



THE CULT OF THE DEVOURER

The Cult of the Devourer is one of the most feared and reviled organizations in the Pact Worlds, and clear evidence of its ravages can be found on the fringes of inhabited space throughout the galaxy. The cult has been around for eons, though individual cells rarely last more than a few decades, and its devotees wage a nonstop war to destroy all existence in the name of their god, the Devourer. In most cases, the cult can be thought of like a hurricane on a low-tech world—it comes with little warning, damages or destroys everything in its furious path, and then weakens and breaks apart for no apparent reason.

Nevertheless, the Cult of the Devourer is more than just a mere storm. It is a widespread interstellar and interspecies organization plotting the downfall of all civilization as part of a broader plan to end existence itself. Although the cult is made up largely of anarchists, its efforts are surprisingly well coordinated and carefully considered. Only by understanding the underlying motives and rough organization of the cult's

various cells, divine agents, and sects can the true threat of the Cult of the Devourer be understood clearly.

CULT ORGANIZATION

There is no central authority that controls the Cult of the Devourer—no specific headquarters, no single acknowledged leader, and no formal hierarchy. A lack of a universal set of rules makes it difficult to even discuss the organization as a whole in any detail—and that's exactly how its members like it. To the cultists, the destruction of everything is a goal that cannot be achieved by creating new rules or societies. The following generalities apply to most groups that consider themselves Devourer cultists, but even these are not hard rules.

CULT CELLS

Lacking any formal hierarchy, each group of Devourer cultists that works together generally refers to itself as a single

"cell" of the Devourer cult. A cell can have as few as two to three cultists, or in rare cases it could have as many as a few thousand, though these larger hordes are more often many cells fused together by an extremely powerful leader or a supernatural agent in order to accomplish a particular goal. Most cells tend toward the smaller side, operating alone but potentially maintaining contact with other cells to coordinate larger attacks. Violent disagreements are common, and different cells or even cultists within the same cell regularly turn on one another. When a cell fractures, it often splinters into multiple smaller cells, each of which strives to grow and recruit more members, thus spreading their destructive faith across the cosmos. Cells usually have a secret base of operations, and sometimes depend on mobile bases such as starships or asteroids.

Within these cells, cultists each join a group (or "choir") within the cult in keeping with their own devotion to the Devourer. Those who take a public role obvious to all are known as "wall breakers," while those who operate in secret are referred to as "hidden ones." Most wall breakers are frontline combatants who generally spend their time attacking outposts of civilization or preparing for such assaults. Hidden ones have roles that require them to pass as ordinary citizens, and many lead double lives, keeping their cult membership secret from coworkers and family members.

There are numerous different sects within the worship of the Devourer, though these are defined more by vague similarities in beliefs and operating methods than by any formal orthodoxy. A cell might drift from sect to sect as its membership and goals change over time, but for all their chaotic squabbling, few cells bother to devise and promote their own doctrines.

Each cell normally has a few senior cultists who guide and command other members of the cell. Called "longteeth," these elder cultists are respected and obeyed not due to any formal rank they hold but simply because a Devourer cultist does not achieve seniority within the cult without battle acumen, cunning, and a long track record of destruction. In some cells, the longteeth are mostly hidden ones, entrusted with planning and organizing tasks the wall breakers then carry out. In other cells, the longteeth are drawn from both choirs and divide their duties to fit their skills and inclinations. It's rare for a cell to have primarily wall breaker longteeth, though a few cells dedicated purely to acting as wandering warbands follow their most accomplished warriors. If a cell is too large for the longteeth to directly command all the cultists, intermediaries step in to lead smaller groups of cultists. These intermediaries are most often called "fangs," though cells develop numerous other terms for them. Fangs arise from subgroups within the cell as needed, primarily through leadership and longevity. If fangs live long enough, they become longteeth. If a fang dies, some other cultist attempts to fill the fallen fang's role.

