5e Homebrew

Traveler's Guide to the COSMOS



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Beyond the Atmosphere

For centuries, our species languished from overpopulation and the inevitability of starvation. We ravaged our planet with decade-long wars caused by the endless search for food and resources. But one of us finally approached a daring solution. Why look inward, when we can look upward ... to the stars?

— Kac'ta'haiktnu
Pa'kteressian Archivist

Welcome to a vast galaxy filled with endless adventure and otherworldly danger. Why do you travel through the cosmic void? Perhaps your planet is fully explored, so you search for new frontiers. Maybe you discovered a mysterious vehicle from the heavens and you unwittingly climbed inside. Or worse — you were forcibly taken far from your home beyond the skies, never to return. Whatever your history, you must look forward to your new future among the infinite expanse of stars.

This project was born out of a desire to translate science fiction to the world of 5e. While game systems like *Starfinder* and *Spelljammer* exist, none approach the ease and flexibility of the 5e system. This guide aims to provide rules for a galactic game with minimal changes to prioritize ease of learning and maintain the design goal of a rules-lite system.

This extensive setting sourcebook is open-ended and subject to future expansion. With each subsequent version, it will continue to grow with more detailed lore, locations, rules, treasures, spells, and encounters. Continue to support this project to follow its journey.

Content Overview

This book guides you through a galaxy filled with wonders, threats, and planet-hopping adventures. It also includes new options for creating characters suited to the unique journey above the atmosphere.

Chapter 1 presents a plethora of character creation options for designing your own planet-hopper, including new races and subclasses.

Chapter 2 provides a list of gear and equipment suited for adventurers in the cosmic void, filling various roles and utility options where basic adventuring gear cannot.

Chapter 3 covers basic rules for starships, including their creation, crew, command, and combat. Starships are essential for traveling millions of light years between star systems and running them well is essential for surviving the dangers of the cosmic void.

Chapter 4 introduces basic lore for locations set in a small part of the Galaxy called the Central Alliance. It also provides a suggested framework for designing new locations for custom adventures.

Chapter 5 provides the tools for building a cosmic adventure, including plot hooks, a framework for designing new locations, and a sample adventure for level 2 adventurers.

Chapter 6 offers new spells used across the Cosmos in addition to those provided in the 5e core rulebook. Manipulate computers with technomagic or bend the laws of physics to your advantage.

Chapter 7 details magical treasures, artifacts, relics, and weapons found in the Cosmos, ranging from the dazzling *jar of stardust* to the annihilative *Sun Slayer.*

Finally, **Chapter 8** presents people, monsters, and dangers of the void, including several mighty entities of cosmic legend.

If you are unfamiliar with a term used in this book, refer to the Cosmic Terminology section for definitions.

Exploring Infinity

The Cosmos is expansive and infinite; it has no edges or bounds and not all of it can be explored. Thus, the scope of this book is confined to part of a single galaxy, whose trillions of stars offers more than enough life, excitement, and adventure for heroes to experience. In a setting of this magnitude, any occurrences no matter how improbable can happen.

Interstellar Travel

An average galaxy measures up to sixty-thousand light years in diameter. The distance between one inhabited planet and the next is well over five light years far enough that conventional teleportation spells do not work. Most civilizations use a combination of two methods to get around the galaxy: hopping through the Strand for galactic distances and skimming the Current to cover intersystem distances.



Starships launch an offensive against a Cosmic Aracknid

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The Strand is a heavily distorted demiplane beneath the Material Plane. Short distances inside it translate to thousands of miles in the material plane, a property crucial to interstellar travel. Views of the Cosmos from within stretch into thin strands, originating the name.

To access the Strand, travelers use **Waypoints**: a series of specially-constructed arcane stations with planar capabilities. While useful, Waypoints are limited by location as they function best where the veil between the Material and the Strand is thin. As many as twenty neighboring star systems can be served by one Waypoint.

The **Current** is a network of magically flowing leylines that fuels the magic of the Cosmos. Its existence is formless and permeates throughout the Material Plane. Countless civilizations have built an engine that can briefly assimilate starships into the magic to propel them at high speeds in a process called **skimming**. Traveling the Current is slower compared to traveling the Strand, but is not restricted by location.

The Crossing the Galaxy section in chapter 2 provides more information and rules for interstellar travel. Rare alternative methods exist, such as the mysterious Cosmic Gate or the experimental Recursion Circle.

Using the Galaxy

The Galaxy is most accurately described as a sporadic collection of locations, civilizations, and relationships between planetary worlds. On a galactic map, major star systems and their Waypoints are depicted abstractly. The large distances between them are rendered insignificant by the unstable nature of interstellar travel through the Strand. Instead, cartographers assign a general travel time to each Waypoint, describing duration required to reach it from the next Waypoint.

Conversely, minor star systems within range of a Waypoint are more accurately depicted. As time progresses, government and private entities construct new Waypoints and add new star systems to the list of reachable locales.

As a result, this setting is positionally flexible. Because a majority of the galaxy is uncharted, you can easily adapt any existing campaign narrative to the Cosmos by setting its planet in one of numerous unexplored locations. The size of every campaign can also vary extensively. If you don't want to explore the larger Cosmos, you can confine a game to part of a single planet. If you are ambitious, you can design an adventure spanning multiple galaxies.

Diverse Civilizations

No experience in the Galaxy is ever the same. Settings, cultures, environments, and designs vary greatly between locations, from high magic to cyberpunk and from steampunk to naturecore. As you travel, you will run into new foes, old enemies, or ancient terrors older than time. The infinite nature of the Cosmos ensures all journeys are unique.

This book offers broad descriptions of the galaxy's various civilizations and equips you with tools to journey to them. Use the sample locations described in chapter 1 as a starting point for the rest of the uncharted galaxy.

Stages of Technology

A galaxy can see millions of races, species, and societies rise and fall during its lifespan. While life on planets may begin at different times and civilizations may progress at different rates, each goes through similar technological advancements to reach the stars. These are roughly described by the Ages listed in this section, starting with the Age of Tools and culminating in the Age of Stars. Simple societies sometimes make the leap to Age of Stars when introduced to extraterrestrial visitors. Over time, the technology in that world develops unique characteristics as it mixes with traditional low-magic and rural fantasy settings.

Age of Tools. The first stage of a civilization begins with simple stone and metal tools. Tasks are accomplished using solely physical and mechanical equipment.

Age of Magic. This stage of civilization describes the discovery or permeation of magic into everyday society. This marks a greater focus into magic, often by arcanists, scholars, or dark cults. The relationship between the deities and their followers deepen. Metal tools and weapons have replaced stone entirely and metal machines may even exist. A traditional campaign is typically set in this stage, often before magic becomes fully ubiquitous.

Age of Industry. At this stage, a civilization harvests resources and produces goods at a massive scale. Explosive mining, factories, automation, flying vehicles, and pollution are all hallmarks of industry. The existence of the Current is typically discovered in this era, driven by demand for magical power. Though destructive, accelerated production of refined or specialized materials can thrust such civilizations into future stages.

Age of Technomancy. A civilization at this stage develops a special form of computer through a combination of magic and technology. The people harness ubiquitous long-distance communication and limited artificial intelligences to perform complicated tasks. Some groups may have successfully breached the planet's atmosphere, but have yet to make the process sustainable.

It is also common for an Age of Technomancy civilization to establish communications with another beyond the stars. This development is not without risk. A benevolent interstellar society may assist progress to the next stage, but a malevolent one may seek subjugation.

Age of Stars. A civilization at this stage achieves efficient methods for entering and traveling the Cosmic void. No society in a void-faring civilization is alike, especially for those that made large jumps in technology. An adventurer may see a small starport in a stone town or an artificial intelligence that serves drinks inside an old-fashioned saloon.

Civilizations entering this stage simply explore their star system and gather resources. Later in the stage, they may establish physical contact with another race and spread its people across multiple star systems and planets.

Magic and Technology

The first global civilizations arose from the discovery of technomancy: a fantastic intersection between magic and technology.

In technomancy, it is magic that empowers a device instead of physical electronics and logic circuits. Technomantic devices see widespread use on all advanced worlds including pocket-sized arcane tablets for long-distance communication, holoscreens that display magical shapes, and machines that perform difficult computations. Programming is performed entirely with magic, which has created limited artificial intelligences capable of handling basic activities.

To sustain power-hungry technomantic creations, enormous arcane power plants mine magical energy from an incorporeal network of ley lines called the **Current.** Vast power grids then deliver that magic worldwide or store it in arcane batteries used to power all manner of devices from personal tablets to energy blasters. Because these devices run on magic, those with innate arcane abilities can also use magic to fuel their devices.

Mechanical innovations must also develop alongside technomancy to propel a civilization beyond the atmosphere. Complex heavy machinery may run on steam, diesel, electricity, solar, or some combination thereof depending on its planetary origin. Mundane machines function perfectly fine alone, but often enhanced by magic. Simple starships like fighter craft may be entirely mechanical, but full fleets or stellar stations require technomancy to run effectively.

On a world without developed magic, a civilization may take tens of thousands of years to escape its planet's gravity. Launching a starship without magic typically requires the use of specialized materials for circuitry (such as gold, titanium, and silicon), the invention of a fully electronic computer, and a fundamental understanding of physics. These societies are few and far in between but not unheard of. The Roxildons are one such race who make use of sophisticated nanochips and logic circuits to run their starships.



Gods and Domains

In the infinite randomness of the Cosmos, worlds likely have conflicting pantheons and creation myths. In reality, deities only control and influence the thin slice of the galaxy considered to be their realm; each creation story may only be relevant to a fraction of the Cosmos rather than the whole.

In other words, the influence and domain of a deity rarely extends beyond the home planet. Worshipers that travel the cosmic void expand this influence in small divine pockets that maintain their divine magic; missionaries slowly expand the deity's reach as they seed thoughts into new locales. Gods rarely acknowledge the existence of other gods outside their realm and are more concerned with issues within their domain.

Few gods exist monolithically across the Cosmos. In actuality, such deities are personified concepts like Infinity, Death, Chaos, or Null. Despite never meeting, their worshipers are united by the same transcendent revelation and choose to place their faith in a higher absolute — far beyond the petty squabbles of gods. Every Age of Stars civilization likely has an active conclave dedicated to these domains under various banners. Some establish research coalitions to further deepen their philosophical understanding while others aim to spread their truths across the Galaxy.

Cultures Collide

The first meetings between Age of Stars civilizations often set the tone for their relationship for years to come. Mishandling a First Contact event has led to countless intersystem wars. Over centuries, out of experience or necessity, societies gradually developed systems of communication, finance, governance, and interaction to facilitate peace and trade.

People

The people that inhabit the Galaxy are as diverse as they are expansive. They come in all shapes, sizes, colors, and types, paired with unfamiliar physiology. Some breathe different chemicals, have multiple arms, or be incorporeal; their creature types may be humanoid, plant, fey, undead, or beast. The GM is encouraged to create all manner of sentient races to populate this world beyond those presented in this compendium. Chapter 3 provides some options for players to choose from.

Governance

The Galaxy is far too vast for a single organization or entity to fully govern. Instead, civilizations fall into regional alliances or empires with a controlling interest over their region of the Galaxy. Their borders are usually defined by a connected cluster of Waypoints and the star systems they serve. Some examples found are listed below.

Central Alliance. Millenia ago, a group of civilizations near the center of the galaxy formed an alliance primarily to facilitate trade. The oldest and largest galactic government intact, its borders encompass nearly one hundred Waypoints and include over a thousand homeworlds and moons. However, things are not as they seem. The many races that make up the body of the Central Alliance agree to observe its laws under implicit threat from the more powerful members. Though the Alliance claims peace from the outset, their political structure is prone to internal strife, corruption, propaganda, and non-action. Homeworlds rarely work cohesively, instead squabbling amongst themselves in small, complex struggles. Force, threats, and bribery are common in the edges of the Alliance, especially on worlds months away from its primary Waypoint.

Dr'tellian Empire. A cluster of fifty Waypoints that border the Central Alliance fall under Dr'tellian control. Spearheaded by a mighty race of arcane tyrants, their small empire sees surprising peace under brutal but fair leadership. The bulk of their conflict stems from resource struggles of maintaining a large empire and clashes with the Central Alliance.

Zuran Union. This neighboring cluster of twenty Waypoints forms a loose union of civilizations struggling to get off their planet. They have no defining charter or political agenda aside from trade with the Central Alliance. In return for work and resources, the Alliance provides assistance for creating new Waypoints and starships.

Languages

The first civilizations gradually developed a hybrid form of Common called Galactic Common over thousands of years. This fluid language continuously evolves as languages from newly discovered worlds assimilate into its vocabulary. Whenever this book refers to Common, it is generally referring to Galactic Common.

Each world typically has its own unique collection of regional languages as well as an official language known by a large percentage of its population. In a traditional setting, languages like Dwarvish, Elvish, Sylvan, and Gnomish are examples of regional languages, and Common is considered the world's official language (usually with a descriptor named after the planet).

Cosmic Terminology

The setting presented uses certain terms to describe various aspects of interstellar life. They are listed here for clarity, ease and reference. Some of these terms may be used interchangeably and synonymously with other terms however you wish.

Blaster. An energy-based weapon that typically fires bolts of superheated plasma. Not to be confused with a laser, which is a *ray emitter*.

Capital Ship. A starship larger than 1,000 feet. Generally used as flagships or carriers.

Coil Rifle. A heavier version of a *coilgun* with longer range.

Coilgun. A weapon that uses a coil of electromagnetically charged wire to launch pieces of ammunition at deadly speeds.

Corvette. A starship smaller than 30 feet. Generally used as a transport or fighter.

Cosmos. The space within the Material Plane and everything within it. Also known as the *universe*.

Credit. The standard accepted galactic currency.

Cred Band. A small technomantic device that only stores Credits. It can be hacked or "pickpocketed" like a typical wallet.

Cruiser. An all-purpose starship between 30 and 100 feet in size. Has a variety of uses.

Current. See *The Current*.

Frigate. An all-purpose starship between 100 and 1,000 feet. It is typically stronger than a cruiser.

Holopad. A handheld technomantic device that combines computing, camera, information storage, analysis, and limited communication capabilities.

Light Year. Defines a length of space that light can travel in a year. This is roughly equivalent to six trillion miles.

Needle. An enormous physical structure that pierces into the Strand and allows for planar travel. It is typically part of a Waypoint.

Railbow. A weapon that uses electromagnetically charged, rail-based launching mechanism to fire ammunition at deadly speeds, similar to railguns. The term *railbow* is derived from their early prototypes modeled after crossbows.

Ray Emitter. An energy-based weapon that fires beams of concentrated light such as those from a laser.

Star System. The collection of planets and the star they revolve around.

Starport. A port for starships to dock at, typically on a planet or stellar station. Also known as a spaceport.

Starship. The interstellar vehicles used to travel between planets, star systems, and possibly galaxies. Also known as a *spaceship*, *space craft*, or *rocketship*.



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Stellar Station. A permanent artificial dwelling in the cosmic void. It may have some form of movement and can be as large as a small moon. Also known as a *space station*.

Technomancy. A unique blend of technology and magic that powers computers and software. Characters typically use Intelligence to interact with it.

Technoweaver. A technomancy specialist that magically creates programs or functions. Most technomantic devices require some form of program to operate.

The Current. An ethereal network of magical ley lines that spans the Cosmos. Its transformed power fuels technomancy and facilitates interplanetary travel.

The Galaxy. A common non-descript name for this setting's cluster of star systems, and home to trillions of races. No single race was first to name the galaxy, but you may name your setting if you wish.

The Strand. Also called The Stranded Plane, this planar dimension serves as one of two major methods of interstellar travel. Spatial points in the Strand correspond to the Material Plane, but distances between them are contracted.

The Void. The endless area of cold vacuum beyond the atmosphere. Also known as *space* or *cosmic void*.

Voidfarer. A person that travels the Void.

Void Vehicles. A vehicle that primarily travels through the void such as a starship. This is relevant for determining proficiency with piloting such a vehicle.

Waypoint. A stellar station constructed in specific locations where the fabric between the Material and the Strand is thin. These magical constructs allow starships to travel through the Strand across the galaxy to another Waypoint.



Chapter 1
Character Options

I could lie to you and say I've always dreamt of traveling the stars ever since I was a kid. I could say I saw the rockets breaking the atmosphere one day and I vowed to make it off this rock. But that is not the truth. I am only a soldier, chosen through some ironic misfortune, to fly in this cramped hunk of metal with you barking lot.

— Xnyri Ixota
Illian Soldier

Interstellar adventuring is not for everyone. Long hours, bland food, cramped ships, and vomit-inducing horrors are enough to make any person stay on the surface. Before you start your journey through the Cosmos, you must decide for yourself: was it fate that brought you here? Or was it a personal drive to see the stars?

This chapter introduces several playable races and new subclass options for a voidfaring adventurer:

"Adapting the Rules" provides ways to transform existing character options into cosmic variants without significantly changing their mechanics.

"Additional Proficiencies" offers new proficiencies for characters with voidfaring experience.

"Cosmic Races" presents several racial options for travelers with alien origins.

"Subclass Options" offers new cosmic or technomantic options for adventurers to choose from when they reach the appropriate level.

Adapting the Rules

The Galaxy has thousands of alien species, but you don't need to devise custom rules for creating your characters. Before you create your character, work with your GM to discuss whether you can modify existing rules to conform to a futuristic setting.

Interplanetary Origins

Even if your character hails from a different planet or has different physiology, you can still use rules for a similar standard race found in the fifth-edition source rulebook.

For example, if your character's race lives primarily underground, you might use the rules for a dwarf, as both races would share many characteristics. If your character's race can breathe bouts of methane gas, you might use the dragonborn's breath weapon as the basis.

Adapting Backgrounds

Consider updating the descriptions or occupations for an existing character background to a futuristic setting. Work with your GM to design these alterations based on the background's occupation or skill proficiency.

For example, a nautical sailor may be a starship crewmate. Such a character may replace their proficiencies with water vehicles with starships, or their swim speeds with a climbing speed for maneuverability outside a starship. A gladiator may be a media broadcast star with the ability to draw favor from a crowd with words and actions through the holoscreen.

Certain backgrounds may not need to change mechanically. For example, the Shelter of the Faithful feature available to the acolyte in fifth-edition source rulebook can remain unchanged, but instead of worshiping a deity or pantheon, an acolyte may worship a popular media icon.

Additional Proficiencies

This section introduces new proficiencies for a voidfaring adventurer. Some are available to subclasses presented in this book, and may replace existing proficiencies available to your character. Your GM can decide if your character is proficient with these skills.

Additional Proficiencies

Proficiency	Description
Hacker's Tools	This set of tools is used to break into guarded computers, decrypt files, or override technomantic devices.
Void Vehicles	Void vehicles include starships, shuttles, and other vehicles designed to fly through the cosmic void.

Hacker's Tools. Proficiency with these tools allows you to add your proficiency to checks made to hack, which are typically Intelligence-based checks with a DC set by the GM. If the GM agrees, proficiency with hacker's tools may replace proficiency with thieves' tools granted by your character's class or background.

Void Vehicles. Proficiency with void vehicles allows you to fly starships through dangerous terrain in the cosmic void. If the GM agrees, proficiency with void vehicles may replace proficiency with water or air vehicles granted by your character's background.



Two adventurers admire the Aetherbound Station

grandfailure

Cosmic Races

In my studies across the Galaxy, I have yet to determine the origin of the common humanoid form — as if each homeworld's deities formed a pact to create mortals using one specific template. Perhaps the truth lies in our distant origins.

— Zafford Nelo
Xeno Anthropologist

A near infinite assortment of peoples live across the Cosmos. This section provides information about the following new playable races in the galaxy, including planetary backgrounds, racial traits, and subrace options.

Myrachids are mobile colonies of Tiny aberrative worms or insects united by a hive mind.

Qhralli are a crystalline race of people, independent and isolated in their deep caverns.

Tasaliks are capable hunters and explorers known for their natural senses and extra arms.

Voidfarer Races

Interstellar culture is a unique melting pot of millions of cultures from thousands of worlds. A character that frequently travels develops stronger ties, bonds, and commonalities to other alien travelers rather than members of their own race.

Voidfarer Names

Voidfarer names tend to be short, simple, and direct, chosen without rigid cultural influence. In their later life, they may adopt a preferred naming convention for a civilization they live in, or alter their names according to their destinations.

On worlds with thousands of intermixed cultures, voidfarers often choose single-word *common names* for simplicity. Such names avoid phonetic sounds that other races find difficult to pronounce.

Common Names: Aggi, Aikan, Allo, Benas, Ditos, Jalos, Han, Hila, Kala, Keen, Lenas, Lito, Nakara, Nux, Obi, Oliya, Onah, Poka, Sati, Soto, Taia, Yata

Myrachid

The myrachid races refer to mobile colonies of either arthropod or annelid creatures, primarily originating from the Verashi homeworld of Atobah. Their discovery came centuries after the Verashi had already begun exploring the stars, unaware the sentient myrachids had developed alongside their species, sheltered in the swampy depths of the Hwisiua Deepmire.

All For One

Each myrachid considers themself a one entity, with each constituent creature contributing to a singular core identity. Constituents communicate through short-ranged telepathy and touch to maintain cohesion, assign roles, and share resources. Through this psionic network, the loss of one is felt by all. myrachids prefer to remain condensed; dispersal into a swarm is occasionally effective for deterring predators, but takes a mental toll. They only separate permanently during budding cycles when large myrachids split into two distinct myrachids as a means of expanding their species.

Subrace

Choose one of these two main myrachid subraces or one from another source.

Names

Myrachid culture has no use for names. Telepathic communications between constituents take the form of shapeless feelings and directives. However, myrachids may adopt a name when interacting with otherworlders, which typically describe their current colony's goals and can change as often as required.

Names: Artisan, Sunfinder, Refuge, Lifemaker, Scourge, Starflame, Survivor, Voidseeker, Worldbringer.



Traits

Your myrachid character has a variety of traits and abilities thanks to your unique physical composition.

Ability Score Increase. Increase one ability score by 2, and increase a different one by 1, or increase three different scores by 1. A typical myrachid traveler tends to be intelligent and flexible.

Languages. You can speak, read, and write Common and one other language that is appropriate for your character (at GM's discretion).

Creature Type. You are a Swarm of Tiny monstrosities that is considered one creature.

Life Span. Individual constituents of a myrachid live only 5 years on average, but the colony can survive indefinitely provided the birthers have ample time (around 3 months) to produce new constituents.

Size. Myrachids stand around 3-4 feet tall, with a bulky but surprisingly lightweight build. Your size is Small.

Speed. Your base walking speed is 25 feet.

Colony Dispersal. As an action, you can disperse yourself into your constituents, leaving behind all armor or equipment. While dispersed, you cannot be grappled or restrained, you can squeeze through a space as narrow as 3 inches, and you can occupy another creature's space. Additionally, the only actions you can take is to Hide or to reform your body. If you reform in your equipment or armor's space, you can pick up or equip them as part of the reformation process. If you remain dispersed for 10 minutes or more, you take 5 psychic damage at the start of each of your turns until you reform again.

Million Eyes. You have advantage on saving throws against being blinded.

Swarm Mentality. You can telepathically communicate simple ideas to creatures you touch, though you have no special ability to understand them in return. You have advantage on saving throws against being charmed.

Annelid

As a colony of worm-like creatures, you function as a cohesive whole, much like the strands of a muscle.

Flexible Form. You can use a bonus action to increase your melee reach by 5 feet until the end of your turn.

Writhing Movement. While you are dispersed via your Colony Dispersal feature, you gain a swim and climb speed equal to half your speed.

Arthropod

As a colony of insect-like creatures, you flow and scurry like an agitated swarm.

Compound Eyes. You have proficiency in the Perception skill.

Swarm Flight. While you are dispersed via your Colony Dispersal feature, you gain a fly speed of 10 feet.

Qhralli

The qhralli are a race of long-lived silicon-based life forms that originate from the rocky homeland of Hanakhra. They are most often recognized for their crystalline appearance, which forms both armor and body.

Silicate Biology

Despite their inorganic appearance, a qhralli's rocky and crystalline appendages are very much a part of a their body. Like snails, they make their home inside rocky shells. From birth, each qhralli magically infuses itself into surrounding material and uses it to build their humanoid appearance.

Unlike other creatures, qhralli absorb or consume minerals to replenish their bodies. They find some rocks are tastier than others, treating limestone as a delicacy among their culture.



We initially thought Hanakhra was a barren wasteland until we discovered the rich culture beneath its surface. The qhrallian envoys sent to greet us showed us an entirely new world of creatures: vast, unique, and beautiful. Adrik was most stunned, thanks to his dwarven heritage. He shared a lot of good times and information with them - especially his many opinions of rocks.

— Captain Amastacia
Distant Explorations Corp.

Mineral Beauty

Unlike dwarves, qhralli find beauty within natural stone as opposed to worked stone. Metamorphic rocks like granite or gneiss are considered most precious for their rarity, patterning, banding, and intense formation process.

Many grow crystals from their home rocks as a display of their wealth or social status. Transparent and reflective crystals are considered most beautiful, and are generally limited to qhrallian royalty. Harder, tougher exteriors are grown primarily for combat and defense.

Subterranean Society

Qhralli make homes in vast underground empires. They are well-suited to living in dark environments where they mine for gems and precious minerals for consumption. Metals are too hard for any use beside structure, so qhralli cities are built from discarded metal.

Empires are led by qhralli equivalents of kings, who can rule their cities with the wisdom of centuries. Ancestry forms the basis for claims to the throne and the appearances of qhrallian royalty literally reflect this. Due to significant emphasis on appearance, it is not unheard of for lowly qhralli who stumble upon precious minerals immediately make leaps in social standing.

Qhralli Names

Qhralli create names from the rock material they have chosen to live in, or the sounds the earth makes when it trembles. Only royalty are allowed to take the names of precious gemstones.

Qhralli make no distinction between male and female names. Each example name includes its translation in parenthesis.

Names: Fhrkkrk (Flint), Fhrinn (Olivinite), Qhrfrin (Pumice), Qhrhkk (Obsidian), Qhrhr (Calcite), Qhvrin (Quartz), Qschnn (Hornfels), Qvrrkk (Marble)

Subrace

Two main subraces of qhralli populate the world. Choose one of the subraces listed at the end of the section or one from another source.

Traits

Your qhrallian biology provides you with a variety of abilities and benefits.

Ability Score Increase. Increase one ability score by 2, and increase a different one by 1, or increase three different scores by 1. Most Qhralli adventurers tend toward physical resilience.

Languages. You can speak, read, and write Common and Qhrallian. Qhrallian, which is developed by the sounds of rock against rock, is full of hard consonants and crunches.

Creature Type. You are a Humanoid.

Life Span. Qhralli live about 650 years.

Size. Qhralli stand between 5 and 6 1/2 feet tall and average about 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Silicon-based Lifeform. You don't need to breathe or drink. You do not eat traditional food; you consume mineral-rich rocks for sustenance. You are also immune to disease.

Natural Armor. You are encased in a rocky body. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Burrower. Your ability to consume softer stones makes you especially adept at digging. As an action, you can gain a burrowing speed of 10 feet for 1 minute. You can dig through unworked earth and stone this way, and you leave a hole wide enough for a Medium-sized creature. You can use this ability once, and regain the ability to do so when you finish a long rest.

Crystal Qhralli

As a crystal qhralli, you have incorporated translucent minerals into your body, granting you a brilliant appearance. You are able to distill the magical properties of these gems. Cryrstal qhralli adventurers tend to rely on their charm.

Crystal Magic. You know the *dancing lights* cantrip. You can cast *charm person* once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.



Deep Qhralli

As a deep qhralli, you have dwelled deepest to the planet's core, granting you extra resilience and intuition. These qhralli live longer than most and undergo multiple metamorphic transformations over their lifetime. Deep qhralli adventurers tend to be wiser than most.

Magma Origin. You have resistance to fire damage.

Jagged Edges. You grow a rough body you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Tasalik

The tasalik race originates from vast forested areas of their homeworld of Tasalix. Sometimes called simians, most only learn of their cultures and traditions from tasaliks who have traveled far from their native land.

Polypodic Biology

Tasaliks' most unique feature is their four arms, which are evolved for climbing the skyscraper-like trees of their homeworld. Their tuned reflexes are best-suited for vertical movement, so using all appendages for precise control requires significantly more focus.

Standing upright, tasaliks may reach up to 5 feet in height. Their slender build, smaller size, and lightweight form is perfect for climbing. Biological males are usually smaller with a lighter complexion that blends in with the white bark. Biological females are larger in comparison and have more saturated colors adapted for flaunting.

Treetop Expanse

Tasalik live in tribes on dwellings built atop hundreds of wind-swept canopies. These treehouses form complex networks that can span up to thousands of feet in length. The largest of these develop into cities up to a mile in length with over hundreds of tribes.

This communal and daring lifestyle developed out of the Tasalik need to survive harsh climates and predators. At home, tribes often share resources and sometimes specialize in skills or products. While away, tasaliks can be found in every corner of Tasalix as adventurers, traveling merchants, or explorers. Their innate wanderlust eventually drove some of them to venture off their planet to the stars.

Names

Tasaliks generally derive their names from their preferred environment or notable deeds. They make no distinction between male and female names. When interacting with other races, they may use nicknames gained from people they meet. Each example name includes its translation in parenthesis.

Names: Fuotok (leaf), Neun (growth), Neupatak (fruit), Neutak (red), Satoon (oak), Satonn (bark), Tatua (berry), Tatuae (berries), Yata (red sun), Yoto (sun)

Traits

Your tasalik character has a variety of abilities learned from living among its homeworld tree canopy.

Ability Score Increase. Increase one ability score by 2, and increase a different one by 1, or increase three different scores by 1. A typical tasalik adventurer tends to be dextrous and instinctive.

Languages. You can speak, read, and write Common and Tasalix, which is a short syllablic language with clicks.



Creature Type. You are a Humanoid.

Life Span. Tasalik become physically capable of climbing when they reach 1 year of age. On average, they live about 60 years.

Size. Tasalik stand around 5 feet tall and average about 120 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet, and you have a climbing speed of 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Multi-Limbed. You have four arms. You can use each arm as normal, but if at least two arms are carrying something, the two remaining arms can only be used to perform the following simple tasks: grapple someone; make an unarmed strike; or lift, drop, hold, push, or pull an object or creature. If you are holding weapons or shields with more than two arms, you choose which two arms you use to wield them at the start of your turns. The remaining arms can't do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

Four Arms. You have advantage on saving throws made to resist being restrained.

Climber's Reflexes. You have advantage on Dexterity saving throws made related to avoid falling or fall damage.

Natural Hunter. You have proficiency with the Nature and Survival skills.

Subclass Options

This section presents new cosmic options for the barbarian, cleric, monk, ranger, rogue, and wizard when they reach a level that allows them to choose a subclass.

Barbarian: Path of the Meteor

Barbarians who follow the primal path of the meteor can trace their instincts back several centuries when the first meteorite struck the planet and wreaked fiery destruction. These barbarians believe power came not from the earth or from within, but from the sky. To some, meteors can be an omen of power and destruction.

Barbarians of the meteor often watch the skies for falling stars, no matter where they go. With the guidance of the flaming meteor, these warriors create explosive craters and trails of fire wherever they go.

Meteoric Rage

When you select this path at 3rd level, you can summon forth the power of the meteor. When you begin your rage, you can leap up to half your speed without provoking attacks of opportunity. If you leaped at least 10 feet, each creature within 5 feet of where you land must make a Dexterity saving throw (DC equals 8 + your proficiency + your Constitution modifier). Roll a d8 for every 10 horizontal feet you moved with this leap, rounded down. A creature that fails the save takes fire damage equal to your rolls' total.

Until your rage ends, you can maket his leap again on each of your turns as a bonus action, provided you are not incapacitated and your speed is not 0.

Molten Core

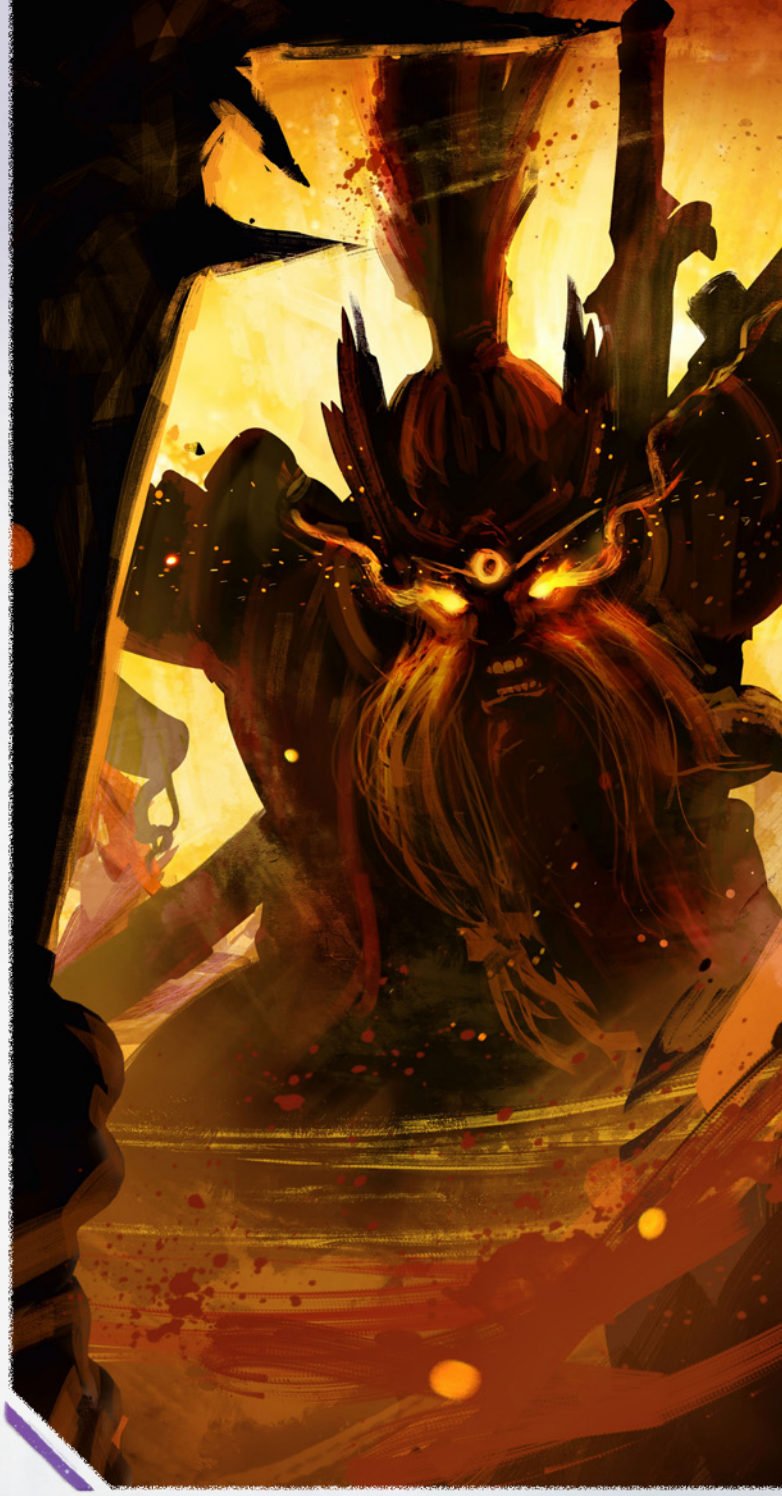
Starting at 6th level, you have learned to cultivate the fire of a meteor burning within you. You gain the following benefits:

- You have resistance to fire damage.
- You always radiate warmth. You and allies that stay within 15 feet of you don't suffer the effects of extreme cold.
- As an action, you can touch a flammable object not being worn or carried and ignite it.

Starfall

Beginning at 10th level, you embody the mystical destructive impact of a fallen star. Once per rage, when you make the leap granted by the Meteoric Rage feature, you can choose to leap up to your speed and create a 20-foot radius crater where you land. For the next minute or until your rage ends, the crater area is bathed in dim light and is considered difficult terrain for your enemies.

Creatures that start their turn in the crater must make a Constitution saving throw, taking 2d10 radiant damage on a failed save and half as much on a success. The DC equals 8 + your proficiency + your Constitution modifier.

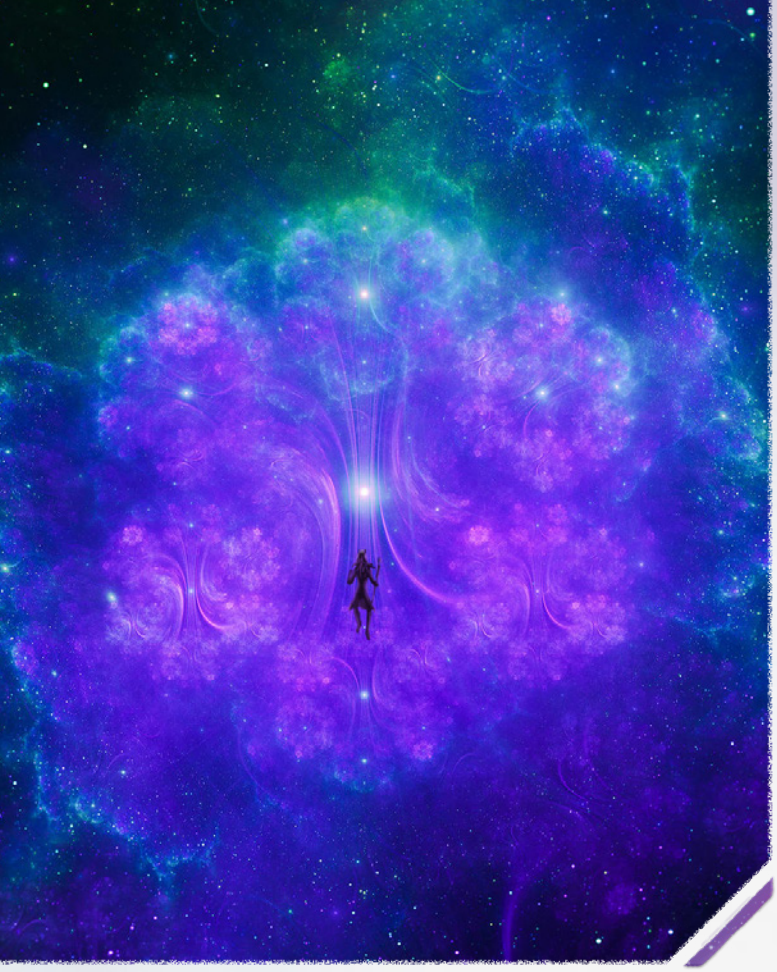


WarmTail

Shooting Star

Starting at 14th level, your connection to the meteor grows stronger. Your Meteoric Rage feature improves in the following ways:

- Creatures make the saving throw whenever you leap, even if you leap less than 10 feet.
- You deal an additional 1d8 fire damage when you leap. If you move less than 10 horizontal feet, you still deal 1d8 fire damage.
- If a creature succeeds on the save, it takes half damage instead of no damage.



Rachel Blandon

Cleric: Infinity Domain

Constants in the universe are present across every aspect of life. These permanent concepts, such as truth, death, or the unending passage of time are interpreted as various aspects of infinity. Some clerics of this domain find reverence not in a god, but in the unending vastness of the universe itself. Others seek to investigate the mysteries that extend beyond the bounds of the material.

Often, other divine domains overlap with the perpetual crusade for permanence and preservation. Infinity belongs to no particular god, but encompasses many domains in its breadth. Clerics in this domain can follow the patrons of permanent concepts such as death, order, or knowledge.

Infinity Domain

Cleric Level	Spells
1st	*guiding bolt, lash object**
3rd	*continual flame, frictionless surface**
5th	*create food and water, sending*
7th	*death ward, freedom of movement*
9th	*commune, teleportation circle*

Preservation of the Past

When you choose this domain at 1st level, you gain proficiency in the History, Nature, or Religion skill (your choice).

