

STAR LOG.EM-040

YDREFT



STARFINDER
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STAR LOG.EM-040

YDREFT

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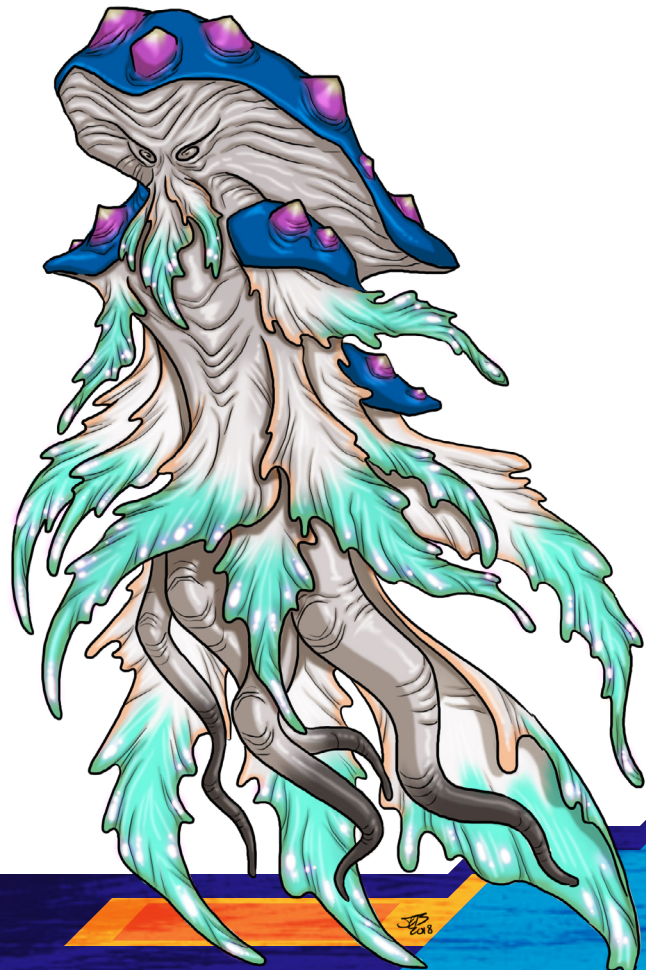
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ACCESSING ARCHIVES QUERY: YDREFT

Hello, and thank you for purchasing *STAR LOG.EM040:YDREFT*! The ydreft are a race of fungoid creatures with bodies that only vaguely possess anything resembling humanoid structures. Believed to be a race of highly advanced colonial fungi, ydrefts are highly advanced and intelligent creatures, but their society's structured, collectivist nature has largely prevented many significant technological advances from arising from their home world of Yggdroth, a small planet orbiting an unremarkable sun several solar systems away from the Xa-Osoro System. Yggdroth is a world completely engulfed by several million species of fungi, and while animal life dwells on the planet, many of the species have been forced into a symbiotic relationship with no fewer than seventeen different species of fungi in order to survive on the spore-choked world.

Explorers from the Xa-Osoro System have historically left Yggdroth alone after the first scouting party that explored the planet became utterly infected by a yet-unidentified species of mold that the local ydrefts call Xhalzykan, which loosely translates to "mindslaver" in Ydreft. The innocent led to a major contamination breach that engulfed the entire crew of the *Dancing Demon*, which ultimately needed to be terminated by the Radiant Fleet when it became clear that the Xhalzykan intended to dock at Lunox Station and infest the entire populace with its spores. Trading with Yggdroth has continued despite this incident, but all visitors to the planet must receive no fewer than 10 training hours on HAZMAT protocols for dealing with foreign agents on the planet.



YDREFT

Ydrefts are a fungoid species with more in common with animals than plants or species of true fungi. Ydreft are sessile for most of their lives, growing from inanimate stalks called “spore shoots” and eventually maturing into massive spires that form the literal building blocks of ydreft society.

PHYSICAL DESCRIPTION

Ydreft begin life as microscopic spores that are emitted from their parent in choking clouds expelled from ydreft spires. After attaching to a spawning surface, the young ydreft slowly grows in size, beginning life in a form resembling a feathery-white mold that slowly coalesces into a mushroom-like shoot over the course of nine months. Once the shoot is fully developed, it begins taking on salient behaviors as its first feathery tendrill extends from its body. Over the next decade, the young ydreft develops rapidly both physically and mentally, with ydrefts becoming the intellectual equals of a human adolescent after roughly five years. By this point, the ydreft’s mushroom body now sports dozens of stalks and feathery appendages, mostly resembling a smaller version of its adult form.