Above all of these are the atrocites, supernatural agents of the Devourer that sometimes spawn, expand, command,

or train specific cult groups in order to accomplish some task important to the atrocite's own efforts to bring an end to all existence. While atrocites never devote themselves completely to a single cell, they occasionally combine cells into vast hordes under their nihilistic banners, and the largest and most effective cells may be visited by atrocites on a regular basis.

Though it's impossible to make a comprehensive list of all the various elements that can be found in the branches of the Cult of the Devourer, some of the more common elements are expanded on as follows.

HIDDEN ONE CHOIR

While the general public envisions all Devourer cultists as maddened warriors who destroy, kill, maim, and go on cannibalistic rampages, some are more subtle in their methods. While the cult has no shortage of drug-addicted and psychopathic combatants ready to spread death and terror throughout space, the Cult of the Devourer does not depend entirely on mindless mayhem. On the other side of the spectrum are those Devourer devotees who move unnoticed among their prey, gather information, sabotage defenses, spread rumors, and recruit new members among the disaffected and the sadistic members of society. While hidden ones are as diverse as the ordinary citizens they emulate, a few common types are detailed here.

Maw: Maws are the primary recruiters of the Cult of the Devourer, and they are the only cultists who regularly travel between cult strongholds and civilized society. While other hidden ones often integrate deeply into a society for years at a time, acting as sleeper agents and deep-cover insurgents, maws journey extensively on the lookout for potential cultists. They seek the angry, the downtrodden, the insane, and the suffering, and they use a variety of sophisticated psychological techniques to convert these people to the Devourer's faith. For some prospective cultists, it's only a matter of stoking their existing rage at society, teaching them to find meaning and savage joy in destroying the civilizations that caused them such pain. For others—those who've suffered but who haven't yet turned the corner into destructive nihilism—the key is often regret or grief: the maw teaches that the Devourer's destruction of this reality won't simply end the universe but retroactively erase it, thus ensuring that the incidents that caused their guilt or pain never happened in the first place. Most maws are experts at sliding easily between strategies until they find the right one for an individual, and some utilize drugs or magic to help make their targets receptive; yet, almost all such conversions involve offering new recruits a helping hand and giving them a sense of acceptance and agency in their own lives. These strategies are largely rediscovered by each cell through trial and error, but a few helpful maxims exist, such as "Heal a soul so they may break a thousand."

While not all potential recruits make the leap from disaffected citizens to Devourer cultists, there are always more

TEMPLE OF THE TWELVE

PART 1:
QUESTIONS
IN QABARAT

PART 2:
THE UKULAM
EXPEDITION

PART 3:
THE LOST
TEMPLE

CASTROVEL

THE CULT OF
THE DEVOURER

ALIEN
ARCHIVES

CODEx OF
WORLDS

individuals who have suffered terrible tragedies or injustices, have lost their moral path, or just want to see the galaxy burn. The cult sometimes maintains those who don't convert completely as useful contacts, but more often such potential recruits meet with unfortunate accidents before they can have a change of heart and blow the maw's cover. A maw may bring new recruits to a nearby active cell or use several recruits to begin a brand-new cell. An experienced maw is thus also likely to be a longtooth, acting as the senior advisor and planner for a network of cells the maw established or strengthened.

Plague Bringer: Plague bringers seek to infect the society within which they operate and weaken it as much as possible in preparation for an attack by one of the cult's cells. While some accomplish this by spreading actual diseases—even researching ever more effective and weaponized viruses to assist in such efforts—plague bringers undertake any form of sabotage. Many are computer experts who intentionally corrupt planetary infospheres with insidious viruses. However, those technophiles who specialize in scraping private data for blackmail material are more often silent cannibals (see below).

Silent Cannibal: Silent cannibals are spies who gather information for cult cells, living lies as deep in targeted societies as they can manage. Not all are actual cannibals—the term refers to their being members of the society they seek to destroy, thus metaphorically eating their own kind—but some certainly take the label literally, and many are serial killers. While committing murders even once every year or two puts silent cannibals at much greater risk of discovery, the dedication needed for a Devourer cultist to live a quiet life as a spy is more than most can manage without at least an occasional killing to assuage their need for destruction.