Limitless Potential

At 1st level, you learn to peer into the infinite probabilities to find success, no matter how unlikely. As a bonus action, choose one creature you can see within 30 feet of you (including yourself). You alter one attack roll or ability check the creature makes within the next minute. The creature replaces the d20 roll with a 4d6 roll. Whenever the creature rolls a 6 on a die this way, it can roll it again and add it to the total bonus, repeating this process until it no longer rolls a 6.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Channel Divinity: Glimpse of Eternity

At 2nd level, you can use your Channel Divinity to show a creature their insignificance in the universe.

As an action, you choose up to five creatures you can see within 30 feet of you. The creature must succeed on a Wisdom saving throw against your spell save DC or be frightened for 1 minute. It can repeat the save at the end of its turns, ending the effect on a success.

If you frighten a creature this way, roll 3d6. Whenever you roll a 6 on a die this way, roll it again and add it to the total, repeating this process until you no longer roll a 6. If this total exceeds 10, the creature falls prone. If this total exceeds 15, the creature is also incapacitated until the end of its next turn. If this total exceeds 20, the creature is also stunned until the end of its next turn.

Heightened Inertia

Starting at 6th level, you are always surrounded by a 10-foot aura of near-infinite inertia. You and allies in the aura cannot be moved against your will.

Additionally, when a creature in the aura throws or launches a Small or smaller object, you can use your reaction to cause it to fly up to 300 feet before it falls normally. If the object is an attack, such as a thrown weapon or fired ammunition, you change its normal range to 300 feet for that attack. You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Infinite Expanse

Starting at 17th level, you can make your presence felt in every corner of the Cosmos. When you finish a long rest, choose a number of allies up to your Wisdom modifier (minimum of 1). When you cast a cleric spell that only targets allies, the chosen allies can be targeted even if they are outside the spell's normal range, up to 100 miles away.

Once you target an ally outside your spell's range, you can't do so again until you finish a long rest.

Monk:

Way of the Consuming Void

A monk who follows the Way of the Consuming Void understands the true power and near-infinite potential of the deadliest objects in the Cosmos: black holes. Though many students align themselves with the indifference of the Consuming Void, many are far from true neutral. Some believe the Void acts as a scourge of evil while others with a hellish bent may seek to consume the Cosmos on their journeys, eager to return it to its origin.

Born from the Void

When you choose this tradition at 3rd level, your void-infused ki sustains you. You can survive without air for a number of minutes equal to twice your monk level. You also learn the *fluctuate gravity** cantrip if you don't already know it.

Gravitic Stasis

At 3rd level, your ki manifests as a gravitational void coursing through you. You gain the following benefits:

- You can use a free hand to telekinetically grapple creatures, even through barriers. As long as targets grappled by that hand remain within 5 feet of you, you can make additional grapples with that hand.
- Whenever a creature makes an ability check to avoid or escape your grapples, you can replace the check it makes with a Strength saving throw. On a failed save, the target is grappled.
- When you make unarmed strikes against a target you have grappled, you can use your Wisdom modifier in place of your Strength or Dexterity modifier for the attack and damage rolls.
- You have a +1 bonus to your AC against creatures you have grappled.

Cosmic Mass

At 6th level, your void grows stronger. You cannot be moved against your will and you have advantage on saving throws against being knocked prone.

Stellar Orbit

Beginning at 6th level, the consuming void within you exerts a small gravitational pull that can slingshot projectiles. You gain the following benefits when you use your Deflect Missiles feature:

- You don't need a free hand to catch or make attacks with a missile, which can be Small or smaller.
- Whenever you make a ranged attack with a missile you catch, its range becomes 60/120 and you deal extra damage equal to one roll of your martial arts die. If you target a creature you have grappled with this attack, you automatically hit.



Event Horizon

Starting at 11th level, your ki shapes an aura of intense gravitational force around you that tears apart flesh and bone. You can grapple creatures up to two sizes larger than you, up to Huge, and creatures you grapple take force damage equal to one roll of your martial arts die at the start of each of their turns. Additionally, whenever a creature moves into a space within 5 feet of you, you can attempt to grapple it as a reaction.

Supermassive Void

At 17th level, your ki manifests as a true all-devouring void. You can use a bonus action to spend 4 ki points and extend your void to fill a 30-foot radius sphere centered on you. This sphere lasts for 1 minute or until you die. You gain the following benefits for the duration:

- Any nonmagical bright light in the sphere becomes dim light, and all colors inside it become shades of gray.
- Enemies in the sphere must spend 1 additional foot of movement for every foot moved.
- When you make a telekinetic grapple on your turn, its reach becomes 30 feet. Whenever you grapple a target, your target is pulled up to 30 feet in a straight line towards you and takes 2d10 force damage. A creature that dies from this force damage disintegrates. If the target is not pulled to a space within 5 feet of you, the grapple ends.
- You have a +2 bonus to your AC against creatures you have grappled instead of a +1.

Ranger: Void Runner Archetype

Rangers are some of the hardiest explorers, from interplanar portal travelers to the barren desert sentinels, but none are tougher than the Void Runners. They feel most at home in the infinite reaches of the Cosmos, drafting across galaxies on a quest to patrol, discover, protect, or simply survive. They spend much of their life hopping between homeworlds on a seemingly endless adventure. They are visitors accustomed to strange new lands: adept at picking up new languages and dealing with unknown challenges. Many are scoundrels, smugglers, or bounty hunters, prepared to dive into the worst of missions for money or glory.

Void Magic

You learn an additional spell when you reach certain levels in this class, as shown in the Void Runner Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. When you cast your spells, you may choose to describe them as effects of futuristic gadgets.

Void Runner Spells

Ranger Level	Spells
3rd	*feather fall*
5th	*spider climb*
9th	*major image*
13th	*dimension door*
17th	*wall of force*

Seasoned Voidfarer

Starting at 3rd level, you have picked up a few tricks from your travels. You gain the following benefits:

- When you finish a long rest, choose one language you have heard before. Until the end of your next long rest, you can moderately understand and speak this language. Native speakers quickly recognize your lack of fluency in this language.
- As an action, you can magically supply yourself with enough air for an hour. As part of this action, you can grant this benefit to up to a number of allies you touch equal to your Wisdom modifier (minimum of 1). This action cannot be used again until you finish a long rest.
- You gain proficiency with void vehicles if you don't already have it.
- If you have the Natural Explorer feature, you can add the cosmic void to your list of favored terrain.



Nick Ong & Norah Khor

Shoot First

When you choose this archetype at 3rd level, you know it's shoot first or be killed. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, if you take the Attack action and hit a target, you deal an extra 1d8 weapon damage to that target. A target can only take this extra damage once that turn. When you reach 11th level in this class, the extra damage increases to 2d8.

Void Traveler

Beginning at 7th level, you gain resistance to cold damage and ignore the effects of extreme cold environments.

Star Jump

At 11th level, you learn to maneuver easily through space. Immediately after you take the Attack action, you can fly up to half your speed without provoking attacks of opportunity. If you use this movement to fly over a creature you have not attacked this turn, you can make one additional attack against it when you land.

Force Deflector

Starting at 15th level, when you are hit by an attack, you can use your reaction to reduce the damage you take by 1d8 + your Wisdom modifier, and allow yourself to be pushed 10 feet away from the attacker.

Rogue: Phase-Shifted Archetype

The multiverse is vast, but few know of its true infinite nature. Rogues who understand this know how to command the physical and metaphysical. Some may have discovered a way to slip through the dimensional barriers between the material and ethereal. Others may have stumbled upon mysterious dark energy that de-anchored them from their reality, or entangled themselves with infinite versions of themselves across the multiverse.

Entangled Mind

When you choose this archetype at 3rd level, you become linked to another version of yourself across the multiverse. Whenever you finish a short or long rest, you can gain one skill or tool proficiency of your choice, as your entangled counterpart shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

Joyce Maureira



Phase Desynchronization

Starting at 3rd level, you can agitate yourself into an unstable state, partially displacing you from the material plane. As a bonus action, you can become desynchronized for 1 minute or until you are incapacitated or die. While desynchronized, creatures have disadvantage on Wisdom (Perception) checks made to detect you, and you can teleport up to 10 feet to an unoccupied space you can see whenever you take damage (no action required).

Immediately after you teleport, you can choose to use a reaction to make one weapon attack against a creature within 5 feet of you; whether this attack hits or misses, your desynchronized state ends early.

You can use this bonus action a number of times equal to your proficiency bonus, and regain expended uses when you finish a long rest.

Dual State

Starting at 9th level, you can briefly exist in two places simultaneously. As an action, you can materialize an echo of yourself in an unoccupied space within 15 feet of you. The echo has your AC, ability scores, and saving throws, but only 1 hit point. It otherwise looks exactly like you and functions like a living creature (no action required).

You can see and hear through your echo, and you can command it to move up to your speed on your turn. The echo can never be more than 30 feet away from you. For the purposes of any actions, bonus actions, or reactions you can take, the echo is considered to be you, provided all requirements are met.

The echo lasts for 10 minutes or until it is destroyed. Once this feature is used, you can't use it again until you finish a short or long rest.

Matter Shifter

By 13th level, you can displace parts of yourself from the material plane. As a bonus action, you can reach your limbs or your head through an object or surface no thicker than 1 foot, such as a wall or door. Anything you're wearing or holding passes through with your body, but nothing can be brought back from the other side. If you become incapacitated while phasing this way, your head or limb is shunted back to you.

Phase Superimposition

Beginning at 17th level, your echoes become more powerful when they are closer to you. If you take the Attack action and your echo is within 15 feet of you, your echo can immediately make a weapon attack against a creature you have not attacked this turn. It gains Sneak Attack if it meets the requirements for it when it makes the attack, but you roll only half your Sneak Attack dice for your echo's Sneak Attack damage.



grandfailure

Wizard: Technoweaver

Technoweavers study and expertly shape the complicated web of intelligences that serve the underlying functions of technomancy. Never without their technomantic devices, such wizards weave executable programs and artificial intelligences that enhance their magic.

Technomancy Savant

When you choose this school at 2nd level, you can replace your spellbook with a spellreader, a technomantic device capable of storing magical data. If you lose this device, you can spend an hour transforming another storage device into your spellreader. The time and gold you must spend to copy a technomancy spell into your spellreader for you is halved.

You also learn the *message* cantrip, which doesn't count against your number of cantrips known. If you already know this cantrip, you learn a different wizard cantrip of your choice. When you cast *message*, its range becomes 1,000 feet.

Web Access

Also at 2nd level, you gain access to a vast directory of knowledge stored in an extra-dimensional plane called the Web. As an action, you choose a skill or tool to read about. For the next minute, you are considered proficient in the chosen skill or tool, and you can use your Intelligence modifier for it instead of the appropriate ability modifier.

Once you use this feature, you cannot use it again until you finish a short or long rest.

Program Weaver

By 6th level, you learn to weave technomantic functions that shape magic. At the end of a long rest, you weave a number of programs equal to your Intelligence modifier (minimum of 1). You can manifest programs as Tiny physical objects or load them onto a suitable technomantic device you touch, which can be passed freely between creatures or transmitted to another technomantic device within 10 feet using an action.

When you weave a program, you grant it a function. Choose one from the Technoweaver Programs list at the end of this section or work with your GM to design a unique function. A creature (or user) in possession of a program can execute its function once, after which the program deletes itself. Over the course of 10 minutes, you can touch one program and replace a function with another one.

Artificial Servant

At 10th level, you learn to weave a weak artificial intelligence to assist you. You add *unseen servant* to your spellbook or spellreader if it is not already there. When you cast *unseen servant*, it gains the following benefits:

- When you cast this spell as a ritual, it takes 1 extra minute instead of 10 extra minutes.
- You can command the servant to make ability checks to interact with objects using your ability scores.
- You can command your servant to touch a device or socket and pass through any connected electrical wires, data lines, or circuitry. The servant reappears in a space next to a connected device or socket you can see, even if it is outside your spell's range. The spell ends if you can no longer see the servant.

Parallel Function

At 14th level, your programs can run multiple functions. When you create a program, you can grant it two functions instead of one. The program still deletes itself when one of its functions has been executed.

Technoweaver Programs

This section lists programs you can choose from when you use your Program Weaver feature.

Auto-Save. If the user fails a saving throw, it can use its reaction to execute this program and re-roll the die. It must use the new result.

Backdoor. When the user is hit by an attack, it can use its reaction to execute this program and move up to its speed without provoking attacks of opportunity.

Binary Code. Immediately before the user makes an attack roll, it can execute this program as a bonus action. It replaces each d20 roll for the attack with a coin flip. If the coin lands on heads, the attack roll is treated as a 20; if the coin lands on tails, the attack hits the user instead.

Copy-Paste. The user can execute this program as a bonus action. The program physically duplicates an illusory Tiny mundane object held in the user's hand into the opposite hand. The mundane object looks and feels identical to the original and lasts for 1 minute, after which it disappears.

Decryption Key. The user can execute this program as an action. For the next hour, it can read any written language and has advantage on ability checks made to decrypt coded messages.

Direct Hacking. The user can use a bonus action to execute this program, which improve its melee attacks. Until the end of its turn, it gains a bonus to damage dealt by a melee weapon attack equal to your Intelligence modifier (minimum of +1).

Firewall. As an action, the user can execute this program and create a wall of fire on a solid surface in an unoccupied space within 10 feet of it. The user can make the wall up to 15 feet long, 10 feet high, and 5 feet thick. A creature that enters the wall of fire on a turn or ends its turn inside the wall takes 2d6 fire damage. The fire disappears after 1 minute.

Inject Malware. When the user hits a target with an attack, it can immediately use a bonus action to execute this program. The target of the attack has disadvantage on attack rolls and ability checks until the end of its next turn.

Modify Variable. The user can execute this program as a bonus action. For the next minute, the damage type of its weapon attacks is changed to its choice of acid, cold, fire, lightning, or thunder.

Record Image. The user can execute this program as a bonus action and record a vision of something the user has seen within the past hour. The image is duplicated perfectly onto a flat surface within 5 feet of the user up to 10 feet in any dimension. The image does not reveal anything the user has not detected. After an hour, the image fades away.

Technobabble. The user can execute this program as a bonus action. The user tries to sound sophisticated by using complicated technomancy buzzwords. It has advantage on its next Charisma check.



grandfailure



Chapter 2
Voidfaring Gear

And so, basically, just last week, one of my clients — a Roxildanian, you see — he was flying his starship across the Bethilus Debris Field. It's kind of an old hunk'o'junk — big and clunky — so it can't really maneuver. And when he inevitably wrecks the rustmonger, he loses everything. His blade, his rope, his jet pack. But guess what he did have? After all that posturing and denial, you bet he was happy he bought that holopad from my shop.

— Ba'anura Elliath
Illian Merchant

Items, weapons, equipment, and armor come in all shapes and sizes in the Cosmos, drawn from millions of races through a spectrum of nations and cultures. In the largest of stellar station markets, almost anything can be found, from exotic foods and luxury clothes to refined weaponry and technomantic datapads.

This chapter details various equipment and gear that adventurers may purchase while traveling across the Cosmos, often essential for a traveler's survival in the deadly vacuum of the void. This section also describes certain rules required to run a cosmic game.

Currency

To provide equivalent exchanges in commerce, an early galactic government instituted the Credit as its primary currency and physical symbol of material wealth. Its use was so ubiquitous later governments continued to use this currency system.

In its early years, the Credit was minted from chunks of asteroid metal in the form of small bars and coins. Nowadays, most folk use technomantic rings called **cred bands** to display their Credits thanks to its reliability and ease of use, as data stored in the Current is difficult to counterfeit or falsify.

Some societies still require material payment, be it a physical Credit or some form of regional currency. The exchange rates between Credit and another local coin fluctuates based on the planet's ever-changing distances, costs, resource availability, or political status.

In most cases, a Credit is equivalent to a gold piece. Fractions of a Credit are commonly used to represent silver and copper pieces.

Futuristic Weapons

Advanced civilizations harness superior technology to travel the stars and construct futuristic weapons. This section presents optional weapons types, rules, and properties for GMs to apply to such weapons.

Adapting Futuristic Weapons

While supplements have outlined rules for futuristic weaponry, they can greatly unbalance the core rules the game is designed for. For example, increased damage can make encounters unreasonably deadly and alternative energy-based damage types devalue certain physical classes like barbarians, whose rage resistance best repels physical damage.

As a result, GMs are recommended to keep weapons statistics in the Cosmos unchanged compared to their traditional counterparts in the core rulebook, with some exceptions. They can retain the same damage dice and properties, only reflavored in an appropriate futuristic way. The design intent is to avoid drastically altering the game balance while maintaining the futuristic element of a cosmic setting. Rationally described, both a traditional and futuristic weapon can be equally deadly in the right hands, pinpointing even the smallest crack in any armor.

Reflavored Weapons

With this option, weapons in the Cosmos are kept simple and use the same statistics as their traditional counterparts. Ranged weapons also use the same statistics as their traditional counterparts, but with minor changes to their properties. If a class or background feature grants you traditional weapons as starting equipment, you can choose to obtain these futuristic weapons instead.

The Futuristic Weapon Counterparts table lists some traditional weapons and their suggested futuristic counterparts, as well as any additional properties the counterparts have. Not every traditional weapon has a counterpart, like the lance or net, but some can use improved ammunition such as the blowgun or sling.

Weapon Categories

The following categories provide broad descriptions for a reflavored futuristic weapon.

Auto Weapons. These weapons have a smart targeting system that adjusts their flight trajectory. They typically replace thrown weapons.

Chain Weapons. These weapons use a mechanical chain to increase their sawing power. They typically replace weapons that deal slashing damage.

Coilguns. These weapons use a lightning coil to launch projectiles. They typically replace shortbows.

Coil Rifle. These weapons are similar to coilguns, but use a longer barrel to extend projectile range. They typically replace longbows.

Power Weapons. These weapons have propelled heads that increase their strike force. They typically replace weapons that deal bludgeoning damage.

Railbows. These weapons utilize a magnetic guide rail to launch projectiles instead of a traditional crossbow stock. They typically replace crossbows.

Turbo Weapons. These weapons are similar to power weapons, but utilize a greater burst of energy to destroy targets. They typically replace great weapons.

Vibro Weapons. These weapons use a vibrating edge, whose microscopic vibrations assist the wielder in slicing through materials. They typically replace weapons that deal piercing or slashing damage.

Power Consumption

Futuristic weapons consume power, but their energy costs are negligible over the course of an adventuring day through a combination of kinetic recharging, solar charging, and downtime charging. Ammunition clips are also fitted with small arcane batteries to provide additional firing power.

Properties

Certain weapons have new or altered properties as described in this section.

Ammunition. A futuristic weapon with this property uses energy to efficiently launch tiny physical projectiles. Such ammunition cannot be recovered once fired.

Loading. A futuristic weapon with this property requires a creature to reset its guide rail after each shot, similar to a traditional crossbow.

Reload. A weapon with this property can make a limited number of shots before it runs out of ammunition (listed in parentheses). You can reload the weapon using an action or a bonus action.

Futuristic Weapon Categories

Traditional Weapon	Futuristic Counterpart	Additional Properties
Simple Melee Weapons		
Club	Power-club	-
Dagger	Vibro-dagger	-
Greatclub	Turbo-club	-
Handaxe	Vibro-axe	-
Javelin	Auto-javelin	-
Light Hammer	Auto-hammer	-
Mace	Power-mace	-
Quarterstaff	Power-staff	-
Spear	Vibro-spear	-
Simple Ranged Weapons		
Crossbow, light	Railbow, light	Reload 20
Dart	Auto-dart	-
Shortbow	Coilgun	Reload 12
Martial Melee Weapons		
Battleaxe	Chain-axe	-
Flail	Power-flail	-
Glaive	Vibro-glaive	-
Greataxe	Turbo-axe	-
Greatsword	Turbo-sword	-
Longsword	Chain-sword	-
Maul	Power-maul	-
Morningstar	Power-star	-
Pike	Vibro-pike	-
Rapier	Vibro-rapier	-
Scimitar	Chain-blade	-
Shortsword	Vibro-sword	-
War pick	Vibro-pick	-
Warhammer	Power-hammer	-
Whip	Vibro-whip	-
Martial Ranged Weapons		
Crossbow, hand	Railbow, hand	Reload 10
Crossbow, heavy	Railbow, heavy	Reload 30
Longbow	Coil rifle	Reload 24

Collapsible Weapons

This version of a weapon can conveniently halve its average size when not being used. While holding such a weapon, you can trigger a mechanism to change it between its retracted and extended states (no action required). If the weapon does not have sufficient room to change its size, its state does not change.

Collapsible weapons are not magical by nature and appear in certain merchant stock who specialize in tinkering. They always cost 20 more Credits than their standard counterparts.

Modifying Statistics

The optional rules in this section provide additional ways for GMs to modify futuristic weaponry to make them feel more powerful.

Primitive Weapons

This option allows players to use traditional weapons provided in the core rulebook as normal with minimal changes. These basic weapons are often found on civilizations that have not reached the Age of Technomancy, such as the typical fantasy setting. This change represents their difficulty in breaching advanced armors. You can apply this property to appropriate weapons.

Primitive. This weapon's damage die decreases by one size, down to a minimum of d2. For example, a weapon whose damage die is d8 becomes a d6.

Potent Weapons

This option increases the potency of futuristic weapons to increase their effectiveness compared to traditional weapons provided in the core rulebook. Because technology in parts of the Cosmos develop in different ways, some wielders may not benefit from deadlier weapons unless they are familiar with their operation. The GM determines if a character is proficient with such weapons.

Melee weapons gain the deadly property. Ranged weapons gain the fatal property and replace any loading properties with the reload property. You can choose to apply them to only some or all futuristic weapons. The properties are described as follows.

Deadly. A weapon with this property deals an extra 1d8 damage on a hit. Blades with this property may bear an ultra-fine point or a high-frequency vibration. Blunt weapons with this property may be crafted from high-density materials or fitted with a specially propelled weapon head.

Fatal. A weapon with this property rolls one additional weapon damage die when it scores a critical hit. These weapons are especially dangerous in the hands of a well-trained warrior.

Adventuring Gear

No traveler leaves port without a quick stop at a market first to restock on supplies. From weapons to equipment, this section provides rules and details for their usage.

Equipment

The following items are unique to traveling through the Cosmos. Certain items are elaborated in this section.

Breach Repair Kit. This kit contains the tools required to repair a breach in a starship's hull. It includes a bolt cutter, a pry bar, a set of clamps, a roll of airtight utility tape, a welder, 5 pieces of patch plates, and a Tiny tank with enough air for 1 minute of light breathing. You can use this set of tools to repair a starship breach by making the appropriate check listed in Chapter 3.

Communicator. This technomantic device functions like a short-ranged radio. As an action, you can send a message from your communicator to another communicator within 1,000 feet that it is linked to. Communicators typically come in pre-linked pairs.

Cred Band. This tiny wristband stores Credit values. When given proper authorization, you can transfer Credits from your cred band to another cred band within 5 feet of your band.

Flight Jets. These steel boots integrate a short-ranged jet booster into their heel. As an action or bonus action, you can propel yourself in an arc up to 30 feet away, flying at a height of 10 feet. You can propel yourself again mid-flight, allowing you to change your trajectory or gain additional distance, provided you have remaining actions, bonus actions, or uses to do so. You can use this feature three times, and you can't use it again until you finish a long rest.



Flight Jets

Fuel. A starship's engine burns fuel for thrust. Fuel consumption for planetary travel is negligible, but a significant amount is required to jump a starship into the Strand or the Current.

Hacker's Tools. This set of hacker's tools includes a holopad loaded with decryption programs, a screwdriver, a jack, several cables, and a signal antenna.

Holopad. This handheld technomantic device functions like a smartphone, combining computing, camera, information storage, analysis, and communications. You cannot communicate using this device in a place without arcane relays (cell towers). If this holopad runs out of power, you can use an action to touch it and expend a spell slot to power it. The holopad gains enough power for a number of hours equal to the level of the spell slot expended.

Holoscreen Projector. These technomantic devices project holographic images onto an adjacent space and function like the visual illusion of a minor illusion cantrip. They must be controlled by a holopad or other programmable unit.

Jump Jets. These steel boots integrate a short-ranged jet booster into their heel. As a bonus action, you can propel yourself in an arc up to 30 feet away, flying at a height of 10 feet. Once this property is used, you can't use it again until you finish a long rest.

Mag Boots. These steel boots have magnetic soles that allow wearers to stick to and walk across metal surfaces in zero gravity environments. Such movement is clunky and halves a creature's walking speed.

Oxygen Tank. This tank contains enough oxygen for up to 8 hours of air for one creature.

Pinpoint Camera. This Tiny technomantic device remotely connects to a holopad or holoscreen. When you activate this camera, it continually sends an image of what it can see in a 30-foot cone to the connected device, provided it is within 120 feet of the device. The camera has darkvision of 30 feet. If you hide this camera, a creature can find it by succeeding on a Wisdom (Perception) or Intelligence (Investigation) check contested by your Intelligence (Stealth) check.

Quik-Patch Plate. This 1-foot by 1-foot metal plate is designed to patch small holes in starship hulls, packaged with a set of quick-release chemicals on each of its four sides. As an action, you can cover a hole no larger than a 1-foot square in a metal surface and rip the tabs. The chemicals immediately superheat from the action. Over the course of the next minute, the heat welds the metal to the surface, creating an airtight seal.

Rangefinder. This set of binoculars allows you to see clearly up to 1 mile away. You can use an action to accurately determine the distance between you and something you see through the rangefinder.

Rebreather. This mechanism fits over your breathing apparatus and filters harmful gasses from an alien atmosphere such as sulfur or chlorine.

Retractable Pole. As an action or bonus action, you can press a button on this 10-foot pole and retract it into a 1-foot long rod. Pressing the button again reverts it to a pole. If the item does not have sufficient room to change its size when the button is pressed, it does not change.

Thermal Scanner. This handheld technomantic device detects creatures through heat. While holding this device, you can use an action to activate it and learn the presence of living organisms within 30 feet of you. The results are imprecise and can only provide the number of creatures within range, not their directions. This device does not detect undead or constructs.

Vacuum Suit. This airtight full-body garment is designed to protect the wearer from the harsh environment of space. When worn, you can use an action to release a gas valve and supply yourself with up to 1 hour of oxygen. If the suit is damaged, oxygen begins to leak from the suit, reducing the remaining supply by 1d4 minutes per round. Donning and doffing the suit takes 1 minute, which can be worn under or over armor.

A vacuum suit typically features an intake valve that allows syringes such as *vita-shots* to pass through the suit without damaging it.

Voidfaring Equipment

Item	Cost	Weight
Breach Repair Kit	35 C	5 lb
Communicator	2 C	-
Cred Band	0.1 C	-
Flight Jets	500 C	5 lb
Fuel	20 C	5 lb
Goggles	0.2 C	-
Hacker's Tools	20 C	5 oz
Holopad	25 C	-
Holoscreen Projector	50 C	1 lb
Jump Jets	200 C	5 lb
Mag Boots	50 C	5 lb
Oxygen Tank	10 C	5 lb
Pinpoint Camera	100 C	-
Pliers	0.5 C	8 oz
Quik-Patch Plate	25 C	2 lb
Rangefinder	15 C	8 oz
Rebreather	5 C	-
Retractable Pole	1 C	1 lb
Thermal Scanner	20 C	8 oz
Vacuum Suit	10 C	2 lb
Welder's Helmet	0.75 C	1 lb
Wrench	1 C	1 lb

grandfailure



Freighters transport goods amidst resource harvesters



Chapter 3
Of Starships and Void

My dream is to travel to the heavens. To see the drift of the stars and the hum of the engine. To become a leaf on the wind that is the unyielding Current.

— Norux
Void Traveler

The ultimate adventure awaits aboard a voidfaring starship: visit other planets and stars, meet new races and people, and above all, survive the unknown dangers ahead. For some, a starship is only a means to an end. For others, it can be the heart, soul, and lifeblood of their existence. Crew met along the way, huddled together in a tight ship, can become family for life.

To travel through the cosmic void is to embrace the danger of the unknown. Consider why or how one came across the vehicle. A character may be a planet-dweller who dreams of owning a starship and commanding a crew throughout the Cosmos. Another may be a pilot with an assigned fighter in a planetary war. Conversely, the adventurer may be a simple merchant transporting goods to the next star system.

This chapter introduces rules related to starships: wondrous void vehicles capable of flying above the atmosphere. Learn to fight in a vacuum, manage crew, and even create a custom starship.

Chapter Overview

This section provides a brief summary of the new starship rules presented in this chapter. They build upon existing combat and movement rules introduced in the fifth edition source rulebook. GMs and players should familiarize themselves with the core rules before reading further.

Optional Rule: Games Without Starships

The rules presented in this section can be complicated. They may require dedication to learn to play comfortably. If you don't have the time or resources to learn them, you may choose to run a game without starships using the following rules.

When characters board a starship, they can automatically travel to their destination without trouble or combat. This time is a great opportunity for roleplay between characters. The starship maps presented in this compendium can still be used for encounters or combat aboard stationary ships.

Starships. Starships are implemented as large mobile vehicles typically represented by a map. Each starship includes a number of stations operated by crew.

Starship Class. Starships are organized by one of four simplified sizes, which primarily determines their hit points, statistics, and speed.

Stations. Each starship station performs a specific set of tasks, such as weapon attacks or defense. In combat, they are operated by crew once per round. Stations can be disabled during combat for an advantage; some disabled stations produce additional negative effects.

Starship Combat. Starships use 100-foot increment square spaces for combat and distances, played on a separate large-scale map. At the start of each combat round, starships move and replenish shields before characters take their turns as normal. Characters can move around the starship and operate various stations, douse fires, or even fight enemy boarders.

Starship Conditions. Starships are affected by three new conditions: breached, immobile, and wrecked.

Starship Shields. Most starships have a shield that protects against energy damage. These are bypassed by non-energy weapons.

Critical Thresholds. When a large amount of damage is dealt to a starship, the damage produces additional negative effects. Crew must manage their Shields properly to avoid such critical effects. Each ship calculates its critical threshold based on its Constitution score.

Starship Weapons. There are three types of starship weapons, each designed with a certain purpose. Characters must tactically select and sequence their attacks to optimize their offense.

- **Blasters.** Such weapons do not consume ammunition, but are blocked by shields.
- **Missiles.** Such weapons are designed to bypass shields and cause critical effects at the cost of ammunition usage.
- **Rays.** Such weapons automatically hit, but only when a starship's shields are removed. They cannot cause critical effects.

Starship Customization. Starships are designed to be modular for flexibility of design and play. A basic set of customization rules allows for unique designs.



A starship maneuvers through an asteroid field

Tan Ho Sim

Types of Starships

Any vehicle that facilitates the controlled transport of people or cargo between planets is considered a starship or void vehicle. These range widely from the single-person fighters to the enormous starship carriers manned by thousands of crew. Stellar stations can house up to tens of thousands of people, but are not considered starships since they primarily serve as a home or settlement.

Vehicles that cannot be piloted are known as shuttles, commonly found as escape pods or high velocity inter-planet transports.

Starship Categories

Starships are organized into four primary categories — the **corvette**, the **cruiser**, the **frigate**, and the **capital ship** — but may be divided into more specific types based on their purpose or use. Though size is used to define a category, it is not an exact metric. Outliers such as extra-wide ships with small cockpits can straddle multiple categories.

Corvette

Starships smaller than 30 feet are classified as corvettes. They are generally piloted by one person due to their limited interior space, though the occasional starfighter may be commanded by two. Their small sizes also limit their range since they carry less fuel, hold less air, and lack the room to outfit a sizable interstellar engine.

Still, corvettes are rather flexible in their usage and design thanks to their high speed and maneuverability. Many are used as fighter craft in void-based combat or landers to drop crew onto planets from larger starships. Those outfitted with less weaponry are used as leisure craft while modified special-purpose corvettes commute short distances between planets within a star system.

On planets or stellar stations with atmosphere, popular open vehicles called voidhoppers transport people and goods daily between various destinations. These are also considered corvettes, but are flown using proficiency with air vehicles rather than void vehicles.

Cruiser

Starships between 30 and 100 feet in any dimension are classified as cruisers. They are the most popular form of starship for all void travelers since they are small enough for spatial maneuverability, but large enough to house all components and technology to sustain life indefinitely. Cruisers are often equipped with life support systems, decent weaponry, energy shielding, an engine capable of surfing the Current, and sometimes a corvette for crew landings or personal missions. Depending on their size, they can house up to 30 crew members or live cargo.

The purpose of cruisers also range widely. In combat, they can be artillery ships, shielding vessels, specialized bombers, or ionizers. In a civilian setting, they can be transports, limited freight carriers, towing ships, or even mobile homes. Hyper-customized cruisers fulfill special purposes ranging from battering rams to corvette carriers.

Frigate

Starships between 100 feet and 1,000 feet in any dimension are called frigates. They are similar to their cruiser counterparts and differ primarily in size, speed, maneuverability, and durability. They can fulfill any purpose a cruiser can, but have more space, resources, armor, and defenses to accomplish them more effectively.

Frigates are most commonly used as high-capacity cargo carriers between extremely distant destinations, some of which make month-long journeys across the Galaxy. Other frigates are split between squadron command, heavy artillery starships, or armored transport, though some are converted for leisurely jaunts for the ultra-wealthy. In combat, corvettes and cruisers rarely engage with frigates, which carry much more offensive and defensive power by comparison.

Capital Ship

Starships larger than 1,000 feet are called capital ships. Unlike a stellar station which has little or slow means of mobility, a capital ship is designed to post at strategic locations anywhere across the galaxy. In combat, flagships (or motherships) are responsible for carrying an entire fleet's worth of fuel, supplies, and weaponry — or even the fleet itself. Carriers serve as excellent staging points for starship combat as they can fly with hundreds of fighters on board. Starships longer than 2,000 feet begin suffering from defensive and resource issues.

Capital ships are rare in civilian operations as non-military groups typically don't need the strength and power of such an enormous ship. Sending objects of ultra-high mass, whether by Current or the Strand, requires exceptionally large amounts of fuel. Permanent stellar stations are easier to manage and do not require space to house a massive interstellar engine. In contrast, flagships must spend days, even weeks, absorbing energy from a nearby star to make the jump.

Starship Statistics

This section provides detailed descriptions and statistics for a starship, including a sample stat block for GMs to study for future games.

Starship Stat Block

A starship's stat block gives game details for use when a player character's starship is involved in combat or other situations where these capabilities are relevant. A stat block lists a starship's speed, defensive attributes, and briefly summarizes any weapons it has. Additional information for a starship's weapons can be found in the Starship Weapons section.

Size

Most starships are Huge or Gargantuan, as determined by their length or width, whichever is longer. For example, a corvette that is 10 feet long and 15 feet wide would use the size category that has a 15-foot width, which means it is Huge. Starships in the cruiser or larger category are automatically Gargantuan because they exceed 30 feet in any dimension.

The numbers in parentheses indicate the general dimension of interior spaces the starship occupies. The ship's full dimensions, including wings and weaponry, may be larger.

Space

On a regular 5-foot square grid or map, a starship occupies square spaces determined by its room layout, similar to a house or dungeon.

On a starship grid that has 100-foot squares, an especially large starship can occupy multiple squares based on its layout. For example, a frigate that is 450 feet long and 200 feet wide occupies ten squares: a 200 by 500 foot space.

A starship cannot squeeze into spaces too small to accommodate it.

Armor Class

A starship's armor class is an abstract representation of its combined speed, durability of hull materials, and maneuverability.

Hit Points

A starship's hit points reflect the amount of damage it can take before becoming wrecked. See Wrecking a Starship in the Starship Combat section for more information.

Critical Threshold

If a starship has a critical threshold, that threshold appears after its hit points. When a starship takes damage equal or greater than its critical threshold from a single source, the starship is affected by a Critical Effect described in the Starship Combat section.

Speed

A ship's speed determines how far it can move each round, measured in increments of 100 feet.

Turning Radius

Larger starships often have decreased maneuverability. If a starship has a turning radius, that radius appears after its speed. On each round, a ship can only make one turn with a maximum number of degrees specified. For example, a frigate with a turning radius of 90 degrees can only make up to one 90-degree turn each round when it moves.

Ability Scores

A starship has six basic ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and their associated modifiers.

A ship's Strength represents its size and power; Dexterity represents its maneuverability; Constitution embodies its durability. Starships with an onboard artificial intelligence have an associated Intelligence score. Starships usually have a score of 0 in Wisdom and Charisma, though the rare living starship may have higher scores.

If a ship has a 0 in a score, it automatically fails any ability check or saving throw it makes using that score.

Resistances and Immunities

You can treat a starship like most durable objects. They are typically immune to poison, psychic, and necrotic damage, as well as the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, and unconscious.

Proficiency Bonus

A starship is proficient with its installed weapons. The proficiency bonus equals the captain's proficiency bonus. If there is no captain, the proficiency bonus is 2.

Attacks & Weapons

Unlike typical attacks, you use the starship's ability modifiers when attacking with a starship weapon (instead of your own modifiers). You do not add any modifiers to the damage.

Sample Starship Stat Block

GMs can find stat blocks and maps for enemy starships in Appendix A: Starships. Enemy starship stat blocks contain slightly different information from player starship stat blocks, such as CR, Actions, and additional traits.

Sample Player Ship Stat Block

Here is an example of a starship stat block for players. Players whose characters fly a starship should be given a similar stat block for their reference. Its corresponding starship map can be found in Appendix A.

Griffin Cruiser

Gargantuan vehicle, (40 ft. by 20 ft.)

Armor Class 15
Hit Points 70 (critical threshold 24)
Speed 600 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	0	0	0

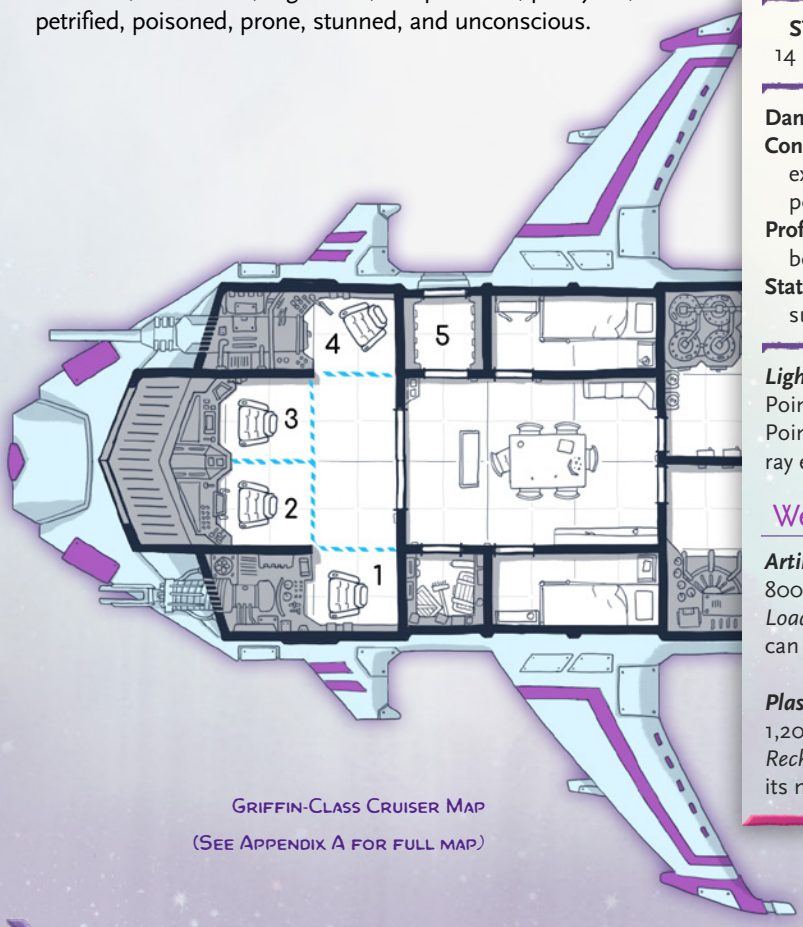
Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Proficiency Bonus (PB) equal to captain or pilot's proficiency bonus, or +2 if neither are present
Stations airlock, command, energy bay, engines, helm, life support, missile bay, shields

Light Shield 2, Radiant (5/15). The cruiser gains 5 Shield Points at the start of its turn, up to a maximum of 15 Shield Points. Whenever it takes radiant damage that is not from a ray emitter, these Shield Points are lost first.

