleeing the previous adventure have vanished with little trace. Clues point towards a vast nebula inhabited by spirits of entropy and destruction, yet they themselves have little loyalty to the ultari and offer a harrowing shortcut to the ultari homeworld through the Titan's Maw, a black hole.

Chapter 2 brings the PCs to the surface of the Dyson Sphere that forms the ultari homeworld. They must infiltrate its defenses, seek out information, and explore the high-speed transit network that provides transportation through the sphere, facing challenges along the way.

In Chapter 3, the PCs arrive in ultari capital of Atlas Prime, where they must explore the political situation and avoid detection as they figure out which factions they can manipulate and undermine while they research how to destroy the Ultari Hegemony from within. They discover hidden secrets that offer the chance to not just bring down the empire but to destabilize the singularity star of Faa Dlan itself and destroy the entire sphere and everyone in it.

In Chapter 4, the PCs undertake a desperate gambit as the Hegemony factions turn on each other, plunging deep into the heart of Faa Dlan to find the breach nexus to the prison plane of the Principalities where they must use all their powers ***To Kill a Star!***

TECHNOLOGY IN *TO KILL A STAR*

By this point in the ***Legendary Planet Adventure Path***, the PCs have seen several different kinds of technology and witnessed unusual items powered by magic or science, or both. By the time they arrive at the Faa Dlan, they are approaching the pinnacle of what the fusion of those two fields can create, all shaped by the psychic will-force and malign intellect of the Ultari and their allies. Many parts of this adventure have a much more sci-fi flavor than earlier installments in the series, and while some technology is infused with psionics or magic that is specifically keyed to the Ultari, most of it can be operated on at least a basic level by PCs with the experience they've developed over the preceding adventures.

When PCs encounter things like automated door panels and computer kiosks, these items often are purely technological, featuring polymorphic software that a character can bypass with a successful Disable Device check. The interface for these systems is different from one culture to another, but symbolic icons suggest their function. As a result, a character attempting a Disable Device check to use a panel or kiosk can first attempt a DC 15 Linguistics check to gain a +2 bonus on the Disable Device check. This check is made as part of the same action. If a character can reach the inner workings of a device or door, he can instead make a Disable Device check to disarm or operate the mechanism instead of the interface by adding 5 to a door or trap's Disable Device DC.

Some technology is powered by magic, or energy indistinguishable from magic. An item described as technomantic can be circumvented or countered with normal magic (such as an *antimagic field* or *break enchantment* spell), or with sufficient technological equipment and a Use Magic Device check with a DC equal to 11 plus the effect's caster level. Regarding effects that are both magical and technological, whenever the following text refers to a Technomancy check, it refers to the highest of the acting character's Disable Device or Use Magic Device bonus. Characters using the aid another action to assist this check must make the same check the acting character makes.

Some items in this adventure are specifically keyed to the psionic resonance of the Ultari mind, and items that are psychoelectric in this fashion are more difficult to operate for creatures that lack natural psionics or the ability to cast psychic spells, with a -5 penalty on Disable Device checks related to their operation. A character using the Use Magic Device skill must first use that skill to emulate the Ultari race, with a -5 penalty on the check if they do not themselves possess psionics or the ability to cast psychic spells. If they successfully emulate an Ultari, they do not take the usual penalty

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Mythic Heroes in Space

To Kill A Star concludes the epic Legendary Planet adventure path, pitting the player characters against godlike adversaries and the deadliest environments imaginable. Fortunately, the PCs wield mythic power, including the Morphic Nature mythic feat. As with the preceding adventures, the PCs' destiny (and divine investment from the Accord) protects them from several immediate environmental dangers. **Adventuring in the Void** in the Appendices provides rules for dealing with light or heavy gravity, radiation, vacuum, and other dangers of the void. The characters' Morphic Nature provides them with the following benefits:

- *Far Sight*: They gain low-light vision, improving their vision in the dim light that pervades most space environments. Creatures that already have low-light vision instead reduce the distance penalty on vision-based Perception checks in space to 1/10 the normal penalty (i.e., -1 per 100 feet).
- *Hold Breath*: In a vacuum, they can hold their breath for 2 minutes per point of Constitution, and only need to make Constitution checks once per minute if they take any standard action or full-round action.
- *Orbital Control*: They have limited resistance to being drawn into gravity wells and can choose to approach large bodies and/or maintain an orbital distance without helplessly plummeting out of control into their gravity. This gives them time to prepare spells or other effects to help prepare their descent or escape, but this control is not absolute and may decay at the GM's discretion depending on the actions of the character.
- *Radiation Resistance*: They treat environmental radiation from cosmic rays as one step less severe than normal, unless the radiation comes from a mythic source (such as the Titan's Maw black hole). This does not protect against spells, weapons, or other effects that cause radiation.
- *Starflight*: They can expend one use of mythic power as a standard action to use levitate as a spell-like ability (caster level equal to their mythic tier) when in a zero-gravity environment. They must determine their subjective verticality when activating this ability and can accelerate or decelerate only on that axis; if they wish to move in a different direction, they must activate it again. Creatures with the ability to *levitate* or with a supernatural fly speed can concentrate for one minute and expend two uses of mythic power to accelerate to interstellar speed for a number of hours equal to their mythic tier. When approaching a planetary body or similar destination, characters must spend one minute concentrating to decelerate from starflight and resume normal tactical movement.

  This interstellar speed is abstract and undefined, but for the purpose of encounters with other creatures that also possess starflight, they and the PCs can match each other's relative starflight speed, at which point they can interact with each other using normal tactical movement. Starflight is irrelevant to combat encounters unless one side possesses it and the other does not.
- *Temperature Regulation*: They gain cold resistance 10 and fire resistance 10 against environmental heat and cold effects. This does not protect against spells, weapons, or other effects that deal cold or fire damage; however, it stacks with any cold resistance or fire resistance they already possess for the purpose of protecting against environmental heat and cold. In addition, if they are the target of a *resist energy* spell that protects against cold or fire, they can expend one use of mythic power to increase the spell's duration to 1 hour per caster level.
- *Zero-G Maneuvers*: They gain a bonus equal to their mythic tier on Acrobatics and Fly checks to maneuver in zero gravity. In addition, once the character has spent at least 24 hours in zero gravity (see page 144 in **Adventuring in the Void**) they can expend one use of mythic power as a standard action to gain the benefits of the Zero-G Training feat for a number of minutes equal to their mythic tier, or they can expend two uses of mythic power as a full-round action to gain the benefits of Zero-G Training for one hour per mythic tier.

Sample file

on Disable Device checks.

Characters with at least 5 ranks in Knowledge (engineering) gain a +2 circumstance bonus on Disable Device and Use Magic Device checks to operate technomagical and psychoelectric mechanisms in this adventure.

Beginning the Adventure

To Kill A Star begins in *media res*, with the party in hot pursuit of the Ultari forces in full retreat. The PCs emerge from the Scarab Relay gate to find themselves outside a shimmering cloud of blue and white gas. The PCs could go around the immense cloud, but even with the power of star flight they could fail to catch their quarry. Instead, they are led to pursue

through the Latere Nebula, an ancient collection of dust, undead, and necromantic energies. The party might regret this shortcut, as the very substance of space and time attacks their life force. However, amid fighting the undead and the nebula's sole living resident, the party discovers an ancient disagreement. Exploiting it carefully may allow them to gain passage from the nebula to the Dyson sphere before their fleeing enemy can activate their defenses.