WALL BREAKER CHOIR

Wall breakers are far more common than hidden ones, and they make no effort to pass as anything other than devotees of the Devourer. Instead, they embrace bizarre appearances and elaborate self-mutilation to better shock and demoralize their victims, from elaborate piercings and burn scars to having their own bone surgically exposed and wearing the skins of their enemies. (Unlike in the church of Zon-Kuthon, these modifications are not to give them the masochistic thrill of pain, but they exist purely to further their god's nihilistic ends.) While this choir includes all the frontline troops who carry out raids and murderous rampages in the name of their god, it too has a variety of more specific roles.

Composer: Composers are among the rarest of Devourer cultists, and the majority of cells have at most one composer. A composer is a kind of mad genius and doom prophet who endlessly contemplates how to spread maximum destruction. Unlike hidden ones, a composer never operates within the confines of normal society. Composers are obsessed zealots, spending every moment plotting even greater acts of destruction. Those cells with a composer often defer to whatever plan or need the composer expresses and may

undertake minor missions to steal experimental weapons, kidnap scholars with ancient lore, or throw themselves against a planet's defenses just to see the response as the composer determines what information and resources are needed for a major operation. Composers have no official authority and command respect and obedience only so long as other members of the cell remain convinced that their schemes are the best way to rain down destruction.

Of all the Devourer cultists, composers are the ones most likely to attempt to write some sort of treatise or philosophic explanation of their devotion to the Devourer. Thus, despite their small numbers, they are often quite influential, inspiring entire sects of Devourer worship.

Degenerator: Like any group operating on an interstellar scale, the Cult of the Devourer needs engineers, mechanics, medics, quartermasters, and support personnel. Unlike most other groups, however, Devourer cultists are dedicated to the destruction of all things, and thus fixing or creating new things could be seen as heresy by some. Solutions for this dilemma vary, and some of these needed roles can be filled by robots, slaves, or even hidden ones who justify the work as necessary for a plan destined to bring greater destruction. But neither robots nor slaves can be trusted with all the work needed to keep a large military cult cell functional, and hidden ones are often better utilized in their capacity as saboteurs and spies. Thus, such tasks often fall to degenerators.

Degenerators have technical skills but do not see what they do as organization or repair. Instead, they claim to create “degenerate” versions of any equipment, person, or system they work on. It is often degenerators who add spikes and skulls to wall breaker armor, create new weapon fusions that coat cult weapons with rust and runes of death, file the teeth of cultists to sharp points, and make surgical additions to injured cultists subjected to their care. Even if responsible for tracking supplies, a degenerator often seeks to satisfy the group's needs in ways counter to whatever would be societally acceptable, such as including halfling meat in a starship's freezers. In the Cult of the Devourer, this ability to keep guns shooting and soldiers breathing without becoming part of the structure of civilization is seen as a blessed talent for devolution.

Frenzied: The frenzied are what most people think of when the Cult of the Devourer is mentioned. Frenzied exist purely to destroy, kill, and terrorize anything they can reach. Many are mentally unbalanced, as few sane minds could embrace the ultimately self-destructive lifestyle that the frenzied lead, while others either have lost all sense of right and wrong through trauma and years of drug use or have overcome it through religious devotion. It is popular to think of the frenzied (and all wall breakers) as nearly mindless killing machines, and certainly some are. But there are also frenzied gunners, officers, pilots, and tankers, and despite the name and the penchant for extreme stimulants and hallucinogens in battle, some frenzied are calm nihilists who work methodically toward their destructive goals.

ATROCITES

The greatest successes of the Cult of the Devourer can often be traced back to the arrival of one of the atrocites, horrific divine agents of the Devourer who sometimes appear to cells in order to reveal secret knowledge, task them with specific missions, or organize them into apocalyptic crusades. As atrocites are the only authority a typical cult cell answers to without question, these beings are the inevitable answer to the question of how large-scale groups of anarchists can operate in concert to threaten all of civilization.