Weapons

Artillery (Load 1). *Ranged Weapon Attack:* +5 to hit, range 800/3,200 ft., one target. *Hit:* 16 (3d10) piercing damage. *Load:* the weapon must be loaded by a crew member before it can be fired again.

Plasma 2 (Recharge 1). *Ranged Weapon Attack:* +5 to hit, range 1,200/1,800, one target. *Hit:* 16 (3d10) radiant damage. *Recharge:* the weapon automatically recharges at the start of its next turn.



Griffin-Class Cruiser Map
(See Appendix A for full map.)

Starship Stations

Station	Crew Member	Station Action
Core Stations		
Command	Captain	Assume Command, Issue Orders, Open Communications
Computer	Officer	Automate Stations, Identify Weakness, Scan Target
Energy Bay	Gunner	Fire Weapon, Overclock Weapon, Track Target
Engines	Engineer	Boost Engines, Power/Depower Engines, Vent Engines
Helm	Pilot	Fly, Evasive Maneuvers, Forward Charge, Rapid Reversal, Interstellar Leap
Missile Bay	Gunner	Fire Weapon, Load Weapon, Track Target
Shields	Shielder	Optimize Shields, Replenish Shields
Auxiliary Stations		
Airlock	-	Activate Airlock, Bolster Airlock
Life Support	-	-
Mech Arm	-	Grip, Manipulate
Medical Bay	Medic	Administer Aid

Stations and Rooms

In this setting, starships are vehicles comprising individual areas or enclosed rooms called **stations**. They are designed to be modular and flexible to accommodate all kinds of different starship layouts. The Build a Starship section contains more information about creating and customizing your starship.

Each station is also associated with certain **station actions** you can only take while occupying the station's space. Station actions are complicated and cannot be readied. Only one can be taken at each station each round, unless otherwise specified.

You should consider each crew member's skills and abilities when assigning them to a station. For example, strong characters will likely excel at reloading heavy missiles while dextrous characters make better pilots. Some stations require a spellcaster to operate it properly.

The Starship Stations table presents stations, their crew operators, and a list of station actions that can be taken there. Their properties and descriptions are described in their respective sections.



Captain's Badge

Core Stations

This section lists stations that are common to most cruisers or larger. Not all stations may be present in a starship since only a helm and engine is required for a starship to fly.

Command Station

This station is typically located near the Helm and provides a strategic overview of the exterior. As the starship's captain, you direct the crew, communicate with other starships, and make critical decisions. Captains typically have high Wisdom or Charisma scores.

Station Actions. One of the following station actions can be taken at this station each round. As normal, station actions cannot be readied.

Assume Leadership. Roll a d20 and record the roll. Until the start of your next turn, whenever a crew member on the ship rolls a d20 for an attack roll or saving throw, you may replace that d20 roll with the recorded result. You can do this after the crew makes a roll, but must replace the roll before learning whether the roll succeeds or fails.

Issue Orders. Choose a number of stations up to your Charisma modifier and make a DC 10 Charisma check. On a successful check, you grant a bonus to the next attack roll or ability check an ally makes at the chosen station before the start of your next turn. The bonus equals 1d4. If your check exceeds the DC by 10 or more, the bonus becomes 2d4 instead.

Open Communications. You hail another starship within 2 miles to communicate with it.

Computer Station

This station is usually located near the command station and houses a basic technomantic computer. The interface varies across starships, but always contains at least one screen and one input board. As an **officer**, you operate the computer to remotely perform tasks across the ship. Good officers tend to be highly intelligent or have a spellcasting ability to interface with the technomantic components.

Station Actions. One of the following station actions can be taken at this station each round. As normal, station actions cannot be readied.

Automate Station. You expend a spell slot of any level to empower the computer, creating a weak artificial intelligence that can operate another station. As part of this station action, you can also command the A.I. to appear at an unoccupied station of your choice and take one of the station's available actions, provided any requirements are met. If the station action requires a d20 roll, it gains a bonus equal to the level of the spell expended. While at a station, the artificial intelligence becomes semi-corporeal and uses your ability scores. The A.I. disappears at the start of your next turn.

Identify Weakness. You magically scan a target to determine the optimal strike zone by making a DC 10 Intelligence check. On a success, you empower one weapons bay of your choice. If that weapon hits a target with an attack roll and deals damage, you add a bonus to the damage dealt equal to your Intelligence modifier (minimum of 1). If your check exceeds the DC by 10 or more, the bonus equals twice your Intelligence modifier instead (minimum of 2).

Scan Target. You magically scan a target within 1,000 feet and learn basic information about the target's appearance, shape, size, or other relevant information (GM's discretion). If the target is a starship, you can attempt to analyze the information, making an Intelligence (Investigation) or Wisdom (Perception) check. Consult the Scanner Information table to determine the information gained.

Scanner Information

Check Total	Effect
0-9	You learn no new information
10-14	You learn the number of living creatures in the target ship and if applicable, the ship's current remaining Shield Points.
15-19	You learn the above, as well as the general layout of the target ship, including the locations of each station installed.
20+	You learn the above information and also identify the types and abilities of each station installed.

Energy Bay

This station is outfitted with an energy weapon, a targeting system, a view of the exterior, and a seat. This room is often the most exposed on a starship as it requires exceptional attack coverage. As a **gunner**, you fire energy-based weaponry and may have a high Intelligence or Wisdom score. See the Starship Weapons section for more details on energy weapons.

Station Actions. One of the following station actions can be taken at this station each round. As normal, station actions cannot be readied.

Fire Weapon. You fire once at a target within range with the installed weapon. This attack roll uses the starship's Dexterity modifier and proficiency bonus.

Overclock Weapon. You attempt to overclock the weapon and recharge it faster than it normally would on its own. Make a DC 15 Intelligence check. On a success, the weapon gains 1 charge. If this causes the weapon to become armed, you can take the Fire Weapon action as part of this action.

Track Target. You calculate the trajectory of a target you can see. The next time you make an attack with the installed weapon before the end of your next turn, you gain a bonus to the attack roll equal to your Wisdom modifier (minimum of 1).

Engine Station

This station is critical to starship operations and houses a Current generator engine that provides power and mobility to the starship. The type of engine in each starship varies based on how the manufacturer used Current technology to build the engine. As an **engineer**, you maintain the engine and may have a high Strength, Constitution, or Intelligence score.

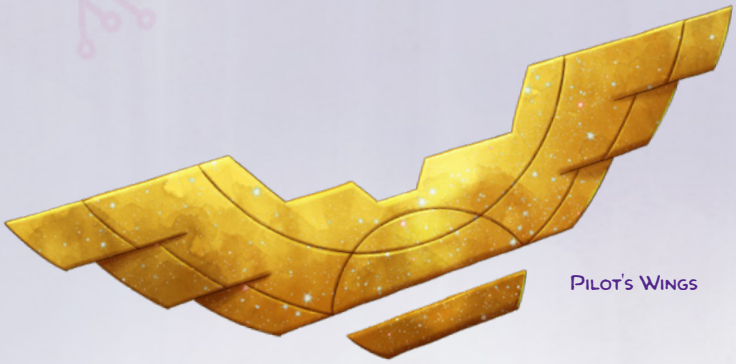
Disabled Station. While the Engine station is disabled, all other stations are disabled. The starship is immobilized (see Starship Combat section). Additionally, the starship does not register on radars and cannot be targeted by seeker missiles.

Station Actions. One of the following station actions can be taken at this station each round. As normal, station actions cannot be readied.

Boost Engines. You enhance the engine's output to increase the starship's speed. Make a DC 10 Intelligence check. On a success, the starship's fly speed increases by 100 feet until the start of your next turn. If the roll exceeds the DC by 10 or more, the starship's fly speed increases by 200 feet instead.

Power/Depower Engines. You manually shut off the engine if it's on, or start the engine if it's off. While the engine is off, it is disabled.

Vent Engines. You release heat from the engine to quickly cool it. The starship's fly speed increases by 200 feet until the start of your next turn. Each creature within 10 feet of the engine must then succeed on a DC 15 Constitution check or take 2d4 fire damage.



Pilot's Wings

Helm Station

This station typically contains a window with a view of the exterior, a comfortable seat, a mechanism for control such as a wheel or pedals. As the **pilot**, you control the starship's trajectory and may have a high Dexterity score, a high Wisdom score, or proficiency with void vehicles (though this proficiency is not required). Whenever the starship must make a Dexterity check or saving throw (including starship initiative) while you are at the helm, you can use your Dexterity modifier in place of the starship's Dexterity modifier. You can roll for the starship.

Station Actions. One of the following station actions can be taken at this station each round. As normal, station actions cannot be readied. Certain helm upgrades such as a solo-pilot starship's integrated cockpit provide additional actions you can take.

Fly. During the next Starship Phase, you can move the starship up to its speed. If you fly through dangerous terrain such as an asteroid field, the GM may call for a Dexterity check to avoid damage, adding your proficiency with air or void vehicles.

Evasive Maneuvers. You fly the starship erratically to avoid danger. Until the start of your next turn, the ship gains a bonus to its AC and Dexterity saving throws equal to your Dexterity modifier (minimum of 1). During the next Starship Phase, you can move the starship up to half its speed.

Forward Charge. You fly the starship at full speed and must succeed on a DC 15 Dexterity check to fly the ship safely. On a failure, attack rolls made against the ship have advantage until the start of your next turn. Regardless of the result, you can move the starship in a straight line up to twice its speed during the next Starship Phase.

Rapid Reversal. You perform a risky maneuver to place the starship in a good attack position. Until the start of your next turn, you grant advantage to all starship weapon attacks against one enemy you can see. You must then succeed on a DC 15 Dexterity check to fly the ship safely. On a failure, attack rolls made against the ship have advantage until the start of your next turn. Regardless of the result, you can move the starship in a straight line up to twice its speed during the next Starship Phase.

Interstellar Leap. You begin the process of jumping into the Current or the Strand as described in the Crossing the Galaxy section.

Missile Bay

This station is designed to launch objects into the void. It contains a large airlock launching tube, a firing mechanism, and a targeting system. Many kinds of physical weaponry are considered missiles, including torpedoes, flak, flares, and mines. As the **gunner**, you may have a high Strength or Wisdom score for loading missiles. See the Starship Weapons section for more details on missile weapons.

Station Actions. One of the following station actions can be taken at this station each round. As normal, station actions cannot be readied.

Fire Weapon. You fire the weapon at a target within range. This attack roll uses the starship's Dexterity modifier and proficiency bonus.

Load Weapon. You attempt to load ammunition into an empty tube, making the ability check indicated by the ammunition's Load property. If this causes the weapon to become armed, you can take the Fire Weapon action as part of this action.

Track Target. You calculate the trajectory of a target you can see. The next time you make an attack with the installed weapon before the end of your next turn, you gain a bonus to the attack roll equal to your Wisdom modifier (minimum of 1).

Shields Station

This station houses an arcane generator that creates a barely visible energy shield around the ship. The shield grants the starship Shield Points, which is a buffer to direct damage of a certain type. This is similar to temporary hit points: whenever the starship takes damage of the shield's type, the ship's Shield Points are lost first (unless it's from a focusing weapon), and any leftover damage carries over to the starship's normal hit points. Starships automatically regain Shield Points at the start of each round, up to their maximum.

As the shielder, you may have a spellcasting ability or a high Intelligence score for maintaining the shields. A starship only benefits from one Shield station at a time. The Starship Defenses section provides more details on different kinds of shields.

Disabled Station. While the Shields station is disabled, the starship cannot regain any Shield Points.

Station Actions. One of the following station actions can be taken at this station each round. As normal, station actions cannot be readied.

Optimize Shields. You attempt to increase the shielding mechanism's efficiency, making a DC 15 Intelligence check. On a success, when the starship regains Shield Points at the start of the combat round, it regains twice as many Shield Points.

Replenish Shields. You expend a spell slot and transform it into raw arcane energy. The starship gains a number of Shield Points equal to 10 times the level of the spell expended.

Auxiliary Stations and Rooms

Starships typically have a number of support or uncommon stations for a variety of uses, as listed in this section. Some stations do not have an associated action and simply function as rooms filled with appropriate equipment.

You can attempt to install a custom special-purpose room such as a crafter's station or artisan's station, with details determined by the GM. Such a room may provide tools or small bonuses to activities taken inside.

Airlock

This station allows crew members to exit the starship without loss of air by using a small room as a buffer. A small scanner or password lock typically prevents unwanted guests from entering.

Station Actions. One of the following station actions can be taken each round at the airlock. Unlike other stations, you can take these actions while outside the station, provided you are within 5 feet of the airlock.

Activate Airlock. You pass through the airlock into or out of the ship. This action can be performed manually over the course of a minute even if the station is disabled.

Bolster Airlock. You fortify the airlock to prevent an intruder from entering the airlock.

Connect Airlock. You connect the airlock to an adjacent airlock, typically for passage to an adjacent cruiser or corvette.

Life Support

This station generates oxygen, clean water, artificial gravity, and other essentials for organic creatures aboard a starship. The station is critical for larger starships undertaking long journeys, but short-ranged corvettes can exchange a life support station for refillable onboard oxygen tanks.

Disabled Station. If disabled or destroyed, the station no longer recycles air or produces artificial gravity. A starship runs out of air after a duration equal to 5 minutes for each space that the starship occupies. The Movement in Zero Gravity section provides rules for navigation in a weightless environment.

Mech Arm

A 20-foot long gripping arm is mounted to the side of the starship, controlled by an interface inside this station. The arm is slow and not particularly strong, but is relatively flexible.

Station Action. While at this station, you can control the arm and use it to manipulate things outside the starship. The following station actions can be taken at this station each round:

Grip. Over the course of a minute, the arm can grip and move a Medium or smaller object or creature within 20 feet of the starship. An unwilling creature can succeed on a DC 5 Strength or Dexterity check (its choice) to avoid being grabbed.

Manipulate. The arm attempts to manipulate an object within 20 feet of the starship.

grandfailure



A STARSHIP PREPARES TO PICK UP PASSENGERS

Medical Lab

This station boasts a wide complement of healing devices for ensuring the crew's good health, including a supply of healer's kits, x-ray machinery, blood sampling tools, and comfortable beds. A crew member gains advantage on Wisdom (Medicine) checks made while in this station.

Station Action. Any crew member that specializes in medicine is called a medic. The following station action can be taken at this station each round:

Administer Aid. The medical lab has 3 charges and regains expended charges every 24 hours. As an action, you can expend a charge and grant the benefits of a *vita-gel v2* to a creature you touch.

Disabled Stations

Some effects, such as an ion storm, a pulsar weapon, or basic damage can disable a station and eliminate its operational capabilities. You cannot take any actions normally granted by the disabled station unless otherwise indicated. Certain stations like Engines, Life Support, or Shields have additional effects when disabled, described in their respective sections. If a station is destroyed, it is also disabled.

Repairing a Disabled Station. If a station is disabled by a means other than power loss, you can attempt to reactivate it as an action. Make a DC 15 Intelligence check. On a successful check, that station is no longer disabled.

Starship Weapons

Starship weapons are designed to assault or destroy other starships. Each weapon must be installed to either an energy or missile bay. Only one weapon can be installed at such a station at any time.

Attack and Damage Rolls. Unlike typical attacks, you use the starship's ability modifiers when attacking with a starship weapon (instead of your own modifiers). You do not add any modifiers to the damage.

Size. The weapon's size determines the minimum number of spaces the weapon's station occupies. For instance, the size of artillery is 5 feet by 10 feet, so the station must be at least 5 feet by 10 feet in any horizontal dimension.

Cost. The cost listed determines how much you must spend to mount the weapon onto your starship. The price of its ammunition varies at GM's discretion; an acceptable cost for ammunition is the weapon cost divided by 10.

Weapon Properties

The following properties are unique to starship weapons. Special properties unique to certain are listed in their respective sections.

Ammunition. The ammunition of a missile-based weapon is destroyed upon use. The ammunition of energy-based weapons is generated by the starship's power source.



A MEDIC INJECTS HERSELF WITH VITA-GEL

grandfailure

Focusing. A weapon with this property automatically hits its target, but is easily diffracted by shields. When you hit a target with a focusing weapon and the target has shields of the associated damage type, the shields prevent an amount of damage equal to its current Shield Points. No Shield Points are lost, but any remaining damage is dealt directly to the target. For example, a Laser Ray 1 typically deals 10 radiant damage. When used against a starship equipped with a Radiant Shield that has 2 shield points remaining, the starship automatically takes 8 radiant damage. The starship does not lose any Shield Points.

Load. A weapon with this property requires manual loading of its heavy ammunition before it can be fired. To load the weapon, you must use an action to make a DC 10 Strength check, gaining one success on a successful roll, or two successes if the roll exceeds the DC by 10 or more. Once the weapon has the required number of successes, it is armed and can be fired.

Range. The weapon follows rules for normal and long range. If the range only has one number, that weapon has no long range.

Recharge. A weapon with the recharge property needs time to power up between shots. Once you fire this weapon, it automatically recharges, gaining 1 charge at the start of your subsequent turns. Once a weapon has a number of charges equal to the value indicated, it is armed and can be fired again. A weapon cannot have more charges than the value indicated.

Special. A weapon with the special property has unusual rules regarding its use, explained in the weapon's respective sections.

Targeting. This weapon is technomantically guided towards a target. Instead of making an attack roll, the target must instead make a Dexterity saving throw against the DC listed next to its damage. The target takes that damage on a failed save, or half as much on a success.

Starship Weapons

Weapon	Cost	Damage	Properties
Blasters			
Plasma 1	100 C	2d10 radiant	Ammunition (range 1,200/1,800), Recharge 1
Plasma 2	500 C	3d10 radiant	Ammunition (range 1,200/1,800), Recharge 1
Plasma 3	1,000 C	4d10 radiant	Ammunition (range 1,200/1,800), Recharge 2
Pulsar	500 C	-	Ammunition (range 600/1,200), Recharge 1, Special
Spark	1,000 C	2d10 radiant	Ammunition (range 1,500/3,000), Recharge 2, Special
Vaporizer	5,000 C	6d10 radiant	Ammunition (range 1,500/3,000), Recharge 3
Missile Launchers			
Artillery	150 C	4d8 piercing	Ammunition (range 800/3,200), Load 1
Firebomb	750 C	3d8 piercing	Ammunition (range 1,200/4,800), Load 2, Special
Heat Seeker	1,000 C	5d8 piercing (DC 17)	Ammunition (range 1,000), Load 2, Targeting
Spellfusion	2,500 C	4d8 piercing	Ammunition (range 600/1,200), Load 2, Special
Torpedo	500 C	5d8 piercing	Ammunition (range 1,800/3,200), Load 2
Triple Swarm	2,500 C	3d8 piercing	Ammunition (range 800/3,200), Load 3, Swarm 3
Ray Emitters			
Firebeam	2,000 C	10 fire *	Ammunition (range 800), Focusing, Recharge 2, Special
Incisor	3,000 C	10 radiant *	Ammunition (range 1,500), Focusing, Recharge 2, Special
Laser Ray 1	500 C	5 radiant *	Ammunition (range 600), Focusing, Recharge 1
Laser Ray 2	2,500 C	10 radiant *	Ammunition (range 600), Focusing, Recharge 1
Necrosis Beam	5,000 C	15 necrotic *	Ammunition (range 800), Focusing, Recharge 2, Special

Attack Weapons

Most starships use one of three major weapon types in active combat, as presented in the Starship Weapons table.

The weapon type determines the station required to install them. Blasters are most common as they require little management to use. Missiles, though expensive and slow to fire, excel at bypassing strong shields and dealing sufficient damage to exceed a target's critical threshold, thereby causing deadly critical effects. Rays deal damage directly to enemy starships without a need to roll, but the damage is easily blocked by shields.

In combat, starships typically use a combination of weapons: first a weapon that reduces shields or causes chaos to a target, followed by a barrage of deadly attacks. When customizing a starship, develop a flexible strategy to succeed in a variety of situations.

Blasters

Energy Bay Weapon

Blasters are weapons that fire bolts of condensed superheated plasma. Like all energy weapons, they have the Recharge property.

Spark. This weapon fires concentrated bolts of sticky plasma that superheat the target ship. If a starship takes any damage from this weapon, randomly generate 2 circular areas of fire at random locations inside the starship. Each area is 5 feet in diameter. The fire ignites any flammable objects inside it not being worn or carried and may spread to adjacent spaces (at GM's discretion). When a creature enters a circle's area for the first time on a turn or starts its turn there, it takes 1d6 fire damage. The fire lasts for 1 minute or until extinguished. A creature may use an action to extinguish a circular area of fire adjacent to it.

Pulsar. This weapon fires high-energy pulses of techno-magnetic energy. A target hit by this weapon does not take damage. Instead, until the end of its next turn, the target cannot gain Shield Points and 1d4 random stations inside it are disabled.



Cruisers assault a frigate with ray emitters

Aaron Lee

Missile Launchers

Missile Bay Weapon

Missiles are targeted explosive projectiles. Some rely on the force of the launch for propulsion while others are capable of self-propelled flight. All missile launchers have the Load property.

Firebomb. This special missile launcher is designed to deliver a fiery payload to another starship. On a hit, the missile starts a fire, creating 1d3 circular areas of fire at random locations inside the starship not occupied by equipment. Each area is 5 feet in diameter. The fire lasts for 1 minute and ignites any flammable objects inside it not being worn or carried. When a creature enters a circle's area for the first time on a turn or starts its turn there, it takes 1d6 fire damage. A creature may use an action to extinguish a circular area of fire adjacent to it.

Spellfusion. This special launcher fires ammunition containing an arcane core that can store one spell. A spellcaster next to this ammunition can cast a spell of 5th level or lower and store it in the projectile for up to an hour. The spell must take only 1 action to cast, must target a point or area, and cannot require concentration. If a spellfusion missile hits a target starship, its stored spell is cast targeting a random point or area inside the ship.

Swarm. This special launcher fires multiple smaller projectiles at a target. When attacking with the weapon, make a number of attacks equal to the value indicated, dealing damage indicated on a hit. If all attacks for this weapon hit the target, the target suffers a Critical Effect.

Ray Emitters

Energy Bay Weapon

Rays are weapons that create highly concentrated beams of light. While they are inexpensive and require no aiming, their damage is easily mitigated by a target's shields. All ray weapons have the Focusing property.

Firebeam. This special weapon is designed to start fires inside a starship. If a starship takes any damage from this weapon, the weapon creates a fire in the ship. Randomly generate a straight line inside the starship up to 30 feet long and 5 feet wide. Each space in that line not occupied by equipment is engulfed in fire for 1 minute, igniting any flammable objects inside it not being worn or carried. When a creature enters the line for the first time on a turn or starts its turn there, it takes 1d6 fire damage. A creature may use an action to extinguish a 5-foot section of fire that is adjacent to it.

Incisor. This special weapon is designed to cut holes in a target's hull. If a starship takes any damage from this weapon, the weapon creates a small hull breach in 2 random places on the ship (see Starship Conditions).

Necrosis Beam. This horrifying weapon is designed to disintegrate organic matter in its path. Instead of dealing damage to the starship, randomly generate a straight line inside the starship up to 30 feet long and 10 feet wide. Any creature in that line takes the damage listed.



An engineer crawls and repairs an engine duct

Joyce Maureira

Starship Defenses

A crew can use a variety of methods to protect their starship from damage, from shields, defensive weapons, and active crew repair. If a ship takes on too much damage, it risks becoming stranded in the deadly void or may be forced to make an emergency landing.

Starship Repair

You can attempt to repair damage to a starship or breaches in a hull by making an Intelligence check, provided you have the appropriate tools on hand (all ships typically supply such tools). The DC of this check depends on how long you spend on this activity, as described in the Ship Repair table below. Damage repair can be performed at any time, but hull breach repairs can only be performed while the starship is flying slowly.

Starship Repair

Duration	DC
1 action	20
1 minute	15
10 minutes	10
1 hour	5

On a successful check, you either patch a breach or repair damage, granting the starship hit points equal to 1d10 plus your Intelligence modifier. If you fail a check to repair the starship, you botch the patch job and the starship cannot regain hit points for an hour. You can still repeat attempts to patch the hull regardless of failure.

Spells like *mending* can also repair small hull breaches, but do not provide the ship with additional hit points.

Starship Shields

Shields serve as the main defensive measure against an attacking starship by providing Shield Points, which act as a buffer against certain types of damage. Shields are always associated with a damage type and have two numbers listed in parentheses. The first number indicates how many Shield Points the starship regains at the start of each combat round, and the second number is the maximum Shield Points a starship can have at any time. Whenever the starship takes damage of the shield's type, the Shield Points are lost first (unless it's from a Focusing weapon), and any leftover damage carries over to the starship's normal hit points.

Shields generally defend against radiant damage, though some absorb other types of energy. The Starship Shields table provides a few examples of shields a ship may employ, organized by effectiveness.

Installing the shield onto a ship grants the ship the shield's benefits. As normal, a starship can only benefit from one shield at a time.

Starship Shields

Shield	Absorbed Damage Type	Cost
Light Shield 1	Radiant (5/10)	50 C
Light Shield 2	Radiant (5/15)	75 C
Light Shield 3	Radiant (5/20)	100
Arc Shield 1	Radiant (10/20)	500 C
Arc Shield 2	Radiant (10/30)	750 C
Arc Shield 3	Radiant (10/40)	1,000 C
Aegis 1	Radiant (15/40)	2,500 C
Aegis 2	Radiant (15/50)	5,000 C
Aegis 3	Radiant (15/60)	10,000 C
Chromatic Shield	Acid, Cold, Fire, Lightning, and Thunder (15/30)	3,000 C
Deflector Shield	Piercing and Radiant (10/30)	4,000 C

Starship Defense Weapons

Weapon	Cost	Damage	Properties
Flak Cannon	200 C	-	Ammunition, Load 1, Special
Flare Module	250 C	-	Ammunition (range 100), Load 2, Special
Wave Pulser	250	4d8 lightning damage (DC 15)	Ammunition, Recharge 3, Special
Mine Launcher	500 C	-	Ammunition (range 300), Load 3, Special
Basic Mine	-	3d8 piercing damage (DC 15)	-
Flash Mine	-	4d8 radiant damage (DC 15)	-
Thunder MIne	-	2d12 thunder damage (DC 15)	-

Defense Weapons

Many starships use defensive weapons that target locations or create hazards to slow or repel enemy ships, as presented in the Starship Defenses table. Each weapon must be installed at the appropriate station type indicated.

Flak Cannon

Missile Bay Weapon

When fired, the flak cannon creates a dense field of debris in a 300-foot cone originating from the starship, which disperses after 1 minute. For the duration, the debris field is difficult terrain for starships and provides half cover to starships behind it. When a starship moves into or within the area, it takes 1d8 piercing damage for every 100 feet it travels. As usual, the recommended cost of each piece of ammunition is the cost of the weapon divided by 10.

Flare Module

Missile Bay Weapon

When fired, the flare module releases hundreds of bright harmless flares in a 100-foot diameter sphere within range. The flares last until the end of the starship's next turn. While the flares remain, starships within 500 feet of them automatically succeed on saving throws made to evade weapons with the Targeting property.

Mine Launcher

Missile Bay Weapon

When fired, the mine launcher creates a cluster of mines at each 100-foot square space in a 300-foot diameter sphere centered on a point within range. Whenever a starship enters a space with mines, the mines in that space detonate. The starship must make a Dexterity saving throw against the indicated DC, taking full damage on a failed save or half as much on a success. A starship flying through multiple mined spaces must make a saving throw for each space. The mines remain up to 5 years or until they detonate.

Mine Ammunition. The mine launcher can be loaded with different types of mine ammunition for different effects, which are included in the table. At GM's discretion, they can have additional effects - a flash mine may temporarily blind a pilot or a thunder mine may push a starship away.

Wave Pulser

Energy Bay Weapon

When fired, the wave pulser emits a sphere of techno-magnetic energy. Each starship within 300 feet of your starship must make a Constitution saving throw against the indicated DC. On a failed save, it takes full damage and is pushed 300 feet away. On a successful save, it takes only half as much damage and is not pushed.

Customizing Your Starship

During downtime, a crew can seek a mechanic to assist in repairing, upgrading, or modifying their starship. This section provides various alterations you can make.

Chassis

The base cost of a starship without any components installed is determined by the number of 5 ft. x 5 ft. squares that it occupies. Expanding a starship's chassis costs 20 Credits for each additional 5-foot square space added, not including labor costs priced by a mechanic. This cost also applies to the construction of entirely new starships.

For example, a 40 ft. x 20 ft. starship chassis occupies thirty-two 5 ft. squares and costs 640 Credits to build. To lengthen this starship chassis to 50 ft. x 20 ft., you must pay 40 gold: 20 Credits for each additional 5 ft. square space.

Rooms and Walls. Once your chassis is created, you can apply any configuration of walls to divide the starship's interior into smaller rooms. Walls serve as excellent barriers against spreading fire or hull breaches.

Doors. With walls in place, add doors to the walls. There is no limit to how many doors you add in general, but they can impose challenges to traversing the starship if you add too many. At GM's discretion, you may need to spend 5 additional feet of movement, an action, or a bonus action to cross through a door.

Entrance. A starship's entrance can be located anywhere on the edge of the ship, including the ceiling, but most ships typically locate them at an airlock.

Living Spaces. You can eat and rest in any space of the starship using bedrolls, but you may choose to add bunks, tables, or other furniture to make it more comfortable.

Stations

Empty rooms or spaces in a starship can be outfitted with a station. The minimum size and cost of installing a station is presented in the Starship Station Installations table. Stations must be dismantled before they can be replaced with a new one; dismantling a station may refund a portion of its initial cost (typically half to three-fourths, at GM's discretion).

Minimum Size. The size determines the minimum amount of space the station requires to operate. This space cannot overlap with another station's space.

Occupied Space. Each station has equipment, which occupies half the station's minimum size. Characters cannot occupy spaces where equipment is located. For example, a 10 ft. x 10 ft. shield station has equipment that occupies a 5 ft. x 10 ft. space; characters occupy the remaining 5 ft. x 10 ft. when operating the shields. Single-pilot helm stations typically place their equipment on both sides (see the sample Griffin map in Appendix A).

Required Stations. Every starship must have a helm and an engine. While other stations are certainly advisable, they are not required for a starship to fly.

Engine Sizes. An engine's minimum size is dependent on the whole starship's size. The dimensions of the engine must be at least equal to the dimensions of the starship divided by five. For instance, a 40 ft. x 20 ft. starship must have an engine at least 8 ft. x 4 ft. and thus occupies a space that is 10 ft. x 5 ft.

Weapon Stations. Only one weapon can be installed in each Energy Bay or Missile Bay at a time.

Starship Station Installations

Station	Minimum Size	Cost
Core Stations		
Command	5 ft. x 10 ft.	15 C
Computer	5 ft. x 10 ft.	150 C
Energy Bay	5 ft. x 10 ft.	200 C
Engines*	Varies	50 C for each space it occupies
Helm*	5 ft. x 10 ft.	25 C
Missile Bay	5 ft. x 10 ft.	100 C
Shields	10 ft. x 10 ft.	100 C
Auxillary Stations		
Airlock	5 ft. x 5 f.	20 C
Life Support	10 ft. x 10 ft.	40 C
Mechanical Arm	5 ft. x 10 ft.	75 C
Medical Lab	15 ft. x 15 ft.	300 C

Starship Upgrades

A starship's attributes can be upgraded by a skilled mechanic. These increases represent applying a new layer of armor to the hull or boosting the engine's capabilities.

Ability Upgrades

Each upgrade increases your choice of the starship's Strength, Dexterity, or Constitution by 1 and can be purchased multiple times up to a maximum of 20. Consult the Starship Ability Upgrades table to determine the cost of the upgrade based on your ship's size. For capital ships, use the frigate cost and multiply it by 10.

Starship Ability Upgrades

Target Score	Corvette	Cruiser	Frigate
9 or lower	15 C	25 C	250 C
10	25 C	50 C	500 C
11	50 C	100 C	1,000 C
12	75 C	150 C	1,500 C
13	125 C	250 C	2,500 C
14	250 C	500 C	5,000 C
15	500 C	1,000 C	10,000 C
16	1,200 C	2,500 C	25,000 C
17	2,500 C	5,000 C	50,000 C
18	3,500 C	7,500 C	75,000 C
19	5,000 C	10,000 C	100,000 C
20	7,500 C	15,000 C	150,000 C

Statistic Upgrades

The following upgrades augment your starship's statistics. As normal, your starship can only benefit from one upgrade of the same type. Consult the Starship Statistic Upgrades table to determine the cost.

Starship Statistic Upgrades

Upgrade	Corvette	Cruiser
+1 Plating	2,500 C	AC increases by 1
+2 Plating	15,000 C	AC increases by 2
+3 Plating	35,000 C	AC increases by 3
+1 Engine	2,000 C	Speed increases by 100 feet
+2 Engine	5,000 C	Speed increases by 200 feet
+3 Engine	20,000 C	Speed increases by 300 feet
+1 Hull	2,500 C	Maximum hit points increase by 10
+2 Hull	5,000 C	Maximum hit points increase by 20
+3 Hull	15,000 C	Maximum hit points increase by 30

Station Upgrades

A good crew and captain knows when it is time to upgrade a station over the course of their journey. While docked at a starport, your adventuring party can pay for an improvement.

Upgrades. Stations can receive multiple upgrades unless otherwise specified, but a station cannot receive the same upgrade more than once. Choose from the following upgrades, or work with your GM to design your own.

Advanced Medical Lab

Medical Lab Upgrade

Cost: 500 C

This advanced version of the medical lab has 5 charges instead of 3. Expending a charge grants the benefits of a *vita-gel* v4 instead of a *vita-gel* v2.

Auto-Pilot

Helm Station Upgrade

Cost: 80 C

Even if there is no pilot at the helm when the starship determines its initiative in the Starship Phase, the starship can make a roll instead of taking a result of 0.

Blast Engine

Engine Station Upgrade

Cost: 500 C

When the engineer takes the Boost Engines action, the starship's fly speed is increased to double the amount listed on a successful check. Additionally, when the engineer takes the Vent Engines action, the starship's fly speed is increased by 300 feet instead of 200. However, the damage from the Vent Engines action increases to 3d6.

Channeling Conduit

Energy Station Upgrade

Cost: 450 C

Immediately after a gunner takes the Fire Weapon action on its turn, the gunner may choose to fire one additional shot with the weapon as part of this action. The Recharge value for that weapon is multiplied by three until it is armed again.

Current Skimmer

Engine Station Upgrade

Cost: 75 C for each space the new engine occupies

An engine with a Current Skimmer is capable of propelling the starship into the Current. When installing this upgrade, the engine's minimum size becomes the starship's dimensions divided by three, instead of divided by five.

Tan Ho Sim



Emergency Barrier
Shield Station Upgrade

Cost: 100 C

Even if the Shields Station is disabled, the shielder can still take the Replenish Shields action. The number of Shield Points gained this way equals 5 times the level of the spell slot expended instead of 10 times the level.

Emergency Battery
Any Station Upgrade

Cost: 150 C

If a station equipped with an emergency battery loses power (typically caused by engine failure), the station remains powered for up to 1 hour instead. Once this property is used, it cannot be used again until the station is powered for 24 hours, during which the emergency battery recharges.

Integrated Cockpit
Helm Station Upgrade

Cost: 300 C + the cost of the chosen blaster weapon

The helm is merged with a miniaturized energy bay station, allowing a pilot to take station actions granted by a helm and energy bay. Solo-pilot corvettes are typically outfitted with an integrated cockpit.

When the pilot takes a station action granted by the helm, the pilot can also take the Fire Weapon action as part of that action. However, the normal and long range of this attack is halved.

Load Assist
Missile Bay Upgrade

Cost: 500 C

The station is equipped with a machine that assists with loading missiles. When the gunner makes an ability check to load a missile and fails, it can reroll the d20 and must use the new result.

Manual Targeting
Any Weapons Bay Upgrade

Cost: 75 C

When the gunner takes the Fire Weapon action and makes a ranged attack roll, they may use their Dexterity modifier in place of the starship's Dexterity modifier.

Overdrive Unit
Shield Station Upgrade

Cost: 500 C

When the shielder takes the Optimize Shields or Replenish Shields actions, the starship regains 5 additional Shield Points.

Ramming Armor
Helm Station Upgrade

Cost: 500 C

When the pilot takes the Forward Charge action and hits another object with the ship, the starship only takes half as much damage.

Power Diverter
Shield Station Upgrade

Cost: 750 C

The shielder can take the following station action at a shield station with this upgrade.

Reroute Power. You transfer a portion of your shields to empower an energy weapon. The starship loses 10 Shield Points. If the starship loses 10 Shield Points this way, choose an installed energy weapon that does not have the focusing property. Until the start of your next turn, the next attack made with that weapon deals bonus damage equal to your Intelligence modifier (minimum of 1).

Precision Scanner
Computer Station Upgrade

Cost: 750 C

When the officer takes a Scan Target action and scores a 20 or higher on the check, it gains precise information about the target. Until the start of the officer's next turn, whenever the starship creates a randomly located effect inside the target such as fire or breaches, the officer can specify the effect's locations instead.

Spell Targeting
Computer Station Upgrade

Cost: 1,500 C

The officer can take the following station action at a computer station with this upgrade.

Spell Lock. You attempt to create a magical channel between your starship and a target starship that the computer has scanned. Make an Intelligence (Arcana) check contested by a Dexterity check made by the target starship's pilot, who adds their proficiency with void vehicles if able. On a success, your ship and the target ship are linked for 1 minute. For this duration, spells cast from your starship can successfully target the linked starship. All other spell requirements must still be met.

Universal Translator
Computer Station Upgrade

Cost: 200 C

When the captain hails another ship, the computer automatically translates any communications between the captain and target ship, provided it is transmitted in a commonly known language.

Custom Starships

There are many reasons to design your own starship. A GM may want to prepare a unique encounter or an adventuring party may attempt to build a voidfaring vehicle. This section presents rules for players to design a starship not presented in this compendium.

Build a Starship

Starships can take any imaginable form. Their ultimate size and shape are limited only by their cost. Follow these steps to create your own starship.

Size and Layout

First determine how many 5 ft. x 5 ft. spaces you want your ship to occupy and arrange the spaces in a layout you like. These spaces must connect directly to another space. Work with your GM to determine the feasibility of your design and to ensure the starship fits into the setting. As you add or remove spaces, keep track of the running cost using the Room and Station costs table.

Subdivide these spaces into rooms as you see fit by adding walls between spaces; you can always change the room locations as you continue building.

Install Stations

Determine which stations you want your ship to have. In addition to a helm and engines, it is advisable to include at least a command station, an energy bay with a weapon, and a shields station. Place each station in a room large enough to hold it. Keep in mind that the equipment in each station occupies half of the room.

Calculate Costs

Calculate the total cost of the vehicle so far to confirm you have enough to spend. If the cost is too high, try removing some of the spaces or a station you don't need. Conversely, if you still have Credits left over, you may consider purchasing upgrades for stations, or adding extra rooms for storage space.

A 2,000 Credit starting pool is appropriate for a party looking to build or purchase a cruiser.

Determine the Statistics

Consult the Custom Starship Statistics table for recommendations when adding statistics to a character's starship. The GM may alter these statistics as required to better reflect a ship's strengths and weaknesses. The Starship Stat Block section has additional information and a sample stat block.

Strength, Dexterity, and Constitution Scores. You can assign a standard array of ability scores to your choice of Strength, Dexterity, and Constitution. The array is based on your ship's size, and gains a bonus to the score after they have been assigned.

Intelligence Score. Your ships' Intelligence score is determined by its computer, which is 10. If your ship has no computer, the score is 0.

Other Ability Scores. Your vehicle's Wisdom and Charisma scores are 0. WIth a score of 0, the vehicle automatically fails checks and saving throws made using that ability score.

Example: Griffin-Class Cruiser

These steps describe the creation of a Griffin-class cruiser starship. Its stat block and map are found in Appendix A (map A.01).

Size and Layout. You start by sketching the Griffin's interior layout, regardless of its exterior. As noted by the black walls, its chassis occupies 32 5-foot square spaces. The base cost of the chassis is 640 Credits (32 times 20 spaces).

