



PLAYER'S GUIDE

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HOW TO USE THIS GUIDE

Welcome to the Guilt of the Grave World Adventure Path!

This player's guide will help you prepare for an epic campaign where your characters take on a seemingly simple job for a dwarven mining corporation, investigate an ancient space station, then travel to Eox for the key to its secrets—all before the Corpse Fleet solves the mystery! In this campaign for Starfinder Second Edition, you'll start with 1st-level characters looking for adventuring work on Absalom Station. You might be a team working together as part of the same faction, or a ragtag group of adventurers who all have one acquaintance in common—the excitable skittermander fixer Emmozie.

To play in this campaign, all you need is *Starfinder Player Core* and a character sheet. *Starfinder Galaxy Guide* and other upcoming Starfinder Second Edition supplements aren't necessary, but they unleash even more options for your characters. With your GM's permission, you can also use Pathfinder Second Edition supplemental rulebooks, campaign setting books, and other accessories to further customize your character.

On the following pages you'll find specific suggestions to help you create a new 1st-level character or to customize an existing character to create one tailored specifically for Guilt of the Grave World. This player's guide is organized into the following sections:

- **Character Suggestions (below):** Guidance, practical advice, and specific tips for creating a 1st-level character that fits seamlessly into this campaign.
- **Grave Character Options (page 9):** Rules for a new ancestry, heritages, items, and spells. Note that many of these options are uncommon or rare, but for Guilt of the Grave World they should be made available for all PCs to choose from.
- **Items (page 22):** Items that are particularly thematic or useful for characters in this campaign.
- **Spells (page 24)** Spells that are particularly thematic or useful for characters in this campaign.

ANCESTRIES

Characters of any ancestry or heritage can play this adventure. Dwarves and orcs are a good pick for a character who wants to be affiliated with Ulrikka Clanholdings, but keep in mind that currently these legacy options only exist in Pathfinder Second Edition materials, the use of which is ultimately up to your GM. *Starfinder Galactic Ancestries* (coming spring 2026) will introduce even more options for both ancestries.

Sarcesians (found in *Starfinder Galaxy Guide*) might enjoy this adventure, since it begins in the Diaspora, where many

WHERE IN THE UNIVERSE?

The characters begin on Absalom Station but quickly depart for the Diaspora, a mineral-rich asteroid belt mined by dwarven corporations like Ulrikka Clanholdings. Events ultimately bring the party to Eox, a barren planet in the Pact System that's inhabited almost exclusively by undead. Eox is a place of ancient necropolises ruled by cruel immortal mages and irradiated landscapes overrun with mindless hordes of shambling corpses. Few living visitors dare to tread outside the warded walls of Pact Port or Zo!'s Halls of the Living entertainment complex. But your characters will have to brave the perils of the grave world if you want to save the galaxy!

of their people came from. Other common species in the Pact Worlds are detailed in *Player Core* and *Galaxy Guide*.

If a character dies on Eox during Chapter 2, your GM might consider allowing that player to make a new character using the corpsefolk versatile heritage on page 16. You might even recreate your original character after having been raised from the dead on Eox! If your character needs to be replaced during Chapter 3 of this adventure, your GM should consider allowing access to the new elebrian ancestry on page 9. You might play as someone who grew up in the Halls of the Living who has decided to depart and experience the universe for real rather than filtered through screens.

Conversely, you might start this campaign as an undead ancestry or heritage. Most of these options are uncommon or rare, but they are common for this campaign. Undead are accepted as Pact World citizens with the same rights and protections as anyone else. Even though the terrifying bone sages who rule the grave world make most people nervous, the average borai or corpsefolk hardly raises an eyebrow in a place like Absalom Station. There's no problem with the whole party playing as undead characters from the start—and doing so might even help you blend in on Eox.

CLASSES

All classes will find moments to shine during the campaign so long as the group has a good balance between combat- and skill-based characters. Having a character take on the healer role isn't required, but someone should probably have access to healing items or proficiency with the Medicine skill if there's not a mystic or other healing class in the party.

FAITHS

Characters of any faith can play this campaign, but fervent worshippers of some deities might face additional challenges or potential roleplay opportunities based on their choices. Many Eoxians worship Urgathoa or follow philosophies like the Song of Silence intended to bring the Universe closer to a rapturous state of lightless, silent heat death called Afterlight—a state in which only undead creatures can endure. As such, followers of the Pallid Princess fit right in with many Eoxians, at least spiritually. Those that align with Eox's spiritual beliefs might even receive an invitation to partake in the Song of Silence, a technomagical method of preserving life after death. Consequently, an Urgathoan might find they have too much in common with some of the enemies encountered in this Adventure Path and be tempted to switch sides. Whether exploring this tension makes sense for the type of game your group wants to play is up to you.

Pharasma, on the other hand, isn't very popular on Eox. In some places her worship is banned and her priests mercilessly slain on sight. Pharasma's edicts include destroying undead beings and laying bodies to rest and Eox's existence is anathema to her teachings. Characters who worship Pharasma are aware of the local attitude toward their faith, so if a player decides to select this option, they might consider having their character attempt to conceal or downplay their religious affiliation in polite company while exploring the grave world. A fanatical Pharasmin priest might have a great time mowing down mindless zombies outside town, but will probably experience difficulties with social encounters. Consider how such a character's presence might affect your ability to find allies or simply get around on Eox and discuss if that's the right approach for your group before making a final decision.

Yaraesa is the ancestral lashunta deity of knowledge, and she has a vested interest in preserving information and secrets of all kinds. This Adventure Path involves uncovering ancient secrets that could have an impact on the modern world. It's possible Yaraesa has called one of her disciples to attend this task, likely without any explanation. Yaraesa communicates in cyphers and puzzles, rarely stating her will or speaking to followers directly.

GEAR

Each 1st-level character begins with 150 credits to spend on armor, weapons, and other basic equipment. The characters will have plenty of opportunities to find treasure and purchase useful gear during the adventure. Don't forget to consider the specialty items beginning on

page 22 of this guide in addition to the gear available in *Starfinder Player Core*.

LANGUAGES

Pact Worlds Common is the language that almost all characters begin play knowing how to speak, and speaking Common allows the PCs to communicate in most situations. You can choose other languages based on your character's chosen heritage or home world, but you might be wondering which other languages will come in handy later on. Characters who speak Eoxian and Necril are encountered often as the adventure progresses, and characters who gain access to new languages as they level up (such as through the Multilingual skill feat) should consider choosing one of these options. Other potentially useful languages are Ancient Elebrian, Diasporan, Dwarven, and Sarcesian.

SKILLS AND FEATS

A party with a well-rounded selection of skills and feats has a better chance to succeed. You should work with your GM and other players to create characters that complement each other. The Religion skill is useful for learning about the many undead allies and enemies throughout the adventure. Social skills such as Diplomacy, Deception, and Performance are vital for social situations and putting on an entertaining spectacle. Acrobatics and Athletics are crucial for overcoming many physical challenges and obstacles. Computers and Thievery help disable locks and traps, or hack vital tech. Don't forget that characters might want to recall information about important topics using the Lore skill. Eox Lore, Diaspora Lore, Undead Lore, and Mining Lore are all good choices for this adventure.

FACTIONS

The following are major factions with ties to Ulrikka Clanholdings and are likely to become involved in the events that kick off this adventure. Seven new backgrounds related to these factions are also available for players to use when creating their characters (page 5), but choosing these new backgrounds are not required. All players can choose to have their characters work as part of the same faction and many factions make more sense when played this way. However, it's possible for you to select different factions as well. In this situation, make sure to discuss handling conflict between characters both outside of game as a group before you play and during in-game roleplay. Remember to be mindful of the group's discussion as challenging situations come up throughout the adventure, but many groups enjoy this style of play when everyone's respectful of each other's boundaries and preferences.

ABADARCORP

This faith-based megacorporation's financial reach touches just about everything going on in the Pact Worlds and their associates beyond. AbadarCorp's main concern is commerce, and analysts have determined a potential anomaly that will disrupt operations of major suppliers of raw materials, chiefly Ulrikka Clanholdings. Recognizing the situation as risky for the company's future and just the tip of a proverbial financial iceberg, a manager dispatches a group of representatives to keep an eye on the situation.

FREE CAPTAINS

The Free Captains are a loose confederation of pirate crews united by a simple code of nonaggression toward one another, especially in their secret hideout at Broken Rock in the Diaspora. You are part of a pirate crew who picked up the strange power spike while patrolling the Diaspora for your next hit. This job might be different than the typical stop-and-rob so your crew is prepared for anything.

HELLKNIGHTS

All Hellknights live by the Measure and the Chain, though each order has its own goals and mandates. Hellknights are just as likely to sacrifice their lives protecting civilians in a war zone as they are to violently subdue protesters on behalf of the leadership of a fringe outpost or wealthy megacorporation. Any Hellknight order might have a contract with Ulrikka Clanholdings and agree to send a promising group of squires to complete the mission.