Like the cults they often spawn, atrocites have few similarities. Most appear in a form akin to those of the cult it's addressing, from common humanoids such as lashuntas, orcs, and vesk to more bizarre entities like the barathus of Bretheda or the twisted masses of cysts and tentacles found among the Dominion of the Black. According to what passes for scripture within the cult, the Devourer creates nothing, not even new shapes, and thus its most powerful agents borrow their forms from other creatures. In place of eyes, an atrocite may have black voids in its empty sockets, and all atrocites' heads are enshrouded in a constant halo of gray haze that sometimes crackles with red energy or offers momentary glimpses of apocalyptic prophecy.

Atrocites are clearly powerful outsiders, but if they have a native plane of existence, no scholar has been able to find it. Many theologians hypothesize that atrocites spend their time drifting through the void of deep space—the environment closest to absolute nothingness—or perhaps in the accretion disks of singularities consuming stars. Some scholars suspect that all atrocites began as mortals, Devourer cultists who engineered acts of destruction so vast, their god granted them a sliver of its own destructive power. Through the ravings and writings of those few who've survived encounters with atrocites, Pact World researchers have determined that the beings can exist perpetually in vacuum, teleport over vast distances, never work together, and prefer building up cult cells to attack and terrorize societies rather than undertaking such efforts directly. Atrocites often speak of themselves planting the seeds of cult victory and then moving on.

DEVOURER SECTS

Some broad, informal sects within the Cult of the Devourer have differing goals and philosophies on how to best serve their uncaring god. While these distinctions have little impact on how other organizations view or deal with cells of the cult, understanding them can be useful in predicting what sorts of attacks a cell may attempt.



Blood Door: Blood Door cells are motivated by the example of the Blood Scourge, a Devourer mystic who led a small fleet of cult ships to attack lone merchant ships, minor colonies, and outposts at the edge of stellar nations' zones of control. The Blood Scourge is believed to have become an atrocite, and while her cell broke up upon her disappearance,

its ships formed the cores of dozens of smaller cells. Blood Door cells endlessly seek to increase the number of lives they claim by whatever means possible, and they keep themselves mobile to constantly search for new targets. They see every death they cause as a sacrifice to the Devourer—the act of killing is referred to as forcing the victim “through the Blood Door”—and they believe such offerings increase their god's power

so it can more easily destroy the universe. Some Blood Door cultists insist that when enough sacrifices have been made, the slaughter will create a portal through which the Devourer will enter from some other realm to begin its final onslaught.

Feaster: Feaster cells focus on complete, unrecoverable destruction. While this sounds obvious given their faith, the requirement to prioritize utter annihilation actually causes them to act differently from many other sects. For instance, if a cult of this sect is in a position to damage 20 starships or obliterate just one, its members would zealously focus on the one they can destroy utterly, on the premise that while damage can be healed or repaired, there is no recovery from total annihilation. This also makes them extremely dangerous in ground combat, as a Feaster is likely to take the time to slit the throat of an injured enemy to confirm the kill rather than focus on those still attacking him. Their name comes from sect members' tendency to engage in cannibalism, consuming the body of their foes as a form of destruction.

Nightmare: Nightmare cells hide within society and work to spread discontent, fear, and misery. They are inspired by a book known as *The Darkest Night*, a tome outlawed on many worlds that presents the idea that societies are nothing more than a series of interconnected conveniences and will ultimately collapse if those within them can be made to question their safety and value. The goal of such a cell is to destroy the perceived worth of society, eventually causing a complete societal breakdown, though many also use these tactics to foster upheavals such as civil wars. Members of this sect are nearly all hidden ones, with a rare wall breaker recruited for use in suicide missions. Their efforts often take decades to come to fruition.