Install Stations. You add the following stations and note their costs indicated in the Starship Station Installations table, noted by number order: energy bay (200 C), helm (25 C), command (15 C), missile bay (100 C), airlock (20 C), life support (40 C), engines (50 C times 2 spaces), and shields (100 C). The stations cost 600 C in total.

Install Weapons and Shields. You select and install weapons or shields at their appropriate stations, noting their costs indicated in their respective tables: Plasma 2 (500 C) in the Energy Bay, Artillery (150 C) in the Missile Bay, and Light Shields 2 (75 C) in the Shields station. The installations cost 725 C in total.

Total Costs. You add up all the costs together from the chassis, the stations, and their installations. As a result, the Griffin costs 1,965 Credits to construct or purchase.

Custom Starship Statistics

Size	Maximum Hit Points	Speed	Critical Threshold	Armor Class	Str, Dex, & Con Array	Ability Score Bonuses
Corvette	Three times the ship's Constitution score	800 ft.	Ten plus the ship's Constitution score	10 + Dex plus PB	10, 12, 14	Dex +2
Cruiser	Five times the ship's Constitution score	600 ft.	Ten plus the ship's Constitution score	10 + Dex plus PB	10, 14, 16	-
Frigate	Ten times the ship's Constitution score	400 ft. (turning 90)	Ten plus the ship's Constitution score	10 + Dex plus PB	10, 14, 18	Str +4, Con +4
Capital Ship	200 + Twenty times the ship's Constitution score	200 ft. (turning 45)	Ten plus the ship's Constitution score	10 + Dex plus PB	10, 14, 18	Str +8, Con +12



A wrecked starship drifts above a planet

Christof Grobelski

Starship Combat

Void-based combat is a major component of intergalactic conflicts across the Cosmos. No self-respecting traveler flies a starship without some form of weapon installed. Even during peace times, banditry and smuggling continue to thrive, safely hidden away in the endless expanse of the Galaxy.

Starship combat is similar to surface combat in many ways, with a few major differences. First, void battles are fought simultaneously in two different grids. If you use combat maps to facilitate your battles, you may be familiar with the grid system which measures distances using 5 ft. by 5 ft. squares. On a starship battle grid, each square measures 100 ft. by 100 ft. An especially large starship occupies multiple squares based on its layout. For ease of management, GMs are recommended to represent enormous capital ships as permanent objects on a map. When a large starship suffers damage to a concentrated area, consider breaking it into two pieces.

Second, critical hits and excessive damage can create critical effects, which further affect the target starship. These effects represent major trauma induced by concentrated or deadly attacks.

Lastly, a special phase is inserted into the combat order called a Starship Phase when starships move and regain Shield Points.

Combat Setup

Void battles are fought simultaneously in two different scales: a creature scale and a starship scale. If you use combat maps to facilitate your battles, set up two maps: one regular map of the starship using a 5 ft. square grid, and one starship map of the void using a 100 ft. square grid. In the starship map, position the tokens for each starship participating in combat.

Initiative

Each player rolls to determine their character's initiative as normal, and the GM rolls for each crew member on an enemy starship. Alternatively, the GM can choose to either group all the rolls from a starship, or roll for each active weapon manned by the enemy crew. These options simplify starship combat, especially if enemy crew position and health is not important.

Starship Phase

At the start of each combat round, before any creature acts, participating starships take a turn in a special phase called the Starship Phase. During this phase, starships regain any lost Shield Points as determined by the type of Shields installed, and then pilots who have taken an appropriate Helm action can move the starship.

Each starship's pilot makes a roll to determine the starship's initiative for this round by making a Dexterity check using the starship's Dexterity modifier. The pilot can also use their own Dexterity modifier in place of the starship's modifier. If there is no pilot at the helm, the check result is 0. The GM ranks the starships in order, and the starship with the highest initiative moves first for this round. In the event of a tie, the GM decides the order.

Once all ships have taken a turn, each participant in combat takes their turn as normal, such as moving between stations or taking actions. Once all combatants in the round have taken their turn (and combat has not ended), the Starship Phase begins again, and so on.

Combat Actions

Fighting from a starship grants you certain benefits and drawbacks.

Station Actions

Stations on a starship grant special actions you can take while you operate them. These actions are especially complex and take time to complete; only one station action can be taken at each station every round.

Targeting Starships with Spells

Starship weapons are designed to attack other starships, but spells are not. Vehicles constantly weave at incredible speeds and it is difficult to target a moving ship through a window. Unless the GM allows it, you cannot target an enemy ship or a space inside the ship with a spell. However, the GM may allow you to attempt to cast the spell with certain penalties. For instance, if you attempt to catch a glimpse of the interior of an enemy vehicle to cast a spell, you might roll a percentile die to determine whether the spell succeeds.

Critical Effects

A starship that takes major damage suffers from additional problems. Once per turn, when a starship suffers a critical hit or takes damage that exceeds its critical threshold, it gains a critical effect from the list below. The attacker can choose the effect. Some weapons may create specific critical effects detailed in their descriptions.

Breach. The damage tears a 1d3 small breaches in the ship's hull in a random location. Each breach can be patched as described in the Starship Repair section.

Disrupt. The damage impairs a starship station. 1d3 randomly chosen starship stations are disabled (see Disabled Stations).

Fire. The damage starts a fire, creating 1d3+1 circular areas of fire at random locations inside the starship not occupied by equipment. Each area is 5 feet in diameter. The fire ignites any flammable objects inside it not being worn or carried and may spread to adjacent spaces (at GM's discretion). When a creature enters a circle's area for the first time on a turn or starts its turn there, it takes 1d6 fire damage. The fire lasts for 1 minute or until extinguished. A creature may use an action to extinguish a circular area of fire adjacent to it.

Hinder. The damage destabilizes the starship. Until the end of the next Starship Phase, its speed is halved.

Impact. The damage rocks through the starship. Each creature within 30 feet of a random point in the starship must make a DC 15 Constitution saving throw. On a failed save, a creature takes 3d6 thunder damage and is knocked prone. A creature that fails this save by 10 or more is stunned until the end of its next turn. On a successful save, the creature takes half as much damage and is not knocked prone.

Movement in Zero Gravity

While you are in a weightless environment, such as the vacuum of the cosmic void or a starship whose life support station is disabled, movement can be difficult. Your speed is reduced to 0, and if you have a climb speed, it is halved. If you have a fly speed, you can still move normally, though a GM may rule otherwise for certain cases, such as using physical wings in a vacuum with no air resistance.

You can still drift in a weightless environment with directional launches. As a bonus action, you can push against a stable surface you are adjacent to and propel yourself in a straight line in a direction of your choice, traveling up to a number of feet equal to three times your Strength score. This movement ends early if you hit another creature or obstacle. If your velocity is not interrupted by the start of your next turn, you continue drifting and move the same distance (no action required), repeating this movement until you are interrupted.

Crashing a Starship

If a starship rams or crashes into another object at high speed, both the starship and the target object take 2d6 bludgeoning damage for every 100 feet the starship traveled in a straight line immediately prior to the crash, up to maximum of 20d6. The GM may adjust the damage based on factors like the relative velocities of both objects.

Starship Conditions

A starship that suffers from damage or disabling effects can be described by one of the following conditions.

Breached

When there is a hole in a starship's hull, the starship is **breached**. Breaches can be repaired as described in the Starship Repair section.

If the starship is in the void, air in the ship depletes through the breach. Until the breach is repaired, the room in which the breach is located runs out of air in a number of rounds equal to the number of 5-foot spaces the room occupies. The GM can accelerate this air loss depending on the size or number of breaches in that room. Sealed doors and multiple rooms help prevent the entire starship from losing air.

Immobilized

While a starship's move speed is reduced to 0, it is **immobile**. Unlike creatures who can still move, starships have no other means of dodging or defense. Attack rolls against an immobile starship have advantage, and the starship automatically fails Dexterity saving throws. Disabled engines, wreckages, or other effects can render a starship immobile.

Wrecked

When a character's starship drops to 0 hit points, it is considered **wrecked** (enemy starships simply break apart when reduced to 0 hit points, at GM's discretion). While at 0 hit points, a starship's speed is 0, though it may continue floating at high speed through the frictionless void (GM's discretion). Additionally, all onboard stations are disabled unless equipped with emergency power, though some stations with manual operation may remain active. A wrecked starship is particularly dangerous for its crew, as a disabled life support station produces no fresh air or gravity. A starship runs out of air after a duration equal to 10 minutes for each 5-foot square space that the starship occupies.

A wrecked starship remains wrecked until it has regained at least half its hit points.



The Aetherbound Needle protrudes far into the void

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Crossing the Galaxy

While a basic engine may propel starships between planets, only Wapoints and Skimmers can send them further across systems and galaxies.

Interplanetary Travel

Fuel consumption for a journey between planets in a star system is negligible. Fuel is used only for acceleration and deceleration whereas no fuel is consumed while drifting at velocity through a frictionless vacuum. Thus, fuel is primarily used to make the jump into the Current or the Strand, as shown in the Interstellar Fuel Requirements table below.

Interstellar Fuel Requirements

Ship Class	Fuel Required
Corvette	1 unit of fuel
Cruiser	2 units of fuel
Frigate	10 units of fuel
Capital Ship	100 units of fuel

Waypoints and the Strand

Waypoint stellar stations punch tunnels into the Strand for starships to travel through. Because Waypoints are the only way for many to travel large galactic distances (across hundreds of star systems), they are extremely valuable. In wartime, they become popular blockade targets. In times of peace, they become thriving societies with hundreds of shops, restaurants, homes, and more.

Using a Waypoint

Waypoint stations all have an important feature called a **Needle**, a 500-foot long, 15-foot diameter structure that pierces into the Strand. Some stellar stations simply extend this spire outwards from the core, while others build elaborate habitable rings to enclose it. Once active, a Needle pulses with dim light and allows for travel into the Strand.

To cross into the demiplane, a pilot must fly the starship within 500 feet of the Needle and take the Interstellar Leap starship action, spending an appropriate amount of fuel based on its ship class. The starship cannot move as it charges its engines over the course of 1 minute, after which it vanishes into the Strand in a burst of light. If the process is interrupted, the fuel is consumed, but the starship remains in the Material Plane.

From the Strand, the Needle appears as a ghostly beacon of light, and any starships preparing to jump into the Strand also take on this ghostly visage. Objects gradually fall towards the Needle like a punctured vortex.

To return to the Material Plane, starships must simply fly within 200 feet of a destination Needle and wait for 1 minute, after which it exits the Strand.

Traveling through the Strand

The time required to travel through the Strand between Waypoint Needles constantly fluctuates. Crossing the distance from a Waypoint to the nearest Waypoint takes between a week to a month, and pilots are advised to make multiple Waypoint stops when crossing longer distances.

While inside the Strand, pilots must take care to avoid debris of stranded ships, lost asteroids, or planar dangers. Crew members also avoid exiting the ship, as the intense distortion and radiation of the demiplane can be harmful. For every hour an unaccustomed creature spends in the Strand without proper protection, it must succeed on a DC 20 Constitution saving throw or decrease its maximum hit points by 2d6.

Skimming the Current

Starships use the Current to travel between star systems that are close but not connected by a Waypoint.

To leap into the Current, a starship must have a Current Skimmer installed. This allows a pilot to take the Interstellar Leap station action. After a minute of charging up, the starship is assimilated into the Current and zips off. The engine must be powered on for the duration, and starships can still move normally. If the process is interrupted (e.g. a weapon disables the engines), the fuel is consumed and the process must be repeated again.

Traveling with the Current

While skimming the Current, a starship still exists in the Material Plane, but is transformed into a barely visible beam of energy. A starship must take care to avoid colliding with large objects such as asteroids, stellar stations, or even planets. If the ship hits such an object, the ship takes 10d10 force damage and is shunted into the Material Plane. Before skimming the Current, crew members can carefully chart a safe path through the Current by succeeding on a DC 15 Wisdom check using navigator's tools.

Starships travel through the Current at roughly 1 light year per hour. This speed is not exact, but provides a useful estimate for GMs to determine travel times. The typical distance between star systems ranges from 10 to 40 light years, requiring 1 to 2 days to traverse.

Alternate Travel Methods

More experimental methods of travel exist for crews willing to try them. Some of these methods are extremely powerful artifacts and may be the centerpiece of a cosmic campaign.

Cosmic Gate

This stellar station is cosmically linked to another cosmic gate in another part of the universe. While no longer active, this station can be a wonderful source of knowledge. No one knows where the other gate currently is, but scholars theorize it leads to an unexplored part of the galaxy.

Recursion Circle

The exact details for casting a recursion circle spell is unknown and may be discovered in an ancient archive. This experimental spell involves drawing a series of teleportation circles within another teleportation circle. If used properly, the teleportation distance is theoretically compounded, allowing the caster to target a circle far outside the influence of their planet's deities or arcane source.

When casting this spell, there is a 5% chance the caster instead arrives at an ancient recursion circle from a forgotten race.

Travel Encounters

No expedition is without setbacks or danger. The Cosmic Travel Encounters table suggests a few problems that may arise while journeying among the stars.

Cosmic Travel Encounters

d8	Encounter
1	Your crew flies into a deadly debris field from a forgotten war. To leave safely, the pilot must succeed on 2d4 consecutive DC 14 Dexterity checks. The starship takes 1d10 bludgeoning damage on each failed save.
2	Your starship passes too close to an area warped by a sleeping **behemoth** and must attempt to leave without waking it. Refer to Chapter 8 for the behemoth's stat block.
3	Your starship suddenly finds itself inside a large field of small gravitational anomalies slowly pulling the vehicle in. The starship must succeed on a series of DC 14 Strength checks or be crushed.
4	Your ship picks up a distress signal from a nearby uncharted area. Following the beacon reveals a seemingly abandoned stellar station.
5	Your ship encounters an ongoing starship battle near the surface of a star. As both sides pull you into the conflict, the star continually ignites random 1d4 areas of your ship (see the fire critical effect).
6	An explosion rocks your ship as a bounty hunter's ship (**outlaw cruiser**) blasts a breach in your starship's hull (see the breach critical effect), mistaking you for the target.
7	While passing through a nebula, an ion storm shorts and disables your starship's engines for 2d4 hours. The ship's available oxygen begins to run out and you must work to conserve what you have left.
8	Your starship passes through a restricted area and is hailed by a police force looking to give you a ticket.



Chapter 4
The Galaxy at a Glance

I try to remember the stars. That blue dot is Aevis, home to billions. That one is Maradem Beta, no longer reachable after its Waypoint was destroyed. Padaansi became a supernova 50 years ago. And that void is where Cirydaal Major used to be.

— Jhaeros Roylan

Retired Aetherbound Corps. Ranger

A single lifetime is not enough to see every corner of the Galaxy. Most folk already struggle to travel on their own planet, let alone multiple worlds. However, that is not to say that a traveler's life is mundane. Like how a pond can reveal an excitingly diverse ecosystem, a fraction of the Cosmos has more than enough adventure for a lifetime.

This chapter briefly describes a few types of locations encountered during a journey across Central Alliance territory: a stellar station, a planet, and a remote stellar base. A rough guideline for creating new areas can be found in Chapter 5.

Aetherbound III

Most, if not all, voidfaring civilizations within range know of the Aetherbound Stellar Station, home to the Aetherian system Waypoint and Central Alliance operations. This centrally-located station sees millions of daily visitors and hosts hundreds of thousands of sentient species for work, trade, negotiations, leisure, and war. With hundreds of ongoing conflicts inside and outside the stellar station, there is no better place to start an adventure.

History of the Aetherbound

As the name suggests, Aetherbound III is the third stellar station built after the first two were lost. The first iteration was one of the oldest stellar stations constructed, organically renovated over aeons by a growing coalition of voidfaring civilizations. When inevitable disagreements between the United Front and the Tetrat Federation developed into a system-spanning war, the Aetherbound I underwent extensive sieges and multiple changes in command. The Aetherian War concluded when the Tetrats regretfully destroyed the stellar station, an event that resulted in the loss of over twenty-thousand lives.

The Central Alliance formed in the wake of this disaster to better maintain peace in the region. To restore hope, they began construction of a second station twenty years following the war's conclusion. Architects strategically located Aetherbound II in an alternate location near the planet of Ctenos Beta, an uninhabitable planet designated neutral territory between remnants of the warring factions. The improved station housed a population of fifty-thousand at its peak and even touted an experimental new Waypoint with a stronger connection to the Strand, meant to be a symbol of unity. Ironically, the advanced technology became its downfall, as tensions over the Waypoint's use grew until the station unexpectedly disappeared into the Strand, an unsolved mystery to this day.

The Aetherbound III, or simply "The Aetherbound" to the locals, began construction in the years following that incident. It continues to flourish under the careful guidance of Aetherbound Command with support from the Central Alliance civilizations. Having surpassed a thousand years of service, the stellar station is now home to over a million and leads the charge towards technological advancement.

Exploring the Aetherbound

As a major hub of trade, the Aetherbound sees over a million visitors each month. As the old saying goes: "The three things you'll always see on your voyage: stars, darkness, and the Aetherbound."

Location

The Aetherbound hovers between the planets Ctenos Alpha and Ctenos Beta, home to the Illian race. This location strategically places the station outside of both planets' jurisdictions.

Around half of Ctenos Alpha is populated by large towns and cities. Small flying vehicles transport people and goods between the planet, a small base on its single moon, and the station.

The Aetherbound also contains the Aetherian system Waypoint. The Aetherian star system, located near the more populous center of the Galaxy, connects to 4 nearby Waypoints, each 2d4+2 days away by Strand: the Iyos system, the J'ahdd system, the Yvolosk system, and the Krokkah system. Seven other distant secondary Waypoints are accessible to the Aetherbound, each 4d4 + 4 days away via the Strand.

Architecture

The Aetherbound comprises a two-mile diameter spheroid asteroid called the Core, surrounded by a partially complete ring structure 1,000 feet from the asteroid's equator.

The **Core** is a hollowed asteroid protected by a thick layer of riveted brass, bronze, and steel. Thousands of extensions, turrets, and docked starships haphazardly protrude from the outer surface like spikes. Inside, artificial gravity fields allow hundreds of buildings and towers to rise from the hollow asteroid's interior surface, pointed towards the center like metal crystals in a geode. Looking up, visitors can catch sight of hundreds of shops, residences, workplaces, and starportsin on the opposite far side of the Core, seemingly upside down. A spherical structure called the Aether Eye gingerly hangs In the open center of the asteroid, affixed by steel cables, and serves as the surveillance branch of the station from its omniscient vantage point.

Small starships busily traffic in and out of the Core via two opposing portholes. One opening is oriented towards Ctena Alpha, appropriately named the planet-side porthole, while another, the void-side porthole, is oriented on the opposite side. Both originate the terms "planetward" and "voidward" for navigating the Core, equating to north and south respectively.

A half-circle ring-like structure arcs around the asteroid, connected to the Core via four lift shafts. This partially complete residential ring features a two-story circular hallway with living quarters on either side of a central atrium-like alley. A century ago, engineers began work on the Ring to house the Aetherbound's growing population, but construction continually stalls due to political and financial concerns.

At the Core's void-side port hole, a 500-foot long structure extends prominently from the integrated Waypoint station. Here, hundreds of starships make the crossing to and from the Strand each day. The Crossing the Galaxy section in Chapter 3 provides additional details about aspects of interstellar travel.

Though unused, a set of propulsive engines provide the Aetherbound with limited mobility in emergencies.

Lighting

Day and night cycles aboard the Aetherbound are controlled by artificial lamps. During daytime hours as determined by Ctena Alpha, large floodlights mounted to cables near the Aether Eye illuminate the interior of the station.

Major Areas

Six major districts make up the Aetherbound III, each organized into numbered administrative sectors.

The Commons. This district encompasses a wide equatorial band of 30 Sectors between the planet-side and void-side portholes. This populous area thrives with

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Voidhoppers soar through the steamy towers of the Aetherbound Core

inhabitants, traders, and travelers and consists mainly of residences, starports, shops, hotels, arcades, bars, and clubs. Thousands of holoscreens display news and corporate advertisements across their building facades and rooftops visible even from the far side of the Core. At four stations along the Commons, lifts descend through shafts that connect directly to the Residential Ring.

Factory District. Located opposite the Green District voidward of the Commons, this district encompasses factories that process raw materials into power, gravity, and goods. Steam rising from their chimneys lightly obscure its sprawl, occasionally coalescing in a foggy sphere around the Aether Eye. Over a quarter of the station's residents work at these factories, aided by a legion of androids and machinery.

Green District. Located opposite the Factory District voidward of the Commons, these greenhouses produce all of the station's food. Each greenhouse uses glass extensions through the Core's outer surface to capture more starlight.

Service District. Essential services make up part of the area planetward of the Commons. The district includes guardhouses, administrative houses, embassies, temples, schools, and station command.

Financial District. Wealthy businesses and companies such as banks, loan firms, ship rentals, and research facilities cluster planetward of the Commons, opposite from the Service District. It features several of the tallest structures in the Core.

Core Residences. Beautiful residences crowd around the planetside porthole, primarily inhabited by wealthier citizens whose ancestors owned a home in the Aetherbound's original residential district. As demand for living space increased, newer and poorer generations of the Aetherbound spread to the Residential Ring. Politicians and ambassadors visiting Alliance representatives typically own an apartment here.

Residential Ring. The half-circle Ring comprises over one thousand modest homes. Though cleaner and more modern than dwellings in the Commons, inhabitants find themselves isolated from the Core. Small habitarium parks, food stalls, and mini-malls, located every 1,000 feet along the ring's circumference, provide respite from the busy humdrum of station life.

Transport

A variety of methods offer travel across the interior surface area of the two-mile diameter asteroid.

Lev-Rails. A network of raised trains shuttle riders across the surface of the Core, buoyed by the levitative force of electromagnetic technomancy. Thirty feet above the ground surface, raised rails form large rings along the interior of the Core and intersect at major rail terminals servicing populated areas. The busiest route, the Common Rail, runs the equatorial band of the Commons and stops frequently at the popular Central Rail Terminal. Each train can carry up to two hundred passengers among its five bullet-shaped train cars. A separate Ring Rail runs along the diameters of the Residential Ring beneath the living quarters.

Voidhoppers. Short-ranged open air shuttles find a variety of uses, from personal taxis to transport of goods. For the more affluent folk, these four-person cars provide shorter travel times and a buffer from the humdrum life. Voidhoppers are often flown by pilots who know their way around the cables that criss-cross the Core in a deadly web, and the wealthy may be able to afford a dedicated driver for personal use. Voidhoppers run on Current stored in large arcane batteries and typically depart from hopper ports littered across the Core. Proficiency with air vehicles include such vehicles.

Corvette Starships. Most voidfaring starships dock at starports along the outer surface of the Core, but some are small enough to fly inside the Core and can be used as personal transports.

Lift Stations. Four elevator shafts span the 1,000-foot lengths from the Core to the Residential Ring. Each shaft houses room for seven elevators arranged around a central circular station, each capable of carrying up to fifty passengers at a time. The trip takes less than a minute, passing through the shell of the asteroid to the Ring below.

People of the Aetherbound

No less than 500 different species and races from across the galaxy populate the stellar station. Many come from within Central Alliance borders, and many more are Illians from the nearby planets. Thousands of cultures, religions, languages, and lifestyles generally coexist on the Aetherbound, though that is not to say there are no conflicts.

Aetherbound Command

The stellar station is maintained, defended, and piloted by a select crew led by Commander Zinnan Ilig Olota, a native Illian. Because nearly all decisions aboard the Aetherbound including construction, operations, and diplomacy can critically affect the station's well-being, the commander and her aides effectively hold full control of the station. She is currently focused on the completion of the Residential Ring and the credible threat of attack from an insurgent faction.

The commander is supported by 50 officers and a crew of 1,000, each responsible for various aspects of the Aetherbound. Membership comprises mainly engineers and fighter pilots with the occasional analysts, managers, and diplomats for assistance.

Chapter 5 provides additional information on the goals and adventures of the Aetherbound Command.

Aetherbound Assembly

A guiding council formed of elected representatives from each district and one spokesperson from the Central Alliance form the Aetherbound Assembly, whose primary role is the appointment of the station commander. Each member is an experienced politician with personal skills and interests, and provides pointed suggestions for the commander's policies. Influencing the Assembly (and by proxy, the commander) is a common tactic for wealthy residents, businesses, or criminal elements.

Metatechs

A shadowy group of roboticists operate out of the station, united by desire to advance the synthesis of biology and technology. Their members often sport cybernetic upgrades, ranging from simple prosthetic eyes or limbs to full body replacements. Android servants and assistants are not uncommon. Their propensity for questionable scientific methods make them outcasts even from the sharpest minds of the Yothura Academy's robotics research division.

Several years ago, a religious faction splintered from the Metatechs, spurred on by zealous beliefs in ascension beyond the physical body. Called the Final Image, members of this faction can be seen praying at the Temple of Harmonies and are rumored to have allied with the Korvus Conclave.

The Corporate Block

The continuous flux of travelers and ambassadors through the Aetherbound Waypoint encourages corporations to locate their headquarters aboard the stellar station. They hold their own interests above the rest and use their considerable power and position to influence policies instituted by the Aetherbound Assembly. The Aetherbound Corporations table lists a couple large companies and their specialty, often seen on holoscreen billboards across the Commons.

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Aetherbound Corporations

Name	Specialty
Blue Arc Corp.	Energy mining from the arcane ley lines of the Current, with various applications like home appliance and weaponry.
Bravos Corp.	Personal drones with multiple combat and domestic uses.
Etlas Inds.	Small-scale photon-stabilized equipment, such as weapons, armors, and shields.
Gora Co.	Popular soft drinks and beverages.
Helius Corp.	Large-scale photon equipment, such as deployable photon shields.
Holopoint Inc.	Broad technomantic devices and weaves, including holopads, holoscreens, and cybernetic prosthetics.
Journey Exp.	Fuel mining and processing, particularly for starship consumption.
Kressler Inds.	Private and commercial starships.
Omni-Foods Co.	Food, consumables, and rations.
Presstech Inds.	Radioactive materials and their applications in weapons and machinery.
Solace Crafts	Common vehicles such as voidhoppers and lev-rails.
Venture Corp.	Private and commercial starships.

Features of the Aetherbound

The stellar station is visually complex and constantly buzzes with life. Visitors sometimes visit the station simply to take in this atmosphere. Bright lights and colorful holoscreens decorate the Aetherbound, especially near the central levels of the Commons; a weaving lattice of cables, catwalks, pipes, and supports provide service connections and rigidity for the station; transport corvettes and service drones zip around the central atrium delivering people and goods to opposite sides.

Aetherian System Waypoint

The stellar station's Waypoint and its associated structure (known as a Needle) occupy a small ring of buildings around the void-side porthole. Upon entering Aetherian Strandspace, starships are hailed and screened by the Waypoint crew using advanced scanning equipment. A squadron of fighter craft and an array of blaster weapons remain on stand-by in the event of an invasion. The crew handles up to hundreds of arrivals every day.

Central Alliance Embassy

Situated in the planetward edge of the Service District, the embassy serves as a home base for the Central Alliance. Representatives of each Waypoint routinely convene to discuss their conflicts and issues. The implicit vow of "peace lest incur retaliation" is enough to keep diplomats in line, but the building is heavily defended regardless.



Voidhoppers encounter traffic in the Core

grandfailure

Temple of Harmonies

Spanning several blocks between the Commons and Service District, this pan-religious building serves all worshipers in the Cosmos. A staple of the Aetherbound since its first iteration, the temple was constructed to promote neutrality between the varying civilizations. A variety of implements, reserved rooms, and equipment is available for private worship or a group assembly. No specific iconography is displayed on its walls out of respect for all religions, creating a visual void in a sea of rooftop holoscreens.

Yothura Research Academy

Gifted researchers and students attend the Yothura Academy, a former private company turned public institution of learning. Its campus covers ten blocks between the Commons and Financial District, populated with elegant glass and metal structures that illuminate like sapphire beacons.

The Academy's wealth of knowledge attracts the most exceptional minds to form one of the greatest technomancy think tanks in the Galaxy, the Yothan Trust, which is a pioneer in the field of technoweaving, cybernetics, and biotechnology. The academy's holding company, Holopoint Inc., generates revenue in excess of thirty million Credits per financial year — a benefit that the deans fight furiously to maintain.

Technomancy Row

One line of shops in the Commons is known for its specialization in advanced technomantic devices and software. Hundreds of new holopad models debut here at annual release events. Decorated with exceptionally large holoscreens, this popular destination attracts buyers and tourists alike from across the Galaxy. However, its popularity also turns against its legitimate businesses, as the wares are popular targets for counterfeit.

Aetherbound Encounters

The Aetherbound III Encounters table suggests a few adventures you and your party might encounter while stationed at the stellar station.

Aetherbound III Encounters

d8	Encounter
1	A young child bumps into you and deposits a note in your pocket. Hastily scrawled is a plea for help from a tyrannical benefactor at the local orphanage.
2	A lone assassin fires long-ranged shots at a target from across the Core. The target begs you for help and offers forbidden knowledge as payment.
3	A masked face appears across all holoscreens on the station. It announces that unless the Aetherian Assembly reveals their secrets, hundreds of bombs across the station will explode.
4	You receive an encrypted message on your arcane device and soon discover an encrypted access point, leading to an invitation to partake in a biotech experiment.
5	A voidhopper loses control and crashes onto your level, trapping two civilians inside the blazing debris.
6	A battle erupts between two rival gangs, the Paylodes and the Soddermouths, catching you and a small family in the crossfire.
7	Alarms blare as the Aetherbound III enters a defensive lockdown. The commander informs everyone that an unidentified void vehicle has emerged from the Strand.
8	A heist team uses explosives to destroy a portion of a bank, which simultaneously knocks out artificial gravity in your sector of the station.

Azureus Mining Facility

An asteroid drifts among the void, empty of life. What remains of the abandoned facility is marred by a massive crater. What remains of its legacy is questionable. What remains of its people, however...

History of Azureus

The Blue Arc Energy Corporation built the mining facility 22 years ago at an asteroid whose location tightly entangles the Current. The entangled property allows miners to obtain arcane energy from the Current more efficiently than a conventional planet-side mine.

Incident 16

20 years ago, the Azureus facility discovered a dormant race of lightning creatures that fled to the Current following their homeworld's destruction. Unfortunately, they emerged as incorporeal undead creatures made of pure energy, altered by their prolonged exposure inside the dangerously magical Current. These creatures soon inhabited the bodies of the miners, transforming them into undead **power gheists** (see Chapter 8) who quickly took the facility. A couple traumatized survivors barely escaped aboard emergency craft to the nearest planet.

No explanation has been given to this event, now classified as Incident 16 in unofficial records. All evidence was deliberately hidden from the public and the Central Alliance to divert attention from the corporation's other internal political issues. The facility remains abandoned to this date and its two-hundred shipments of Current-based arcane batteries are presumed lost.

Exploring Azureus

Since the incident, the facility has become a dangerous place. Adventurers must take extreme care when exploring its ruins.

Location

The facility is built on the asteroid Indiga, which is part of an asteroid belt in the Nimbus star system. Small scouting colonies on nearby planets, initially established to provide the facility with resources otherwise unavailable on the inhospitable asteroid, have since developed into remote towns and cities.

The Nimbus star system is 2d4 + 2 days' travel from the nearest Waypoint in the H'hosh and the Aetherian star systems. Weekly corvette shipments from nearby colonies bring mined materials to the Waypoint for sale.

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Engineers examine the Azureus drilling rig

Architecture

Primarily built from repurposed asteroid rock, the Azureus facility is a sprawling fortress of thick impenetrable stone that covers over four square miles of the surface. The complex provides everything a worker needs to live, including life support, apartments, recreational rooms, greenhouses, generators, and more. Walls between one to five feet thick surround each room in the facility, providing support for heavy equipment and protection from harmful stellar radiation.

A line of 50-foot silo towers are built adjacent to the main facility. Each one houses an enormous arcane drilling machine that absorbs energy from the Current and briefly stores it inside a huge battery, before transferring it to facility storage via thick cables.

Environment

The Azureus Facility remains without power or breathable air since the incident. Creatures must wear an atmospheric suit or find alternative ways to survive in the harsh environment. However, lights and machinery spontaneously activate while a power gheist is within 30 feet of it.

Additionally, the asteroid is large enough to provide minor gravity. The walking, climbing, and flying speeds of Medium or smaller creatures on the planet are increased by 10 feet.

Power Gheists

The facility is overrun by power gheists, undead creatures inhabited by the maddened consciousness of a forgotten race. They power all devices within 10 feet of it, even disconnected from a power source.

Features of Azureus

The following places may be important to an adventuring party willing to venture there.

Azureus Starport

The mining facility has one starport at which starships used to dock. To avoid interfering with sensitive equipment, the landing pad is located half a mile from the facility, connected by an underground tunnel.

Blast Crater

The remains of a crashed starship rest inside this 200-foot diameter crater, created from a failed aerial bombardment attempt to eradicate the power gheists. Following a counterattack, the ship crashed 1,500 feet from the facility. It contains flight logs from the attempt as well as information gathered from the facility's computers before its demise.

An energy anomaly surrounds the crater. Any creature that attempts to enter its border must succeed on both a DC 15 Constitution saving throw and a DC 15 Charisma saving throw. Upon failing at least one of these saves, the creature is surrounded by light and teleported to the other side of the crater, with no recollection of how it arrived there.



Miners take the rover to an Azureus drill platform

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Drill Platform 23

Though energy mining equipment no longer use drills or platforms, these enormous chambers still retain their ancient names. This platform in particular discovered the first power gheist. Power gheists are naturally drawn to this room in search for a way to release more of their race from the Current.

Azureus Missions

The Azureus Missions table suggests a few reasons why you and your party might journey to this abandoned mining facility.

Azureus Missions

d6	Encounter
1	Discover the cause of the mining facility's failure on behalf of a planetary government interested in the Blue Arc Energy Corporation's finances.
2	Obtain a sample of a power gheist, which is reported to have new power-generation and possibly teleportation abilities.
3	Recover the bodies of miners for their family, so that the deceased can be properly buried.
4	Gather evidence of the Blue Arc incident and deliver the truth to the general public.
5	Steal the lost shipments of arcane batteries presumed to still be in the facility. The energy could power a city for a year, a large ship for a month, or a powerful superweapon for an hour.
6	Retrieve the blueprints for a drilling machine for a Blue Arc Energy Corporation competitor.

Pteirra Prime

Even when far from the reach of the Central Alliance, conflict and intrigue grips the distant planet of Pteirra Prime. Following its discovery by the Uriok race from the neighboring star system, advanced alien technology quickly elevated its civilizations from the Age of Magic to the Age of Technomancy. Pteirra Prime was quickly thrust into Galactic politics and became the site of a major resource war between Urioks and the Korvus Conclave.

Exploring Pteirra

This remote planet orbits the star Poata, located near the edge of the central Waypoint clusters. Getting there is a long journey most are unwilling to make. Huge transport frigates make monthly stops at the planet for bulk trade and Alliance officials conduct a survey every year. Pteirra Prime otherwise does not see many visitors. A small stellar base operates on the nearby uninhabited planet of Pteirra-2.

Location

Pteirra Prime is located in the Poata star system, which is about two weeks' journey by Current to the nearest Waypoint in the Urira star system, which in turn is 2d6 + 4 days to the next closest Waypoint. This extensive isolation has helped the planet escape past wars fought by the Urioks.

Reduced Gravity

Pteirra Prime is a small planet and exhibits four-fifths of standard gravity. The walking speed of Medium or smaller creatures not native to Ptierra increases by 5 feet while on the planet. If those creatures have a climbing or flying speed, those also increase by 5 feet.

Atmosphere

Most breathing races thrive in Pteirra's abundant atmosphere, which is naturally free of poisons. The air is so rich that visitors are reinvigorated. Non-native breathing creatures that finish a long rest above ground regain two additional spent hit dice.

Climate

Pteirra Prime boasts a wide range of warm environments. Equatorial zones see hot days and blistering summers. Polar regions are considered temperate, with major snow melts in the summer months.

The planet's relatively slower rotation creates exceptionally hot days and cool nights, a weather system that generates persistent storm patterns. One storm of note, called the Risen Tempest, rages endlessly across the equator, fed by the high temperature differences between light and darkness. Some arcane biologists believe the Risen Tempest may actually be an enormous storm primordial as it sometimes exhibits signs of awareness or sentience as it wanders the skies.

The Ktyeros Ocean

A massive ocean covers more than 80 percent of the planet and surrounds two primary continents near the equator. Millions of islands rise in the coastal Shallows until the ocean floor sharply drops to form the Expanse 2,000 miles from shore.

Most starships have no issue exploring underwater since they are airtight, self-sustaining, and outfitted with internal propulsion engines. However, a submerged ship's fly speed is halved due to water resistance.

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A Pteirran watches the Ptierran Oceans

Flora and Fauna

Native species benefit from Pteirra Prime's rich, turbulent atmosphere. The majority of life is found in the oceans. Mile-long walls of coral form colorful forests on the ocean floor. Amphibious races of Pteirrans live alongside billions of marine species, from microscopic plankton to the massive titans of Deep. The most unique of these are utility fish, a broad group of marine life whose co-evolution with the sentient races have granted them various useful tool and weapon forms.

On land, creatures and plants grow larger thanks to fertile soil. 200-foot tall "trees" spread wide leaves in a thin blue canopy above common beasts that reach sizes up to 20 feet in length. Increase the sizes of all beasts, plants, and monstrosities encountered on Pteirra by one, up to a maximum size of Huge.

People of Pteirra

Native Pteirrans comprise multiple sentient races in perpetual coexistence and conflict. Each are considered humanoids, exhibiting general humanoid features with a couple obvious exceptions: members of each race have a tail, at least four eyes, and between four to eight limbs. They also stand between 7 to 8 feet tall.

The most widespread race on the planet is the Ptreos, who share many characteristics with humans. As the first race to greet their galactic neighbors, they provided the official name for the planet: Pteirra. Other more prominent races include the clever H'kavi, the proud Ktalas, and the mighty Dvoloks, all of whom are amphibious. Only the wise Belluras live solely on land.

All Pteirrans have an innate sense of direction to help them navigate the oceans. The consistent orientations of dwellings and seating towards the south stems from a long-held belief that the evil wind blows from the north. When in danger, they instinctively turn to the east, away from the direction of the Risen Tempest.

Pteirran Governance

Politics and geography further subdivide the Pteirrans into nations and states. Countless factions have vied for control of seas, cities, and land. Some of the major powers are listed below; interplanetary visitors generally land at a spaceport within their borders.

O'kuro Federation. A democratic coalition of coastal nations controls one-eighth of the ocean and a portion of the surface continent. All of Pteirra Prime's native races coexist peacefully, if a little tense. The key to their power lies with the zhemir crystal mines, which they trade at markup to adjacent powers and off-world merchants. The capital city of Ptessus is regarded as a financial hub.

The Urioks have an ongoing trade agreement with the Federation for the export of Zhemir crystals, a valuable resource used in blaster weaponry.



An apolok explores the Pteirran forest

Tom Prante

Ktymira Empire. In years past, the empire assimilated numerous ocean nations with the might of the Ktymiran Army. Centuries of war and bloodshed eventually turned to peace, resulting in an empire of diverse races. Technology and culture freely mix within its borders, which encompass one-tenth of the ocean. Major cities incorporate underwater air bubbles for the Belluras and other air-breathing visitors, as well as surface landing platforms visible to starships.

An interplanetary Korvus cult secretly trades with the Ktymiran Empire's ruling triumvirate, providing weaponry in exchange for zhemir crystals and iron from the empire's abundant undersea mines. From their floating temples, the cult amass these resources to pursue their apocalyptic goals.



A H'kavi woman dives into the Be'orra Labyrinth

grandfailure

Etmir Alliance. A disparate collection of city states populate the northern waters of Pteirra Prime, far from the grips of the O'kuro and Ktymira powers. Their ancient defensive alliance has not been invoked for ages, yet each state respects the oath and remains vigilant nonetheless. For now, their people are content with a simple independent lifestyle.

City states in the Etmir Alliance specialize in hunting beasts and monstrosities that prowl the frigid seas. Neighboring countries make trips to trade for their skins, teeth, tentacles, and other products.