ULRIKKA CLANHOLDINGS

Operating out of Star Citadel Theordrane in the Diaspora, Ulrikka Clanholdings is a consortium of mining companies which are all owned by dwarven clans. Brought together centuries ago by Clan Ulrikka to help unify the last of the dwarven people, representatives from all prominent dwarven clans sit on the board of directors. These include Clan Aringeld, Clan Ironfist, Clan Molgrade, and Clan Vanderholl, all of whom can trace their lineage directly back to lost Golarion and the Quest for Sky.

In addition to mining, Ulrikka Clanholdings also boasts a robust manufacturing division known for mass production of modern weapons and armor, including the famous "Ulrikka Duster." Most of these devices are derivatives from mining technologies used to find valuable ore among the thousands of asteroids that make up the Diaspora. Ulrikka Clanholdings owns a small starship production facility that mainly focuses on industrial craft.

Most Ulrikka crews and leaders are dwarves, but others who prove themselves industrious and trustworthy are accepted as kin—actual family. Ulrikka Clanholdings is based in the Pact Worlds but accepts lucrative contracts all throughout the galaxy and sends exploratory expeditions to far-flung worlds in the Vast, seeking alien skies and new precious materials to mine.

KNIGHTS OF GOLARION

This chivalrous and sometimes quixotic order embodies the values of the righteous goddess Iomedae while preserving the traditional cultures of lost Golarion. The Knights of Golarion have a vested interest in protecting dwarven corporations like Ulrikka Clanholdings and send some of their best initiates to support their ally.

STARFINDER SOCIETY

The Starfinder Society are a group of adventurers and explorers who hope to discover and preserve ancient secrets and solve the mysteries of distant space. Leaders at the Lorespire Complex on Absalom Station send a group of hotshot new agents to track down the source of a strange signal in the Diaspora and assist their allies in the area (including Ulrikka Clanholdings).

XENOWARDENS

Xenowardens are dedicated to nurturing and protecting the galaxy's ecosystems. A group of sages, scientists, and soldiers, Xenowardens travel in living ark ships or settle on worlds with imperiled natural resources. A group of novice Xenowardens detects a disturbance while monitoring the pocket bacterial ecosystems of the Diaspora's asteroids or while traveling to a pristine sarcesian creche-world and decides to investigate the mysterious signal.

ACOLYTE

UNCOMMON

You've joined the Xenowardens because you care deeply about nature and conserving natural resources. You find ways to connect with nature in even the most unlikely places, and you're an advocate for helpless creatures.

Choose two attribute boosts. One must be Constitution or Wisdom, and one is a free attribute boost.

You are trained in the Survival skill and either the Cooking or Life Science Lore skill. You gain the Urban Survivalist skill feat.

BACKGROUND

CHEVALIER

UNCOMMON

You live by a code of chivalry and participate in the traditions of an ancient culture. You might have ties to Lost

BACKGROUND

Golarion through your heritage, or you might be a scholar interested in studying ancient Golarion cultures.

Choose two attribute boosts. One must be Strength or Wisdom, and one is a free attribute boost.

You are trained in the Society skill and the Warfare Lore skill. You gain the Shield Block general feat.

CLANSWORN

BACKGROUND

UNCOMMON

Your allegiance lies with Ulrikka Clanholdings. You are a member of a dwarven clan or one of their retainers. You might be a laborer on a mining rig, a long-distance delivery pilot, or the blood relative of a director or other prominent figure.

Choose two attribute boosts. One must be Constitution or Strength, and one is a free attribute boost.

You are trained in the Athletics skill and the Mining Lore skill. You gain the Hefty Hauler skill feat.

CONSULTANT

BACKGROUND

UNCOMMON

You're an AbadarCorp consultant who's been hired for your expertise in the field. You might be a former employee of Ulrikka Clanholdings or someone who's hoping to climb the ladder at AbadarCorp—or maybe you're a famous influencer who lied on their resume to get the job.

Choose two attribute boosts. One must be Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Computers skill and either the Infosphere or Media Lore skill. You gain the Phreaker skill feat.

EOXIAN LOCAL

BACKGROUND

You grew up on Eox or spent a significant amount of time there learning about the macabre customs and decadent culture of the grave world. Perhaps you're a survivor of the Hall of the Living, an Arcanamirium exchange student learning necromantic magic in Pact Port, or an aspiring necrovite's apprentice hoping for a chance at immortality.

Choose two attribute boosts. One must be Charisma or Constitution, and one is a free attribute boost.

You're trained in the Society skill and the Eoxian Lore skill. You gain the Streetwise skill feat.

GREEN ACTIVIST

BACKGROUND

UNCOMMON

You've joined the Xenowardens because you care deeply about nature and conserving natural resources. You find ways to connect with nature in even the most unlikely places, and you're an advocate for helpless creatures.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Nature skill and the Life Science Lore skill. You gain the Train Animal skill feat.

GRAVE MEDIC

BACKGROUND

You're a healer who doesn't keep people alive. Your specialty is treating undead patients. You might be undead yourself, a compassionate ally of the unliving, or maybe you've forced yourself to learn macabre protocols so you can stitch your friends back together. Whatever the case, you're experienced treating the mental and physical ailments of undead creatures.

Choose two ability boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Medicine skill and the Undead Lore skill. You gain the Stitch Flesh skill feat (page 7).

HELLFORGED SQUIRE

BACKGROUND

UNCOMMON

You've forged yourself to join the ranks of the Hellknights and completing this mission to the letter of the contract is your duty, thrice sworn and infernally sealed.

Choose two attribute boosts. One must be Strength or Constitution, and one is a free attribute boost.

You are trained in either the Athletics or Religion skill and the Warfare Lore skill. You gain the Assurance general feat for a skill of your choice.

NECROMANCER'S APPRENTICE

BACKGROUND

You apprenticed under a necromancer—a hard education in a field where a cadaver you were dissecting could suddenly animate and every magical artifact seemed deadly. Now on your own, you're grateful you learned to identify magical threats quickly and thoroughly.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Arcana skill and the Necromancy Lore skill. You gain the Quick Identification skill feat.

SAW THE AFTERLIGHT

BACKGROUND

RARE

You died and came back, but your return to life was no miracle, and you didn't glimpse paradise. You were trapped for eons in cold darkness cast in perfect silence. You became a speck crushed at the center of a black hole. You saw the Afterlight, and now it's always waiting for you behind your eyelids.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You gain the Diehard feat and the Additional Lore feat for Eox Lore or Undead Lore.

SCALAWAG

BACKGROUND

UNCOMMON

You might be a scoundrel with a heart of gold, or a pirate who's learned to play nice for a paycheck—either way, your crew's set their sights on a new prize: the mysterious asteroid the sensors detected in the Diaspora.

Choose two attribute boosts. One must be Dexterity or Charisma, and one is a free attribute boost.

You're trained in either the Intimidation skill and the Piracy Lore skill. You gain the Intimidating Shot skill feat.

SOCIETY SCOUT

BACKGROUND

UNCOMMON

As a Starfinder, your motto is Explore, report, cooperate! Your goal is to discover and explore new places in distant space, uncover secrets of lost civilizations, and learn more about the galaxy around you by getting out there and adventuring.

Choose two attribute boosts. One must be Intelligence or Charisma, and one is a free attribute boost.

You are trained in either the Society skill and a Lore skill of your choice. You gain the Multilingual skill feat.

TOMB BORN

BACKGROUND

RARE

Your parents conceived you for a fell purpose at a site tainted by death, like a wight's barrow, mass grave, or ossuary. Their reasons could be a mystery, or you might know of their grand design and seek to escape—or fulfill—their plans. Either way, you're at your most dangerous when near death.

Choose two ability boosts. One must be to Dexterity or Constitution, and one is a free attribute boost.

You're trained in the Undead Lore skill. You gain the Final Spite reaction.

Final Spite ➤ **Frequency** once per day; **Trigger** You're reduced to 0 Hit Points; **Effect** You make a Strike before falling unconscious.

WILLING HOST

BACKGROUND

RARE

You speak to spirits only you can perceive: wispy shreds of lost souls, household guardians, ancestral spirits, and other entities. You can negotiate with these beings, allowing them into your body to impart knowledge or aid in a task for the price of a favor.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in the Spirit Lore skill. You gain the Host Spirit action.

PLAYING UNDEAD

If your character dies and rises as an undead, work with your GM to determine the best way to alter your PC's mechanics to fit the new character. You might rebuild your character with the borai (*Player Core* 84) or corpsefolk (page 16) heritage. You might also consider mixing and matching Pathfinder rules with the contents of this adventure and rebuild your character using options from *Pathfinder Book of the Dead*.

HEALING UNDEAD

Many typical means of healing don't work on undead creatures. The *heal* spell can't heal undead, but *harm* and *motivating ringtone* can. Medpatches and other healing technology work normally on undead. In addition, a character can take the Stitch Flesh skill feat to heal undead with Treat Wounds.