TEMPLE OF THE TWELVE

PART 1:
QUESTIONS
IN QABARAT

PART 2:
THE UKULAM
EXPEDITION

PART 3:
THE LOST
TEMPLE

CASTROVEL

THE CULT OF
THE DEVOURER

ALIEN
ARCHIVES

CODEx OF
WORLDS

DEVOURER CULT MYSTICS

While mystics of the Cult of the Devourer often choose the mindbreaker or star shaman connection (*Starfinder Core Rulebook* 87, 88), when a particularly large or powerful cult attracts an atrocite, these destructive outsiders often teach their mystic followers the ways of the devastator connection and its related spells. Detailed below, this magic allows Devourer cultists to harness and pervert the universe's mysterious powers to precipitate its eventual destruction. The devastator connection is less common outside of Devourer cults, but it can be found among mystics of any deity devoted to destruction, entropy, or even war.

DEVASTATOR CONNECTION

You have embraced a nihilistic view that values nothing and thus sees only nothingness as having value. You are devoted to destroying the existence of all structure and form, from individual lives to the fabric of societies and even reality itself. You're focused on annihilation through any means, and you draw power from the dissolution of lives.

Associated Deities: Azathoth, Damoritosh, The Devourer, Groetus, Lamashtu

Associated Skills: Intimidate and Perception

Spells: 1st—*carnivorous* (see page 51), 2nd—*caustic conversion*, 3rd—*viral destruction* (see page 51), 4th—*enervation*, 5th—*crush skull*, 6th—*gravitational singularity*

BLOOD MARK (SU) 1st Level

- Whenver you kill or destroy a creature or reduce a creature to 0 HP, you immediately gain a blood mark on your skin, which manifests as a swirled, blood-red black hole. A blood mark lasts for a number of rounds equal to your Wisdom modifier (minimum 1). The blood mark is attuned to creatures of the same type as the creature you killed, destroyed, or reduced to 0 HP to gain the blood mark, and it grants you one of the following benefits of your choice: a +1 morale bonus to attacks against creatures of the attuned type, a +1 morale bonus to AC against attacks from creatures of the attuned type, a +1 morale bonus to saving throws against attacks and effects created by creatures of the attuned type, or a +1 morale bonus to damage dealt to creatures of the attuned type. You choose this benefit when you gain the blood mark, and it lasts for as long as the mark lasts. You cannot have more than one blood mark active at a time, and gaining a new blood mark ends any previous blood mark you had active.

DESTRUCTIVE FRENZY (SP) 3rd Level

- You can expend a 1st-level or higher mystic spell slot as a move action to go into a destructive frenzy. This grants you a bonus to attack and damage rolls with basic

melee weapons and small arms. The bonus to attacks is equal the level of spell slot expended – 2 (minimum +1 bonus), and the bonus to damage is equal to the level of the spell slot expended. This frenzy lasts for a number of rounds equal to your Wisdom modifier (minimum 1) plus the level of the spell slot expended. You can dismiss your destructive frenzy early as a free action. While your destructive frenzy is active, you can't cast spells or use any other extraordinary, spell-like, or supernatural ability that requires you to spend an action.

DEVASTATING CRITICAL (SU) 6th Level

- When you score a critical hit with an attack, you can spend 1 Resolve Point as a swift action to add the wound critical hit effect to the attack, replacing any other critical hit effect the attack has. If the attack would already have the wound critical hit effect, you can instead spend 1 Resolve Point to add the severe wound critical hit effect to the attack in place of other critical hit effects.

SHATTER DEFENSES (SU) 9th Level

- You can break a target's defenses. Once per day as a standard action, you can reduce the DR, energy resistances, and hardness of a single target by an amount equal to your mystic level (to a minimum of 0) for a number of rounds equal to your mystic level. The target can attempt a Fortitude saving throw to resist this effect (DC = 10 + half your mystic level + your Wisdom modifier). This ability can affect objects.