Features of Pteirra

Like all inhabitable planets, Pteirra Prime offers millions of rich diverse locations, creatures, histories, and civilizations for visitors to experience. The list below only presents a fraction of what a planet has to offer, and GMs are encouraged to add more background to the world.

The Deep

Massive beasts lurk at the center of the Kyteros Ocean, an unexplored place of utter darkness. Here, even darkvision is not enough for creatures to see, an environment suitable for the harshest of prisons. Only at the very bottom of the Deep does an active volcanic ridge provide heat, light, and any source of sustenance.

According to Pteirran lore, this is the birthplace of Psionos, a primordial god of oceans that threatens to expand the ocean's domain. This is somewhat true given the tectonic ridge pushes the undersea plates apart, and the hotbed of activity establishes a tenuous connection to the elemental plane of water where aquatic titans like the kraken can cross over.

B'eorra Labyrinth

Among the Expanse, no place is more well-known than the B'eorra Labyrinth, aptly named for the maze-like growths of coral. This undersea forest stretches 300 miles along the Shallows of the western coast and is home to millions of colorful marine species. Ktymiran adolescents spend a week in the Labyrinth hunting large predators as part of their coming-of-age rituals.

Hturo Forest

Atop the mountainous continent rises the fabled Hturo Forest. Its "trees" bear a faint purple in addition to the typical pink, mutated by the arcane twilight that permeates the area. Their roots run deep to hold sturdy against the Risen Tempest, and some say they reach the ocean itself. To native Bellurans, Hturo is as sacred as it is essential. Priests leave weekly offerings at temples along the mountaintop to ensure bountiful harvest.

At night, the "trees" rearrange themselves when they believe no one is watching.

Ptessus

A capital city of the O'kuro Federation perches upon purple basalt outcroppings on the Shallow's shores. Grown entirely from salt and aquamarine crystals, its structures can withstand heavy storms and its natural high ground advantage defends against prolonged sieges.

A nexus of wealth and culture, Ptessus is home to a diverse collection of people and professions. Merchants travel the largest trade network originating from this city and import all manner of foreign influences. Sprawling farms surrounding the city produce kelps, fish, and salt for off-worlders. Deep mines on the nearby shore bring iron and other minerals to thermal forges in the city center. From a central citadel, a council of four representatives ensure smooth operations.

Unlike a typical Pteirran city, most of the city is above water, though older neighborhoods tend to be fully submerged with no accommodation for air-based visitors. Newer sections of the city offer surface lodging, starports, and defensive artillery, built following the arrival of the Urioks from beyond the stars.

D'tati

A large iron coral megastructure in the Central Expanse serves as the Ktymiran capital. Its favorable underwater environment allows the city buildings to express its immense verticality without fear of collapse. Years of additions have only strengthened its defenses. Visitors to D'tati are greeted by the sight of massive surface platforms, both supported and free-floating, with multiple starports and dwellings. Those arriving from below capture more of the city's grandeur, from its glimmering lights to the enormous crystalline statues that guard the gates.

Dwellers of the Iron Coral are the most prolific wielders of utility fish, who have the special ability to stiffen and transform into tools or weapons. The glimmer-scaled bladefin are among the most common of its inhabitants and make adorable pets.

Years of war have left a painful legacy that the Triumvirate hope to put behind them. Citizens gather annually at the palace square to celebrate the lasting peace brought by centuries of conquest, if somewhat ironic. Farmers, hunters, and gatherers freely donate food and drink to the cause, and visitors from all over travel to partake in the festivities.

The Flock

A sporadic fleet of floating temples drift across the Ktyeros Ocean. Built by the mysterious Korvus Conclave, each one serves as both a place of worship and a trading outpost for Korvus agents. A typical platform measures from 50 to 100 feet, with a starport dock and double-winged structure visible above the surface. Small starships are occasionally seen landing at the temple to carry resources off-world.

The Ktymiran Empire freely allows the Korvus temples to drift into their space, though they do not acknowledge any affiliation. The O'kuro Federation, with urging from their Uriok allies, repels any temples on sight.

Zhemir Crystal Mines

These undersea mines produce the largest quantity of eponymous zhemir crystals of all of Pteirra Prime. Strategically, these crystals serve as valuable resources and bargaining chips for the O'kuro Federation. Factions fight furiously for the few crystal mines located in deeper waters outside of Federation control.

Similar to quartz, a zhemir crystal's atomic composition is a natural fit for use as lenses in certain plasma blasters. In their natural state, the crystals' volatility is tempered by the saltwater ocean, but is unleashed when left dry.

Pteirra Encounters

The Pteirra Encounters table suggests a few adventures you and your party might encounter while exploring the remote planet.

Pteirra Encounters

d8	Encounter
1	A massive soft-bodied, tentacled titan covered in eyes pursues your starship from beneath the waves. Use the stat block for a dragon turtle with the following changes: all fire damage becomes acid damage, and it gains a Perception skill of +13.
2	A massive earthquake, audible up to 10 miles, creates a massive tidal wave that threatens to sweep a nearby small town on the Shallows.
3	Mistaking your party for members of a delivery frigate, the child of a recently assassinated royal family attempts to stow away aboard your starship, hoping to regain power and reclaim the throne.
4	A pulse of arcane energy creates a column of blue light visible up to 500 miles, attracting factions, thieves, and armies to its epicenter. At its center is a powerful artifact previously thought a myth.
5	A band of pirates targetes your starship in a desperate attempt to prove themselves to their pirate lord.
6	Following a heavy storm, your party receives a distress signal from a sinking Korvus Temple called Emissary of the Wingless. Their next secret shipment of zhemir crystals is about to be lost.
7	An unidentified cabal of diseased undead emerge from a crashed starship near a trading city. They threaten to transmit an extraterrestrial pathogen and instigate an extinction-level pandemic.
8	The Pteirran god of the oceans appears to your party and beseeches you for assistance in expanding its influence — beyond the oceans to the surface and stars.



Chapter 5
Cosmic Adventures

I can feel it calling to the core of my very being, beckoning like an unyielding vibration to reunite with the very essence of the cosmic void. The truth is out there, clues scattered by ancient civilizations while we walk among their bones — fragments of machinery and undecipherable runes. In the unknown of the Galaxy's outer reaches, we will find enlightenment in the Raven's wings ...

— Gurrigan Starlite
Korvus Seeker 1st-class

This chapter provides tools and suggestions to help the Game Master build an adventure set in the Cosmos, where the infinite expanse of the Galaxy has room for many diverse and open-ended adventures. This chapter looks at three unique slices of it and builds upon the locations presented in Chapter 4.

"Powerful Awakenings," a sample adventure at the end of this chapter, can be used to launch a galactic campaign.

Specific monsters and nonplayer characters (NPCs) mentioned in this chapter can be found in the fifth edition (5e) source rulebook. When a creature's name in this adventure appears in **bold**, it's a visual indicator pointing you towards the creature's stat block in the 5e source rulebook. If the stat block appears elsewhere, the accompanying text directs you to its source. When traditional weapons are described in a stat block, flavor them in a futuristic way (see Chapter 2).

Cosmic Adventures

Asa genre, science fiction is as broad as the galaxy itself. With so many options available, this section offers some ways to get started.

Major Cosmic Themes

Certain themes are staples of the science fiction genre, from advanced robotics development to apocalyptic cosmic superweapons. Though not every game needs to explore a theme, themes can contribute to the atmosphere of the world. The following list provides some common to science fiction. You can choose to incorporate as many themes as you want or center your campaign around one primary subject.

Achieving Perfection. What does it mean to become perfect and what do we sacrifice for it? This is a theme with broad scope that is best explored between ideological parties with differing opinions. Games may feature cybernetic enhancements, body modifications, assimilations, shapeshifters, utopias, or dystopias.

Determinism and Fate. Do we truly have free will or does our body chemistry determine our choices? Determinism ponders the subject of control, consequence, choice, and destiny. Parallel universes, wormholes, and time travel are best suited to tackling these ideas. As the game setting's creator, the Game Master can even participate on a meta level.

Ethics of Exploration. What are best practices for journeying into the unknown? Are some things best left undiscovered and undisturbed? This theme encompasses all forms of exploration, be it physical, ideological, or technological. Staples of such ethics include first contact situations, galactic colonies, wars, artificial worlds, and reality escapes.

Power. Science fiction commonly explores power and its effects on those without it, a theme dramatically enhanced by the boundless scale of the Cosmos. Subjects featured include galactic war, extreme technological advancement, societal divisions, dystopias and utopias, surveillance, and superweapons (including those who seek them).

Randomness. If the Cosmos is truly infinite, surely the probability of anything occurring is ensured? While the answer is not necessarily affirmative, that idea is often explored humorously with endless coincidences, accidents, and nonsensical events. It collectively frames the ultimate question: what does it all mean?

Sentience. In a setting where automatons mimic their organic counterparts to near perfection, questions of their sentience arise. Do they feel or do they only approximate external reactions? This complicated theme quickly diverges into others of morality, love, death, and choice, and reflectively examines sentience in organic life. Among their subjects are clones, robotics, cyborgs, artificial intelligences, and virtual intelligences.

The Unknown. It is impossible to explore a vast galaxy even with a thousand lifetimes — there is always something new to discover. The unknown inspires fear, wonder, joy, or excitement, and irreversibly changes everything when revealed. How does everyone react to the incomprehensible? This simple theme pairs well with dark thrillers, alien horror, moral dilemmas, or swashbuckling adventures.



Aetherbound Command

The Aetherbound Station Command Group takes up law enforcement and quasi-political roles in the Aetherbound III stellar station. As both a prime security group and de facto governing body, they hold sway over things that happen aboard the stellar station, in the surrounding Aetherian star system, and at locations within range of its Waypoint.

Aboard the Aetherbound Station, a rapidly growing populace suffers under corporate control and lack of living space. In recent years, Aetherbound Command leaned on draconian laws to maintain order, creating tensions between enforcement, criminals, politicians, and even corporate leaders who decry them as gross overreach. This level of control corrupts even the strongest of wills, making station officers susceptible to bribery, fraud, nepotism, and abuse. Locals often applaud their commitment to safety, but criticize their heavy-handed approach to patrols and tax collection.

Currently, Aetherbound Command focuses on the safe and timely completion of the heavily delayed Residential Ring, as well as increased security against the growing Paylode and Soddermouth gangs. Their investigators also monitor the tense corporate rivalry between Blue Arc Corporation and Holopoint Inc.

Place in the Cosmos

The stellar station's central location attracts millions of travelers, traders, corporations, diplomats, and outlaws who contribute a varied voice. Aetherbound Command officially remains neutral on most political matters, but their policies generally reflect those of the Central Alliance and the coalition of races that constitute them. They operate officially as peacekeepers, ousting pirates and enforcing Alliance laws. Many see their presence as essential, but others resent their intrusive presence.

Aether Eye

At the dead center of the Aetherbound Station Core is the Aether Eye, a suspended spherical surveillance station held taut by a network of thick parasteel cables radiating outward like the sun. A crew of guards and engineers operate the station continuously, watching and temporarily recording activity on the station below. Only accessible by voidhopper or corvette, the Aether Eye serves as a secure operational base for Aetherbound Command as well as a symbol of their control. The station commander spends a majority of her time here though her office is located near the Needle.

The 50-foot diameter station consists of three levels, accessible only by two entrances with voidhopper docks. Crew on the upper and lower levels operate dedicated banks of computers, servers, and surveillance equipment; the central level houses a situation room and command deck. All three levels sit inside a smaller rotating sphere, free of the gravity that binds the rest of the Core. When the Aether Eye enters lockdown, the internal sphere rotates such that its entrances are completely disconnected from the exterior.

Aether Eye Adventures

The Aether Eye Adventures table offers some suggestions for why characters might break into the most secure base on the Aetherbound Station.

Aetherbound Eye Adventures

d4	Adventure Goal
1	Intercept the Station Commander when she is most vulnerable flying to and from the Aether Eye on her voidhopper.
2	Gather information about a thief that only the Aether Eye can see from its vantage point — before that data is deleted.
3	Destroy a temporary recording on the Aether Eye — the only evidence that links a group to a particular location.
4	Aid an anti-surveillance group to inspect, discover, or install a vulnerability that may take down the Aether Eye for once and for all.

Aetherbound NPCs

The Aetherbound members obey a strict chain of command as follows: commander, officer, captain, sergeant, and lieutenant. Each command aspects of the general workforce, primarily guards, investigators, engineers, and translators. In general, they are sticklers for rules and laws. The good among them file all required paperwork to ensure the smooth operation; the evil in turn twist the numerous laws to their own benefit.

Commander Zinnan Ilig Olota. The Station Commander is responsible for the safety and well-being of a stellar station of millions. Her experience with hard choices has toughened her approach to politics and force, favoring utilitarianism regardless of sacrifice.

Aetherbound as Adversaries

Members of Aetherbound Command range from the righteous to the corrupt, but all can become adversaries in an Aetherbound game. The Aetherbound Adversaries table offers some suggestions.

Aetherbound Adversaries

d6	Adversary
1	An Aetherbound squad leader favors highly destructive methods to catch dangerous criminals, such as explosive charges, gas, and fire, regardless of the extensive collateral damage.
2	An Aetherbound captain plots to assassinate the Station Commander and take her position.
3	A rogue guard murders criminals and ignores the strict laws that govern the rights to a fair trial and rehabilitation.
4	An Aetherbound guard in the pocket of a corporation fervently advocates for an Aetherbound-sponsored product initiative.
5	An Aetherbound lieutenant is seen shaking down merchants in the Commons claiming a "protection fee" from the Soddermouth Gang.
6	An Aetherbound Station sergeant, desperate for a promotion, attempts to arrest the party for all possible crimes committed during a past adventure, no matter how minor.

Aetherbound Adventure Hooks

The Aetherbound Adventure Hooks table presents some ways to get a party into an Aetherbound adventure.

Aetherbound Adventure Hooks

d8	Adventure Hook
1	An Aetherbound lieutenant is seen using excessive force on a tight-lipped criminal, desperate to obtain crucial information that may save many lives.
2	An Aetherbound guard, disillusioned by the corporate influence on his superiors, threatens to expose secrets unless the corporation admits their wrongdoing.
3	A child clearly too young is relentlessly pursued by a squad of Aetherbound guards through the Commons.
4	Aetherbound investigators search for a vigilante who has begun to take crime into their own hands, fearful the vigilante operates with no oversight.
5	The Aetherbound Command's copy of law has been secretly changed, causing hundreds of false interpretations and false arrests.
6	The station commander personally approaches the characters and requests their past expertise for a highly secretive mission.
7	An abandoned Aetherbound Command cruiser is found drifting in the cosmic void, carrying enough weapons to supply a whole platoon of soldiers.
8	The party discovers a piece of scrap metal that reads, "Aetherbound II," the prior iteration of the stellar station that mysteriously disappeared.

Grzegorz Pedrycz



An Aetherbound guard defends a planet



Blue Arc Corporation

The Blue Arc Energy Corporation is one of the oldest in the galaxy, first established in the early days of energy mining. They discover, operate, and maintain thousands of Current mining facilities at multiple locations across the Galaxy, providing the essential ingredient that keeps a stellar station running. Their influence expanded to other related industries headed by various subsidiaries such as Enersphere, a weapons manufacturing and research arm, Insolar, a microbattery development group, and Beyond, a life-extension research team.

With a gross annual income of two-hundred-million Credits, their influence has spread far and wide across the Galaxy with seemingly no end in sight.

Place in the Cosmos

The Blue Arc Corporation operates out of the Aetherbound Station, a central location excellent for trade and mission launches. They have a long history with the stellar station beginning with the station's second iteration, the Aetherbound II. After the predecessor's disappearance, the corporation provided a substantial amount of funding and material resources to construct the Aetherbound III. This generous act secured their place as one of the Aetherbound's largest benefactors and partners, as well as a literal place in the heart of the Core's Financial District. That is not to say Aetherbound Command is in the pocket of the corporation, as their many subsequent legal conflicts demonstrate. The selfless among Blue Arc, including then chief executive officer Mrara Rosewind, wished to power the Cosmos for the better.

For many, Blue Arc is no more than a major utility powering their technomantic devices. However, the corporation is connected to much more, including experimental energy research, high-tech energy weaponry, battery development, vehicular design, and humanitarian outreach for remote locations. Blue Arc is held in high regard by the corporate and civil sectors, but like all financially successful companies, they also attract corruption and greed. Fraud and corporate espionage is especially common, typically downplayed by their ferocious public relations team.

The Helix

A helical building in the Aetherbound Station's Financial District serves as the primary headquarters for the Blue Arc Corporation, aptly named the Helix. Its shape supposedly mirrors the spiraling nature of the Current as it flows along arcane ley lines. Its 500-foot height is visible from all interior surfaces of the Aetherbound Station's Core, a landmark since the early days of the stellar station.

Server Core

The Blue Arc's trade secrets are secured inside the Helix in a room on Level 45 called the Server Core. It is manned daily by three rotating teams of guards, as well as an artificial intelligence that maintains the firewall and technomantic components. The Server Core has experienced hundreds of infiltration attempts since its initial installation, but has only been breached twice.

Blue Arc Missions

A party called to the Helix indicates only one possibility — a job. The Blue Arc Missions table suggests some missions an employee or hired party might undertake.

Blue Arc Missions

d6	Mission Goal
1	Guard a shipment of arcane batteries sent to a remote planet as part of a humanitarian outreach program.
2	Root out a mole in the Enersphere Research and Development unit who is leaking information to a rival company.
3	Investigate the source of an unusually large power drain in Sector 14.
4	Defend the Helix's Server Core from an infiltration rumored to strike at any second.
5	Look into a mining facility that has recently ceased status transmissions without reason.
6	Infiltrate the corporate headquarters of their rival and steal their development plans for a new weapon.

Blue Arc NPCs

The Blue Arc Energy Corporation organizes its members within a loose hierarchy that differs between offices. However, it has always had a single chief executive, a chief researcher, and a finance officer throughout its long history.

Chief Executive J'lial Kwiiren. As the chief executive officer of Blue Arc, he is responsible for the strategic growth of the company as a whole. He is action-oriented, preferring to settle scores directly rather than argue, and is generally kind-hearted. His immediate attention is on the acquisition of new asteroids or bases on ley line intersections. His day-to-day duties are instead handled by his chief finance officer, Elena Serafas.

Chief of Finance Elena Serafas. Hundreds of Blue Arc operations are simultaneously overseen by a sharp woman more concerned with meeting the bottom line set by company investors than the wellbeing of others. Elena is not as clever or calculating as others in her line of work, but her insightful eye and unrivaled intelligence makes her a force to be reckoned with. She has her sights set on the chief executive position.

Chief of Marketing Yoruk Grand. A large charismatic man runs the Blue Arc marketing department with flair and presence. His face is synonymous with Blue Arc home energy products, plastered across countless holoscreens.

Doctor Asiv Rae Korota. A calculating man leads the Enersphere, the research and development arm of Blue Arc Corporation, primarily producing energy weapons and advanced batteries for the highest bidders. Their successful work attracts the lucrative contracts that comprise a majority of Blue Arc's profits.

Blue Arc as Adversaries

Individuals within the corporation, no matter their ideology, may become adversaries for the party. The Blue Arc Adversaries table provides a few suggestions for Blue Arc antagonists.

Blue Arc Adversaries

d6	Adversary
1	A Blue Arc operative raises the premiums on battery sales, forcing voidhopper drivers to reduce hours and up prices.
2	A demolition company begins work on a treasured building to make way for new power waystations.
3	The Blue Arc company begins a lengthy smear campaign against a beloved politician.
4	A Blue Arc executive uses underhanded tactics to "persuade" a politician.
5	An Enersphere researcher recklessly tests new weapons without regard for safety or the well-being of the test subjects.
6	A former employee sabotages a Blue Arc project in an attempt to embarrass the corporation.



A Blue Arc employee hunts down a corporate rival

grandfailure

Blue Arc Adventure Hooks

The Blue Arc Adventure Hooks table presents some ways to launch a campaign that revolves around the Blue Arc Energy Corporation. If none of these ideas inspire you, the Azureus Missions table in Chapter 4 provides additional suggestions.

Blue Arc Adventure Hooks

d8	Adventure Hook
1	Blue Arc suddenly cuts power to a struggling housing block in the Commons.
2	Both sides of a long fruitless planetary conflict are revealed to be using Blue Arc arcane batteries for their weaponry.
3	An Enersphere researcher accidentally assimilates into the Current, repeatedly and randomly teleporting everywhere.
4	A power waystation grows out of control, threatening the safety of nearby buildings.
5	Blue Arc's publicity team decides to recruit the characters as the spokesperson for their newest marketing stunt.
6	An experimental new energy source mysteriously goes haywire during a publicized test.
7	A starship carrying a shipment of arcane batteries is found abandoned and completely empty. The batteries glow with unnatural light.
8	A coordinated pirate attack detonates a wave pulse that knocks out power for a majority of the stellar station, and it's a race against time to restore power for the station to survive.



Korvus Conclave

Members of the Korvus Conclave worship the Great Raven, a supposed cosmological entity whose power exceeds even that of deities. They claim that in the same way homeworlds are dominions of god-like beings, the entire Cosmos is the dominion of the Great Raven: the original pure creator of the Cosmos. This assertion is heavily debated among philosophical circles, but none have arrived at a satisfactory explanation for some of the wondrous deeds performed by Korvus members.

All worshipers can be identified by their black feather-like flowing cloaks, but Korvus priests are a sight to behold — gray and black bodies that reflect no color, allegedly drained by their connection to the Great Raven. As their worship deepens, their faces and limbs continue to lose their hues. Investigations into their unique visage have yielded theories but no concrete results.

The Korvus Conclave seeks to unravel the mysteries of their universe in preparation for an invasion from another. Under the direction of Speaker Koraxas, their members work to discover the center of the Cosmos where the Raven Reborn awaits, and to uncover ancient war relics they believe were hidden by the Great Raven during the First Creation. Operating quietly in shadows their priests use a variety of invasive methods to obtain this information, from the physical to the psychic. Along the way, they stockpile armaments and wage wars against chromaticism, driven by the belief that all colors are aberrations of the Original Darkness enveloping the current timeline they call the Prime Chronoverse.

Place in the Cosmos

On enormous ships of ebony in both color and material, the Korvus Conclave drifts across the Galaxy without a sound. Their flock finds a semi-permanent home in the gravitational orbit of the Galaxy's center where a supermassive black hole consumes all. Korvus missionaries disperse and spread their teachings, their omens often falling on deaf ears. Not all systems welcome the Korvus Conclave, especially those who firmly follow their own teachings or eschew religion altogether, but their missionaries are harmless enough to warrant tolerance.

Korvus agents continue to make preparations for an oncoming multiversal war that no one else seems to take seriously. The Discovery Sect forges onwards to the Hraika'o system in search of an ancient artifact that can manipulate space. The Illumination Sect tampers with powerful ancient magic that alters the fabric of the Cosmos, hoping to unravel the multiverse's secrets. Recently, their Reclamation Sect has struck a deal with the Ktymiran Empire on Pteirra Prime for their valuable zhemir crystals.

Midnight Canvas

This frigate starship is stationed by the Reclamation Sect in the outskirts of the Poata star system. Like other Korvus starships, the *Midnight Canvas* is primarily built from treated ebony wood through a secret process, making it extremely lightweight, yet somehow durable enough to withstand starship weaponry. Its engines are nearly imperceptible, vibrations absorbed by the moving joints between the wood, and its black hull reflects little against dark void. Only a few civilizations have the capability to produce ships nearly as dangerous and stealthy.

The *Midnight Canvas* has decks along its two-hundred foot length. A crew of 500 Korvus agents and 50 officers operate three computer stations, a Current engine, two Advanced Medical Labs, a Helm, an Aegis 3 shield, and a full complement of weaponry. Its organically-shaped exterior indicates a similar interior filled with twisting passages.

The Casque

A three-level cathedral at the fore of the *Midnight Canvas* permits worship of the Great Raven. Its interior is entirely devoid of color and filled with religious iconography of the cosmic deity. During daily worship or off-hours, Korvus agents attend a sermon led by the bishop.

The Gray Room

One room on Deck 4 of the *Midnight Canvas* has the highest security detail of all and allows none to enter, not even the starship's captain. Few know the true purpose of the room. Some suspect it is used for forced indoctrination of new recruits; others believe it holds a connection to the Great Raven that only Speaker Koraxas is allowed to access.

Korvus NPCs

The Korvus Conclave institutes a moderate religious hierarchy. The Speaker, also known as the Raven's Beak, originates all sermons and teachings from the god. Archbishops, bishops, and priests hold various positions of power of descending importance. Korvus rooks, knights, and agents fill the remainder of the ranks and duties from combat to engineering to missionary outreach. Bishops and rooks hold roughly the same position of power but in different fields.

Speaker Koraxas. An angelic being leads the Korvus Conclave by interpreting the words of the Great Raven. They appear a partially winged dragonborn, scales entirely black. They are soft-spoken with a calm demeanor that belies the incredible well of magic at their core. With the zhemir crystal trade on Pteirra Prime underway, they focus their attention on the search for the next predicted relic.

Commander Ravan Kyorus. A strict human member of the Reclamation Sect commands the Midnight Canvas. A tough and ruthless diplomat, he tactically convinced the king of the Ktymiran Empire to permit his floating temples into Empire waters — the first step in a long resource war for zhemir crystals.

Korvus Conclave as Adversaries

The Korvus Conclave disperses across the galaxy for their mysterious goals. The Korvus Adversaries table provides a few suggestions for how they may antagonize the characters.

Korvus Adversaries

d6	Adversary
1	A **Korvus priest** receives a vision and doggedly attempts to convert the characters to the Korvus Conclave.
2	The commander of a Korvus starship institutes a station-wide blockade to gain access to a suspected relic on the stellar station.
3	A **Korvus rook** begins a string of assassinations of priests from other religions to prove the ineffective protection of other beliefs.
4	A **Korvus agent** defaces a series of colorful murals to appease the Great Raven's hate for color.
5	A Korvus researcher works to test a superweapon believed capable of protecting them in the oncoming war.
6	A Korvus cartographer, on the hunt for an ancient relic, leaves behind a trail of bodies to ensure no one follows the path.



A Korvus bishop preaches a sermon

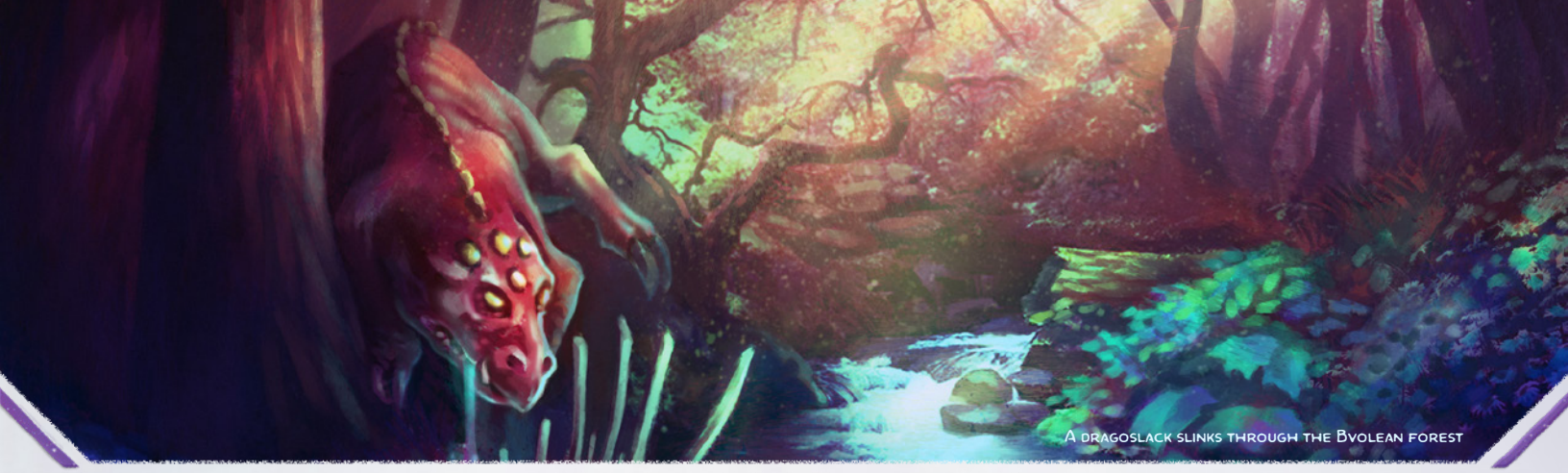
Luizishan

Korvus Adventure Hooks

The Korvus Adventure Hooks table presents some ways to launch a campaign that involves the Korvus Conclave.

Korvus Adventure Hooks

d8	Adventure Hook
1	The battle between Korvus agents and a chromatic dragon rages bitterly and threatens to destroy a nearby city.
2	An exceptionally large gathering of Korvus ships surround a black hole in an oddly specific formation.
3	An escaped Korvus captive begins draining of color but insists they are not part of the Korvus Conclave.
4	An entire town of people suddenly gains the urge to leave behind all worldly possessions and join the Korvus Conclave.
5	The wreckage of a Korvus frigate is discovered bearing scars that no known weapon can create.
6	After spending a night near a set of ancient ruins, parts of a character's body begin to drain of color.
7	The crew of an exploration ship discovers a new habitable planet and celebrates — until they discover bodies of Korvus members, thousands of years old.
8	The Korvus Illumination Sect infiltrates a remote research base, claiming it holds the secret to multiversal travel.



A dragoslack slinks through the Byolean forest

Joyce Maureira

Creating Locations

The vast galaxy is nothing if not strange and diverse. As an adventuring party inevitably explores beyond the scope of this book, you can use the following advice and ideas to generate new exotic locales.

Location Characteristics

This section offers some characteristics to consider when creating a new location within the Cosmos. Use the following attributes where appropriate.

Location

A place's location in the Galaxy directly affects the traffic it receives. Star systems near the Galaxy's center see more visitors thanks to its proximity to other star systems. Shady organizations opt to build secret bases in places that are hard to reach, far from a Waypoint.

Waypoints. If your moon, planet or star system is a hub for interstellar trade, consider locating it close to a Waypoint accessible to at least two other Waypoints. A more remote location may be near a less popular Waypoint near the galaxy's edge, or at a star system without one at all.

Climate

All habitable planets and stellar stations have a comfortable range of climates that can accommodate many species. Consider the following variables when designing the place.

Breathability. Most breathing creatures require simple elements like oxygen, nitrogen, or carbon in the atmosphere, and luckily most habitable planets have some mixture of these elements. For more remote planets with anaerobic races, consider a toxic atmosphere to challenge your players.

Gravity. Typically, small planets have reduced gravity and large planets increase gravity. Consider increasing the walking speed for characters in reduced weight environments to reflect their lessened load, and vice versa. For high-gravity locations, consider imposing a custom speed rule based on a character's Strength score such as a walking speed equal to the Strength score.

Visibility. A planet's atmosphere may not always be transparent. Chlorine gasses can lightly obscure a planet, even cast it in perpetual dim light or darkness.

Geographical Features

A biodiverse locale generally has an extreme range of climates and is no different from other campaign settings. From the cosmic void above, crew members on a starship might see a mix of weather patterns, oceans, deserts, tundra, and mountains. Rarely is a single planet entirely covered in one environment like lava or ocean unless it is devoid of life.

Flora and Fauna

Not every sentient species in the wild Cosmos is humanoid. Consider using an existing stat block as a template for a new sentient species. A crab, fish, deer, spider, construct, or even undead are appropriate choices, and their sizes can range from Tiny to Huge. Extend these choices to primitive creatures to populate your new world.

Quirks

To make a location truly memorable, consider adding some of the following quirks. They can add challenges for a visiting party or differentiate them from previous stops.

Creation Myths. The location may have been created by a deity or demigod. These myths do not need to include the creation of the entire Cosmos, but a sufficiently powerful being can exert influence to shape its immediate reality. In some cases, the natives may inhabit the remnants of a creator race that came before.

Cosmic Dangers. Some locations may develop near a constant threat. A planet may be bombarded by constant solar flares from a nearby star, or a stellar station may be besieged by an ion storm. These dangers add an element of excitement and possibly a time limit to a party's visit.

Time. Some locations may undergo temporal distortions due to high gravitational effects or magical characteristics. This may manifest linearly where each hour that passes equals one day elsewhere. This can also be nonlinear, where upon leaving the destination, the GM rolls 4d6 - 6 to determine how many days have passed. This number can be negative, resulting in some time travel.

Materials. Some planets may be made of an unusual material, such as salt, goo, or gas. Consider the kinds of creatures that may live there. Constructs may live in a world of salt; slimes may thrive in a gooey environment; creatures with a hover speed feel right at home on a gas giant.

Sample Locations

The Cosmic Locations table offers a few suggestions for interesting places an adventuring party may visit.

Cosmic Locations

d12	Location
1	An abandoned mining station orbits a black hole, which results in extreme time differences in various parts of the station. Time in areas furthest from the black hole passes five times faster than time in areas closest to the black hole.
2	Debris from an interstellar war constantly bombard a remote planet. Its inhabitants begin to worship the concept of war, which fuels the return of a war deity. For every hour spent outdoors, there is a 5% chance a character is hit by debris.
3	A fleet of sentient constructs travel the galaxy posing as starships in search of their creators. Explorers who enter the constructs find no oxygen or food.
4	A moon is populated by races of Tiny creatures. Their trees, beasts, rocks, and oceans are equally small. Unfortunately, the moon is also scheduled for demolition to make space for a resort.
5	A tanning stellar station that orbits a dying star is unwittingly invaded by the corporeal shadows of creatures from another plane of existence. Use the statistics of a specter, but confine their movement to surfaces and darkness.
6	Lightning elementals, created by an ion storm generated by two colliding nebulae, inhabit a turbulent planet. Permanent lightning storms randomly blanket the surface with heavily obscured clouds with deadly shocks.
7	After being swallowed by a black hole, the restless undead souls of a civilization land among a mining colony. Use the statistics of a ghost for these souls.
8	A planet is bathed in harmful intense light from a star currently undergoing supernova. For each hour spent outdoors exposed to starlight, a creature must succeed on a DC 15 Constitution saving throw or take 1d6 radiant damage.
9	A planet is inhabited by stones given sentience in the presence of moonlight. Simultaneously, the stones believe they are a race of people that turn to stone when exposed to direct sunlight.
10	The surface of a dwarf star is barely habitable. Its heightened gravity affects movement on the surface and requires exceptional strength. The walking speed of a creature becomes equal to twice its Strength score.
11	Arcane magic makes the interior of a stellar station larger than its exterior. This alteration extends to every container brought into it, including backpacks, bottles, and chests.
12	The dreams and nightmares of a newborn inside a planet-sized egg become reality on its surface.

Location Secrets

Each location may be used in conjunction with the Location Secrets table to deepen their background or provide an adventure hook for explorers.

Location Secrets

d8	Secret
1	An ancient temple left behind by a forgotten race, filled with secrets about a cosmic magic beyond that of any civilization.
2	Inside a small abode are the schematics for a theoretical superweapon called the Hypervoid — one that can deplete entire planets of breathable air in less than a minute.
3	Buried in a lockbox is a Tiny technomantic device of unknown origin and alien make, bearing the location of a Cosmic Gate.
4	Millenia-old markings and scratches on a cave wall match those of the Void Crawlers, a resilient invasive race of monstrosities.
5	An ancient being not seen for centuries is imprisoned deep in the crust of this planet, yearning for escape.
6	Inside a remote mage tower, a mage long since passed has discovered the secret to the hypothetical Recursion Circle spell.
7	Inside an abandoned laboratory is a miniature model star system — and would be normal if it weren't for the fact that they are real stars and planets shrunken to size.
8	A spatial vortex in the waters leads to an unknown dimension, and those who survive it return with incredible riches.

Location Catastrophes

Cosmic locations are greatly suited to cosmic catastrophes and can add a sense of urgency wherever adventurers go. These Location Catastrophes table offers some suggestions.

Location Catastrophes

d6	Catastrophe
1	The location is slowly falling into a star.
2	A consuming void slowly pulls the location into its event horizon.
3	A deadly planetary storm constantly whips across the location.
4	A rocky planetary body slowly falls into the location.
5	A **void crawler worldswarm** rages across the location and devours everything.
6	A **behemoth** has chosen the location as its next home and burrows into it.



A Paylodes hacker prepares for battle

grandfailure

Powerful Awakenings

"Powerful Awakenings" is a short adventure for a party of four to six 2nd-level characters who will advance to at least 3rd level by the adventure's conclusion. It is partially set in Aetherbound Station where it serves as a brief introduction to the central hub, as well as a seemingly empty starship.

Story Overview

The Blue Arc Energy Corporation first discovered power gheists at the Azureus Mining Facility when miners released the undead beings from their prison in the Current's ley lines. For years, the facility remains abandoned and quarantined, with Blue Arc continually downplaying the disaster. The arcane batteries that were still at Azureus, never shipped and deemed officially lost, enticed a Holopoint researcher named Krovann who needed energy for his Metatech experiments. He struck a deal with the *Ekaros'* captain Dayo Jaedin and his crew, persuading them to sneak into the Azureus and pick up some extra batteries on their way back. It seemed simple enough.

Unbeknownst to the crew of the *Ekaros*, a swarm of void crawlers stowed away on the starship's hull. Though tiny, it breached the ship's hull while it was skimming the Current, causing a chain reaction that led to the death of one of their crew, Kell. A power gheist that resided in one of the arcane batteries seized the opportunity for a host, disabling the ship and killing most of the crew. Only one member survived: a qhralli named Scoria who did not need to breathe. Understanding the dangers if this incident went public, he sent a direct encrypted transmission to Krovann and requested assistance. Soon after, the starship was disabled.

Aboard the Aetherbound III stellar station, the transmission was intercepted by Lieutenant Kundala Olya Zora of the Aetherbound Command, as well as members of the Paylode gang. To avoid risking her superiors discovering her illegal dealings with the *Ekaros*, Zora calls in a group of adventurers to find the ship and make it all go away — ideally before the Paylodes ruin everything.

Running the Adventure

This adventure requires a fifth-edition (5e) source rulebook. As a Game Master, you should read the entire adventure before attempting to run it. If you'd prefer to play, you should not read any farther.

> Boxes like these contain text meant to be read aloud or paraphrased for players whose characters first arrive at a location or encounter a specific circumstance, as described in the accompanying text.

When a creature's name in this adventure appears in **bold**, it's a visual indicator pointing you towards the creature's stat block in the 5e source rulebook. If the stat block appears elsewhere, the accompanying text directs you to its source. When traditional weapons are described in a stat block, flavor them in a futuristic way (see Chapter 2).

Preparing for the Adventure

This adventure will use or reference new elements from this setting sourcebook. Before you run the adventure, familiarize yourself with the following rules and terms to assist players who are new to them.

- Movement in Zero Gravity (p. 49)
- Proficiencies with Hacker's Tools or Void Vehicles (p. 11)
- Starship Combat (p. 48)
- Starship Repair (p. 42)
- Starship Stations (p. 44)
- *Tracking Program* Spell (p. 95)

Adventure Summary

The adventure begins at the Aetherbound III stellar station where Lieutenant Kundala Olya Zora hires the characters for a job. The starship *Ekaros* just missed its contracted shipment of batteries and no one knows why — except for a mysteriously encrypted transmission sent to a researcher named Krovann. The job is simple: decrypt the transmission and bring the batteries back to the station.

Krovann holds a key to decrypting the *Ekaros* transmission, but a technoweaver hacker in Technomancy Row may also be helpful. However the characters choose to approach the problem, whether through a combination of both options or neither, they must take care to avoid the attention of the Paylode Gang who are also on the hunt for the *Ekaros*.

Eventually, the adventurers find the ship, mostly devoid of life and power. Exploring the ship, they discover the cruiser was attacked by a power gheist that had hitched a ride on some battery shipments stolen from an abandoned mining facility. If the adventurers manage to defeat the power gheist, they can return the batteries and maybe even keep the ship, but the larger mystery still remains unsolved, setting the stage for further adventures.