STITCH FLESH

FEAT 1

GENERAL SKILL

Prerequisites Trained in Medicine

You can use Treat Wounds to restore Hit Points to undead creatures, not just living ones. The techniques you use to do so vary, but all require sutures, bandages, and other tools included in a medkit. Some conditions that might raise the DC of treating undead's wounds differ from that of living creatures. For instance, the GM might increase the DC if the undead is being treated in a Pharasmin medbay or the wounds were caused by powerful vital energy.

Host Spirit (exploration, occult) **Frequency** once per day; **Effect** You attempt one skill check to perform an exploration activity, even if it normally requires you to be trained to do so. You're trained in the skill just long enough to make that single check (to a maximum of 10 minutes).

Whether or not the check succeeds, in the next 24 hours you must perform a minor favor to appease the spirit who aided you, determined by the GM (usually something sensation related, such as tasting a certain food, listening to a specific song, or playing a certain vidgame). You can't Host Spirit again until you've performed the favor. If you haven't completed it after 24 hours, you're fatigued until the obligation is fulfilled.



Grave Character Options

ELEBRIAN

Elebrians are humanoids with enlarged craniums and innate magical aptitude. While they were originally the dominant species on Eox before a cataclysm ravaged their planet, only a few elebrians survive in isolated bunker communities or as living entertainment in corporate facilities.

YOU MIGHT...

- Do whatever it takes to survive.
- Rebelliously seek to free your species from their so-called "lives" on Eox.
- Think you know more about entertainment than others do.

OTHERS PROBABLY...

- Assume you have connections with the undead necrovites of Eox or even groups like the Corpse Fleet.
- Wonder if you're being your true self or just playing another role.
- Recognize you from past media appearances.

Elebrians are the last living descendants of the prominent species that once called the planet Eox home, prior to a terrible and mysterious cataclysm that burned away its atmosphere and immolated the planet's living flora and fauna. The undead necrovites—once elebrians who transformed themselves with magical ritual to survive on their ruined world—ruled Eox while a small community of living elebrians remained trapped in a facility buried beneath Deminas Hollow. Other groups of elebrians might have survived in isolated bunkers across Eox, but today the population is concentrated in the Halls of the Living, an underground media complex where the living provide entertainment for an undead audience.

Elebrians are born with a sixth sense for magic. Thanks to special structures in their brains that cause their enlarged heads, elebrians literally feel magical energies. Elebrians who learn to hone their special sense often become powerful sages who command the elements, parse arcane theory, or even rewrite reality.

Elebrians tend to have even features with enlarged craniums, high foreheads, and skin tones that vary from pale to deep umber. Most modern elebrians don't feel connected to ancient cultures that were prominent before the near extinction of their species. Modern elebrian culture isn't based on ethnicity or religion—it's based on commercial media. Only the few elebrians whose families left the Halls of the Living when they were children, or who were raised in extremely rare outsider communities, could claim to have led a "normal" life by anyone else's standards.

If you want to play a character with a flair for the dramatic and a strangely sheltered background who's experiencing the wider galaxy for the first time, you should consider playing an elebrian.

PHYSICAL DESCRIPTION

The most notable physical feature of elebrians is their enlarged cranium and distended forehead, evolved to house their enlarged brains possessing

RARITY

Rare

HP

6

SIZE

Medium

SPEED

25 feet

ATTRIBUTE BOOSTS

Constitution

Intelligence

Free

ATTRIBUTE FLAW

Wisdom

LANGUAGES

Common

Eoxian

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent on your home world).

TRAITS

ELEBRIAN HUMANOID

MAGICAL SENSE

Your brain has a specialized organ capable of sensing magical energies. You can cast the *detect magic* cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

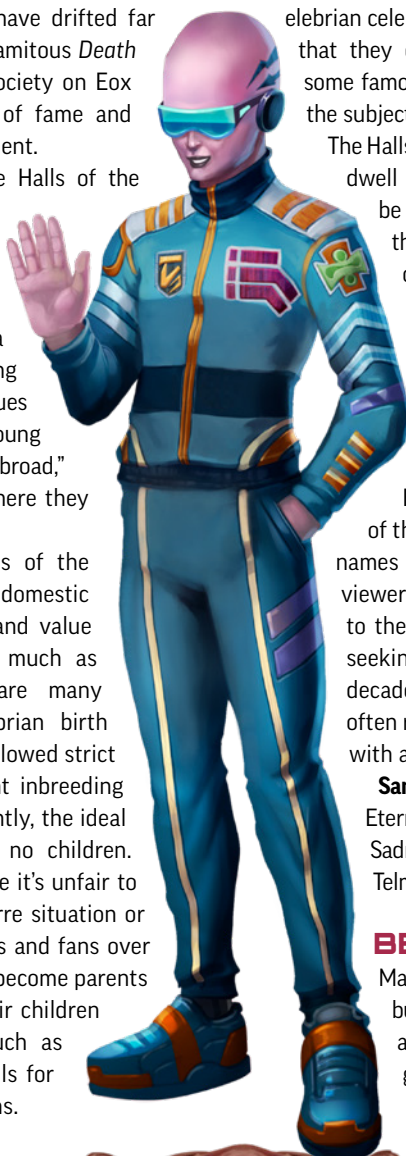
specialized arcane sensory organs. From the neck down, elebrians look nearly indistinguishable from a human, keeping alive fringe theories about them sharing evolutionary ancestors with humans. Most mature elebrians are 5 to 6 feet tall, with a range of peach to tan skin tones and mostly dark black, blue, or brown eyes. Elebrians are usually completely hairless, except for a rare few individuals who manage to grow thin eyebrows, mustaches, or even a once-in-a-generation goatee. Some elebrians wear opulent headdresses on their bald heads or cover their crowns with elaborate tattoos, tending to favor brighter colors than their necrovite counterparts.

SOCIETY

In general, elebrians are hearty and stoic, accepting what they're given and striving to make the best of it. Modern elebrian cultures have drifted far from what existed before the calamitous *Death Wail*, and mainstream elebrian society on Eox is centered around the pursuit of fame and creating or consuming entertainment.

Elebrians who grow up in the Halls of the Living become accustomed to cameras and performing for an audience from early childhood, though they legally aren't allowed to appear on Zo! Media programming before reaching adulthood. Zo! Media continues sponsoring "scholarships" for young elebrians who want to "study abroad," code for relocation to a planet where they can live their life off-screen.

Children are rare in the Halls of the Living; most elebrians live with domestic partners in childless situations and value their circles of friends just as much as their blood relatives. There are many reasons for the dwindling elebrian birth rate; for generations, elebrians followed strict reproductive protocols to prevent inbreeding and overcrowding, and consequently, the ideal elebrian household has few or no children. Nowadays, many elebrians believe it's unfair to bring a new life into such a bizarre situation or would rather choose their careers and fans over parenthood. Some elebrians who become parents skirt the rules to incorporate their children into their media careers as much as possible, even running public polls for baby names or filming on-air births.



For those living in Zo! Media's strange paradise, the lines between fiction and reality often blend. Some elebrians choose to share every moment of their lives with an audience through live streaming or constant infosphere updates. Most share milestones, good or bad, with fans—very few elebrians live truly private lives.

New Atraskia doesn't have a formal government since everything is controlled by Zo! Media, but a Residents' Council meets every month to air grievances, resolve disputes, and share gossip. Elebrians of New Atraskia also founded a screen actors' union that mandates standards of treatment and performance for all performers in the Halls of the Living.

Social hierarchy is based on fame, with actors who have more airtime and larger fandoms setting trends that shape everything from fashion to community values. Some elebrian celebrities become so entangled with their fans that they even develop personal relationships, and some famously elope and start new lives together as the subject of yet another spin-off reality show.

The Halls of the Living aren't the only place elebrians dwell on Eox. A few scattered populations can be found in Orphys and Necroforge, where they mostly subsist in isolated bunker communities. Elebrians have been spotted in Pact Port, but most who make it that far are on their way offworld.

Elebrians tend to favor long names with dramatic sounds. Many of these names draw from their ancient past as rulers and aristocrats on the planet Eox. For many elebrians born in the Halls of the Living, it's an unfortunate fact that their names might be voted on by online infosphere viewers at the time of their birth. Currently, due to the undead bureaucracy on Eox, an elebrian seeking to change their name must go through decades-worth of forms and court applications, often resulting in confusion for those performers with an active fan following.

Sample Names: Ahmzovar, Auradorus, Elyriana, Eterrina, Fenthrest, Genarathis, Missavuine, Sadrat, Sanimus, Scaparitos, Shathrava, Telmarcius, Thesteline, Veltheniel

BELIEFS

Many elebrians lead strangely sheltered lives, but those residing in the Halls of the Living are bombarded with media from all over the galaxy, exposing them to a multitude of new ideas. Some elebrians handpick their own

eclectic beliefs or adopt the traditions of another culture. Eloritu and Lambatuin are popular choices for elebrians who worship deities. Elebrian society tends to be atheistic. Any ancestral gods have long been forgotten or abandoned in favor of the neon gods of the silver screen.