Most ydrefts have a pale complexion that is flecked with several colors that are in close proximity on the color spectrum. They possess a total of six sturdy stalks, two of which are used for manipulation like a human hand while the other six are used for terrestrial locomotion while feathery wind-like masses coat a ydraft’s body, which they use for gently floating and flying from place to place, their primary method of transmortation. An ydreft’s tendrills and wings vary greatly in appearance, even among family members. On some, the tendrills resemble matted fur, while on others they seem like broad feathers or fronds. These tendrills are individually weak and not very dextrous, but twist together to form rudimentary grasping appendages. An ydreft usually stands a little over 5 feet tall and weighs 120 pounds.

After nearly a century of life, some ydrefts undergo a startling transformation. After finding a suitable location to dig their tendrills into the ground, the ydreft goes dormant and begins to quickly expand at incredible speeds, transforming into a nearly immortal being of colossal size called a ydreft spire. As their name suggests, ydreft spires are entirely sessile and primarily serve as physical structures for other ydrefts. Specialize ydreft mystics have the ability to communicate with the dormant spires and can gently guide their development as needed, allowing the transformation of a single spire into a massive building or even guilding two or more spires together, fusing them into massive fungoid colonies. Ydreft spires are the only members of the ydreft species with the ability to reproduce, and as a result ydrefts guard these mounds with both religious zeal and the determination of loving caretakers.

HOME WORLD

Ydrefts evolved on Yggdroth, a remote planet with intense geological activity dominated by fungal species. The planet’s atmosphere consists of a complex assortment of colorful

layered gases, broken by extreme cliffs covered in mushrooms, shelf fungi, puffballs, and stranger, alien species. Volcanic peaks and ancient ydreft spires pierce the sky, offering the world’s only untarnished view of the sky.

Yggdroth has a democratic government lead by a council intentionally divided between the young and the old. The council meets within the First Spire, an ancient structure in the heart of the ancient settlement of Yorg that is the oldest ydreft spire still active on the planet. The council communes directly with the First Spire regarding many affairs, and together they gently chart the course of ydreft society. The average ydreft dwells amidst towering spires built thousands of years ago by honored ancestors, and many look forward to the day they set down roots themselves and add to the majesty of ydreft society. In ancient times, most ydreft spent their days as drones feeding their spire homes, but advances in technology have drastically reduced the amount of food that the ancient need, leading to a world where many ydrefts feel lost and purposeless. Ydrefts are only just beginning to accept the notion of finding passion in personal pursuits, and as a result cultural revolutions are quickly taking root across Yggdroth in nearly all aspects of ydreft life, especially as foreign races continue to bring more art, philosophy, and other forms of entertainment to the planet.

SOCIETY AND ALIGNMENT

Ydreft society is collectivist and utilitarian. Their culture increasingly encourages personal discovery and achievement, but largely as a means to help the collective whole. High achievers are expected to share what they have learned among the colony spires or become a colony spire themselves so that their insight is never lost.

Ydreft don’t worship deities in the same way other races do, for their spirituality centers around the ydreft spires that make up their ancient home. Because ydreft spirits are effectively immortal, death is a possibility rather than a certainty to the race, and thus ydrefts lack many of the cultural influences that death has on a race, such as a need to “make arrangements” for one’s afterlife through deity worship. Ydreft spirituality has many similarities to ancestor worship, and some spires remain powerful enough to grant favored servants divine power in the same manner that deities do. That being said, many ydrefts are willing to make agreements with divine beings in exchange for mystic power. This transactional pragmatism often clashes with other followers of a ydreft’s deity.

RELATIONS

Ydrefts have longstanding trade agreements with a few other species of starfaring fungi, but have less consistent relations with other species. Younger ydrefts find most non-fungi hard to understand, and their formal dialogue skills take decades to hone and perfect.

As part of their society’s exploration goals and to gather new resources and technology, middle-aged ydreft drones are encouraged to colonize new sites on other planets. They study the species that dwell near promising sites of new settlements, generally in places that are considered toxic to other intelligent life. When ready to move in, the aspiring settlers open a dialogue

to establish a secure site with the resources that they need and to find the most promising offerings they can to become long-term trade partners with their new neighbors. The colony is formalized when the first retiring drones take root there as colony spires.