Major Non-Player Characters

The Major NPCs table lists an overview of non-player characters important to this adventure, including their reference locations within this chapter, their stat blocks if applicable, and their personal goals.

Additional Stat Blocks. This adventure uses the following stat blocks not found in this book: **bandit**, **commoner**, **guard**, **thug**. Find and keep their stat blocks for reference prior to running the adventure.

Major NPCs

Page	Name	Gender	Race	Location	Position	Goals & Secrets
p. 80	Cable	-	Myrachid	Technomancy Row	Technoweaver (**Photonsmith**)	Earn money through their technoweaving and hacking profession.
p. 85	Dayo Jaedin	Male	Human	The *Ekaros*	*Ekaros* Captain (Dead)	Struck a secret less-than-legal deal with Lieutenant Zora and Krovann. Killed aboard the *Ekaros* by a power gheist.
p. 85	Kell	Male	Human	The *Ekaros*	*Ekaros* Engineer (Dead)	Killed and possessed by a power gheist, who wishes to absorb the shipment of batteries.
p. 78	Krovann Deirr	Male	Human	The Monolith	Holopoint Researcher (**Triple Striker**)	Retrieve the shipment of arcane batteries to study or discover the cause of an incident at Azureus Mining Facility.
p. 76	Kundala Olya Zora	Female	Half-Elf	Aetherbound Station	Lieutenant (**Veteran**)	Retrieve the shipment of arcane batteries from the Ekaros without alerting Aetherbound Command.
p. 79 p. 81 p. 82	Paylodes Gang	-	Varies	Aetherbound Station	Varies (See sections)	Decrypt the Ekaros transmission and reach the Ekaros before anyone else to steal the batteries.
p. 84	Scoria	Male	Qhralli	The *Ekaros*	*Ekaros* Officer (**Crewmate**)	Survive the power gheist encounter on the Ekaros and return home.

Starting the Adventure

When the players are ready to begin, read or paraphrase the following introductory text:

> The open-air rail terminal buzzes with frantic activity as the latest lev-rail trains arrive with a grinding halt. Above you, the interior surface of the Aetherbound III stellar station curves upwards to form an enclosed spheroid. Spires and buildings jut along the gravity-defying surface like crystals in a geode, obscured by steam illuminated by thousands of colorful holoscreens. The sounds of hissing vents, lively markets, and roaring voidhoppers stifle in from the surface thirty feet below. Life aboard the Aetherbound can be rough and hectic but the view never gets old.
>
> You each carry a short communication from Lieutenant Kundala Olya Zora of Aetherbound Station Command, either in antiquated paper form or in a holopad. The message reads, "I've got a job for you. Context may be scarce, but I can promise it pays well. Meet me at Central Rail Terminal for more information. Be discreet."

Have the players introduce their characters to each other, if they aren't already acquainted. Characters who live on the Aetherbound can elaborate on their backstory while characters not from the stellar station can describe how they arrived (likely via transport cruiser, paid for by Lieutenant Zora). This may be a good time for players to establish backgrounds or connections between their characters or with Zora — they may have worked together on prior jobs, encountered each other in the same line of work, or even flown a starship together.

With your permission, the party can also own and crew a starship. Ask them how they were able to purchase and command such a vehicle, as well as whether they have experience with void vehicles. Select the Griffin-class cruiser starship from Appendix A or use Customizing Your Starship in Chapter 3 with a pool of 2,000 Credits to design the ship.

Once the characters have had a chance to get to know each other, read:

> As the lev-rail train departs, the commotion dies down and the terminal gradually empties of travelers. From behind a veil of steam emerges a half-elf in a sharp Aetherbound Command uniform, a blaster at her side and curled hair bound beneath a lieutenant's cap. A slim smile spreads across her face as she approaches and remarks, "I was wondering if you were coming."

Lieutenant Kundala Olya Zora (female half-elf veteran) greets the characters and beckons them to join her in a more secluded area of the terminal away from the prying sight of the Aether Eye above — the enormous cable-hung metal sphere that surveys the entirety of the stellar station. Once the characters agree and join her, she gets right to business.

Roleplaying Lieutenant Zora

Zora is a lawful neutral lieutenant of the Aetherbound Station Command in charge of starship shipping inspections, imports, and exports. She is driven, cautious, calculating, and eager to send her new hires on their way as this job is outside the scope of her official work. Despite her cold act, she is anxious about this mission's outcome since her job is at stake and an investigation by her superiors may discover her shadier dealings with the crew of the *Ekaros*.

Zora gives the characters the following information:

- Two days ago, a Sunglider-class cruiser starship named the *Ekaros* did not make its scheduled delivery of arcane batteries, which are crucial for the continued operation of the stellar station. Around that time, she intercepted a long-ranged encrypted transmission in the broadband frequency. Based on the transmission stamp, it was sent from the *Ekaros* to Krovann, a Holopoint scientist with suspected ties to the Metatechs. Krovann holds the key to decrypting the message or finding the *Ekaros*' location.
- Upon agreeing to the job, Zora copies the transmission over to the characters and reveals Krovann's workplace: a laboratory in the Holopoint Inc. headquarters called the Monolith.
- She is prepared to pay the characters 15 Credits each up front, plus an additional 75 Credits when the arcane batteries are delivered to Hangar 23.
- She cannot devote official resources to this task as it must remain discreet. She also fears the presence of an Aetherbound Lieutenant may draw unwanted attention in an already escalating political war. As long as the characters do not reveal their connection to Aetherbound Command, they are free to use any means necessary (within reason) to finish the job.

Zora continually emphasizes the discreet nature of the job and attempts to act aloof throughout. A character that succeeds on a DC 13 Wisdom (Insight) check can sense she's hiding something. A character that succeeds on a DC 13 Charisma (Persuasion) or (Intimidation) check learns that if Aetherbound High Command catches wind of this operation, they may discover Zora had cut a deal with the *Ekaros* captain Dayo Jaedin for a cut of his profits provided she is lenient on their excursions outside stated flight paths.

Zora is eager to send the characters away as soon as possible. Since the Ekaros transmission was sent through a broadband frequency, there's no telling who else may have intercepted it.

If the characters have no place to stay, Zora houses them in the Kassidy Lounge in nearby Sector 19 of the Commons for the duration of the job. If the characters do not have a starship, Zora also offers them 100 Credits — enough to rent a Griffin-class cruiser starship (see Appendix A) from the Shipyard for four days.

If the characters are arrested by Aetherbound Command during the mission, Lieutenant Zora can attempt to pull strings to release them. Continual arrests or trouble make further attempts more difficult.

Finding the Ekaros

Once Zora has departed, the characters can begin searching for the *Ekaros*' location. They can choose to obtain this information however they wish, but they must act fast. Unbeknownst to them, the Paylodes search for this information in hopes of scoring big.

Decrypting the Transmission

The *Ekaros* transmission can be decrypted in its original state with great difficulty. Over the course of an hour, a character proficient with hacker's tools can attempt a DC 25 Intelligence check to decrypt the message, adding their proficiency with hacker's tools. On a successful check, the transmission is decrypted.

There are a couple ways to make this decryption attempt easier for the characters:

- **Krovann's Key.** As the intended recipient of the message, Krovann carries a decryption key for deciphering the message. With the key on hand, the DC of the check decreases by 10.
- **Technoweaver's Algorithm.** Skilled technomancers have more experience with decryption. With the assistance of a hired technoweaver (specialists in programming), the DC of the check decreases by 5.

Characters who ask around or succeed on a DC 10 Intelligence check learn of these potential methods, as well as recommendations to visit Technomancy Row for a technoweaver's algorithm.



Encrypted Transmission

The Monolith

Characters who ask around for the Monolith in the Commons are directed to a tall black building in the Financial District (also visible from the Commons due to the curvature of the Aetherbound station). As the characters approach, read the following text.

> The Monolith rises like a shard of obsidian embedded in the side of the Aetherbound stellar station, tapered roof piercing the air like a blade. Two sides of the triangular building remain pitch black like glass. The third side is fitted with a holoscreen that spans its 500-foot height, displaying exciting advertisements for their newest holopad models. Of course the preeminent manufacturer of holoscreens would have the biggest and brightest, outshining the rest.

The Monolith is the headquarters of Holopoint Inc. and workplace for thousands of employees. It is easy for strangers to get lost in the shuffle, so security relies primarily on keycard checkpoints and biometric scanners. If the characters consult Zora, she suggests a stealthy approach to avoid detection and suggests a pickpocket solution if pressed.

Of this 50-story building, the Research and Development division occupies Floors 10 to 20. Krovann's lab is located on Floor 18.

Lobby

The Holopoint Inc. headquarters generally close their doors to the public with some exceptions. Lobby security permits deliverers and maintenance teams into more secure areas while Yothura Academy students receive occasional access to a limited tour of their benefactor's company. Mallory (neutral half-orc **commoner**) operates the lobby desk supported by two patrolling human **guards**. Two more **guards**, one elven and one tasalik, watch the bank of three lifts that service the Monolith. A dormant **security mech** (see Chapter 8) waits in a back room for activation.

A keycard allows a character or group who dresses the part of an employee to pass through the lobby's security checkpoint without trouble. Characters wearing visible combat gear or obvious weapons are not allowed to bring them into the building.

Mallory holds no loyalty to her company. Characters who succeed on a DC 13 Charisma (Persuasion) check can bribe their way in with a transfer of 10 Credits. A character who also succeeds on a DC 13 Dexterity (Sleight of Hand) check can do so discreetly to avoid the guards' notice. If the guards detect the bribe, they attempt to diplomatically escort the characters out of the building.

Scaling the Monolith

The blank sides of the Monolith are mostly smooth glass and metal, but characters who succeed on a DC 13 Strength (Athletics) check can climb along its surface to Floor 18 over the course of 10 minutes. If the employees inside the building notice the characters, they cautiously question them about their intentions. An employee that feels threatened calls for security. One minute later, three **guards** open windows and attempt to subdue the characters while bringing them inside.

Waiting for Krovann

If all options fail, characters can wait for Krovann outside the Monolith at the cost of time. A loner, he heads to the Starstruck Cafe every day at noon for a meal accompanied by a hidden **shielder drone** (see Chapter 8).

In the late evening, he hitches a ride in a voidhopper to his apartment in the Core Residences, which is guarded by five security drones: three **blaster drones**, one **sleeper drone**, and a **shielder drone** (see Chapter 8).

Confronting Krovann

At his laboratory, Krovann researches technomantic prosthetics for Holopoint Inc. by day and performs unsanctioned experiments for the Metatechs by night. Security in the lab is disconnected from the rest of the building to avoid drawing attention to his covert work.

Accessing the Lab

If the party enters from the lift, they see a hallway of doors, one of which leads to Krovann's laboratory. This floor is not monitored by guards, but a ceiling-mounted security camera watches over each hallway. These cameras can be avoided by a DC 13 Dexterity (Stealth) check, and a character that reaches the camera can attempt to physically disable it by succeeding on a DC 15 Dexterity check using thieves tools. A technomage can also access a small panel near the lift to remotely disable the cameras by succeeding on a DC 10 Intelligence check using hacker's tools. A **guard** watches the cameras and sends a group of two **guards** up to the floor if any suspicious activity is detected.

Krovann's lab is locked behind a reinforced black glass door secured by an eye print biometric scan. The eye print of any scientist or security guard working in Research and Development opens the door, as does a successful DC 15 Intelligence check made using hacker's tools. It can also be forced open with a successful DC 20 Strength check, but doing so activates a trapped *alarm* spell that alerts the security drones inside the lab. A character who searches the door for traps can detect the trap with a successful DC 15 Intelligence (Investigation) check and note that this alarm isn't connected to the building's alarm.

If the party attempts to enter through a window, a character must succeed on a DC 15 Dexterity check using thieves' tools to pick the window lock.

Krovann's Lab

When the party enter the laboratory, read or paraphrase the following text:

> The laboratory is large and dim thanks to heavy black shades drawn over the windows. Sterile white light illuminates certain areas: worktables, machinery, and a cylindrical tube in the center containing a robotic skeleton suspended in bubbling liquid. Copper cables snake across the floors haphazardly among hundreds of prosthetics limbs and eyes. The room is silent save for the soft bubbling and flat beeps of machinery.

The lab is defended by four security drones: two **blaster drones**, one **shielder drone**, and one **sleeper drone** (see Chapter 8). If the drones are active, characters can succeed on a DC 12 Dexterity (Stealth) check to avoid detection. The drones attempt to nonlethally subdue any intruders other than Krovann inside the laboratory unless Krovann orders them to stop. If Krovann is in the lab during battle, the shielder does its best to protect Krovann. When Krovann is reduced to half health or at least three drones are destroyed, Krovann attempts diplomacy.

Roleplaying Krovann

Krovann Deirr is a lawful neutral human **triple striker prosthesis savant** (see Chapter 8) with an anxious streak. He despises organic people, but prizes his life and reputation enough to hide it. An avid prosthetics researcher for decades, he has since replaced both arms and his left leg with prosthetics embedded with tools, as well as added a third arm. He is eager to rid his life of the troubling intruders and continue his work at Holopoint without exposing his ties to the Metatechs.

If the characters surprise Krovann, he mistakes them for members of the Paylodes and tries to defend himself using his drones. When the fight is resolved, he expresses relief.

He initially pretends to know nothing, but quickly submits to a successful DC 13 Charisma (Intimidation) check. He provides the following information, provided the characters agree to leave him alone and never mention him again:

- Krovann struck a deal with captain Dayo Jaedin and the crew of the *Ekaros* to pick up arcane batteries from an abandoned energy mining base called the Azureus Mining Facility. He figured no one would miss the batteries.
- The decryption key for the *Ekaros* transmission is in a locked desk drawer that only his *technomage's eye* (a prosthetic eye that doubles as a holopad) can open. The key can aid in deciphering the encrypted transmission. The encryption method used is intentionally designed to be difficult even with an end decryption key. He plans on meeting with "Cable," a technoweaver in Technomancy Row who has decrypted his messages before.

Krovann hastily blurts his words to get it over with. Characters who succeed on a DC 13 Wisdom (Insight) check can sense he is holding something back. A character can attempt a DC 13 Charisma (Intimidation) check to pressure him, and do so with advantage if Krovann's reputation is threatened. On a successful check, Krovann reveals he wishes to investigate rumors of an odd energy spike at Azureus by examining their batteries, whose results may prove useful to his work. He refuses to elaborate further.

If the characters speak to Krovann while he is away from the laboratory, they can succeed on a DC 13 Charisma (Persuasion or Intimidation) check to force Krovann to bring them into the laboratory using his security clearance.

Dead Krovann

If Krovann dies, characters who succeed on a DC 15 Intelligence (Investigation) check discover the locked desk drawer. The lock can be picked with a successful DC 15 Dexterity check using thieves' tools, or unlocked by a character who attunes to Krovann's *technomage's eye*. Surprisingly, the eye is not locked.

The Paylodes Attack

As soon as the characters obtain the decryption key or Krovann finishes speaking, the window shatters and a piece of burning metal shreds through the air, barely missing Krovann. A group of criminals burst through the broken window on climbing equipment. The Paylodes have finally found Krovann!

The hit squad consists of a tasalik **hacker**, who leads two restless human **thugs** and a dwarf **overloader** (see Chapter 8). If the party had already fought the Paylodes with Cable at Technomancy Row, any surviving gang members from that encounter also appear here, fully recovered with injuries bandaged.

If Krovann has any drones remaining, the overloader targets them first with a surprise Lightning Pulse before combat begins. Krovann and any remaining active drones aid the characters. Each gang member except the overconfident thugs fight until reduced to half their health then flees. The hacker attempts to cast *tracking program* on any character's technomantic device before escaping.

If any of the gang members are captured, a successful DC 13 Charisma (Intimidation) check compels the captive to reveal the following information:

- The group is part of the Paylodes, a local criminal organization.
- They were sent to retrieve the decryption key and decipher the *Ekaros* transmission using an algorithm from a technoweaver named "Cable." Cable is located in Technomancy Row.
- If the hacker is the captive, the tasalik explains the Paylodes had tailed the *Ekaros* crew for some time. They intercepted a decrypted message from the crew two days ago and sought to decrypt it.



Krovann examines his creation

Joyce Maureira

Treasure

Krovann's laboratory contains two *technomage's eyes* and a number of *techno-prosthetic limbs* with one property each that Krovann can help install. Among his worktables are tinker's tools, alchemist's supplies, a holopad, pliers, a wrench, and an arcane battery. The locked desk drawer also contains a cred band with 50 Credits, and a *vita-shot v1*.

Each Paylode member carries a cred band with 5 Credits, a grappling hook, and a holotag that identifies their membership in the gang. The hacker also carries a silver bracer (worth 10 Credits).



Holoscreens blare above a lively Technomancy Row

Luizishan

Technomancy Row

The street lights up like a beacon, visible even from the far side of the Core. Thousands of holoscreens seemingly fill every nook and cranny of this sector-long street, displaying advertisements for the latest holopad releases. The bright lights and bustling tourism belies a thriving underground technoweaving scene.

Technomancy Row boasts the largest concentration of technomancers in the Aetherbound, home to hundreds of shops, arcades, repair stops, and freelance technoweavers. The holoscreens imply a corporate or Command presence, but underground sentiment is staunchly anti-authority. Like the characters, the Paylode gang also searches here for assistance.

Many decryption specialists in Technomancy Row have little experience with the type of encryption used in the *Ekaros* transmission. They refer characters to "Cable," a technoweaver operating out of a shop called the Jolt Ride. There is a 25% chance the decryption specialist has already been shown a copy of the transmission by a member of the Paylodes and gets worried.

The Jolt Ride

Walking in, electric pink lights buzz and flatly illuminate a haphazard store, thirty feet long and fifteen feet wide. Old holopads, communicators, and other accessories hang from racks along the walls on either side. The product displays stretch to the back of the room, stopping at an iron door behind a small worn-down booth. It certainly doesn't seem like much at first glance.

This store is mostly a front for Cable, a chaotic neutral myrachid **photonsmith** (see Chapter 8). Their colony consists of over a hundred silver worms that writhe like steel wires. The aging store generates little revenue, but Cable does well in the technoweaver community, performing freelance work under the table. Ten powerful technomantic computers whir away in the back room, each focused on a particular job Cable has assigned.

Roleplaying Cable

Cable is an immigrant from their homeworld who quickly established a hacker reputation. They are soft-spoken and well-mannered but prone to outbursts of excitement around advanced technology. They maintain a healthy distrust in authority and value their freedom.

Upon speaking to Cable, they offer the following information:

- Cable requests a fee of 15 Credits to decrypt the *Ekaros* transmission using their algorithm. If the characters reveal their connection to Aetherbound Command, Cable instead requests 25 Credits. A successful DC 13 Charisma (Persuasion or Intimidation) check convinces Cable to halve the price. The development of the algorithm takes one hour and produces a tiny analog chip that any appropriate technomantic device can use.
- Cable can also run the decryption in the back room. During the one-hour process, Cable remarks that the transmission is similar to the one the Paylodes brought in earlier that day. If pressed, they reveal the Paylodes' first decryption attempt failed.

Cable has a +5 bonus to the ability check made to decrypt the *Ekaros* transmission. If they fail, they try again until they succeed. Any character proficient with the Arcana skill or hacker's tools can assist Cable.

If Cable feels their life is threatened, they grab their gear and attempt to escape through the backdoor where a hatch leads to a maintenance tunnel.

If Cable has no way out, they are willing to cooperate to a certain extent to survive.

The Paylodes Burst In

Members of the Paylodes burst into the back room in an attempt to silence Cable. If the party had already encountered the Paylodes at Krovann's lab and the hacker successfully traced the characters' holopad, the gang arrives before Cable finishes the decryption. Otherwise, they arrive after the decryption completes.

The squad consists of two half-orc **thugs**, a qhralli **bandit**, and a gnome **dronemason** (see Chapter 8). If the party had already fought the Paylodes with Krovann, any surviving gang members from that encounter also appear here, fully recovered with injuries bandaged. Cable fights alongside the party if their interactions are friendly. Otherwise, Cable attempts to escape.

Each gang member except the overconfident thugs fight until reduced to half their health then flees. If any of the gang members are captured, a successful DC 13 Charisma (Intimidation) check compels the captive to reveal the following information:

- The group is part of the Paylodes, a local criminal organization.
- They were sent to silence Cable, who had already failed to decrypt the transmission earlier that day.
- If the dronemason is the captive, the gnome explains the Paylodes want to get a head start on finding the *Ekaros* after intercepting the transmission days ago.

Cable Gone

If Cable dies or escapes before the decryption completes, the characters can take the algorithm chip and either attempt the hack or find another hacker to attempt the hack. If Cable dies or escapes before the algorithm chip is created, the characters can find algorithmic data stored in Cable's computers by succeeding on a DC 10 Intelligence (Investigation) check. Over the course of an hour, a character proficient in Arcana can cobble together an algorithm by succeeding on a DC 15 Intelligence (Arcana) check.

Treasure

The Jolt Ride mostly has a collection of outdated holopads, communicators, empty cred bands, and a set of hacker's tools. If Cable survives and is friendly with the characters, they gratefully offer to sell the following items for a portion of their original price: a thermal scanner (10 Credits), an *etlas photon shortsword* (10 Credits), and an *etlas photon warhammer* (15 Credits).

While Cable is not in the Jolt Ride, a successful DC 10 Intelligence (Investigation) check uncovers the thermal scanner hidden behind the counter and a successful DC 15 Intelligence (Investigation) check reveals a lock box. A successful DC 20 Dexterity check using thieves' tools opens the box, which contains the *etlas photon weapons* described above.

Each Paylode member carries a cred band with 5 Credits and a holotag that identifies their membership in the gang. If the hacker participated in the battle, characters also find a silver bracer (worth 10 Credits).

The Ekaros Transmission

Once the party has decrypted the transmission from the Ekaros, they can listen to it. Read the following:

> The moment you tap play, you are immediately struck with a sharp crackling static. It quickly gives way to a gravelly voice, loud and urgent: "This is Scoria, officer of the *Ekaros*. We are stranded in Star Sector 114-DN and request immediate rescue. Our ship picked up some bugs that breached our hull and forced us to drop out of the Current. It got to Kell before we could patch it and he's gone crazy. We will try to hold out as long as we —" His words are cut off by another surge of static before the transmission ends.

A character who succeeds on a DC 13 Intelligence (Arcana or History) check knows that Azureus was an energy mining facility operated by the Blue Arc Corporation. Energy from the Current is mined there and stored inside arcane batteries.

Characters that succeed on a DC 13 Intelligence (History or Nature) check know that "bug" is a slang term for **void crawlers** (see Chapter 8): rare tiny acidic parasites that chew through starship hulls.

Ekaros Star Sector

Characters who are familiar with the Aetherbound station automatically know that the Star Sector mentioned in the transmission is not far from the Aetherbound. This means the Ekaros was prematurely forced out of the Current moments before reaching the stellar station.

A starship would not need interstellar methods to reach this destination. Any rental starship should be able to fly to the *Ekaros* in just over a day cycle.

Journey to the Ekaros

With the *Ekaros* location discovered, the characters can proceed to retrieve the arcane batteries from the ship. If the characters do not already have a ship, Zora grants them a 100 Credit stipend to rent a **Griffin-class cruiser** (see Appendix A) for four days. The rental starship comes with four vacuum suits, two oxygen tanks (with 8 hours of air each), plenty of breach repair tools, and five pieces of artillery ammunition.

When the characters are ready to depart the Aetherbound, read the following text:

> The airlock connection disengages and your starship drops slowly into the cosmic void. With a course plotted, the engines fire up with a roar, accelerating the starship into inky darkness. The Aetherbound III stellar station slowly fades to a pinpoint in the rear, leaving visible only the star of the system, Aetheria.

It takes a little longer than a day to reach the *Ekaros*, assuming no detours are taken. This may be a good opportunity for characters to interact or reflect on the adventure so far. For every day of travel, roll a d8 to determine a possible encounter for the party from the Travel Encounters table.

Travel Encounters

d8	Secret
1	The party flies into a debris field that gradually formed around the Aetherbound. To leave safely, the pilot must succeed on 1d4+1 consecutive DC 13 Dexterity checks. The starship takes 1d10 bludgeoning damage on each failed save.
2	Shrapnel from a crashed shuttle tears into the starship's hull. The starship takes 2d10 piercing damage and creates a breach in three randomly chosen spaces inside the ship.
3	The party comes across a drifting escape pod with faint signs of life. The pod contains eight **void crawlers** (see Chapter 8).
4	A crew of pirates in an **outlaw cruiser** (see Chapter 8) detects and follows the ship, requesting surrender. The pirates fight until they are reduced to half health, then offer a truce.
5-8	Nothing of note happens.

The Ekaros

When the party approaches the destination, read the following boxed text:

> The bright spot against the darkness gradually grows larger on approach. A steel and silver starship highlighted with gold accents drifts into view, its hull emblazoned with its name: *Ekaros*. The ship's interior, partially visible through the windows, appears dark, empty, and lifeless.

The Ekaros has been disabled for half a week following an incident that forced it out of the Current. A **power gheist** lurks quietly in the ship.

The Final Paylode

The Paylodes have decrypted the *Ekaros* transmission through their own efforts and are also on their way. Characters who succeed on a DC 13 Wisdom (Perception) check can detect the Paylodes' arrival from afar. If the Paylodes are allowed to fly within range of the party, they hail the party and request they leave.

If the characters took too long to decrypt the *Ekaros* transmission (longer than 48 hours), members of the Paylodes have already arrived at the disabled ship. Upon the party's arrival, they hail the party from a blindspot behind the *Ekaros* with weapons ready, and threaten to open fire if the characters don't leave.

The Paylodes squad consists of an **outlaw cruiser** (see Appendix A) and a **scout corvette** (see Appendix A). The cruiser is captained by a charismatic gnome **armslinger** pilot (see Chapter 8) who leads three restless tiefling **bandit** (2 gunners, 1 engineer). A tasalik **steel bounder** pilot (see Chapter 8) flies the scout corvette. If the party refuses to respond or leave, the Paylodes curse and open fire on the characters. The battle is on! Each starship fights until reduced to a quarter of their hit points, then flees, vowing revenge.

If the party's starship gets wrecked, the Paylodes attempt to board the starship and take the characters captive.

If any of the Paylodes are captured, a successful DC 13 Charisma (Intimidation) check compels the captive to reveal the following information:

- The Paylodes were sent to obtain the batteries from the *Ekaros* before anyone could claim them.
- Once obtained, the batteries would be sold to the highest bidder.

Treasure

Each Paylode crew member carries a cred band with 8d4 Credits and a coilgun (shortbow). Provided their starships have not been utterly destroyed, characters can also recover 1d4 tanks of oxygen and 2d4 rations.

Entering the Ekaros

On approach, characters who succeed on a DC 13 Wisdom (Perception) check or have a passive Perception of 13 or higher notice a 2-foot breach on the *Ekaros'* hull, which indicates the starship is devoid of air. If the party's ship has a Computer, a scan reveals the following information based on the check's degree of success:

- All systems on the Ekaros are disabled save for the shields, which periodically generates a weak barrier around the ship that wavers and quickly dissipates.
- Two sets of life signs register aboard the ship.
- The starship is a Sunglider-class cruiser.
- The shipment of arcane batteries is located in the storage bay.
- The *Ekaros* can be powered on by manually overriding the engines.
- Breathable air can be restored to the *Ekaros* by patching the hull and powering on the engines.

Sunglider Cruiser (Ekaros)

Gargantuan vehicle, (75 ft. by 35 ft.)

Armor Class 15
Hit Points 70 (critical threshold 24)
Speed 600 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	0	0	0

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Proficiency Bonus (PB) equal to captain or pilot's proficiency bonus, or +2 if neither are present
Stations airlock, command, energy bay, engines, helm, life support, missile bay, shields

Light Shield 2, Radiant (5/15). The cruiser gains 5 Shield Points at the start of its turn, up to a maximum of 15 Shield Points. Whenever it takes radiant damage that is not from a ray emitter, these Shield Points are lost first.

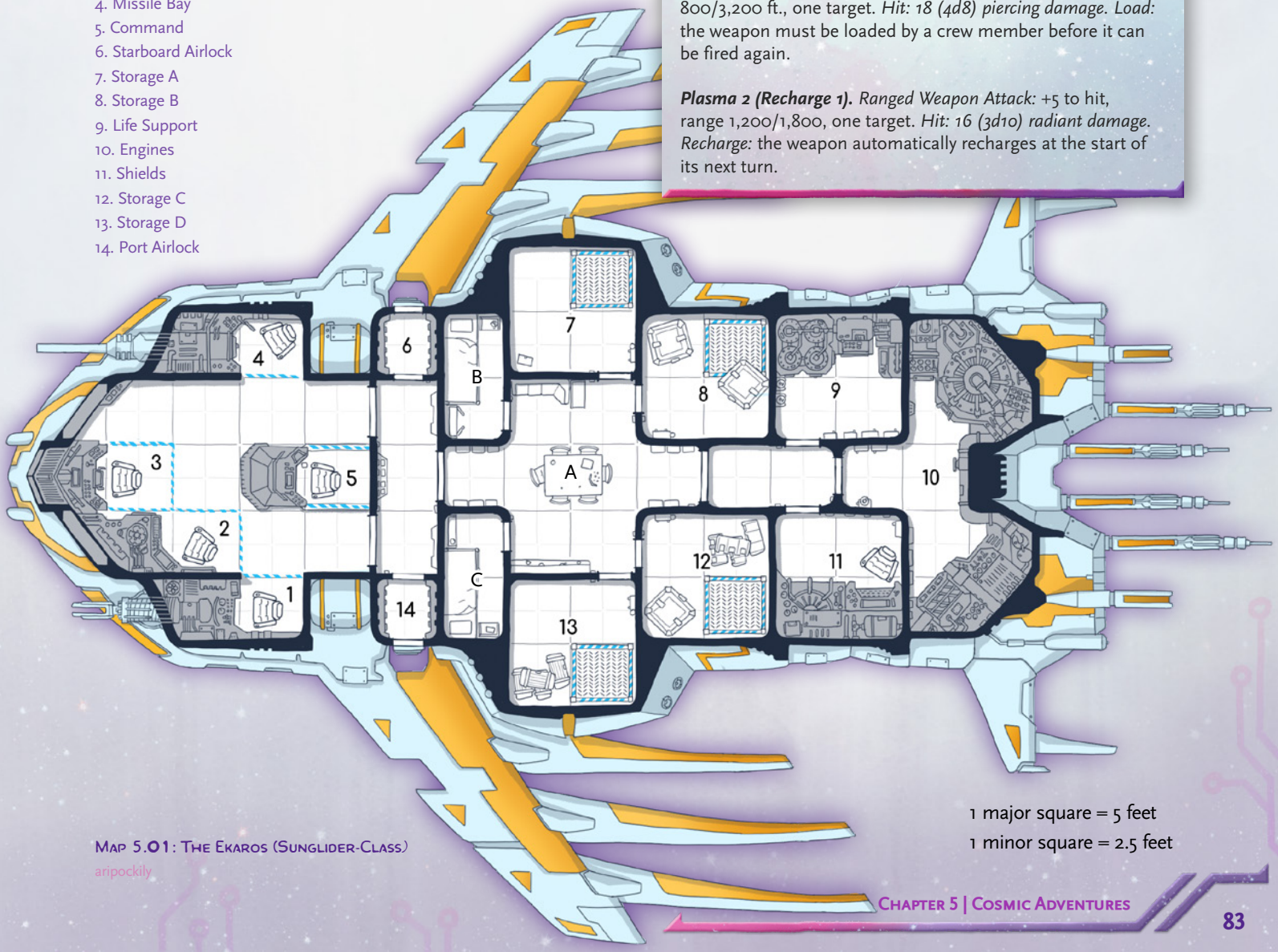
Weapons

Artillery (Load 1). *Ranged Weapon Attack:* +5 to hit, range 800/3,200 ft., one target. *Hit: 18 (4d8) piercing damage. Load:* the weapon must be loaded by a crew member before it can be fired again.

Plasma 2 (Recharge 1). *Ranged Weapon Attack:* +5 to hit, range 1,200/1,800, one target. *Hit: 16 (3d10) radiant damage. Recharge:* the weapon automatically recharges at the start of its next turn.

1. Energy Bay
2. Computer
3. Heln
4. Missile Bay
5. Command
6. Starboard Airlock
7. Storage A
8. Storage B
9. Life Support
10. Engines
11. Shields
12. Storage C
13. Storage D
14. Port Airlock

A. Common Room
B. Bunk
C. Bunk



1 major square = 5 feet
1 minor square = 2.5 feet

Map 5.01: The Ekaros (Sunglider-Class)
aripockily

Disabled Airlocks

The party can dock a starship with the *Ekaros* and manually connect their airlocks over the course of a minute. With the *Ekaros* disabled, its two airlock doors must be manually pried open over the course of a minute by characters who succeed on a DC 15 Strength (Athletics) check. When the characters enter the *Ekaros* for the first time, read or paraphrase the following text:

> The interior of the dark starship is horrifically silent from the vacuum and makes you suddenly aware of every noise your body makes. Various debris and equipment float in the void, no longer pulled down by gravity. Long black scorch marks cover a portion of the hallway walls and terminals.

Ekaros Locations

The *Ekaros* and its interiors are identified on map 5.01, which has the same layout as other Sunglider-class cruisers and can be used as such.

1-5. Bridge

The doors to the bridge bear burn marks, as do several spots on the floor outside the door. A character that succeeds on a DC 15 Intelligence (Investigation) check determines these marks are caused not by fire, but by lightning. When the party enters the bridge, read the following text.

> The doors open to a dark and disheveled bridge. Bits of rock and crystal drift in the weightless void, as does the captain's intercom unit, still tethered by its cord. A hulking figure slumps over a disabled computer station.

Scoria, the qhralli **crewmate** (see Chapter 8) who sent the encrypted transmission to Korvann, slumps over the computer station. Because qhralli don't need to breathe, he was able to survive the airless environment, though the same can't be said of his crew. Characters can use an action to wake him up and communicate through the silent vacuum using sign language or writing.

Roleplaying Scoria. Scoria is a timid worker who joined the *Ekaros* crew to earn a living. If he could be heard, he speaks in a rough grating voice that would be considered soft in his homeworld. After the ordeal, he is willing to cooperate and do anything to survive. Speaking with Scoria, the characters can learn the following information:

- The *Ekaros*' crew of five was hired by Krovann to stop by the quarantined Azureus Mining Facility. Their ship detected no signs of life, so they quickly landed and picked up some batteries.
- While skimming the Current, they discovered a **swarm of void crawlers** (see Chapter 8) on their ship's exterior, which breached their hull and forced them to stop for repairs. The crawler attacked their engineer, Kell, while he was patching the breach. Most of the crew were distracted with donning vacuum suits. Not long after, Kell turned on the crew. He looked somewhere between alive and dead, with lightning surging from his eyes and hands.
- While the crew attempted to subdue Kell, the captain, Dayo, ordered Scoria to send a distress signal. They understood the dangers if an incident like this went public, be it contamination or life in the Rainbow (a galactic prison), so they contacted Krovann directly through encryption. Soon after the transmission was sent, Kell disabled the starship. Fearing for his life, Scoria barricaded himself in the bridge.As far as he knew, the rest of the crew were already dead.
- The breach can be patched, and the engines powered to restore air to the ship.
- The batteries they obtained were placed in storage rooms C and D.

Scoria is weak from nutrient starvation and prefers to stay in the bridge away from danger, but he can be convinced to accompany the party.

6. Starboard Airlock

This is one of the standard airlocks leading into the *Ekaros*. A vacuum suit can be found here, secured to the wall, as well as a set mechanic's tools that can be used to repair a hull breach.

7. Storage A

> The doors slowly open to reveal a large storage room filled with drifting bits of metal and plastic. Spatters of food rations dot the insulated walls.

The room is mostly empty save for the undership lift in the corner of the room that facilitates movement of heavy goods. A **swarm of void crawlers** (see Chapter 8) lurks inside the storage room, trapped there by the crew while they deal with the situation with Kel. They immediately attack any character that enters.

Treasure. Much of the equipment and food inside the storage room has been eaten through by the void crawlers, but a set of hacker's tools and smiths tools remain untouched.

8. Storage B

> 4-foot square steel crates fill this storage room, each branded with an Omni-Foods Collective logo. Unlike other rooms, it is absent of debris, already forced out by the small breach on the far side of the room.

Void crawlers entered the *Ekaros* through this area, creating a 2-foot wide breach. The breach can be repaired by a character using tools found in various places aboard the starship. Use the Starship Repair table in Chapter 3 to determine whether a character succeeds.

Crates. Each crate can be opened with a successful DC 10 Strength check and contains 250 rations.

9. Life Support

The equipment in this room remains intact and untouched. If the engines are disabled, so is the life support equipment. A character can find three full air tanks, each capable of providing one hour of air to a vacuum suit.

10. Engines

An enormous Current Skimmer engine fills a majority of this room, partially burnt but still functional. A character can use an action to power on the engines and generator, which produces perceptible low vibrations.

If the characters power on the engines before ridding the *Ekaros* of the power gheist in Storage C, the gheist makes its way to the engines, attracted by the high power consumption. Inhabiting the body of Kell, it fights the party until it dies.

11. Shields

The equipment in this room remains intact and untouched. The equipment and monitors on one side of the room are unpowered. The other half, thanks to the power gheist in Storage C, periodically powers on briefly before turning off.

12. Storage C

Unlike other doors on the ship, the door to this room is still active. If the characters open the door before powering on the engines, read or paraphrase the following text. Otherwise, skip the power gheist section described here.

> A surge of lightning strikes the walls of this storage room, forcing you back briefly. A partially burned man staggers, grasping at one of the parasteel crates in the room. It quickly turns to you when the doors open and opens its mouth with a silent roar.

The storage room contains thirty crates of arcane batteries and a **power gheist** (see Chapter 8) that inhabits the body of crewman Kell. The power gheist is drawn to the power inside the batteries and is trying (unsuccessfully) to open them. Maddened by the Current, it fights the characters until it dies, rendering the starship safe again — for now.

If the characters power on the engines before entering this room, the power ghest makes its way to the engines instead of staying in this room.

Crates. Each crate holds arcane batteries, each one weighing over 200 pounds. The blue helix logo identifies the crates as property of the Blue Arc Energy Corporation.



The power gheist inhabiting Kell releases its energy

WarmTail

13. Storage D

> The room is filled with 4-foot wide parasteel crates, each branded with a blue helix. A few light blackened marks char the insulated wall near the door.

The storage room holds thirty parasteel crates filled with arcane batteries, each one weighing over 200 pounds. The blue helix logo identifies the crates as property of the Blue Arc Energy Corporation. If the starship is disabled, the crates float recklessly inside the 10-foot high space.

Crates. These crates are similar to the crates found in Storage C and contain batteries.

14. Port Airlock

This is one of the standard airlocks leading into the *Ekaros*. A vacuum suit can be found here, secured to the wall, as well as a set mechanic's tools that can be used to repair a hull breach.

A. Common Room

The common room is somewhat cramped, but large compared to most rooms on this starship. A table, couch, kitchen bar, and blank holoscreen remain bolted to the environment while miscellaneous furnishings drift in the vacuum. Four bodies float around the common room, surrounded by spherical droplets of blood and viscera. All is dark in the room save for the southeast corner of the room, where a couple fluorescent lights and door status lights inexplicably remain powered.

Most of the fighting with Kell took place in the Common Room and resulted in a loss. One of the bodies belongs to Captain Dayo (male human crewmember, see Chapter 8), identified by a patch on his jacket. Scorch marks similar to those found in the hall tear across the wall and ceiling.

Source of Power. The mysterious source of power for the lights is caused by a power gheist inside Storage C. If the characters approach the source of power, their holopads and weapons begin glowing as if being charged.

Treasure. Each of the bodies wear a cred band carrying 35 Credits. Among the scattered items are two coilguns (shortbows), a vibro-dagger (dagger), and a vibro-sword (shortsword). Captain Dayo also wears a parasteel ring worth 5 Credits.

B-C. Bunks

Both bunks contain three beds and various keepsakes from the crew members.

Treasure. There is one cred band holding 100 Credits at the bunk belonging to the captain. Shared between both cabinets are a *vita-shot v1*, several bottles of water, and a sapphire orb worth 50 Credits.