Many elebrians on Eox follow the Song of Silence, a philosophy that teaches that a being's mortal life is simply a trial run for one's second, undead existence. Eventually, most elebrians seek to transition into undeath when faced with the prospect of aging, long-term illness, or death. Elebrians who die naturally are rare, and the choice to do so is perceived as unusual by their Eoxian cohorts.

Popular Edicts live a life worth remembering, play your part, seek fame

Popular Anathema allow yourself to fade away

ELEBRIAN HERITAGES

Choose one of the following elebrian heritages at 1st level.

ENTERTAINER ELEBRIAN

You love being in the spotlight, and you've spent a good deal of your life on camera. You were born and raised in the Halls of the Living, where you learned how to entertain an audience from childhood. You might be a rising superstar or a prominent character actor, extra, or reality show contestant with a growing fan following. You're trained in Performance and Media Lore, and you gain the Impressive Performance skill feat.

SAGEBORN ELEBRIAN

You have a natural talent for magic. This might be due to the presentation of ancient elebrian genes, or maybe you were exposed to a burst of arcane energy that awakened and turbocharged your magical senses. Choose one cantrip from any tradition. You can cast this cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

EXILED ELEBRIAN

You're a rarity: an elebrian who wasn't born on Eox. Perhaps your parents left the Halls of the Living before you were born to give you a better life. Maybe you come from a tiny enclave of elebrians making their home away from Eox, a tight-knit community on Absalom Station, or an asteroid in the Diaspora. You learn any regional language of your choice and gain the Additional Lore general feat for that region. You learn another regional language and gain the Additional Lore general feat for that region at 5th level, and again at 13th level.

STAGEHAND ELEBRIAN

You love being on the other side of the camera. You've spent your formative years rigging scenes, hauling props, and making media magic as a stagehand in the Halls of the Living. You're either trained in Acrobatics and gain the Steady Balance skill feat, or you're trained in Athletics and gain the Combat Climber skill feat. If you would automatically become trained in your chosen skill (from your background or class, for example), you instead become trained in a skill of your choice.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As an elebrian, you select from among the following ancestry feats.



1ST LEVEL

ASPIRING NECROVITE

FEAT 1

ELEBRIAN

You don't plan to die—instead, you're going to exist forever as a necrovite. You live by the Song of Silence and have spent time investigating undead organizations and studying the processes required to make the final transition into undeath. You gain a +1 circumstance bonus on checks to Recall Knowledge about undead creatures, the Corpse Fleet, and Eox. You also learn the Necril language.

ELEBRIAN LORE

FEAT 1

ELEBRIAN

Your people's dwindling numbers hasn't stopped you from learning everything there is to know about your ancestral past. You are trained in Arcana and Society. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice.

You also gain the Additional Lore general feat for Elebrian Lore.

DRAMATIC READING

FEAT 1

ELEBRIAN EMOTION MENTAL

You recite a memorable catchphrase or monologue delivered by a famous media character. Attempt a Media Lore or Performance check against the Will DC of a single enemy within 30 feet.

You can target up to two targets within range if you have expert proficiency in Media Lore or Performance, four if you're a master, and eight if you're legendary.

Critical Success The target takes a -1 status penalty to Perception checks and Will saves for 1 minute.

Success The target takes a -1 status penalty to Perception checks and Will saves for 1 round.

Critical Failure The target is temporarily immune to Dramatic Reading for 1 hour.

ELEBRIAN CANTRIP

FEAT 1

ELEBRIAN

You enhance your performances with delightful magical tricks, going far beyond normal sleight of hand. Choose one cantrip from the following list: *adhere*, *figment*, *prestidigitation*, or *telekinetic hand*. You can cast this cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Special You can select this feat more than once. If you do, you must select a different cantrip.

FLIP THE SCRIPT

FEAT 1

ELEBRIAN FORTUNE

Frequency once per day

Trigger You roll initiative.

All the world is a stage and you know the script—you anticipate the direction of the scene and then change it up on your opponents. You can choose to roll twice and take the better result, substituting Performance for the statistic you would normally use for initiative.

JUST LIKE REHEARSAL

FEAT 1

ELEBRIAN FORTUNE

Life often imitates art, and you've learned to deploy your dramatic training in dangerous situations, whether it's using your talent for pratfalls to cushion a real drop or faking out an enemy with your improv antics. You gain the Feign Death feat, ignoring the prerequisites. In addition, you can use Performance instead of Deception to Create a Diversion.

METHOD ACTOR

FEAT 1

ELEBRIAN

You like to live as the character you're playing, which makes your performances incredibly convincing. Whenever you would critically fail a Deception check to Impersonate, you fail instead.

ROLE REPERTOIRE

FEAT 1

ELEBRIAN FORTUNE

Frequency once per day

You've played many roles and picked up a surprising amount of eclectic knowledge while preparing to play them. Roll any Recall Knowledge check using Performance instead of Lore.

STUNT WORK

FEAT 1

ELEBRIAN FORTUNE

Frequency once per day

Trigger You're about to roll a saving throw.

You've performed countless risky stunts and flashy tricks for an audience, and your uncanny luck always seems to keep you safe. For the triggering saving throw, you can roll twice and take the better result.

PROP CLOSET

FEAT 1

ELEBRIAN

You've practiced enough with prop replica weapons that you can draw on these experiences in a real fight. Select a common advanced or martial weapon. You have familiarity with this weapon for the purposes of proficiency, and you treat this advanced weapon as a martial weapon, or martial weapon as a simple weapon.

At 5th level, whenever you get a critical hit with this weapon, you get its critical specialization effect.

USE THE SCENERY

FEAT 1

ELEBRIAN

Performing for an audience has made you aware of your surroundings. You're always looking for ways to use the scenery to your advantage, setting yourself up to show your best angle to the world—or hide it! You always gain an additional +1 status bonus when you Take Cover.

5TH LEVEL

ELEBRIAN MAGIC

FEAT 5

ELEBRIAN

Prerequisites Elebrian Cantrip

Your arcane aptitude grows as you learn how to better entrance an audience with magic. Choose one 1st-rank spell from the following list: *charm*, *glow up*, *illusive*



disguise, or *ventriloquism*. You can cast this spell as an arcane innate spell once per day.

Special You can select this feat more than once. If you do, you must select a different spell.

IMPROV WORKSHOP

FEAT 5

ELEBRIAN

Your stage experience has taught you how to improvise in just about any situation, and you know how to share your insight with others. You gain the Untrained Improvisation general feat. In addition, you gain the Once More with Feeling action.

Once More with Feeling ♦ (fortune) **Frequency** once per day; **Trigger** An ally within 30 feet fails at a skill check; **Effect** You direct the ally on how to perform the task, allowing that ally to reroll the triggering skill check and use the better result.

NOVICE NECROVITE

FEAT 5

ELEBRIAN

Prerequisites Aspiring Necrovite

Your studies as a necrovite have progressed, and you've learned how to influence mindless undead. You can use Diplomacy to Make an Impression on mindless undead or Request simple tasks of them. If the undead creature is controlled by a creature with a higher level than yours, you typically need a critical success on your Diplomacy skill check.

REPEATING ROLE

FEAT 5

ELEBRIAN

Prerequisites Role Repertoire

Just like giving an encore performance of one of your most iconic roles, you learn how to better use your training off the set. You can now use Role Repertoire once per hour instead of once per day.

9TH LEVEL

ARCANE RECALL ♦

FEAT 9

ELEBRIAN

Prerequisites able to cast spells

Frequency once per day

Your training has enhanced your memory for magic, and spells linger in your mind. You can cast one spell you've already cast today without expending a spell slot.

IMPROVED ELEBRIAN MAGIC

FEAT 9

ELEBRIAN

Prerequisites Elebrian Magic

Choose one 3rd-rank or lower arcane spell. You can cast that spell as a 3rd-rank arcane innate spell once per day.

If this is your 13th-level ancestry feat, instead choose a 5th-rank or lower arcane spell, and you can cast it as a 5th-rank arcane innate spell once per day. If this is your 17th-level ancestry feat, instead choose a 7th-rank or lower arcane spell, and you can cast it as a 7th-rank arcane innate spell once per day.

Special You can select this feat more than once. If you do, you must select a different spell.

PROTOTYPE ELECTROENCEPHALON FEAT 9

ELEBRIAN MAGIC TECH

Frequency once every 10 minutes

Trigger You're critically hit by an attack.

When Eox's atmosphere burned, necrovites crafted devices called electroencephalons in order to house their souls and transition themselves into undead beings who could survive the eons since that cataclysmic event. You've learned the basics of this technology and have crafted a similar device.