GREATER BLOOD MARK (SU) 12th Level

- At 12th level, whenever an ally linked by your telepathic bond class feature kills or destroys a creature or reduces a creature to 0 HP, you can grant yourself or one other ally linked by your telepathic bond a greater blood mark. This functions as the blood mark connection ability (see above), but the bonus is +2 and the subject that gains the blood mark decides which of the benefits to gain. You cannot have more than one greater blood mark active at a time, and granting a new greater blood mark ends any previous greater blood mark you had active. A creature cannot benefit from more than one greater blood mark at a time or from a blood mark as well as a greater blood mark, though you can benefit from both your own blood mark and a greater blood mark.

MYSTIC BLOODLUST (EX) 15th Level

- At 15th level, you gain renewed vigor when one of your foes is brought low. When you or an ally linked by your

telepathic bond class feature scores a critical hit against a foe, as a reaction you can spend 1 Resolve Point to regain a number of Stamina Points equal to three times your mystic level, plus your Wisdom modifier (up to your maximum number of Stamina Points). Once you have benefited from mystic bloodlust, you can't gain the benefits from this ability again until you rest to recover Stamina.

CIRCLE OF DEVASTATION (SU) 18th Level

- At 18th level, you can channel your destructive energies into a sphere of devastation around you. As a standard action, you can spend 1 Resolve Point to create a burst of energy in a 30-foot radius around you, dealing 12d10 force damage (Reflex half) to all creatures and objects in the area. Crackling residual energies turn the area into difficult terrain (even empty spaces in the air or vacuum around you) for 1 round per mystic level. You are not affected by this difficult terrain. You can use this ability a number of times per day equal to your Wisdom modifier.

NEW SPELLS

The following spells are most common among Cult of the Devourer mystics, but any mystic can select them.

CARNIVOROUS 1

School transmutation

Casting Time 1 standard action

Range personal

Duration 1 minute/level

Your mouth expands to twice its normal size, and fills with rows of razor-sharp teeth, giving you

a bite attack. This attack is treated as an attack with a basic melee weapon with the operative special quality for purposes of proficiency and Weapon Specialization and for other abilities that function with basic melee operative weapons. You can make this attack without using any limbs and when pinned.

The attack deals 1d4 piercing damage. At 7th level, the damage increases to 2d4. At 10th level, it increases to 2d8. At 14th level, it increases to 3d8. At 16th level, it increases to 4d8. At 18th level, it increases to 5d8. At 20th level, it increases to 10d8.

VIRAL DESTRUCTION 3

School necromancy

Casting Time 1 reaction

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

Target one newly dead creature; see text

Duration instantaneous; see text

Saving Throw Will negates, see text; **Spell Resistance** yes

You can cast this spell only immediately after a creature in range dies. On its next turn in the initiative order, the corpse stands up (if applicable; this does not require a move action), can take a single move action to move up to its speed, and makes a single attack using the weapons and bonuses it had when alive (though it can't use class features, spell-like abilities, or spells). You can choose the target of the affected creature's attack or allow the target corpse to select a target entirely at random. If the target of this spell was friendly or helpful toward you in life, the spell works automatically; otherwise, the corpse can attempt a Will saving throw to negate this spell, as if the creature were still alive.

After making its attack, the creature that you have targeted with *viral destruction* falls and is dead as normal. However, if this attack kills the affected creature's target or if it knocks it unconscious, that target must succeed at a Will saving throw (using the spell's DC) or be subject to *viral destruction* and make a single attack on its next turn before returning to its normal dead or unconscious state. If the secondary target of *viral destruction* is merely unconscious and becomes conscious again before its next action, that creature is freed from the *viral destruction* effect and the spell ends. Each attack caused by this spell can transfer the *viral destruction* effect to its target if that target is knocked unconscious or killed by the attack, until the spell has affected a number of creatures equal to your mystic level.