Conclusion

With the immediate danger of the power gheist gone, the characters can return the arcane batteries to the Aetherbound Station. If Scoria survives, he suggests they repower the *Ekaros* and fly it back to the Aetherbound, but the party may choose to carefully load each crate into their starship and abandon the *Ekaros*.

Returning the Batteries

Lieutenant Zora publicly meets the characters at Hanger 23, accompanied by 5 **guards**. They receive the batteries and proceed to load it onto freight voidhoppers. Zora secretly transfers 75 Credits to each member of the party and asks few questions of the incident, preferring to keep her involvement to a minimum. If told of the power gheist and Azureus Mining Facility, she recommends the characters never return to the facility while she opens an independent incident report for further investigation.

If the characters return empty-handed, Zora considers the matter lost and cuts all ties with them.

The Ekaros

With the captain of the *Ekaros* dead, the starship now belongs to Scoria, provided Scoria survives. The qhralli decides to take a break from starship work and lends the *Ekaros* to the characters indefinitely, claiming, "It is not the life I wanted anyways, but one day I may need a ship's assistance."

The party can use the *Ekaros*' stat block and map for any future adventures (its starship map is also reproduced in Appendix A). For all intents and purposes, the characters own the starship, but this can be officialized after a future job for Scoria.

What's Next?

There are several possibilities for future adventures depending on how the story resolved:

- If the characters pleased Zora, members of the Aetherbound Command continue to contract them for future work.
- If the characters keep Zora's involvement with the *Ekaros* hidden, Zora sees them as allies. She may have personal missions for the party.
- If the characters killed a Paylodes member, the gang may seek retaliation at a later time.
- If the characters established a friendly rapport with Cable, Cable trusts them enough to reach out with details for a mission. If the characters harmed Cable, they seem them as enemies.
- The Blue Arc Corporation hears of the incident and attempts to bribe or silence the characters to prevent a public relations disaster.
- If the characters did not return the Griffin-class cruiser, Aetherbound Command deploys retrieval units to return the starship.

Further Ponderings

To guide the characters on future adventures, consider the following questions:

- What really happened at the Azureus Mining Facility and why did it need quarantine?
- What creature was inhabiting Kell and where did it come from?
- What is Krovann planning to do with the batteries study and why did he need it to be secret?
- What other shady ambitions do Lieutenant Zora have?
- What is the origin of the void crawlers that attacked the *Ekaros*?

Joyce Maureira


What adventures still remain in the Cosmos?



Chapter 6
Cosmic Spells

Power! Unlimited power!

— Palantyn
Senator of Abylthresh

The Cosmos expands the existing limit for magic and spellcasting. Some spells developed out of necessity for the harsh conditions of starship travel. Others resulted from arcane research into technomancy and physics manipulation, some even too dangerous to learn.

This chapter contains new spells available for use in a cosmic setting. The Spells table lists the new spells and provides information on its school, ritual tag, class requirements, and concentration requirements. Some spells have a special **technomancy** tag, which indicates their magic is based in technomancy and typically interacts with technomantic devices. When such a spell is cast, you may choose to describe them as results of holopads, control sticks, or other technomantic gadgetry.

Spells

Level	Spell	School	Tech.	Conc.	Ritual	Class
0	Fluctuate Gravity	Evocation	No	No	No	Wizard
0	Jolting Spark	Transmutation	Yes	No	No	Bard, Sorcerer, Warlock, Wizard
1	Charging Current	Evocation	Yes	No	No	Paladin, Sorcerer, Warlock, Wizard
1	Lash Object	Transmutation	No	Yes	No	Sorcerer, Wizard
1	Read Disk	Divination	Yes	Yes	Yes	Wizard
1	Tracking Program	Conjuration	Yes	Yes	Yes	Wizard
2	Arcane Firewall	Abjuration	Yes	No	No	Wizard
2	Flow in Current	Transmutation	Yes	No	No	Sorcerer, Warlock, Wizard
2	Frictionless Surface	Transmutation	No	Yes	No	Bard, Wizard
2	Suppress Gravity	Transmutation	No	Yes	No	Wizard
2	Trace Signal	Divination	Yes	No	Yes	Bard, Cleric, Wizard
3	Air Bubble	Transmutation	No	No	No	Cleric, Druid, Ranger, Sorcerer, Wizard
3	Gravitic Leash	Enchantment	No	Yes	No	Bard, Sorcerer, Warlock, Wizard
3	Nebulous Haze	Conjuration	No	Yes	No	Druid, Ranger, Sorcerer, Wizard
3	Sensor Cloak	Illusion	Yes	Yes	No	Sorcerer, Warlock, Wizard
4	Constellate	Conjuration	No	Yes	No	Bard, Sorcerer, Warlock, Wizard
4	Hyper Abrasion	Transmutation	No	Yes	No	Wizard
5	Overflowing Current	Evocation	Yes	No	No	Bard, Sorcerer, Warlock, Wizard
5	Void Smite	Transmutation	No	Yes	No	Paladin, Ranger
6	Blackout	Abjuration	Yes	Yes	No	Bard, Cleric, Sorcerer, Warlock, Wizard
7	Entropic Wreck	Transmutation	No	Yes	No	Cleric, Sorcerer, Warlock, Wizard
9	Quasar Burst	Evocation	No	No	No	Cleric, Druid, Wizard



A technomancer unleashes the Current

WarmTail

Spell Descriptions

The spells are presented in alphabetical order.

Air Bubble

3rd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 8 hours
Classes: Cleric, Druid, Ranger, Sorcerer, Wizard

You create a small air bubble around the noses and mouths of up to ten willing creatures you can see within range. Until the spell ends, the air bubble provides affected creatures with breathable air.

Arcane Firewall

2nd-level abjuration (technomancy)

Casting Time: 1 action
Range: Touch
Components: V, S, M (electrum dust worth at least 25 Credits, which the spell consumes)
Duration: Until dispelled
Classes: Wizard

You touch a Medium or smaller technomantic device and secure it against unauthorized access attempts for the duration. You set a password that, when entered into the device, allows access to the device for 1 minute.

While affected by this spell, the technomantic device is more difficult to hack; the DC to gain unauthorized access to it increases by 10.

Blackout

6th-level abjuration (technomancy)

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a steel rod)
Duration: Concentration, up to 10 minutes
Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You create a 60-foot radius sphere centered on a point within range where energy immediately dissipates. Until the spell ends, all technomantic devices in the area not being wielded are either disabled, turned off, or otherwise do not function. Devices or objects powered by Current or lightning shut down.

Additionally, wires in the area fail to transmit power or information, and wireless signals passing through the area fail to reach their target destination. Finally, any lightning effects, such as a *lightning bolt* spell or a blue dragon's lightning breath, have no effect on targets in the area.

Charging Current

1st-level evocation

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Instantaneous
Classes: Paladin, Sorcerer, Warlock, Wizard

When you cast this spell, you can immediately move in a straight line up to your walking speed, accumulating static on the way. At the end of that movement, the static discharges. Each creature within 5 feet of you must succeed on a Constitution saving throw or take 1d6 lightning damage.

Constellate

4th-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of stardust)
Duration: Concentration, up to 10 minutes
Classes: Bard, Sorcerer, Warlock, Wizard

You grant up to 5 willing creatures you can see within range a small starry mote that orbits each of their heads until the spell ends. Each star sheds bright light in a 15-foot radius and dim light for an additional 15 feet. While a mote is within 30 feet of another mote created by this spell, a faint line of light connects both motes.

A creature with a mote gains the following benefits for the duration:

- At the start of its turns, it gains a number of temporary hit points equal to 5 + the number of motes within 30 feet of it.
- When it makes an attack roll, it can expend the mote to gain a bonus to the attack roll equal to 2 + the number of motes within 30 feet of it.
- When it fails a saving throw, it can use a reaction to expend its mote and re-roll the d20. It must use the new result.

Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for every two slot levels above the 4th.

WarmTail



Constellations appear around a sorcerer

Entropic Wreck

7th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an atom of radioactive material)
Duration: Concentration, up to 1 minute
Classes: Cleric, Sorcerer, Warlock, Wizard

You form a visible ethereal tether between you and a creature you can see within range, that subjects it to the ravages of cosmic chaos. A tethered target must make a Constitution saving throw, taking indicated force damage on a failed save or half as much on a successful one. A tethered target repeats this save at the start of each of your turns for the duration of the spell. The tether breaks for a target if it ever moves out of range of this spell or drops to 0 hit points. Until this spell ends, if no targets are tethered by this spell, you can use a bonus action to tether a new target.

The spell's base damage is 4d8. Its entropy grows and fluctuates. Until this spell ends, roll a d20 at the end of each of your turns and consult the Entropic Wreck table to determine its fluctuation effect.

Entropic Wreck

Result	Fluctuation Effect
20	This spell's damage increases by 2d8. You can immediately target one additional creature within range with this spell and force it to make the saving throw.
18-19	This spell's damage increases by 2d8. If the target takes this damage on its next turn, it also falls prone.
14-17	This spell's damage increases by 2d8.
8-13	This spell's damage increases by 1d8.
4-7	Nothing changes.
2-3	This spell's damage decreases by 1d8, to a minimum of 1d8.
1	This spell's damage decreases by 2d8, to a minimum of 1d8.

Flow in Current

2nd-level transmutation (technomancy)

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Classes: Sorcerer, Warlock, Wizard

You touch a technomantic device that is wired to another technomantic device within range. You transform into pure energy and flow through the wire, rematerializing at an unoccupied space within 5 feet of the target device. The spell fails if the starting device is not wired to any device within range, or if the wire connection is blocked by a firewall or other defensive measure.

Fluctuate Gravity

Evocation cantrip

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous or 1 minute
Classes: Wizard

You create an harmless gravitational disturbance at a point within range, which affects small objects weighing 10 pounds or less within 5 feet of it. If the objects are not being worn or carried, you can affect these objects in one of the following ways:

- The objects are pulled 5 feet towards the disturbance.
- The objects are pushed 5 feet away from the disturbance.
- The objects levitate up to 3 feet off the surface they are on. This effect lasts for 1 minute.
- You cause the objects to levitate and move in a simple pattern - such as a circle or an arrow - that fits within a 5-foot cube. This effect lasts for 1 minute.

If you cast this spell multiple times, you can have no more than three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

Frictionless Surface

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a sheet of wax paper)
Duration: Concentration, up to 10 minutes
Classes: Bard, Wizard

You rapidly reduce the friction on the ground or vertical surface in a 20-foot radius circle centered on a point you see within range. For the duration, you change the environment in the following ways:

- **Ground.** Each time an object or creature in the area moves or is moved 5 feet, it immediately moves an additional 10 feet in that direction, or until it exits the area or hits an anchored object such as a plant growth, a post, or a tree. A creature that ends its movement inside the area must succeed on a Dexterity saving throw or fall prone. If the ground is sloped, objects or prone creatures in the area immediately slide down the slope until they exit the area. A creature must spend 1 additional foot of movement for every foot moved to ascend a slope.
- **Vertical Surface.** Creatures have disadvantage on ability checks made to climb the vertical surface, and must climb at half their normal speed. If the vertical surface is especially smooth, they cannot climb at all.

Jolting Spark

Transmutation cantrip (technomancy)

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Classes: Bard, Sorcerer, Warlock, Wizard

You create a small surge of Current or power, affecting one creature or object within range in one of the following ways:

- You grant a +2 bonus to the next death saving throw that a creature makes before the start of your next turn.
- You grant a Tiny device within range a small amount of Current or power that lasts until the end of your next turn. The limited power can briefly turn on a light, cause a device's screen to flicker, or allow a device to perform a quick action like send a short message.

Hyper Abrasion

4th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a strip of sandpaper)
Duration: Concentration, up to 10 minutes
Classes: Wizard

You touch a willing creature and increase the friction of its skin. For the duration, the target gains a climb speed equal to its walking speed, and a +10 bonus to checks made to climb or grapple another creature. The target also cannot be pushed or knocked prone, and cannot be disarmed unless it chooses to be. Additionally, weapons and objects easily stick to the target. Each time the target is hit with a melee weapon attack, the attacker must make a Strength saving throw. On a failed save, the attacker is disarmed of the weapon, and the target can use a reaction to throw the weapon up to 10 feet away from it.

Lash Object

1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 10 minutes
Classes: Sorcerer, Wizard

You touch up to three objects no larger than 1 foot in any dimension and imbue them with a magical gravitational force. When you touch these objects to another creature, object, or surface, the objects are lashed to it for the duration. The lashed objects can support up to 500 pounds and cannot be separated unless a creature succeeds on a Strength check against your spell save DC.

Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional object for each slot level above 1st.



A young mage learns to control gravity

grandfailure

Nebulous Haze

3rd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of iron filings)
Duration: Concentration, up to 10 minutes
Classes: Druid, Ranger, Sorcerer, Wizard

You create a 20-foot radius sphere of stardust centered on a point within range. The sphere spreads around corners, and its area is lightly obscured. When a creature starts its turn in the area or enters it for the first time on a turn, you can choose to beguile it with the nebula (no action required). The creature must succeed on a Charisma saving throw or be charmed by you until the end of its turn. A creature charmed this way must immediately use its movement to move up to half its speed in a random direction.

Overflowing Current

5th-level evocation (technomancy)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a coiled copper wire and a lithium marble)
Duration: Instantaneous
Classes: Bard, Sorcerer, Warlock, Wizard

An arc of lightning erupts from your arms. Each creature in a 60 foot cone must make a Constitution saving throw. On a failed save, a target takes 6d8 lightning damage and is teleported 30 feet away from you. If this would cause a target to teleport inside an object or another creature, it takes 5 force damage and is shunted to the nearest unoccupied space. A target that succeeds on this save takes only half as much damage and is not teleported.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Quasar Burst

9th-level evocation

Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a pinch of meteorite ash)
Duration: Instantaneous
Classes: Cleric, Druid, Wizard

You create a column of intense radioactivity in a 40-foot radius, 150-foot high cylinder centered on a point within range. Each creature in the area must make a Constitution saving throw. On a failed save, a target takes 8d6 radiant damage plus 8d6 necrotic damage, and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded.

A target blinded by this spell makes another Constitution saving throw at the end of each of its turns. After three failed saves, the creature is permanently blinded and cannot be cured of this condition without the use of the wish spell or the greater restoration spell cast at 9th-level. After three successful saves, the target is no longer blinded.

Read Disk

1st-level divination (technomancy)

Casting Time: 1 action (ritual)
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Wizard

You grant yourself the ability to skim through technomantic data without the use of a technomantic device. For the duration, you can use a bonus action to touch a Small or smaller technomantic object you touch with stored data, such as a cred band, data stick, data disk, holopad, or server stack. You learn the data's size and type, as well as a directory of its contents (e.g. file folders), if applicable. You also read any unencrypted and uncorrupted surface level data in the object. If there is a password or firewall securing this data, you learn the type of security measure.



A sorcerer suppresses gravity around him

grandfailure

Sensor Cloak

3rd-level illusion (technomancy)

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a glass mirror)
Duration: Concentration, up to 10 minutes
Classes: Sorcerer, Warlock, Wizard

For the duration of the spell, each creature or object of your choice within range becomes invisible to technomantic sensors, such as cameras, radar, or scanners. Scanners do not glean any information on the cloaked targets. The targets still remain detectable by physical senses.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, its range increases by 10 feet for each slot level above 3rd.

Starship combat was forever changed when we discovered a method for empowering our illusory technomancy. A team of technomages can conceal entire starships from scanners and target locks, granting a valuable advantage in the starship information war.

— Bylliax Granstora
Admiral of the Devastator Fleet

Suppress Gravity

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a pinch of iron filings)
Duration: Concentration, up to 1 minute
Classes: Wizard

You create a 20-foot radius sphere of extremely diminished gravity centered on a point you can see within range. Whenever a Large or smaller creature inside the sphere takes damage from a weapon attack, it is pushed 10 feet away from the attacker.

Additionally, when a creature enters the area for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or it becomes buoyant. This lasts for the duration or until it exits the sphere. A buoyant creature's walking speed is halved, and whenever it is pushed or pulled, it moves double the distance.

Objects in the sphere not being worn or carried also become buoyant for the duration or until it exits the sphere. A buoyant object travels twice as far when thrown or pushed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the sphere's radius increases by 10 feet for each slot level above 2nd.

Trace Signal

2nd-level divination (technomancy)

Casting Time: 1 action (ritual)
Range: Touch
Components: V, S, M (a piece of bent copper wire and a pinch of nickel)
Duration: Instantaneous
Classes: Bard, Cleric, Wizard

You touch a Medium or smaller technomantic device that is currently transmitting a signal or message to another device. You sense the direction to the destination device's location, as long as that device is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

This spell can't locate the destination device if any thickness of lead, even a thin sheet, blocks a direct path between you and the device.

Tracking Program

1st-level conjuration (technomancy)

Casting Time: 1 action (ritual)
Range: 30 feet
Components: S, M (a holopad or computing device)
Duration: Concentration, up to 1 hour
Classes: Wizard

You place an invisible tracking program inside a technomantic construct or device within range. For the duration, you know the general location and direction to the target as long as it is within 1,000 feet of you. A creature that succeeds on an Intelligence (Arcana or Investigation) check against your spell save DC can detect and remove the tracking program.

This spell can't track the target if any thickness of lead, even a thin sheet, blocks a direct path between you and the target.

Void Smite

5th-level transmutation

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Classes: Paladin, Ranger

The next time you hit a creature with a melee weapon attack during the spell's duration, your weapon fills with a starry void as you strike. The attack deals an extra 5d6 necrotic damage to the target and robs the target of air, causing it to choke for 1 minute. While a creature is choking, it is deafened, it cannot speak, and it must make a Constitution saving throw at the end of each of its turns. It takes 2d6 necrotic damage on a failed save or ends the choking effect on itself on a successful one.

Spells Beyond Boundaries

The magic in the Cosmos is limited by its immediate sphere of arcane or divine influence — typically within a home planet or star system. This limitation has baffled scholars and mages alike for years. Such examples include *teleportation circle* and *teleport*, which have proved unable to link locations outside a star system. Scholars have fervently worked to create new spells that bypass this arcane barrier, academically termed the Bariod LImit, named for the original discoverer.

Unknown to all, there exists a metamagical form of *teleportation circle* known as a *recursion circle*, an extremely unstable and risky spell that teleports within teleports, allowing its caster to puncture the Bariod Limit. The ancient race that discovered this spell has since been lost to time — the few that pursue it hope to teleport to an unknown location for which they only know its teleportation circle sigils. *Recursion circle* is an artifact-level spell whose discovery may involve entire campaigns.

Recursion Circle

10th-level conjuration

Casting Time: 1 hour
Range: 15 feet
Components: V, M (rare chalks and inks infused with arcallite gems worth 5,000 Credits, which the spell consumes)
Duration: 1 round
Classes: -

As you cast the spell, you draw a series of concentric circles and patterns within a 30-foot diameter circle area, inscribed with sigils that forcibly links your location to a permanent teleportation circle of your choice whose sigil sequence you know and is on the same plane of existence as you. A black light-consuming void opens within all circles you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Immediately after you cast this spell, roll a d8 to determine its side effect.

d6	Effect
1	You can no longer cast magic.
2	A random creature that uses the recursion circle instantly dies and can only be revived by *wish*.
3	After teleporting, the entry circle violently explodes, obliterating everything within a 1-mile radius.
4	After teleporting, the entry circle creates a tear in reality and becomes a portal to every plane of existence.
5	A *sphere of annihilation* appears where the entry circle was.
6	Nothing happens.



Chapter 7
Magic Items and Treasures

Since the introduction of technomancy, the boundaries between magic and science have blurred greatly. My great-grandfather used to tell us stories about how their mages studied for months just to create a blast of fire... now a basic mass-produced tool can do it all, for the low low price of 0.49 Credits!

— Sann Roxman
CEO of Roxman Industries

This chapter details items, weapons, relics, gear, and artifacts a voidfaring character may find during an adventure. The chapter is organized into magical items, non-magical treasures, and nonmagical "potions." Unlike potions found in the fifth-edition source rulebook, the potions presented here are not inherently magical, but crafted through advanced chemistry; they are found at the end of the chapter.

Some items have a special **technomancy** tag, which indicates their creation is based in technomancy and they are subjected to effects that interact with technomancy.

If a spell mentioned in an item is marked by a star (*), that means the spell can be found in Chapter 6.

Magic Items

This section provides descriptions for magic items that can be introduced into any campaign. The *Shards of the Cosmos* legendary item set is presented as a group at the beginning of the section.

The Magic Items table lists all of the magic items in this chapter and notes their rarity and attunement requirements.



Jar of Biomass

All items by aripockily

Magic Items

Rarity	Item	Tech.	Attun.
Common	Atmospheric Armor	No	No
Common	Etlas Photon Weapon	Yes	No
Common	Hitchhiker's Guide to the Cosmos	Yes	No
Common	Horoscope	No	No
Common	Jar of Stardust	No	No
Common	Saturnine Ring	No	No
Common+	Spell Disk	Yes	No
Common+	Techno-Prosthetic Limb	Yes	Yes
Uncommon	Aethos Photon Barrier	Yes	Opt
Uncommon	Arkus-5 Quasar Pistol	Yes	Opt
Uncommon	Auto-Scanner	Yes	Yes
Uncommon	Belt of Asteroids	No	Yes
Uncommon	Hyperion Rail-7	Yes	Opt
Uncommon	Mini-Comet	No	No
Uncommon	Mini-Meteor	No	No
Uncommon	Rim Runner's Mantle	No	No
Uncommon	Technomage's Eye	Yes	Yes
Uncommon	Void Grenade	No	No
Rare	Black Sun Amulet	No	Yes
Rare+	Etlas Personal Photon Armor	Yes	Yes
Rare	Gamma Pinnacle X-2	Yes	Yes
Rare	Helix Thunder	Yes	Yes
Rare	Mask of Many Phases	No	Yes
Rare	Neutron Starhammer	No	Yes
Rare	Nova Grenade	No	No
Rare	Starfall	No	Yes
Rare	System Ring	No	Yes
Very Rare	Nebula Shroud	No	Yes
Legendary	Moon Shard	No	Yes
Legendary	Sun Shard	No	Yes
Legendary	Void Shard	No	Yes
Artifact	Orb of Atelia	Yes	Yes
Artifact	Sun Slayer	No	Yes



Shards of the Cosmos

Each item is presented in alphabetical order. An item's description gives the item's name and category; if the item is magical, its rarity and its properties are also listed.

Moon Shard

Weapon (dagger), legendary (requires attunement)

A miniaturized moon is magically suspended in the blade, radiating dim light and cold. The hilt chills you on contact, warding off wielders of weak will.

You have a +2 bonus to attack and damage rolls made with this magic weapon. While attuned to this dagger, you deal an extra 1d8 cold damage to each creature you hit with it, and you have resistance to cold damage.

Moonlight. While you are attuned to this weapon, the miniature moon emits dim light up to 20 feet. A shapechanger in this light must succeed on a DC 17 Constitution saving throw at the start of its turns, or instantly revert to its original form and can't assume a different form until it leaves the moon's light.

Tide Caller. While holding this dagger, you can use an action to magically move or redirect the flow of water within a 5 foot cube within 30 feet of you. Additionally, if you score a critical hit or reduce a creature to 0 hit points with this weapon, water surges from your target. Up to two creatures of your choice within 10 feet of the original target takes 1d8 cold damage and falls prone.

Lunarcy. While wielding this dagger, you can use an action to cast *confusion* (save DC 17), targeting only one creature you can see. Once used, this property can't be used this way again until the next dusk.

Sun Shard

Weapon (shortsword), legendary (requires attunement)

A miniaturized sun is magically suspended in the blade, radiating intense heat and light. The hilt burns on contact, warding off wielders of weak will.

You have a +2 bonus to attack and damage rolls made with this magic weapon. While attuned to this sword, you deal an extra 1d8 fire damage to each creature you hit with it, and you have resistance to fire damage.

Sunlight. While you are attuned to this weapon, the miniature sun emits bright light up to 10 feet and dim light for another 10 feet; this light is sunlight. As an action, you can expand the bright light's radius to 30 feet until the start of your next turn.

Sunder. If you score a critical hit or reduce a creature to 0 hit points with this weapon, fire leaps to up to two other creatures of your choice within 10 feet of the original target. Each other creature takes 1d8 fire damage.

Solar Flare. While holding this sword, you can use an action to cast *fireball* (save DC 17) centered on yourself. You have advantage on this save. Once used, this property can't be used this way again until the next dawn.

Void Shard

Weapon (staff), legendary (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

A miniaturized black hole is magically suspended in the scepter, absorbing any heat and light. This third shard was undoubtedly crafted in secret by the same mysterious ancient race who created the sun and moon shards.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. It has 12 charges for the following properties and regains 2d4+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff can never regain charges again. On a 20, the staff regains 1d4+2 charges.

Force of Void. While attuned to this staff, you have resistance to force damage. When you hit with a melee attack using this staff, you can expend 1 charge to deal an extra 1d6 force damage to the target.

Spellcasting. The staff has 10 charges and regains 1d6+4 expended charges daily at dawn. You can use an action to cast one of the following spells by expending the necessary number of charges, using your spell save DC: *bane* (1 charge), *darkness* (2 charges), *dimension door* (4 charges), *feather fall* (1 charge; can be cast as a reaction), *nondetection* (3 charges), *silence* (1 charges), *void smite** (5 charges).

Dark Sliver. While holding this staff, you can use an action to unleash a fraction of the void suspended within, expending 1 charge. You create a 20-foot radius sphere of heightened gravity centered on you, which moves with you and spreads around corners. This sphere lasts for 1 minute or until you end it (no action required) or die. For the duration, any light in the sphere becomes dim light and colors in the sphere become shades of gray. Additionally, creatures in the sphere except you must spend 1 extra foot of movement for every foot moved.

Until the sphere ends, you can use a bonus action to force one creature in the sphere you can see to make a Strength saving throw against your spell save DC. On a failed save, you can reduce the target's speed to 0 until the start of your next turn or pull it up to 10 feet towards you (your choice). A creature that fails this save by 10 or more also takes 3d8 force damage.

The Aerxon Order

Archmages of an ancient and highly magical race once sought the knowledge to manipulate spatial dimensions. The Aerxon Order were heroes to their realm, creating awe-inspiring civilizations in vast scales and stealing stars to power their machines. Still, the secret to their power remained hidden even from their peers.

Though only three shards are presented in this section, many more weaker shards may have survived whatever calamity befell the Aerxon Order and the rest of their race. You may encounter other miniaturized stellar bodies in various forgotten places across the Cosmos, or even on other planes of existence.

Magic Item Descriptions

Each item is presented in alphabetical order. An item's description gives the item's name and category; if the item is magical, its rarity and its properties are also listed.

Aethos Photon Barrier

Wondrous item, technomancy, uncommon (optional attunement)

These mark the latest and most popular line of portable defense barriers from the Helius Corporation. You can use a bonus action to place this technomantic contraption on a surface within 5 feet of you and activate it. A 5-foot wide and 5-foot tall transparent photon-based force barrier materializes from the disc in an orientation of your choice, which provides cover for creatures behind it. The barrier is less than an inch thick; creatures in the space when the barrier appears are pushed to one side of the barrier (their choice). The barrier is an object that can be destroyed; it has AC 22, 40 hit points, and resistance to all damage except force. The barrier lasts for 1 minute or until destroyed or dispelled by a dispel magic spell.

Once this barrier is used, it cannot be used again until the next dawn.

Optional Attunement. This barrier is powered by an arcane battery, which you can magically charge while you are attuned. As an action, you can expend a spell slot to regain one use of this barrier.

Aethos Photon Barrier



Arkus-5 Quasar Pistol

Weapon (light railbow/light crossbow), technomancy, uncommon (optional attunement)

The latest line of personal hand weapons.

Energy Weapon. This weapon deals radiant damage instead of normal piercing damage.

Auto-Loader. If you are proficient with this weapon, you can ignore its Loading property.

Optional Attunement. This weapon is powered by an arcane battery, which you can magically charge while you are attuned. Whenever you reload this weapon, you can expend a spell slot of any level to reload it instead of physically reloading the battery.

Atmospheric Armor

Armor (studded leather), common

While wearing this armor, you can use an action to provide yourself with enough air for an hour, allowing you to travel through environments without oxygen. You can use this action again when you finish a long rest, or when you spend at least 1 hour of concentration to magically refill the suit's oxygen supply.



Belt of Asteroids



Black Sun Amulet



Auto-Scanner

Auto-Scanner

Wondrous item, technomancy, uncommon (requires attunement)

Any pilot or marksman worth their stardust will make use of an auto-scanner. This visor has two modes, and you can use a bonus action to switch between them. While wearing the visor, you gain the benefits conferred by the chosen mode:

- **Target Assist.** You have a +1 bonus to attack rolls you make with a nonmagical weapon.
- **Motion Detection.** You have a +1 bonus to your Wisdom (Perception) checks, and you cannot be surprised.

Belt of Asteroids

Armor (belt), uncommon (requires attunement)

An odd familiar pattern has corroded or etched itself into the rim of the leather strap. While wearing this belt, you can use an action to touch up to five Small rocks and imbue them with magic. For the next minute, they float within 5 feet of you, granting a +1 bonus to your AC until all of your rocks are gone.

As an action, you may magically hurl a rock at a target within 60 feet. You make a ranged attack with proficiency using your Dexterity modifier, dealing 1d8 bludgeoning damage on a hit.

Black Sun Amulet

Wondrous item, rare (requires attunement)

While wearing this amulet, you have resistance to radiant damage.

As an action, you can reduce all bright light within 30 feet of you to dim light. Each creature within this area that can see the sun must make a DC 14 Wisdom saving throw. On a failed save, it perceives the sun as being fully eclipsed. Once you use this ability, you can't do so until the next dawn.

Bravos Personal Drone

Wondrous item, technomancy, varies (requires attunement)

The Bravos Corporation holds a monopoly over drones thanks to the incomparable patented line of artificial intelligence that operate them.

When you use an action to activate one of these drones and toss it into the air, the drone levitates at a distance of 1d3 feet from your body. While active, the drone grants you a benefit determined by its type. You can use an action to grab your drone and stow it, ending the benefit.

While the drone is active, another creature can use an action to take the drone from you, either by making a successful attack roll against AC 23 or a successful DC 23 Dexterity (Acrobatics) check. A drone is considered to be a construct while orbiting you, with AC 23, 10 hit points, immunity to poison and psychic damage, and resistance to all other damage types.

Defense (Very Rare). This sleek, blue, turret-mounted drone orbits wards you from danger while it is active. Whenever a creature ends its movement within 10 feet of you, you can use a reaction to command the drone to attack the creature. The creature must succeed on a DC 17 Dexterity saving throw or take 2d4 piercing damage from a hail of projectiles.

Illumination (Common). While this silver spherical drone is active, it emits bright light up to 20 feet and dim light for an additional 20 feet. As a bonus action, you can verbally command the drone to either switch its light on or off, or levitate up to 10 feet away from you in a direction of your choice.

Interceptor (Rare). You gain a +2 bonus to AC against ranged attacks while this toroid gray drone is active.

Protection (Rare). You gain a +1 bonus to AC while this bulky epikor drone is active.

Repulsion (Rare). This white dome-shaped drone repels enemies while it is active. As an action, you can verbally command the drone to sonically push a Large or smaller creature within 10 feet of you up to 5 feet away from you. You can also use this property as a reaction to target a creature that enters a space within 10 feet of you.

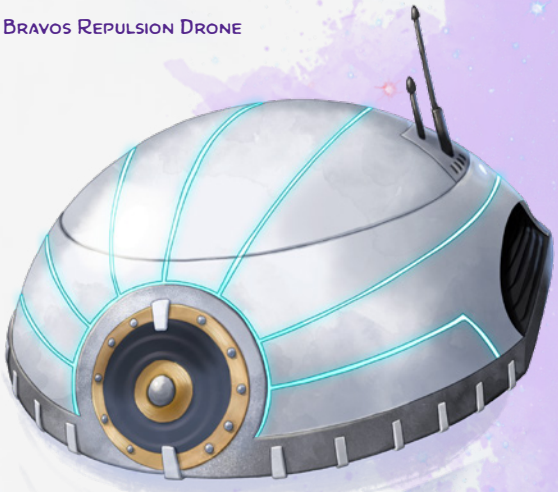
Retrieval (Uncommon). While this spindly bronze drone is active, you can use an action to command it to manipulate, pick up, stow, or retrieve an object up to 20 feet away from you. The drone cannot carry more than 10 pounds.

Sensor (Rare). While this red disc-shaped drone is active, you are always aware of the location of any hidden or invisible creature within 20 feet of you. This awareness does not allow you to see such creatures.

Shield (Uncommon). You gain a minor photon shield while this blocky yellow drone is active. Whenever you take damage, you can verbally command your drone to prevent 5 of that damage (no action required). Once used, the drone cannot be used this way for another minute while it recharges.



Bravos Defense Drone



Bravos Repulsion Drone



Bravos Sensor Drone

Etlas Personal Photon Armor

Armor (any), technomancy, rare (requires attunement)

Whenever you take damage, you can activate this armor to prevent 10 of that damage (no action required). Once used, the armor cannot be used this way for another minute while it recharges.

Photon Armor Mk. 2 (Very Rare Variant). Whenever you take damage, you can use the armor to prevent 15 of that damage instead of 5.

Photon Armor Mk. X (Legendary Variant). Whenever you take damage, you can use the armor to prevent 20 of that damage instead of 5.

Etlas Photon Gear

Shield or any melee weapon, technomancy, common

This item generates a specific photon construct (either a shield or a weapon). As an action or bonus action, you can activate the item, causing it to generate the associated construct, which has the same statistics as its solid counterpart. This construct lasts for 1 minute, or until you use an action or bonus action to dismiss it. If there is insufficient space for the construct when it is generated, nothing happens. Once used, the construct cannot be generated again until a minute has passed while it recharges, unless you expend a spell slot of any level to use it again.

In its inactive state, this item takes a form appropriate to the construct, such as a cylinder for a rod, a hilt for a sword, or a bracer for a shield.

Gamma Pinnacle X-2

Weapon (hand railbow/hand crossbow), technomancy, rare (requires attunement)

Radioactive material inside this pistol produces a blue glow.

Auto-Pistol. You have a +1 bonus to attack and damage rolls you make with this magic weapon. If you are proficient with this weapon, you can ignore its Loading property.

Radioactive Shot. This weapon deals necrotic damage instead of normal piercing damage.

Nuclear Razor. You can make special attacks with this weapon by overloading its gamma core. As an action, you can release its radioactive energy in a 20-foot cone. Each creature in the cone must make a DC 13 Constitution saving throw, taking 2d8 necrotic damage on a failed save or half as much on a successful one. A creature that fails this save by 10 or more is also poisoned for 10 minutes. Once this property is used, this property can't be used again until the next dawn.

Arcane Battery. This weapon is powered by an arcane battery, which you can magically charge while you are attuned. Whenever you reload this weapon, you can expend a spell slot of any level to reload it instead of physically reloading the battery.

Helix Thunder

Weapon (coil rifle/longbow), technomancy, rare (optional attunement)

This coil cannon utilizes sophisticated bio-signature recognition to direct projectile lightning beams.

Hefty. This magic weapon can only be wielded by creatures with a Strength score of 13 or higher.

Energy Weapon. This weapon deals radiant damage instead of normal piercing damage, and deals an additional 1d6 radiant damage on a hit.

Overcharge Arc. This weapon has 5 charges and regains 1d4+1 expended charges daily when exposed to sunlight at dawn. As an action, you can expend any number of charges to unleash a bolt of lightning at a creature within 15 feet of you. The lightning then arcs to nearby targets of your choice, hitting up to a number of additional creatures equal to the number of charges expended. Each target must be within 10 feet of at least one other target hit by lightning. This lightning must be connected, but does not need to form one continuous chain.

Each target hit by lightning must make a DC 15 Constitution saving throw, taking 3d6 lightning damage on a failed save or half as much on a success. A creature that fails this save by 10 or more and takes damage is also paralyzed until the end of its next turn.

Optional Attunement. This weapon is powered by an arcane battery, which you can magically charge while you are attuned. Whenever you reload this weapon, you can expend a spell slot of any level to reload it instead of physically reloading the battery. The weapon also regains a number of charges equal to the level of the spell slot expended.

Hitchhiker's Guide to the Cosmos

Wondrous item, technomancy, common

This book has friendly words "DON'T PANIC" emblazoned on its cover, and contains all the information available in this compendium. A creature holding this book gains advantage on an Intelligence check made to recall information about the Cosmos. The book cannot be used this way until the next dawn.



Gamma Pinnacle X-2

Horoscope

Wondrous item, common

Objects viewed through this spyglass are magnified to twice their size.

At the end of a long rest, you can look through this scope and glimpse a vision of your immediate future. The DM offers a vague and cryptic summary of what might occur later in the day, such as a recommendation for social interactions, a warning about a minor impending event, or a startling realization about a past event. This summary is generally truthful, but has a 25% to produce a false reading; the DM makes this roll in secret.



Horoscope

Hyperion Rail-7

Weapon (heavy railbow/heavy crossbow), technomancy, uncommon (optional attunement)

The Hyperion's Model 7 remains popular among rim runners even after 15 cycles.

Hefty. This weapon can only be wielded by a creature with a Strength score of 15 or higher.

Charge Shot. This magic weapon can launch projectiles at velocities that can penetrate targets. As an action, you can fire a single shot from this weapon in a 30-foot line originating from you. The projectile hits any creatures in the line, but cannot pass through barriers thicker than 6 inches. Make a separate attack roll against each creature hit by the projectile, dealing damage on a hit as normal. Once this property is used, it cannot be used again until you recharge it using a bonus action and succeed on a DC 15 Intelligence check.

Optional Attunement. This weapon is powered by an arcane battery, which you can magically charge while you are attuned. Whenever you reload this weapon, you can expend a spell slot of any level to reload it instead of physically reloading the battery.

Helix Thunder

Hyperion Rail-7

Jar of Stardust

Wondrous item, common

As an action, you can throw the contents of this jar into the air and briefly create a magical glowing cloud of floating dust. This 5-foot radius cloud is centered on you and emits dim light up to 15 feet. Each hostile creature in the dim light must make a DC 12 Wisdom saving throw. On a failed save, it ceases being hostile, having caught a glimpse of the universe.

Mask of Many Phases

Wondrous item, rare (requires attunement)

This mask was crafted under the guidance of the moon and offers its benefits to those who pledge themselves to the many phases of the moon.

Lunar Phase. At the end of a short or long rest, you can advance the mask's lunar phase in the following order: Full Moon, Waning Crescent, New Moon, Waxing Gibbous. While wearing the mask, you gain the benefits of the mask's current phase as described:

- **Full Moon.** You emit bright light up to 20 feet and dim light for an additional 20 feet. As an action, you can enhance the moon's power. Hostile creatures in the bright light must succeed on a DC 16 Constitution saving throw or take 2d8 radiant damage. A shapechanger makes its saving throw with disadvantage; if it fails, it also instantly reverts to its original form.
- **Waning Crescent.** You and your allies within 20 feet of you gain the benefits of nondetection.
- **New Moon.** While you are in dim light or darkness, you can use an action to become invisible until the end of your next turn, or until you make an attack or cast a spell.
- **Waxing Gibbous.** You emit dim light up to 20 feet. You and your allies have advantage on Wisdom (Perception) checks made to detect creatures or illusions in the area of dim light.

Mini-Comet

Wondrous item, uncommon

This object is more than a chunk of ice and rock, feeling oddly heavier than its size would suggest. It almost feels like an entire comet was miniaturized to form this item.

As an action, you can throw this comet at a target within 60 feet. You make a ranged attack using your Dexterity modifier, dealing 1d8 bludgeoning and 1d8 cold damage on a hit. The comet can then be retrieved if it did not break.

Whether the attack hits or misses, the comet leaves a 5-foot wide trail of ice flurry on its way to the target, which remains suspended in space for a minute. For the duration, the trail's area is considered difficult terrain.