ASCENDING NECROVITE

Attempt a DC 10 flat check. On a success, the triggering hit becomes a normal hit.

SHY FEAT 9

ELEBRIAN

Whether through magical training, a technomagical body rig, or superior escape and evasion training, you've managed to learn how to fade from plain sight. You can cast *invisibility* as a 2nd-rank arcane innate spell twice per day, but the spell has a duration of only 5 minutes each time.

STUNT DOUBLE FEAT 9

ELEBRIAN

Prerequisites Stunt Work

You've trained hard to tackle physical challenges of all types as part of your entertainment career. You gain a climb Speed or a swim Speed equal to your land Speed.

Special You can select this feat more than once.

UNIVERSAL TRANSLATOR FEAT 9

ELEBRIAN

By activating your arcane sensory organ and analyzing ancestral memories and arcane lore, you can communicate with all kinds of people, animals, and even plants. You gain *speak with animals*, *speak with plants*, and *translate* as 3rd-rank arcane innate spells. You can cast each spell once per day.

13TH LEVEL

ARCANE ADEPT FEAT 13

ELEBRIAN

Your intense magical studies have taught you how to watch out for signs of magic even when looking for other things. When you're Searching, you also gain the benefits of the Detect Magic exploration activity unless you choose not to.

DRAMATIC BLOCKING FEAT 13

ELEBRIAN

Thanks to years of practice, you know how to use every inch of the stage and give a fantastic performance even in tight quarters. While you can act, you aren't off-guard to hidden, undetected, or flanking creatures of your level or lower.

LEADING ROLE FEAT 13

ELEBRIAN

Prerequisites Role Repertoire

Frequency once per hour

You played a leading role in a long-running, popular production, and you frequently like to fall back on this

character to get through difficult situations. You can roll a Performance check in place of a skill check to accomplish any other task.

17TH LEVEL

ASCENDING NECROVITE

FEAT 17

ELEBRIAN

You've reached the pinnacle of necrovite training available to living creatures. You've crafted an electroencephalon, a type of high-tech *soul cage* designed to preserve your existence, and you've begun your mystical preparations for your final transition into undeath. You gain void healing and immunity to death effects, disease, and poison. You gain resistance 5 to cold and physical damage. When you die, your soul immediately transfers to your electroencephalon.

ENCORE

FEAT 17

ELEBRIAN

Frequency once per day

You consistently rehearse your best bits so that you're always ready for an encore. During this turn, the next action you take can be an ability with a frequency of once per day and that you've used only once today. This doesn't allow you to reuse spell slots or abilities from 20th-level feats or features.

CORPSEFOLK

Corpsefolk are people who died and reanimated as corporeal, intelligent undead, with the same general appearance and personality they had in life, though usually with sickly pale skin, rotting parts, exposed bone, or other signs of putrescence.

YOU MIGHT...

- Despise your fate and seek to find ways to reconcile your beliefs with your current state of existence.
- Revel in being a member of the unliving, constantly bringing it up during adventures when in mixed company.
- Work toward slow-burning schemes that only you have the longevity and patience to orchestrate.

OTHERS PROBABLY...

- Worry that you plan to turn them into undead creatures, or eat them.
- Pity you for not being able to taste food or feel the warmth of sunlight on your flesh ever again.
- Wonder if you chose to become undead or had this state forced upon you against your will.

You died. Whether you perished heroically on a battlefield, in front of an audience during a televised death-defying game show, alone in a back alley, or lost somewhere in the vastness of space, your soul departed and returned to somehow cling unnaturally to life.

Corpsefolk is the generic term for self-determined undead who return as intelligent beings to continue their existence. There are a few methods of embracing undeath, but most corpsefolk have returned through an esoteric magical ritual closely guarded by practitioners of the Song of Silence. Many elebrians chose this path when the atmosphere of their home world Eox was destroyed in a planetary cataclysm thousands of years ago, but that was only a fraction of their overall population. Corpsefolk are sometimes created by accident when necromancers attempting to create mindless minions lose control of their thrall. The largest population of corpsefolk in the galaxy can be found on Eox, where they make up the biggest population demographic on the planet, coexisting alongside other types of intelligent undead such as ghouls and ghosts as well as hordes of mindless undead.

If you want to play a character who has died and returned as an undead creature, but still retains echoes of their past life, you should consider playing a corpsefolk.

CORPSEFOLK (UNCOMMON HERITAGE)

You are a reanimated corpse. Your undead nature might physically manifest in gray or pale skin, eyes that turn solid black or white, or an unnatural elongation of the fingernails (or similar appendages). You gain the corpsefolk and undead traits, in addition to the traits from your ancestry. You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision. You can choose from corpsefolk feats and feats from your ancestry whenever you gain an ancestry feat.

Corpsefolk also gain the following:

Immunity to Death Effects: You are immune to death effects, such as being automatically killed or having your dying value increase, but not other parts of the spell or effect (such as damage or becoming frightened from vision of death).

Void Healing: You are damaged by vitality damage and aren't healed by vitality healing effects. You don't take void damage and are healed by void effects that heal undead.

Void Survival: Unlike normal undead, you aren't destroyed when reduced to 0 Hit Points. Instead, powerful energies attempt to keep you from being destroyed. You are knocked out and begin dying when reduced to 0 Hit Points. Because you're undead, many methods of bringing someone back from the dying condition, such as stabilize, don't benefit you. When you would die, you're destroyed rather than just dead, just like other undead.

Special: At the GM's discretion, you can select the corpsefolk versatile heritage after 1st level if your character dies and has an opportunity to be raised as an undead. This replaces your heritage, effectively retaining it and any other feats dependent on it.

PHYSICAL DESCRIPTION

Corpsefolk are ambulatory corpses. They usually have pale or bruised skin tones, unsettling red or milky eyes, and rictus grins. Corpsefolk typically appear mostly like they did while they were alive, but with a complexion marked by lethal wounds and obvious signs of rot. A corpsefolk's appearance suggests a lot about their circumstances of death and return, and some take great pains to conceal their wounds behind makeup and veils. Others take the opposite approach and never miss a chance to show off their hideous scars. Generally speaking, corpsefolk with unblemished skin, an intact body, and no obvious signs of trauma or decay most likely performed

or received the rites of return at the exact moment of their deaths, which is the ideal time for the transition as taught by the Song of Silence. Pristine corpsefolk might be ancient Eoxians who survived the death of their planet by hiding in bunkers, or newly deceased mortals who paid handsomely for the opportunity to return to unlife.

Corpsefolk with gruesome appearances were usually raised by someone else after suffering a brutal, unplanned death or a period of decomposition. Some corpsefolk defy this expectation by making the aesthetic choice to encourage skin rot or mutilate their resilient bodies into a horror show to shock the living.

SOCIETY

On Eox, necrovites and other powerful undead control



PERKS OF UNDEATH

Corpsefolk don't need to eat, drink, or breathe, but they do need 4 hours of rest every day. Most corpsefolk spend this time in a state mimicking meditation or death.

mindless minions. The highest echelon receive the honored title of bone sage and have the privilege of directing their undying workforce to build, farm, or fight for them. But not every Eoxian is an unliving neo-feudal lord or serf, and most corpsefolk exist outside this system.

On the so-called grave world, corpsefolk find professional success in one of Eox's many industries, or as paid retainers working directly for the ruling bone sages. Corpsefolk often get along well with other intelligent undead such as ghouls and ghosts, who dwell alongside them on Eox. They also tend to fit in well with borai, who share the unique experience of surviving their death.

When first raised, a corpsefolk is likely to cling to the patterns familiar to them in life. Most corpsefolk cohabitate with small families or enclaves of friends. Many carry on their typical routines and hobbies. Crafters master their trades, while artists and performers chase transcendence. Some very old corpsefolk withdraw from society to pursue niche goals, spending nearly all their time sequestered in tomblike residences. Others still relish time spent with the living and seek jobs in Pact Port where they have more opportunities to interact with people that remind them of the lives they once lived.

Though Pact laws treat the murder of intelligent undead the same as living creatures, some extremists loathe all undead and can't separate everyday unliving people from the supremacist Corpse Fleet or defiling priests of Urgathoa. Many living people distrust corpsefolk, pointing to Eox's unpleasant history and twisted game shows as reasons to always be suspicious of denizens of the grave world.

Like most intelligent undead, corpsefolk hide out in insular communities on Eox or risk being destroyed when they venture too far from safety. Adventuring undead usually stick together and might even disguise themselves as living creatures with the help of trustworthy allies.

Corpsefolk have no special naming conventions. Most choose to keep the names they had in life. Some corpsefolk take a new name when they die, often choosing to memorialize an aspect of their death experience.

Sample Names: Beheaded In Red, Fleant, Kitthaine, Lana Eviscera, Leoma, Lorenico, Marena, Melbry, Nameless, Nightshade, Nobrom, Nun of the Black Gate, Octavus, Riask, Sardat, Upruk, Velina, Vin, Zero

BELIEFS

Corpsefolk usually believe whatever they did in life, but some change their edicts and anathema after death.