TEMPLE
OF THE
TWELVE

PART 1:
QUESTIONS
IN QABARAT

PART 2:
THE UKULAM
EXPEDITION

PART 3:
THE LOST
TEMPLE

CASTROVEL

THE CULT OF
THE DEVOURER

ALIEN
ARCHIVES

CODEx OF
WORLDS

DEVOURER CULT GEAR

Members of the Cult of the Devourer often take little care of their equipment. They are perfectly happy to grab whatever is available from communal piles of armor or to rip weapons from their foes, fire them until they're empty, or wield them until they shatter, and then toss them aside. However, the Devourer cultists who infiltrate societies more subtly are well aware of the value of terrifying-looking weapons when they are aiming to cow entire populations. These cultists often encourage others to embrace gear options that spread doubt, fear, and terror and therefore extend the insidious fingers of the Devourer's faith.

Some equipment found among Devourer cultists is detailed below.



WEAPONS

Statistics for each of the following weapons can be found on its corresponding weapon table.

DISINTEGRATOR WEAPONS

Available as pistols (small arms), rifles (longarms), and cannons (heavy weapons), these powerful weapons are often referred to by the more scientific term "high-energy proton decouplers," as they produce streams of energized fields that corrode and break down matter much like subatomic acid would. However, since their effects appear to turn metal to slag, plastic to vapor, and flesh to goo, they're commonly known as "disintegrators." Devourer cultists particularly revere disintegrators because the weapons slough away their enemies' flesh.

UNCATEGORIZED WEAPONS

The following weapons are not considered part of any other weapon category.

ADVANCED MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
UNCATEGORIZED								
Painclaw, ghoulish	3	1,250	1d8 S & P	—	40 charges	1	1	Injection (see text), unwieldy
Painclaw, demonic	11	25,000	2d8 S & P	Bleed 1d6	40 charges	1	1	Injection (see text), unwieldy
Painclaw, draconic	19	560,000	6d8 S & P	Bleed 2d6	40 charges	1	1	Injection (see text), unwieldy

SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DISINTEGRATOR									
Disintegrator pistol, liquidator	6	4,500	1d10 A	15 ft.	—	20 charges	2	L	—
Disintegrator pistol, decimator	11	28,000	1d20 A	20 ft.	—	20 charges	2	L	—
Disintegrator pistol, executioner	16	200,000	2d20 A	25 ft.	Corrode 1d6	40 charges	4	L	—
Disintegrator pistol, eradicator	20	745,000	3d20 A	30 ft.	Corrode 2d6	40 charges	4	L	—

LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DISINTEGRATOR									
Disintegrator rifle, liquidator	6	4,740	1d20 A	30 ft.	Corrode 1d6	40 charges	4	2	—
Disintegrator rifle, decimator	11	29,000	3d10 A	30 ft.	Corrode 2d6	40 charges	4	2	—
Disintegrator rifle, executioner	16	210,000	5d10 A	30 ft.	Corrode 3d6	80 charges	8	2	—
Disintegrator rifle, eradicator	20	745,000	5d20 A	30 ft.	Corrode 4d6	80 charges	8	2	—

HEAVY WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DISINTEGRATOR									
Disintegrator cannon, liquidator	6	4,800	1d20 A	40 ft.	Corrode 1d6	40 charges	4	3	Line, unwieldy
Disintegrator cannon, decimator	11	29,500	3d10 A	40 ft.	Corrode 2d6	40 charges	4	3	Line, unwieldy
Disintegrator cannon, executioner	16	220,000	5d10 A	40 ft.	Corrode 3d6	80 charges	8	3	Line, unwieldy
Disintegrator cannon, eradicator	20	765,000	5d20 A	40 ft.	Corrode 4d6	80 charges	8	3	Line, unwieldy

PAINCLAW (DEMONIC, DRACONIC, GHOULISH)

This powered gauntlet has bladed spikes for fingers, which have built-in injectors connected to three reservoirs for storing substances used with the injection weapon special property. A painclaw can carry up to 3 doses of a drug, an injury poison, or a medicinal compound. Rather than trigger the injection on the weapon's first attack, you can choose whether to inject one of these substances upon dealing damage with the painclaw (and even select which material to inject, if the three reservoirs contain different compounds). A painclaw can inject only one substance per attack.