PART 1: THE BLACK NEBULA

After their victories on the moons of Qanna and their first encounter with the legendary ultari themselves, shattering their hoped-for final offensive and fully putting them on the retreat, the PCs are now in a position to break the back of the Ultari Hegemony once and for all. Their allied forces in the Bellianic Accord can make use of the multiple gates of Qanna to strike out and turn back ultari incursions and keep them scattered and on the run, but only the PCs have the strength and skill to seek out and strike at the heart of the ultari empire. When the ultari leadership fled from the Weave Moon, they were not able to sabotage the gateway that led them onward, leaving a precious clue – coordinates to the relay station they used to depart. Senior leadership would need to make a full report to the high command. Many spies have sought the ultari homeworld, rumored to lie within a hidden star system that none have ever been able to locate and survive to return.

The PCs' encounter with the ultari and their technology indicates that they integrate psychic power with their magic and technology but withhold psychic power from their allied races like the jagladine, onaryx, bil'djooli, and klaven. However, it also suggests that some of their bases or structures are exposed to the void of space, so PCs should be prepared for the most hostile of environments. The PCs can use the gate from the Weave Moon, programmed with the aid of the Opus Aeterna and the trace data from the fleeing ultari, to pursue the enemy leaders and hopefully uncover their final location, scout the area, and set the stage for an all-out assault. Or, as champions of destiny, they could seek to cut the head off the ultari snake themselves and bring an end to this war forever.

Relstanna and her friends on the Bellianic Accord stand ready to aid the PCs in their final quest, and they offer to them a number of items they have researched and crafted to assist them, including:

- A *+1 heavy fortification spacesuit*[TG].
- Arcane scrolls of *planetary adaptation*[DW] (CL 9) and *mass planetary adaptation* (CL 13).
- A special *bracelet of friends*[UE] with charms for each character, cohort, familiar, companion. This bracelet does not occupy a magic item slot.
- An enhanced *staff of healing* that also can perform the following spell effects: *remove sickness* (1 charge), *neutralize poison* (3 charges), *mass cure light wounds* (4 charges), and *breath of life* (5 charges).
- An *iridescent spindle ioun stone.*

With their fervent wishes for success and anticipation of a triumphant return that will write their name in the stars, their allies accompany them to the Weave Moon and make ready the gateway to pursue the departed ultari leaders.

A. SCARAB RELAY

When the PCs arrive here, they find the relay station deserted. In the unlikely event that they pursue the fleeing ultari at the end of the previous adventure immediately rather than waiting to heal, regain spells, purchase or craft equipment, etc., the damage dealt by the fleeing ultari to the relay station delays their transit through the portal, allowing the ultari to make good their escape.

1. Transmat Nave

The now-familiar stretching of time and space warps the universe around you, bending endless streaks of light and phantasmagorical whorls of color and muffled sound. Once such journeys left you dizzied and adrift, but now it seems almost comforting to slide through the hidden ways of the Patrons' embrace, feeling the cosmic peristalsis contract inward as you slip in between moments with dreamlike smoothness. Sparkling lights coalesce before you into a nova-bright pulse as your mind, body, and spirit merge once more into the realm of the material. The slip back into reality seems to stretch onward uncomfortably, however, as your joints seem to deform and pop as your body is nearly pulled apart by an awkward straining, as though the portal beyond keeps sliding away and taking part of you with it. Discordant high-pitched whines and rumbles echo and vibrations rattle your very soul until, with a deafening tearing sound you suddenly hurtle through the gateway and slam hard into a glowing platform of cracked lavender crystal.

Blinking your eyes into focus, a vast angular chamber soars above you, with pillared alcoves flanking the chamber on every side but one, where an immense portico leads to a set of massive sliding metal doors.

Characters arriving here without ultari escort are immediately set upon by the aluum guardians in the alcoves (area 3). This chamber and all of the Scarab Relay station contain breathable atmosphere.

Special: The entire chamber is under an *unhallow* effect coupled with an *invisibility purge* spell (caster level 15th). In addition, the entire relay station is an area of **light gravity** (see page 144).

Development: The violent portal displacement caused by the damaged portal mechanism causes creatures emerging from the portal to take 12d6 points of damage (DC 30 Fortitude half) and become staggered for 1 round. Creatures

Sample file