A corpsefolk who dies as a result of betrayal or violence might prioritize vengeance against whoever was responsible for their painful and traumatic demise. Some corpsefolk were transformed against their will and spend their undeath trying to reverse their accursed state, while others desperately seek revenge against the one who caused their death, or their unlife.

Worshippers of gods like Pharasma and Sarenrae might question their faith and suddenly switch to another belief system that condones undeath after being raised. Others might stubbornly cling to their faith in hopes of being cleansed or redeemed. Some corpsefolk are practitioners of the Song of Silence, even after failing to fully transform into necrovites before dying of unplanned causes.

Rarely, corpsefolk might be followers of Urgathoa, the god of undeath and pestilence. The Pallid Princess encourages her followers to keep enjoying mortal pleasures in undeath, attracting corpsefolk yearning for the comfort of life to her faith. Corpsefolk are just as likely as the living to follow any particular philosophy or worship any god, except Pharasma, who views their existence as unnatural.

Popular Edicts die better than you lived, seek knowledge or power, live forever

Popular Anathema rest in peace

ANCESTRY FEATS

The following feats are available to corpsefolk characters.

LINEAGES

Corpsefolk can select any of the following lineages.

BITING CORPSEFOLK

FEAT 1

CORPSEFOLK LINEAGE

A transformation after death twisted your body, elongating your teeth into fangs or sharpening your appendages into claws. When you select this feat, you gain one of the following unarmed attacks of your choice: claw or jaws. Both of these attacks are in the brawling weapon group and have the listed damage die and traits.

Claw 1d6 slashing (agile, finesse, unarmed)

Jaws 1d6 piercing (grapple, unarmed)

At 5th level, whenever you get a critical hit with one of these attacks, you get its critical specialization effect.

Special You can select this feat two times. Each time you do, select a different attack from the options listed above.

PARTIAL CORPSEFOLK

FEAT 1

CORPSEFOLK LINEAGE

You died from massive traumatic injuries that caused you to lose body parts, or you rotted for a long time before you were brought back as an undead. There is no hiding your undead nature from onlookers unless you are wholly disguised, but you can manipulate your broken shards in creative ways. Your reduced mass gives you a +5-foot status bonus to your land Speed. In addition, you can spend 1 action that has the manipulate trait to break off a jagged piece of your own body to create a commercial knife. You can create a number of knives at a time equal to your Constitution modifier. They can't be sold and don't function for others. Effects that enhance your natural attacks, such as *hardlight handwraps*, apply their effects to a commercial knife created in this way while you're wielding it.

SHAMBLING CORPSEFOLK FEAT 1

CORPSEFOLK LINEAGE

Most creatures mistake you for a mindless, shambling zombie or even a lifeless corpse, and you've learned how to use your sepulchral appearance to your advantage. You gain the Feign Death feat, even if you don't meet the prerequisites. You gain a +2 circumstance bonus when using



Deception to roll initiative if you are Impersonating a corpse when combat begins.

1ST LEVEL

A LIFE FOR A LIFE

FEAT 1

CORPSEFOLK DIVINE

You've learned to manipulate the forces of vitality and void to cheat death. Choose one of the following cantrips: *forbidding ward* or *stabilize*. You can cast this spell as a divine innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Special You can select this feat twice. Each time, you must select a different cantrip.

CREATIVE COMBAT

FEAT 1

CORPSEFOLK

Through experimentation, manipulation, or perhaps just due to natural wear and tear of your limbs, you are able to use your natural weaponry in more creative ways than just bashing, stabbing, or biting. Select two of the traits from the following list and add them to your ancestry's unarmed attacks: backstabber, backswing, concussive, disarm, forceful, parry, shove, sweep, and trip.

Special Partial corpsefolk characters may apply this feat's benefit to the knives they create with their lineage ability.

CORPSEFOLK LORE

FEAT 1

CORPSEFOLK

Becoming undead has given you unique insight. You learn how to speak and understand the Necril language, and you become trained in Undead Lore, a skill that allows you to Recall Knowledge about all kinds of undead regardless of subtype. At 5th level, your proficiency in Undead Lore increases to expert.

DEATHLESS STUDY

FEAT 1

CORPSEFOLK

Your long existence has given you time to train and insights worth several mortal lifetimes. You become trained in two skills of your choice.

RED EYE

FEAT 1

CORPSEFOLK

Prerequisites low-light vision

Your eyes burn with a red hue and glow like embers when in areas of darkness or shade. You gain darkvision.

TWITCHING MUSCLES

FEAT 1

CORPSEFOLK

When you died, your muscles and sinew knotted themselves

together more tightly than when you were alive, allowing for more tightly controlled and rapid movements. You gain a +5-foot status bonus to your land Speed.

UNDEAD EMPATHY

FEAT 1

CORPSEFOLK

For you, other undead creatures are easy to read, and you have a knack for dealing with them that others lack. You can influence mindless undead and communicate rudimentary orders to your minions. You can use Diplomacy to Make an Impression on mindless undead or make simple requests of them. If the undead creature currently is already in the thrall of a creature whose level is higher than yours, you typically need to roll a critical success (at GM discretion).

5TH LEVEL

CONSUME FLESH ◆◆

FEAT 5

CORPSEFOLK MANIPULATE

Frequency once per day

Requirements You are adjacent to the corpse of a Small or larger creature who has died in the last day.

Your undead metabolism has evolved in ways that allow you to gain some small measure of sustenance and healing from the consumption of the recently dead. This might be the act of eating their flesh, fusing their bones with yours, or a combination of other activities that your companions might find to be gruesome. Regardless, it nourishes and replenishes you. You regain 1d6 Hit Points for every level you have.

DEAD NERVES ◆◆◆

FEAT 5

CORPSEFOLK

Without nerve endings, you can put your body up against hazards and obstacles without caring about bruising. Stride twice. Once during this movement, if you pass through or end adjacent to a door, window, wall, or similar obstacle, you can attempt an Athletics check to Force Open that obstacle with a +1 circumstance bonus to the roll. On a failure, your movement immediately ends.

DEATH'S ADVANCE ◆◆◆ OR ◆◆◆◆

FEAT 5

CORPSEFOLK

Your magically preserved corpse can plow through obstacles and ignore strain in ways the living cannot. Stride twice, or three times if you spent 3 actions to Death's Advance. During this movement, you ignore difficult terrain and greater difficult terrain. Once per day, you can choose to ignore all circumstance and status penalties to your Speed when you use Death's Advance.

HULKING CORPSEFOLK

FEAT 5

CORPSEFOLK

You're a mountain of flesh, having managed to increase your girth in irreversible ways. Perhaps you absorbed enough physical material to do so, or maybe you've completed mysterious, inexplicable necromantic rituals. Increase your size category to Large, and increase your reach by 5 feet.

QUICK BREAK

FEAT 5

CORPSEFOLK

Prerequisites Partial Corpsefolk

You learn to prepare your natural weapons much more quickly than before. Breaking off knives from your body loses the manipulate trait and becomes a free action instead of a 1-action activity, and your unarmed attacks are now treated as though they had the advanced weapon improvement.

RIP, TEAR

FEAT 5

CORPSEFOLK

Prerequisites Biting Corpsefolk

Your skull plates or teeth have grown sharper over time, or you have painstakingly carved them to do maximum damage when using them in combat. Your unarmed bite attack now inflicts 1d6 persistent bleed damage on a successful hit (double on a critical hit). If your weapon damage ever increases, the number of dice for your bleed damage also increases by the same amount.

UNDEAD SENSES

FEAT 5

CORPSEFOLK

Your senses changed and improved after you died. Now you can feel the vitality energy radiating from living creatures and the void surrounding other undead entities like you. You gain lifesense as an imprecise sense with a range of 10 feet, allowing you to pinpoint the locations of (and distinguish between) living and undead creatures, but not other unliving beings such as constructs.

9TH LEVEL

COAGULATION

FEAT 9

CORPSEFOLK

Your blood coagulates into sludge, making your body more resilient against attacks that rip and shred. You gain resistance to bleed and precision damage equal to your level. The DC of your flat checks to recover from persistent bleed damage is 13 rather than 15. This reduces to 8 rather than 10 when receiving appropriate assistance.

DEATH'S INDIFFERENCE

FEAT 9

CORPSEFOLK

Your skin and bones have weathered down to the point where certain types of damage no longer have the same effect on them as when you were counted among the living. You gain resistance to a specific damage type equal to half your level. Biting corpsefolk gain resistance to slashing damage, partial corpsefolk gain resistance to piercing damage, and shambling corpsefolk gain resistance to bludgeoning damage.