The hand wearing a painclaw can't be used to hold or operate any other weapon or piece of equipment. Donning or removing the painclaw is a full action. A painclaw cannot be disarmed.

WEAPON FUSIONS

Weapon fusion prices are based on weapons' item levels; see the Table 7-13 on page 192 of the *Starfinder Core Rulebook*.

ANNIHILATOR

LEVEL 8

A weapon with the *annihilator* fusion looks corroded, worn, and crudely formed. If a target is slain by an attack with an *annihilator* weapon, the target disintegrates entirely (as though by the *disintegrate* spell).

VICIOUS

LEVEL 5

Vicious weapons have sinister appearances. A *vicious* weapon gains the boost special weapon property, but when you make an attack with the boosted damage, you take damage equal to the additional boost damage. This damage applies even if your attack misses, and it is not reduced by DR, resistance, or any other ability. The boost is 1d4, plus an additional 1d4 for every 6 item levels the weapon has. If the weapon does not use charges or ammunition, boosting it takes a standard action and does not expend any additional charges or ammunition. You cannot boost an attack made with the automatic, blast, explode, or line weapon special property. Weapons that have the boost special weapon property cannot be *vicious*.

ARMOR UPGRADES

Most Devourer cults acquire whatever armor they can through any means necessary.

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR TYPE	BULK
Grim trophies	1	125	1	Any	—
Weapon spikes	Varies	Varies	1	Heavy, powered	Varies

ARMOR UPGRADE DESCRIPTIONS

Specific armor upgrades favored by Devourer cultists are described below.

DISINTEGRATOR GEAR BOOSTS

Soldiers can choose the following gear boost using the gear boost class feature.

Caustic Burns (Ex): When you score a critical hit with a weapon from the disintegrator category, you increase its corrode critical hit effect damage by 1d6. If it does not have a corrode critical hit effect, the weapon gains a 1d6 corrode critical hit effect. You can add this corrode critical hit effect to your disintegrator weapon even if it has another critical hit effect.

GRIM TROPHIES (MAGIC)

Devourer cultists often adorn their armor with magically enhanced trophies representing their most meaningful kills, such as skulls or other bits of bone or exoskeleton taken from slain foes, defiled holy symbols, broken bits of weapons, or bloodied and tattered badges or seals of authority.

While wearing armor with grim trophies, if you successfully cause a foe to be shaken, the foe applies the -2 penalty from that condition to weapon damage rolls in addition to the other rolls it normally applies to.

WEAPON SPIKES

A suit of armor covered in wicked spikes is an iconic piece of devourer cultist gear. You can add a one-handed basic melee weapon of light or negligible bulk to your armor to act as weapon spikes. You pay 125% of the cost of the selected basic melee weapon to add it as an upgrade. You must have a hand free to attack with the weapon spikes (so you can maneuver a foe into a position where the spikes are effective), unless the foe is grappling you or you are grappling the foe (in which case you can attack with the weapon spikes even if you do not have a free hand). You can also make attacks with weapon spikes when pinned, though only against the creature pinning you.

MAGIC ITEM

Atrocities sometimes give favored Devourer cult leaders and hidden ones a *ring of fangs*.

RING OF FANGS

LEVEL 3

MAGIC ITEM (WORN) PRICE 315 BULK —

When you wear this ring, your teeth become long and sharp, giving you a powerful bite attack. You can choose to have your unarmed attacks deal lethal piercing damage, and if you are 3rd level or higher, you automatically gain a special version of the Weapon Specialization feat that adds double your level to the damage of these unarmed attacks (rather than adding your level).

TEMPLE
OF THE
TWELVE

PART 1:
QUESTIONS
IN QABARAT

PART 2:
THE UKULAM
EXPEDITION

PART 3:
THE LOST
TEMPLE

CASTROVEL

THE CULT OF
THE DEVOURER

ALIEN
ARCHIVES

CODEx OF
WORLDS