ADVENTURERS

Ydreft adventurers tend to be older individuals, especially those who feel that their time to transform into a spire is coming soon. Such ydreft often wish to see and explore the world, and in rare cases transform into ydreft spires on alien planets and moons. A ydreft's deep interest of the world makes them well-suited to roles as mystics and technomancers, and many appreciate the philosophies of the solarian and the mechanical know-how of mechanics. Ydrefts aren't particularly nimble creatures, however, and often struggle wielding ranged weapons due to the limited prehensibility of their tendrils.

NAMES

Ydrefts are given nicknames by their caretakers during their early development, but choose their own formal names as part of becoming recognized as young adults. As they become better-connected to other societies, they increasingly adopt the names of other species. Traditional ydreft names favor compounded consonants.

YDREFT RACIAL TRAITS

+2 Con, +2 Int, -2 Dex

4 Hit Points

Ydrefts are plants with the ydreft subtype. They are Medium and have a base speed of 20 feet.

Hyphal Wings: Ydrefts have a fly speed of 30 feet with average maneuverability.

Plantlike: For effects targeting creatures by type, ydrefts count as both humanoids and plants, whichever is most detrimental to them. They also receive a +2 racial bonus to saving throws against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning, unless the effect specifies that it works against plants.

Reweave Limbs: A ydreft's body possesses six limbs by default—two hands, two legs, and two wings. As full action, a ydreft can reweave up to two of its limbs to serve different purposes, as described below.

- » **Hands:** For each additional hand that the ydreft reweaves into a hand, it gains one additional hand, which allows it to wield and hold one additional hand's worth of weapons and equipment. This does not increase the number of attacks the ydreft can make during combat.
- » **Legs:** For each additional limb that the ydreft reweaves into a leg, its base speed increases by 5 feet. A ydreft with one leg has a base speed of 10 feet, and a ydreft with no legs has a base speed of 5 feet.
- » **Wings:** For each wing that the ydreft reweaves into a wing, its fly speed increases by 5 feet. A ydreft with one wing has a fly speed of 10 feet (poor), and a ydreft with no

NEW CREATURE SUBTYPE GRAFT

Use the following creature subtype graft to create ydreft NPCs.

YDREFT

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

Traits: Plantlike, fly speed of 30 ft.; if the creature is of the ydreft race, it also gains the reweave limbs and root racial traits.

wings loses its fly speed.

Root: As a swift action, a ydreft can use its tendrils to root itself to a surface capable of supporting its weight or to unroot itself from such a surface. While rooted, the ydreft cannot willingly move from the attached surface, but it gains a +2 racial bonus to its KAC against bull rush and trip combat maneuvers.

NEW FEAT

The following feats are available to ydreft characters.

ENHANCED WINGS

Your wings easily catch the wind when you fly, making flight easier and faster.

Prerequisites: Character level 5th, ydreft.

Benefit: Your fly speed increases to 50 feet with good maneuverability. This benefit stacks with the effects of the reweave limbs racial trait, but it does not apply if you have fewer than two wings due to the effects of that racial trait.

EXPANDED REWEAVING

You are able to reweave your body into strange and exciting shapes seemingly at will.

Prerequisites: Ydreft.

Benefit: When you use the reweave limbs racial, add the following options to the list that you can choose from:

- » **Climbers:** You can reweave your tendrils into structures suited for latching onto surfaces, granting you a climb speed. This is a 10 ft. climb speed if you have one climbers limb or 30 ft. if you have two. For each climbers limb you possess beyond two, increase your climb speed by 5 feet.
- » **Fins:** You can reweave your tendrils into structures suited for swimming, granting you a swim speed. This is a 10 ft. climb speed if you have one climbers limb or 30 ft. if you have two. For each climbers limb you possess beyond two, increase your climb speed by 5 feet.
- » **Natural Weapons:** You can reweave your tendrils into powerful limb for slamming enemies. You're always considered armed while you possess such a weapon, and you can deal 1d3 lethal damage unarmed strikes and the attack doesn't count as archaic. You gain a unique weapon specialization with these natural weapons at 3rd level, allowing you to add $1-1/2 \times$ your character level to their damage rolls for their natural weapons (instead of just adding their character level, as usual).

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