ENERGY INFUSION

FEAT 9

CORPSEFOLK DIVINE

You infuse your attacks with necromantic or radiant energies from beyond the material Universe. You infuse your attacks with spiritual energy for 1 minute. All weapons you're wielding and your unarmed Strikes become magical and either deal 1 additional spirit damage and gain the unholy trait against living creatures, or deal 1 additional spirit damage and gain the holy trait against undead.

NECROGOURMAND

FEAT 9

CORPSEFOLK

Whether through atonement, supernatural evolution, or mutation, your internal organs have regrown and reconnected to your soul in such a way that you can gain pleasure from eating and drinking once again, giving you a flushed, healthy appearance. This gives you a +1 status bonus on Deception checks to appear as a non-undead creature. You can also now receive healing from items with the vitality trait that are eaten, ingested, absorbed, or injected (such as serums or oils), but you only receive half the normal amount of healing (rounded up).

UNDYING DEFIANCE

FEAT 9

CORPSEFOLK

You laugh at holy symbols and delight in the sound of faltering prayers. You are more in tune with your existence as an undead than many other corpsefolk are, and you can now leverage that to hold off those who would wield religious energies to try and unmake you. You gain a +1 circumstance bonus to all saving throws against divine effects and spells.

13TH LEVEL

BONE SHARDS

FEAT 13

CORPSEFOLK

Frequency once per 10 minutes

You break off a piece of your anatomy and fling sharp bone shards at your enemies. You gain a bone shards unarmed

attack that deals 1d8 piercing damage. Your bone shards are in the projectile group and have the area (cone) trait with a range of 15 feet. This effect lasts 1 minute.

DEATH ETERNAL

FEAT 13

CORPSEFOLK

Frequency once per day

Trigger You are reduced to 0 Hit Points and would gain the dying condition.

You're not ready for the Boneyard. Roll a DC 11 flat check. On a success, you remain standing with 1 Hit Point instead of being reduced to 0 Hit Points with the dying condition.

GORGE

FEAT 13

CORPSEFOLK

Prerequisites Consume Flesh

Frequency once per day

You force yourself to metabolize more flesh, gristle, and bone than you can normally stomach, gorging on as much of your grisly meal as possible to bolster your body's necromantic healing processes. When you Consume Flesh, you gain a number of temporary Hit Points equal to 10 plus half your level, rounded down. These temporary Hit Points last for 10 minutes.

MEMORY SHIELD

FEAT 13

CORPSEFOLK DIVINE

Frequency once per day

Trigger You take damage from an effect that deals vitality damage.

You draw upon precious memories from your life to shield you against the energies that would nominally purge undead creatures from the universe. You gain resistance to the triggering damage equal to your level.

11TH LEVEL

BLOOD FEAST

FEAT 17

CORPSEFOLK

Frequency once per day

Requirements Your last action was a successful Strike with an unarmed attack or commercial knife you created using your lineage.

By tapping into the latent necromantic energies that surround you, you leech vitality from nearby living creatures, healing your own body in the process. You cast *vampiric exsanguination* as a 7th-rank divine innate spell, but the spell affects only the target of your last Strike.

IMPROVED UNDEAD SENSES

FEAT 17

CORPSEFOLK

Prerequisites Undead Senses

Your ability to sense living and undead energies improves, and you learn how to differentiate between entities you can sense in an area. Your lifesense becomes a precise sense with a range of 60 feet.

UNCONTROLLABLE

FEAT 17

CORPSEFOLK FORTUNE

You refuse to let anyone control you. Whenever you attempt a Will save against a spell or effect that would give you the confused or controlled condition, roll twice and use the higher result. If you would start your turn confused or controlled, you can immediately attempt a DC 5 flat check. On a success, you fight that mental control, becoming paralyzed until the end of your turn rather than acting against your will. If you roll a 20 on this check, you immediately end the confused or controlled condition.

ITEMS

BLOCKTHROWER

ITEM 0

Traits Boost 1d6, kickback, ranged shove, tech

Price 50 credits

Usage held in 2 hands; **Bulk** 2

Range 20 feet; **Magazine** 10 charges; **Expend** 5; **Reload** 2

Damage 1d10 B

Category martial; **Group** cryo; **Upgrades** 1

Salvaged from the set of Sabotage Soufflé (a popular cooking competition), these frosty weapons draw liquid from a tank through hypercooling coils to quickly generate gigantic blocks of ice that can be slung at high velocity toward their targets.

BONE SPEAKER BOBBLEHEAD

ITEM 4

MAGICAL

Price 1,000 credits

Usage held in 1 hand; **Bulk** L

Marketed toward living tourists in Pact Port, these festive dolls are fashioned in the likenesses of prominent bone sages, most popularly the media mogul Zo!. Any living creature carrying a *bone speaker bobblehead* in one hand can speak and understand the Necril language. This does not let them understand codes, language couched in metaphor, and the like unless you can bypass the limitations of a computer-assisted translation app, such as with the Digital Ambassador skill feat.



BONE SPEAKER BOBBLEHEAD

CONGEALER INCENSE

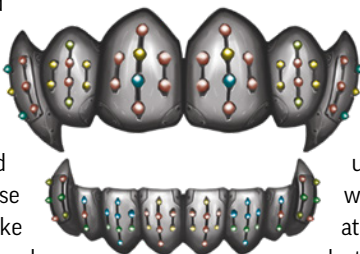
ITEM 5+

UNCOMMON CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

This delicate strand of incense is packaged in a hand-blown glass vial and crafted from petrified wood of centuries-old Eoxian trees, peppered with a tincture of elebrian ashes and enchanted sand from the Deminas Ocean. When exposed to air by breaking the container, the incense bursts into cloying, lavender-scented smoke that sticks to incorporeal creatures and stabilizes their form.

Activate—Break Open ♦ (manipulate) **Duration** 1 minute; **Effect** Purple smoke billows out from the incense in a 5-foot emanation. At the start of each round, this emanation increases by 5 feet (to a maximum of 30 feet). The creature who activated the *congealer incense* can drop it in a space as a free action, or can continue to carry it with them in 1 hand, thus moving the center of



IVORY CHOMPERS

the emanation on that creature's turn. Any incorporeal creature who enters this area or begins their turn inside of it must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success Treat the incorporeal creature's resistances as 4 lower.

Failure As success, but the creature loses all immunity to precision damage and treats its resistances as 8 lower.

Critical Failure As failure, but the creature is also stunned 1.

Type commercial; **Level** 5; **Price** 300 credits
The Fortitude DC is 19.

Type tactical; **Level** 10; **Price** 2,000 credits
The Fortitude DC is 27.

Type advanced; **Level** 15; **Price** 13,000 credits
The Fortitude DC is 34.

HOLY WATER

ITEM 1

CONSUMABLE DIVINE HOLY SPLASH

Price 30 credits

Usage held in 1 hand; **Bulk** L

Activate ♦ Strike

This vial contains water blessed by a benevolent deity. You activate a vial of *holy water* by throwing it as a Strike. It's a simple thrown weapon with a range increment of 20 feet. *Holy water* deals 1d6 spirit damage and 1 spirit splash damage. *Holy water* can damage only creatures with the unholy trait.

IVORY CHOMPERS

ITEM 0

Traits Analog, concealable, free-hand

Price 20 credits

Usage held in 1 hand; **Bulk** L

Damage 1d4 P

Category simple; **Group** brawling; **Upgrades** 1

Tiny pneumatic pistons hidden inside these ornate dental veneers turn them into deadly weapons. Pioneered by the undead media mogul Zo! for celebrities who need to stay armed and fashionable at all times, ivory chompers provide a last-ditch biting attack against attackers. Special designer versions incorporate custom monogrammed imprints, jewels, and metal plating for the ultimate smile.

POW! AMMUNITION

ITEM 2

UNCOMMON CONSUMABLE MAGICAL

Price 15 credits

Ammunition projectile; **Bulk** —

Invented by Zo! Media prop designers, this special ammunition is designed to explode in a dramatic fanfare fit for a media production without sacrificing any lethality. A weapon loaded with *POW! ammunition* automatically attempts to Feint targets within its first range increment. Targets of your Feint are off-guard against ranged attacks in your first range increment rather than melee attacks, depending on the result of the save.

MARROW PASTE

ITEM 2+

CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Developed and patented by Eoxian medical conglomerate Nulife, this magenta tincture's metallic odor is reminiscent of fresh blood. When applied to the body of a creature that can benefit from void healing, *marrow paste* grants fast healing according to its type for 1 minute.

Type commercial; **Level** 2; **Price** 60 credits

The target gains fast healing 1.

Type tactical; **Level** 6; **Price** 300 credits

The target gains fast healing 3.

Type advanced; **Level** 10; **Price** 2,000 credits

The target gains fast healing 5.

Type superior; **Level** 17; **Price** 20,000 credits

The target gains fast healing 10.

VERTEBRALIS THORN

ITEM 0

Traits Critical (cryo), modular (S or void), powered, reach, tech

Price 30 credits

Usage held in 1 hand; **Bulk** 1

Damage 1d6 modular

Category martial; **Group** flail; **Upgrades** 1

The vertebralis thorn is a weapon forged in the Corpse Fleet armory, repurposed from the spinal columns of slain enemies and fitted with specialized fiber-optic cables. Corpse Fleet officers favor this weapon, primarily because a ceremonial version is presented to them after their first major conquest, generally created from the spine of a creature they personally killed.

SKULL OF YORE

ITEM 1

UNCOMMON INVESTED MAGICAL

Price 250

Usage held in 1 hand or worn; **Bulk** L

This yellowing skull gazes back at you with an unreadable

rickus smile. When held or worn as an accessory, this magical talisman grants a +1 item bonus to Recall Knowledge checks to identify undead.

SHREDSKIN

ITEM 4+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** L

This slate-gray garment ripples with necromantic energy. When worn properly, this magical bodysuit transforms the appearance of a living creature into that of an undead creature and grants a +1 item bonus to Stealth checks.

Activate—Necrotize ♦♦ (manipulate) **Frequency**

once per day; **Duration** 1 minute

(see text); **Effect** The *shredskin*

transforms your appearance

into an undead version of

yourself. Your disguise affects

your visual appearance, sound,

scent, and all other forms of

detection, including lifesense.

After the normal duration of this

ability ends, you can extend it by 1 more

minute by piercing yourself with hooks on the

robe, causing you to lose 10 Hit Points. The duration

can't be extended a second time, and if these Hit Points

are healed, the effect ends immediately.

Type commercial; **Level** 4; **Price** 800 credits

Type tactical; **Level** 9; **Price** 6,000 credits

The item bonus is +2, the duration is 10 minutes, and the damage dealt to extend the duration by 10 minutes is 25.

Type advanced; **Level** 15; **Price** 55,000 credits

The item bonus is +3, the duration is 1 hour, and the damage dealt to extend the duration by 1 hour is 50.

NECROLUNG

AUGMENTATION 0+

NECROGRAFT

Spongy black webbing radiates from a grayish purple mass of necrotized flesh that pulses when it's exposed to air. Specially grown in vats from waste produced in the necrograft manufacturing process, necrolungs allow living creatures to breathe efficiently and safely on Eox, becoming effectively immune to the toxins in its atmosphere for a period of time.

Installing a necrolung takes one minute and requires no skill checks. When installed, a necrolung slithers down your throat (or appropriate alien anatomy) and integrates into your respiratory system. Most users notice a harmless pallor and rotting smell while using the tech.

Type commercial; **Level** 0; **Price** 25 credits

You can breathe the specific toxins in Eox's atmosphere for an additional 24 hours.



SHREDSKIN

Type tactical; **Level** 3; **Price** 75 credits

You can breathe the specific toxins in Eox's atmosphere for an additional 24 hours per level, and you gain a +1 item bonus to saves against diseases and poisons; this bonus increases to +2 if the effect is inhaled.

Type advanced; **Level** 6; **Price** 130 credits
Increase the item bonus to +2.

Type superior; **Level** 10; **Price** 25 credits
You are immune to the specific toxins in Eox's atmosphere. Increase the item bonus to +3.

REPLICA ZO! MICROPHONE ITEM 0

Traits Area (cone), nonlethal, professional (Performance), tech, unwieldy

Price 60 credits

Range 30 feet; **Magazine** 10 charges; **Expend** 5; **Reload** 1

Damage 1d6 sonic

Category advanced; **Group** sonic; **Upgrades** 1

This ornate replica of the undead superstar's iconic microphone is an officially licensed Zo! Media product. Zo!'s microphone is rumored to be a bone scepter upgraded with the latest technologies to amplify Zo!'s voice for blasting enemies or unruly fans. The replica version possesses similar capabilities and can be used as a professional microphone or a weapon.

SPELLS

BIND UNDEAD SPELL 3

CONCENTRATE MANIPULATE

Traditions arcane, divine, occult

Range 30 feet; **Targets** 1 mindless undead creature with a level no greater than *bind undead's* spell rank

Duration 1 day

With a word of power, you seize control of the target. It gains the minion trait. If you or an ally uses any hostile actions against the target, the spell ends.

CHILL GAZE SPELL 1

COLD CONCENTRATE MANIPULATE MENTAL

Traditions arcane, primal

Range 60 feet; **Targets** 1 creature

Defense Fortitude; **Duration** sustained up to 1 minute

Your eyes turn an icy blue color as the temperature in the area drops. Your cold, hard gaze literally chills the air around your foe's body, making it harder for them to move. When you cast *chill gaze*, choose clumsy or enfeebled. Your foe takes effects depending on your choice and the result of its saving throw.

Success The creature is unaffected.

Failure The creature is clumsy 1 or enfeebled 1 (depending on your choice) for the duration of the spell.

Critical Failure As failure, but the target is clumsy 2 or enfeebled 2.

Heightened (4th) You can target up to five creatures.

Heightened (7th) You can target up to ten creatures.

DEADLY VITALITY SPELL 2

CONCENTRATE CURSE DEATH MANIPULATE VOID

Traditions divine, occult

Range 60 feet; **Targets** 1 living creature

Defense Fortitude; **Duration** 1 minute

You reach out across the strands of the universe and strangle the root of life that might flow into a living creature, cursing them to suffer for every bit of vitality they recover. If the target creature would receive any form of healing while under the effects of this spell, they afterward take damage from *deadly vitality*, potentially canceling out any healing they might have just received. This damage is dependent on the results of the creature's saving throw, made when the spell is first cast.

Critical Success The creature is unaffected.

Success The creature takes an amount of void damage equal to half the amount of healing they just received (rounded down), to a maximum of 5 damage.

Failure The creature takes an amount of void damage equal to the amount of healing they just received, to a maximum of 10 damage.

Critical Failure The creature takes an amount of void damage equal to the amount of healing they just received, to a maximum of 20 damage.

Heightened (+2) Increase the amount of damage dealt by this spell's success condition by 5, its failure condition by 10, and its critical failure condition by 20.

LIQUID SIPHON SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, occult, primal

Range touch; **Targets** 1 creature or object (see text)

Defense Fortitude

You drain the moisture out of your target, crumpling them up like an empty beverage can and potentially leaving them a desiccated husk of what they once were. A nonliving target with liquid in its body (such as a vampire, water elemental, or keg of alcohol) can be affected by this spell, but a living creature with no vital liquids is immune. The target creature takes 4d6 bludgeoning damage, depending on the results of its saving throw.

A target that fails its saving throw creates water that flows into your hands or a held container (1 gallon for Tiny, 2 gallons for Small, 4 for Medium, 6 for Large, 8 for Huge). If the target critically fails its saving throw, double this amount.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage and is drained 1.

Critical Failure As failure, but double damage and the target is drained 2.

Heightened (+1) Increase the damage by 2d6.

SUMMON UNDEAD ◆◆◆

SPELL 1

CONCENTRATE MANIPULATE SUMMON

Traditions arcane, divine, occult

Range 30 feet

Duration sustained up to 1 minute

You summon a creature that has the undead trait and whose level is -1 to fight for you.

Heightened As listed in the summon trait (*Starfinder Player Core* 370).

TWISTED VISION ◆◆

SPELL 2

CONCENTRATE ILLUSION MANIPULATE MENTAL VISUAL

Traditions arcane, occult

Range 60 feet; **Targets** 1 creature

Defense Will; **Duration** sustained up to 1 minute

You blur a creature's senses, preventing them from recognizing their own allies in the heat of battle. This spell was developed by the Corpse Fleet to target living mystics and envoys who might heal or coordinate the actions of living enemies standing against their dread fleets. How badly this debilitates the target depends on the result of its saving throw.

Critical Success The creature is unaffected.

Success The creature is dazzled until the end of its next turn, but only for purposes of targeting their allies with beneficial effects or abilities.

Failure The creature treats all of its allies as though they were undetected for purposes of targeting their allies with beneficial effects, abilities, or tactical movement. If the creature succeeds at the Seek action against this spell's save DC, they can treat their allies as hidden for the duration of the spell.

Critical Failure As failure, but the creature cannot attempt to use the Seek action to find their allies while this spell is sustained.

VAGUE IDEA ◆

CANTRIP 1

MANIPULATE MENTAL

Traditions arcane, divine, occult

Range touch; **Targets** 1 creature

Defense Will; **Duration** 1 round

You jog your own memory, or that of a nearby creature, helping them remember a bit of information at the cost of some of their visual acuity. A willing target may intentionally choose to take the effects of a failed saving throw.

Success The creature is unaffected.

Failure The creature is dazzled until the end of its next turn, but receives a +1 circumstance bonus on all checks to Recall Knowledge until the end of its next turn.

Heightened (4th) The circumstance bonus increases to +2.

Heightened (7th) The circumstance bonus increases to +3.

Heightened (10th) The circumstance bonus increases to +4.



REPLICA ZO! MICROPHONE

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