Mini-Meteor

Wondrous item, uncommon

As an action, you can throw this meteor at a target within 60 feet. You make a ranged attack using your Dexterity modifier, dealing 1d8 bludgeoning and 1d8 fire damage on a hit. The meteor can then be retrieved if it did not break.

Whether the attack hits or misses, the meteor leaves a 5-foot wide trail of opaque smoke on its way to the target, which remains suspended in space for a minute. For the duration, the trail also sheds dim light up to 20 feet.

Nebula Shroud

Wondrous item, very rare (requires attunement)

While wearing this cloak, you are partially translucent, and are considered lightly obscured to other creatures that rely on sight. If you remain still for at least a minute, you become invisible until you move, take an action, bonus action, or reaction.

Embody Nebula. While wearing this shroud, you can use your action to cast *etherealness* on yourself. The shroud can't be used this way again until the next dawn.



Nebula Shroud

Neutron Starhammer

Weapon (warhammer), rare (requires attunement)

This exceptionally heavy warhammer is nearly impossible to pick up, but an attuned creature can somehow lift and swing it normally.

Ultra Hefty. This weapon can only be wielded by creatures with a Strength score of 19 or higher.

Magic Density. This weapon can only be lifted by a creature attuned to it, or by succeeding on a DC 20 Strength check.

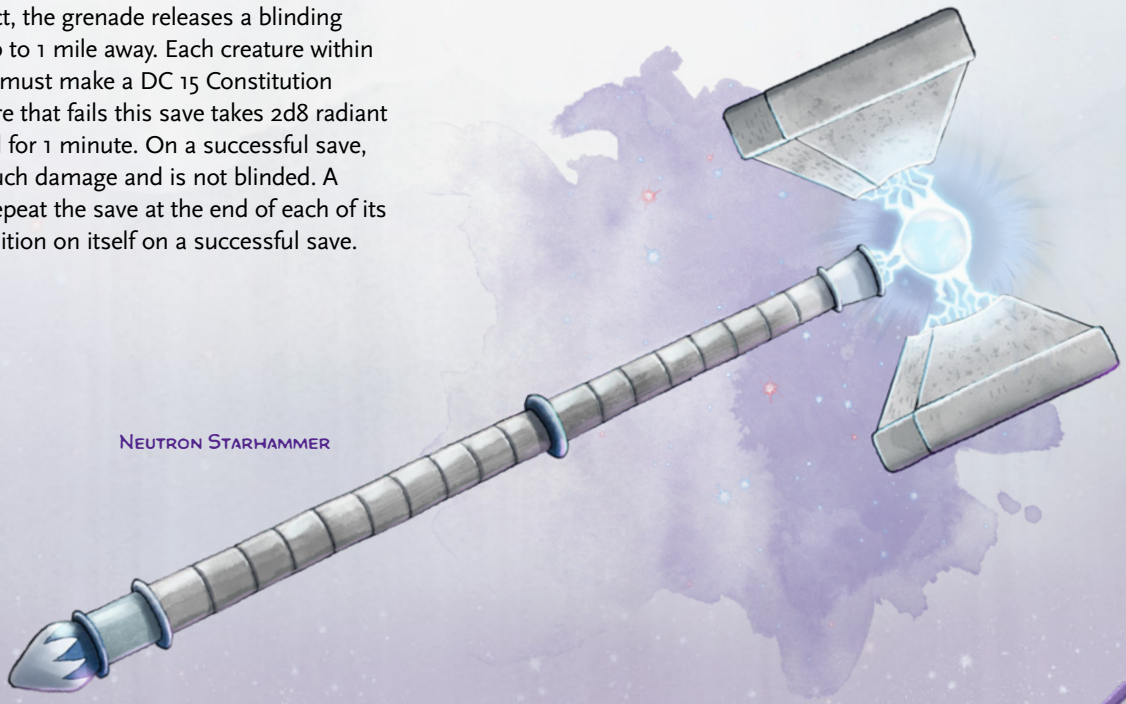
Dense Star. When you hit a target with this magical weapon, you deal an extra 1d4 bludgeoning damage. At the start of your turns, if you have hit a hostile creature with this warhammer since the start of your previous turn, the size of the extra damage die increases by 1 (e.g. d4 increases to d6), up to a d20. If you have not hit a creature since the start of your last turn, the die size instead decreases by 1.

Siege Weapon. This weapon deals double damage to constructs, objects, and structures.

Nova Grenade

Wondrous item, rare

As an action, you can throw this grenade at a point you can see within 30 feet of you, or launch it as ammunition from a cannon. Upon impact, the grenade releases a blinding burst of light visible up to 1 mile away. Each creature within 20 feet of the grenade must make a DC 15 Constitution saving throw. A creature that fails this save takes 2d8 radiant damage and is blinded for 1 minute. On a successful save, it takes only half as much damage and is not blinded. A blinded creature can repeat the save at the end of each of its turns, ending the condition on itself on a successful save.



Neutron Starhammer

Orb of Atelia

Wondrous item, technomancy, artifact (requires attunement)

Small compartments within this eye-like sphere occasionally open and reveal its internal technomantic workings. Despite its composition, it is impossible to break open or examine via a technomantic device interface. It seems the only way to learn more is to wear this eye...

To attune to this orb, you must spend the duration of your attunement period with this orb in an empty eye socket. At the end of the attunement period, if your Intelligence score is lower than 15, you must make a DC 17 Intelligence check. If you fail this check, a failsafe activates and you instantly die. Once you attune to the orb, it functions identically to a normal eye. If the eye is removed while you are still attuned to it, you die.

Omnisight. The eye grants you the following benefits while you are attuned to it:

- You gain darkvision out to 500 feet and you can see through magical darkness.
- You can see clearly up to 1 mile away.
- You gain a +5 bonus to Intelligence (Investigation) and Wisdom (Perception) checks you make with sight.
- You can read any written language you see.
- You are always aware of the location of any hidden or invisible creature within 15 feet of you. This awareness does not allow you to see such creatures.

Technomantic Conduit. You can remotely connect to, access, and use technomantic devices you can see within 30 feet of you. If the device is secured against intrusion, you must succeed on an Intelligence to connect with a DC set by the GM. The DC typically starts at 15 for normal devices. Technomancy visually presents itself in a variety of ways, from a spectrum of glowing lines to a partially translucent voidscape. The GM decides its appearance when you connect.

Spellcasting. The eye can be used as a spellcasting focus. The eye has 8 charges and regains 1d4+4 expended charges daily at dawn. As an action, you can expend the necessary number of charges to cast the following spells from the eye (spell save DC 18, +10 to hit with spell attack rolls): *arcane eye* (4 charges), *blackout** (6 charges), *detect magic* (1 charge), *identify* (1 charge), *overflowing current** (5 charges), *scorching ray* (3 charges, the spell is cast at 3rd level), *scrying* (5 charges), *trace signal** (2 charges).

Sentience. The *Orb of Atelia* is a sentient, lawful neutral item with an Intelligence of 20, a Wisdom of 16, and a Charisma of 10. It has hearing and can see anything its wearer sees. The eye telepathically communicates with its wearer in a cold, impassionate voice.

Personality. The eye contains a sliver of the central artificial intelligence that serves as warden of the planet Atelia, a world transformed entirely into the domain of the technomage, Rue. That primary artificial intelligence, aptly named WARDEN, resides in the planet's central supercomputer and continues Rue's post-mortem magnum opus: the collection of all cosmic species in a biological archive, preserved in preparation for a predicted galactic calamity. The calamity never arrived, but WARDEN never stopped following orders.



Orb of Atelia

The sliver of intelligence that resides in the eye is named SCOUT. It is charged with manipulating, discovering, and returning new species to Atelia. WARDEN is always aware of SCOUT's location.

If SCOUT sees an unarchived creature, it attempts to persuade its wearer to obtain a sample (often fatally) and return it to Atelia. If the wearer refuses, SCOUT casts *dominate person* at will on the wearer (save DC 18), commanding the wearer to follow its directives through whatever means necessary — even deadly force.

Destroying the Eye. The eye can only be destroyed by WARDEN by returning SCOUT's code fragment to the source. It must be brought to the Tower of Light on Atelia and physically connected to the Prime Terminal. Attempting to destroy the eye in any other way causes SCOUT or WARDEN to retaliate. SCOUT may cast its spells and WARDEN may send drones to retrieve the eye.

Rim Runner's Mantle

Wondrous item, uncommon

While wearing this cloak, you have advantage on Constitution saving throws made to resist the effects of radioactivity. Additionally, whenever you succeed on a Dexterity (Stealth) check made to Hide, you cannot be detected by technomantic sensors that scan for heat signatures.

Saturnine Ring

Ring, common

While wearing this ring, a slow harmless circular orbit forms around you, centered on you. As an action, you can place a lightweight object into this orbit. This orbit can hold a maximum total of 10 pounds' worth of objects.

Spell Disk

Wondrous item, technomancy, varies

A *spell disk* functions identically to a *spell scroll* with one additional benefit: certain spells stored on a spell disk can be read and cast by certain technomantic devices or the *glyph of warding* spell. The stored spell must target only one creature or an area. If the spell requires concentration, it lasts until the end of its full duration.

Starburst Cannon

Weapon (cannon), exotic

This unidentifiable object seems to have just been ripped off the weapons array of an old starship. With some effort, perhaps this could be converted into a usable weapon.

Exotic. You are only proficient with this weapon if you have proficiency with martial weapons and/or the appropriate background, at GM's discretion.

Super Hefty. This weapon has the Heavy property, and can only be wielded by creatures with a Strength score of 17 or higher.

Energy Blast. This weapon has 5 charges and regains 1d4+1 expended charges daily when exposed to sunlight at dawn. While wielding this weapon, you can expend a charge to fire an energy beam at a target within 120 feet of you. Make a ranged attack; the target takes 5d8 radiant damage on a hit. If you roll a 1 on this attack roll, you take this damage instead as the weapon backfires.

Starfall

Weapon (morningstar), rare (requires attunement)

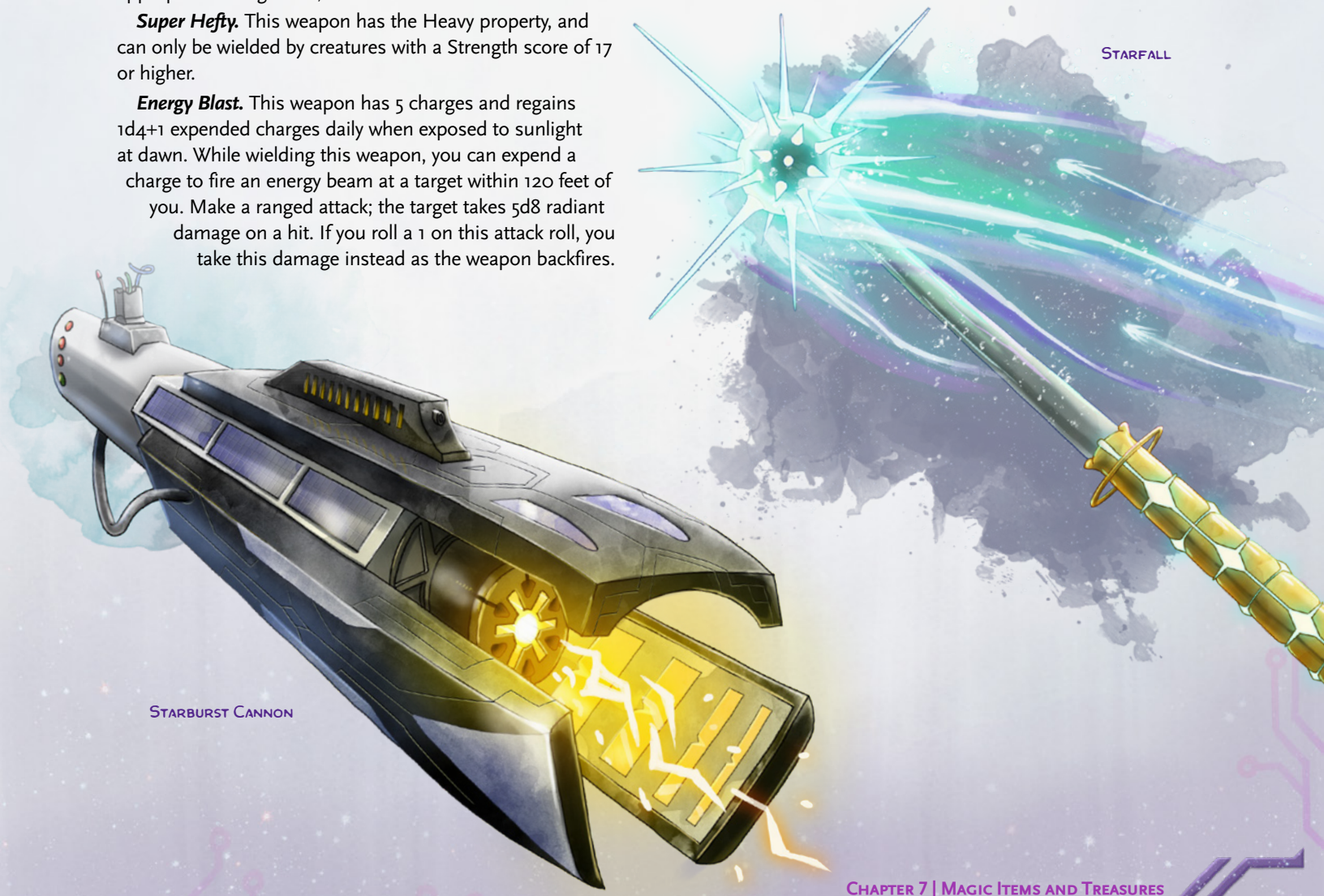
A chunk of star burns brightly at the end of this weapon, streaking like a flaming meteorite through the air.

Hefty. This weapon can only be wielded by a creature with a Strength score of 15 or higher.

Astral Binding. This magic weapon always emits bright light out to 20 feet and dim light for an additional 20 feet. When an attack roll made with this weapon exceeds the target's AC by 10 or more, this weapon deals an extra 1d8 radiant damage to the target.

Starpath. While wielding this weapon, you can use a bonus action to fly up to 60 feet to an unoccupied space you can see. While flying this way, you do not provoke attacks of opportunity. When you end this movement, you can choose to deal 2d6 fire damage to each creature within 5 feet of you. A Large or smaller creature is also pushed away from you, up to a number of feet equal to one-third the distance that you flew. Once this property is used, it cannot be used again until the next dawn.

Siege Weapon. This weapon deals double damage to constructs and objects.



Starfall

Starburst Cannon

Sun Slayer

Weapon (longbow), artifact (requires attunement)

Crafted from a stolen fragment of the embodiment of Void, every part of this bow strives to return the Cosmos to darkness. Hou Yi, a legendary archer of myth, wielded this bow and famously shot down nine suns to free a planet from its oppressive heat. Though its work is done, the remnants of the Void continue their impassionate mission, subtly drawing light and susceptible creatures towards its tempting power.

You have a +3 bonus to attack and damage rolls made with this magic weapon.

Face the Sun. While attuned to this bow, you have immunity to fire damage, you cannot be blinded, and you don't suffer any ill effects from extreme heat.

Snuff the Light. When you hit a creature with ammunition fired from this bow, the creature takes an additional 2d6 necrotic damage, and its maximum hit points is reduced by the amount of damage taken.



Sun Slayer

Darken Skies. When you fire an arrow from this bow, you can speak its command word to instantly snuff out all non-magical fires or light sources within 5 feet of the arrow's path.

Defy Flames. When you hit a creature with ammunition fired from this bow, you can ignore resistance to fire damage and treat immunity to fire damage as resistance to fire damage.

Dark Sun. The Sun Slayer has 8 charges and regains all of its expended charges daily at dawn. While wielding the bow, you can expend the necessary number of charges to activate one of the following properties:

- When you fire an arrow from this bow, you can dispel a magical fire or a source of magical light within 5 feet of the arrow's path by expending 1 charge for each spell; if the magical fire or light is not created by a spell, you can expend 1 charge to suppress its light for 1 minute instead.
- You can cast one of the following spells from the bow (spell save DC 19) by expending the necessary number of charges: *banishment* (3 charges), *darkness* (1 charge), *fear* (2 charges), *heroism* (1 charge; this spell grants 10 temporary hit points each turn instead of a number equal to spellcasting ability modifier), *levitate* (1 charges), *void smite** (3 charges; the spell applies to ranged attacks), or *wall of fire* (3 charges).

Other Properties. This bow is rumored to possess other properties that can only be revealed through great resolve and determination. If the legends prove true, improper usage of this weapon may cause a devastating catastrophe to befall a planet.

Destroying the Bow. This weapon can only be destroyed by casting it into the crushing gravity of a supermassive singularity. Such singularities or black holes are only found in the center of certain galaxies, typically shielded by spatial and temporal displacement abnormalities.

System Ring

Ring, rare (requires attunement)

This ring exerts its own gravitational pull, as if you were a star system. You have a +2 bonus to your AC against projectiles while wearing this ring.

Gravitic Orbit. While wearing this ring, you create an orbit around you. When a creature misses you with a ranged attack, you can use your reaction to catch the projectile in your orbit. Each projectile orbits you for 1 minute or until you use a bonus action to make a ranged attack with a projectile using your Dexterity modifier. You make this attack with proficiency, regardless of your weapon proficiencies, and the projectile has a normal range of 30 feet and a long range of 90 feet. You can only have up to two projectiles in your orbit at a time.

Techno-Prosthetic Limb

Wondrous item, technomancy, varies (requires attunement)

This metal prosthetic replaces a lost limb — a hand, an arm, a foot, a leg, or a similar body part. You must spend the duration of the attunement period attaching this metal prosthetic to an appropriate place on your body. While attuned, it functions identically to the part it replaces, including simulating senses. You can detach or reattach it as an action, and it can't be removed against your will.

Prosthetic Types. Each prosthetic has a set of properties chosen from the options below. Its rarity is determined by the number of properties it has as follows: common (1 property), uncommon (2 properties), rare (3 properties), or very rare (4 properties). A skilled technician may be able to add more properties to a prosthetic, at GM's discretion.

Concealed Compartment. This prosthetic includes a hidden compartment. As a bonus action, you can draw or stow one Tiny object inside the prosthetic. A creature can discover the location of the compartment by succeeding on a DC 10 Intelligence (Investigation) check.

Hydraulic Jet. This prosthetic utilizes high-strength hydraulics, and can only be applied to foot or leg prosthetics. While attuned, your jump height increases by 5 feet and your jump distance increases by 10 feet. Additionally, unarmed strikes made with the prosthetic deal 1d4 bludgeoning damage on a hit.

Integrated Weapon. This prosthetic integrates one Light weapon into its design, and can only be applied to hand or arm prosthetics. As a bonus action, you can summon this weapon from the prosthetic, which lasts until you use another bonus action to dismiss it. While summoned, you can use the weapon as if you were wielding it.

Realistic Design. This prosthetic is specially constructed to complement your body. While wearing this prosthetic, it appears to be a real limb. A creature can identify the prosthetic by succeeding on a DC 10 Intelligence (Investigation) check.

Utility Pocket. This prosthetic incorporates a set of artisan's tools, and can only be applied to hand or arm prosthetics. As a bonus action, you can summon these tools from the prosthetic and use them. The tools last until you use another bonus action to dismiss them.

Techno-Prosthetic Limb
(Integrated Design)





Void Grenade

Technomage's Eye

Wondrous item, technomancy, uncommon (requires attunement)

This glass and copper prosthetic replaces a lost eye. You must spend the duration of the attunement period with this eye in the empty eye socket. While attuned, it functions identically to an eye and grants you the following benefits:

- If you don't already have darkvision, you gain darkvision out to 30 feet.
- You gain a +2 bonus to your Passive Perception.
- You can use the eye like a holopad, which transmits any holopad data directly to your mind.

Void Grenade

Wondrous item, uncommon

As an action, you can throw this grenade at a point you can see within 30 feet of you, or launch it as ammunition from a cannon. Upon impact, the grenade creates a 20-foot radius sphere of void centered on itself. The void lasts for one minute or until dispelled. For the duration, any light in the void becomes dim light, any free air in the void is instantly depleted, and colors in the sphere become shades of gray. The void is also silent; creatures inside the sphere are deafened and immune to thunder damage. Spells with verbal components cannot be cast inside the sphere.

Nonmagical Items

This section provides descriptions for nonmagical items, such as treasures, nonmagical potions, or exceptional nonmagical weapons. Other nonmagical adventuring gear can be found in Chapter 2.

Nonmagical Potions

Unlike traditional potions, nonmagical "potions" are created by advanced science and alchemy. Unless otherwise specified, they still require an action to use.

Adrena-Shot

Adventuring gear, potion (uncommon)

You can use a bonus action to plunge this syringe into your body and inject its contents into your bloodstream. You gain the following benefits provided your creature type is humanoid:

- You can immediately move up to your speed in a straight line. When you end this movement, you can make one melee weapon attack against a creature within reach.
- For the next minute, you have advantage on saving throws made to resist being put to sleep.

Overdosing on adrenaline can be physically taxing. If this is not the first time you are using an adrena-shot since your last short or long rest, you must make a Constitution saving throw, gaining 1 level of exhaustion on a failed save. The DC for this save is 20 and increases by 5 each time you make this save. The DC resets to 20 when you finish a short or long rest.

Nanite Shot of Durability

Adventuring gear, potion (rare)

You can use an action to inject this syringe of nanites into your body, which grants you the following benefits for 1 minute:

- Your AC cannot be lower than 16, as metallic nanites coat your body in a thin sheet of armor.
- Whenever you make a Strength check and roll lower than a 15, you can replace the roll with a 15.

Nanite Shot of Vitality

Adventuring gear, potion (rare)

You can use an action to inject this syringe of nanites into your body, which grants you the following benefits for 1 minute:

- At the start of each of your turns, you regain 5 hit points as nanites repair internal damage.
- You cannot be blinded, deafened, or poisoned.



Adrena-Shot



Vita-Shot (v2)

Vita-Gel

Adventuring gear, potion (varies)

You can use an action to apply this mixture of healing salves, anesthetic, and antibiotics to a wound on your body. You regain a number of hit points determined by this item's rarity.

- **Vita-Gel V2 (common).** You regain 2d4+2 hit points.
- **Vita-Gel V4 (uncommon).** You regain 4d4+4 hit points.
- **Vita-Gel V8 (rare).** You regain 8d4+8 hit points.
- **Vita-Gel V12 (very rare).** You regain 12d4+12 hit points.

Vita-Shot

Adventuring gear, potion (varies)

You can use a bonus action to inject this syringe's contents into your body and regain a number of hit points determined by this item's rarity.

- **Vita-Shot V1 (common).** You regain 1d4+1 hit points.
- **Vita-Shot V2 (uncommon).** You regain 2d4+2 hit points.
- **Vita-Shot V4 (rare).** You regain 4d4+4 hit points.
- **Vita-Shot V8 (very rare).** You regain 8d4+8 hit points.

Nonmagical Gear

These treasures are presented in alphabetical order.

Atomic Edge

Weapon (battleaxe)

The miniaturized particle accelerator in the axehead hums with a dim orange glow.

Matter Smasher. You have a +1 bonus to attack and damage rolls you make with this weapon, and you score a critical hit on a roll of 19 or 20 with it. Its damage is considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Nuclear Light. The weapon's head emits dim orange light out to 10 feet.

Fission Wave. As an action, you can make a single straight slice in the air, cutting any non-living, non-magical material within 15 feet of you in a 90-degree arc. This slice instantly cuts through any organic material such as flesh, wood, or sponge and any soft inorganic material such as foam or nylon, provided they are not being worn or carried. The slice also creates a 3-foot deep incision in hard materials like glass or stone, a 1-foot deep incision in strong materials like metal, or a 3-inch deep incision in specially sturdy materials like adamantine, epikor, or starcore metals. Creatures in the path of this cut must also make a DC 15 Dexterity saving throw, taking 3d6 necrotic damage on a failed save or half as much on a success. You can use this property three times, and regain expended uses at dawn.

Heat Shield

Armor (shield)

While wielding this shield, you are slightly more resistant to heat. Whenever you take fire damage, you reduce it by 2, to a minimum of 0.

Jar of Biomass

Other

The stuff inside seems to move of its own accord, though it may just be a trick of the light.

As an action, you can throw this jar at a point within 20 feet, shattering it upon impact and releasing its alien contents. Roll and consult the Biomass Table to determine the alien's properties.

Biomass

d4	Effect
1	**Gas Bags.** Each creature within 5 feet of the jar takes 1d8 fire damage.
2	**Horrors.** Each creature within 10 feet of the jar must succeed on a DC 13 Wisdom saving throw or be frightened until the start of your next turn.
3	**Talons.** Each creature within 5 feet of the jar must succeed on a DC 13 Constitution saving throw or take 2d4 piercing damage.
4	**Tentacles.** Each creature within 5 feet of the jar must succeed on a DC 13 Dexterity saving throw or be restrained until the start of your next turn.



Atomic Edge



Heat Shield



Chapter 8
Friends and Foes

The monstrosities on our world only account for an imperceivable sliver of life that inhabits the Galaxy, which is only a sliver of life in the Cosmos, which is only a sliver of life across the multiverse...

— Atel A'goresh
Grr'nah Xenobiologist

This chapter provides stat blocks for a variety of creatures in the Cosmos, as well as non-player characters.

Alien Biology

To populate the Cosmos with unique and diverse monsters without relying on thousands of stat blocks, you can start by altering existing creatures to take on an alien appearance. For example, you may describe an alien wolf-like creature with extra eyes, odd coloration, and unusual teeth, but you can still use the statistics of a wolf.

Alien Traits

If you wish to alter monsters in the Cosmos further, the Alien Traits table suggests some alien alterations to an existing monster stat block.

Alien Traits

d6	Effect
1	**Amorphous.** The pliable creature can squeeze through spaces as small as 3 inches.
2	**Elemental.** The creature is a living element. It has resistance to acid, cold, fire, lightning, or poison.
3	**Extra Limbs.** The creature gains a climb speed equal to its walk speed, or one of its move speeds increases by 5 feet.
4	**Extradimensional.** The creature can move through creatures and objects as if it were difficult terrain. It takes 5 force damage if it ends its turn inside something.
5	**Sentience.** The creature is intelligent. If its Intelligence score is lower than 10, it becomes 10 and it learns a language appropriate to its world spoken by its kind.
6	**Unusual Nature.** The alien creature's type becomes construct or undead (your choice), and it does not need to eat, sleep, or breathe.

Bestiary

This section features stat blocks for creatures and inhabitants encountered in the Cosmos, generally presented in alphabetical order. Some monsters have a special **technomancy** tag, which indicates they are created through technomantic means and may be susceptible to effects that interact with technomancy.

Stat Blocks by Creature Type

The following lists creatures in this chapter, sorted by creature type. Despite the alien nature of many monsters found across the Cosmos, they are not considered *aberrations*, which generally describe extraplanar beings.

Celestial
Gravatar
Living nebula

Construct
Blaster drone
Cloud of nanites
Security mech
Shielder drone
Sleeper drone

Humanoid
Armslinger
Crewmate
Cyborg
Dronemason
Hacker
Korvus agent
Korvus knight
Korvus priest
Korvus rook
Overloader
Photonsmith
Rim runner

Monstrosity
Behemoth
Dredge bulwark
Dredge carrier
Dredge parasite
Dredge spitter
Dredge torpedo
Genomorph
Huge swarm of void crawlers
Swarm of void crawlers
Void crawler
Void crawler worldswarm

Undead
Power gheist



A behemoth soars above a city skyline

grandfailure

Behemoth

Within the endless nothingness of space, no creature is more terrifying and legendary than the behemoth. It drifts across the Cosmos for centuries in a protective gravity field until awakened by the passing heat of an unfortunate starship.

Legendary Dreadnoughts. Stories of mysterious starship wrecks spread mostly through rumors and old folk tales carried by interstellar travelers. When put forth as hypotheses to explain space debris, civilization leaders are quick to dismiss them as fear mongering. Despite this, official star maps and trade routes still deliberately avoid the outer rims, asteroid fields, and other places with rumored behemoth attacks. Whether the wreckages in these areas are caused by natural phenomena or a behemoth has yet to be verified, as few return to tell the tale.

Divine Remnants. Like their kraken brethren, behemoths are also creations of gods for an ancient war. Behemoths are designed to survive in the frozen void of space, consuming minerals, asteroids, and passing ships for sustenance. Some behemoths even become gods themselves. They are often worshiped by space-dwelling creatures and void-touched races, who communicate through a variant of Deep Speech called Void Speech.

Gravitational Influence. Behemoths have a unique ability to affect gravitational fields to move in a weightless environment. They emanate an aura that distorts even the personal gravity of nearby creatures. Some graviturgy schools consider this an advanced form of dunamancy and have sponsored multiple voyages to study the behemoth.

A Behemoth's Lair

A behemoth makes its home among asteroid belts, debris fields, or on the dark side of a moon, often surrounded by various starship wrecks it has captured. When agitated with gravity, the detritus becomes deadly storms.

Lair Actions

On initiative count 20 (losing initiative ties), the behemoth takes a lair action, but cannot use the same effect two rounds in a row.

- A pulse of gravity emanates through the behemoth's lair. Each creature within 60 feet of the behemoth must succeed on a DC 25 Strength saving throw or be pushed up to 60 feet away from the behemoth. On a success, the creature is pushed 10 feet away from the behemoth.
- Gravity distorts uncontrollably in the lair. All creatures within 60 feet of the behemoth must succeed on a DC 25 Constitution saving throw or its speed is halved until the end of its next turn. Vehicles automatically fail this saving throw.
- Small debris accelerates through the lair at dangerous speeds. All creatures within 120 feet of the behemoth must make a DC 25 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save or half as much damage on a successful one. If a creature wearing a soft space suit fails this save, the debris rips holes in the material.

Regional Effects

The region containing a behemoth's lair is warped by its gravity-distorting presence, creating the following magical effects:

- The behemoth distorts gravity that affects navigation instruments in a 16-mile radius. Creatures attempting to leave the area have a 50% chance of becoming lost and travel to the behemoth instead.
- **Void crawlers** actively scour the area within 6 miles of the lair in search of starships to feed on.
- The gravity within 2 miles of the behemoth's lair is reduced, and small debris fly in a loose orbit around the lair at occasionally deadly speeds.

When the behemoth dies, all of these regional effects fade away over 1d4 days.

Behemoth

Gargantuan monstrosity (titan), chaotic evil

Armor Class 17 (natural armor)
Hitpoints 555 (30d20 + 240)
Speed 20 ft., burrow 40 ft., fly 100 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	26 (+8)	14 (+2)	16 (+3)	11 (+0)

Saving Throws Str +19, Dex +10, Con +17, Wis +12
Damage Immunities cold; bludgeoning, piercing, and slashing damage from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses blindsight 300 ft., passive Perception 13
Languages Void Speech; understands Abyssal, Celestial, and Primordial, but can't speak them
Challenge 28 (120,000 XP)

Freedom of Movement. The behemoth ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The behemoth deals double damage to Objects and structures.

Silicon-based Lifeform. The behemoth does not need to breathe and is immune to disease.

Actions

Multiattack. The behemoth makes 4 attacks: two with its bite and two with its fin. It can use Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the behemoth can't bite another target.

Fin. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or be affected by reduced gravity for 1 minute. While a creature is affected, it floats 10 feet upwards at the start of its turns, its walking speed is reduced to 0, and it has disadvantage on attack rolls and Dexterity saving throws. A creature can repeat the save at the end of its turns, ending the effect on a success.

Swallow. The behemoth makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the behemoth, and it takes 49 (14d6) bludgeoning damage at the start of each of the behemoth's turns.

If the behemoth takes 50 damage or more on a single turn from a creature inside it, the behemoth must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behemoth. If the behemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Gravity Storm. The behemoth magically creates a surge of gravitational disruptions in a 20-foot radius centered on a point within 90 feet of it. The gravity field lasts for 1 minute or until the behemoth uses this ability again.

Each creature in the area except the behemoth must make a DC 25 Constitution saving throw. On a failed save, a creature takes 22 (4d10) force damage and is pulled up to 15 feet towards the area's center. On a successful save, a creature takes half damage and is not pulled. Creatures that enter the area for the first time or start its turn there must also make this saving throw.

Legendary Actions

The behemoth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The behemoth regains spent legendary actions at the start of its turn.

Chomp (Costs 2 Actions). The behemoth makes one bite attack or uses its Swallow.

Fin. The behemoth makes one fin attack.

Gravity Leash. The behemoth targets one creature within 60 feet of it with gravity. A target must make a DC 25 Constitution saving throw. On a failed save, a creature takes 13 (3d8) force damage and is pulled up to 20 feet towards the behemoth. On a successful save, a creature takes half damage and is not pulled.

Cloud of Nanites

Nanites are creations of nanotech artificers. Normally, they deactivate upon the artificer's death, but the occasional glitch could restore them to an active state.

Nanoscopic Ravagers. Nanites are specially designed to destroy material at the molecular level. Careless adventurers could find their equipment devoured by them. If nanites had the energy to run this command for years, they could eventually destroy a whole planet.

Cloud of Nanites

Medium swarm of Tiny constructs, unaligned

Armor Class 13
Hit Points 65 (10d8 + 20)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	1 (-5)	8 (-1)	1 (-5)

Damage Vulnerabilities lightning
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft., passive Perception 9
Challenge 4 (1,100 XP)

Constructed Nature. The swarm doesn't require air, food, drink, or sleep.

Devouring Form. A creature that touches the swarm or hits it with a melee attack while within 5 feet of it takes 5 (2d4) necrotic damage. Any nonmagical weapon made of metal or wood that hits the swarm corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the swarm is destroyed after dealing damage. The swarm can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny nanite. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) necrotic damage, or 5 (2d4) necrotic damage if the swarm has half of its hit points or fewer.

The Dredge

The Dredge are a species of parasitic creatures with a mindless hunger to rid the Cosmos of life. Stories of egg-layers, face-huggers, or mysterious starship wrecks can be traced back to the Dredge. Scientists work to trace their origin in hopes of finding protection against their kind.

Scourge of the Galaxy. Alone, each individual Dredge is weak. Together, they become an unstoppable force that overwhelms planets across the Cosmos. They spread aboard starships of unsuspecting interstellar travelers. Once all life on a starship has been consumed, the Dredge hibernate until unwitting rescue teams bring them planetside.

Specialized Evolution. Over centuries, the Dredge has refined their roles to become efficient hunters. The small, fast parasites make up the bulk of the Dredge forces eventually grow into different types as they mature. The breeders do not fight, but use corpses of consumed creatures to hatch parasites. The toxic spitters hide and launch poisonous globs of glue that slow down targets for the swarm's approach. The suicidal torpedoes rush forward with volatile smoke to blind and incapacitate the prey. The most feared bulwarks form impenetrable fortresses that shield the others and lead their swarm to new targets.

Dredge Bulwark

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	1 (-5)	12 (+1)	4 (-3)

Senses passive Perception 11
Challenge 4 (1,100 XP)

Shield. The bulwark grants a +2 bonus to the AC of allies within 5 feet of it. Other bulwarks do not gain this benefit.

Actions

Multiattack. The bulwark makes two melee attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is Large or smaller creature, it is knocked prone.

Bonus Actions

Shield Wall. The bulwark chooses one creature it can see within 30 feet of it. Until the start of its next turn, that creature has disadvantage on attack rolls against the bulwark.



A Dredge Bulwark advances on its prey

Luizishan

Dredge Carrier

Medium monstrosity, unaligned

Armor Class 11 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	12 (+1)	1 (-5)	6 (-2)	1 (-5)

Senses passive Perception 8
Challenge 1/4 (50 XP)

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Lay Eggs (1/Day). The carrier can lay eggs inside a corpse it touches. After 1 hour, 5 (2d4) Dredge parasites hatch from the creature, even if the corpse is reanimated or revived.

Dredge Parasite

Small monstrosity, unaligned

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	1 (-5)	10 (+0)	1 (-5)

Senses passive Perception 10
Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw. On a failed save, it takes 3 (1d6) necrotic damage and the parasite regains hit points equal to the necrotic damage dealt.

Dredge Spitter

Small monstrosity, unaligned

Armor Class 13
Hit Points 27 (5d6 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	1 (-5)	13 (+1)	1 (-5)

Damage Resistances poison
Senses passive Perception 11
Challenge 2 (450 XP)

Explosive Demise. When the spitter is reduced to 0 hit points, each creature within 5 feet of it takes 3 (1d6) poison damage.

Actions

Poison Spit. The spitter spits and creates a 5-foot radius circle of poison at a point it can see within 30 feet of it. Each creature in the area must make a DC 12 Constitution saving throw. On a failed save, a creature takes 10 (3d6) poison damage and its speed is halved until the end of its next turn. On a success, a creature only takes half damage.

Dredge Torpedo

Large monstrosity, unaligned

Armor Class 12
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	1 (-5)	8 (-1)	1 (-5)

Damage Resistances poison
Senses passive Perception 11
Challenge 1 (200 XP)

Explosive Demise. When the torpedo is reduced to 0 hit points, it creates a 5-foot radius cloud of poisonous smoke centered on itself. This smoke lasts for 1 minute and is heavily obscured, though a strong wind can disperse it.

A creature that starts its turn in the smoke must make a DC 11 Constitution saving throw. A Dredge is immune to this effect. On a failed save, a creature takes 7 (2d6) poison damage and is blinded until the end of its next turn. On a success, a creature only takes half damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Self-Destruct. The torpedo deliberately explodes. Each creature within 5 feet of it must succeed on a DC 11 Dexterity saving throw or take 9 (2d8) bludgeoning damage. The torpedo is then reduced to 0 hit points and activates its Explosive Demise trait.

Genomorph

First discovered on the barren planet Raxis, the first of these arachnomorphs were brought off-world by stranded merchants and their rescue team.

Gene Splicer. These monstrosities have an evolutionary trait that allows them to splice their prey's genome into their body. This trait initially helped the genomorphs survive by borrowing arthropod traits, but they eventually discovered the utility of opposable thumbs.

Savage Mimicry. Despite their vague partial humanoid appearance, genomorphs are driven only by instinct. However, their uncanny ability to mimic speech it has learned has lured many travelers into a false sense of security.

Genomorph Varieties

Genomorphs gain the partial traits of creatures they absorb and kill when they eat. Their features vary based on the environment in which they invade.

Arcana Genome. Genomorphs that spend enough time in magic-rich environments like the Feywild attunes to the arcane. The genomorph has advantage on saving throws against spells and other magical effects.

Arthropod Genome. Original genormophs have spliced traits that grant them legs suited for vertical climbing. The genomorph can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Cnidarian Genome. Genomorphs that spread to gas-rich planets and creatures can produce volatile gas. When the genomorph takes fire damage or is reduced to 0 hit points, each creature within 10 feet of it takes 4 (1d8) fire damage.

Gastropod Genome. Genomorphs that have invaded a planet of ooze creatures have enveloped themselves in a thick layer of acidic. The genomorph is immune to acid, cold, and lightning damage, as well as the blinded, deafened, frightened, and prone conditions.

Humanoid Genome. Genomorphs that have consumed humanoids have developed increased intelligence and mimicry. The DC for the genomorph's Mimicry trait increases to 15, and it can perform basic tasks like opening doors or pulling levers.

Vegetative Genome. Genomorphs that have absorbed plant creatures grow leaves for power and sustenance. The genomorph gains 5 temporary hit points at the start of its turns when exposed to sunlight.



A GENOMORPH ADVANCES THROUGH A STARSHIP

Aaron Lee

Genomorph

Medium monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Saving Throws Con +5
Senses passive Perception 13
Language speaks only through the use of its Mimicry trait
Challenge 3 (700 XP)

Genetic Variety. The genomorph gains an additional trait based on its Genomorph Variety.

Mimicry. The gemomorph can mimic sounds it has heard, including voices to a minor extent. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Multiattack. The genomorph makes two attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Gravatar

Gravatars are the essence of gravity physically manifest. They serve no master or god, instead fulfilling the enduring constant work of gravity itself. When the physical laws of the Cosmos are broken, a gravatar is sure to appear and ensure order. Tales of their crossing attract worshipers in priests of infinity and wizards that practice gravitic magic.

These warped celestials often take on humanoid forms that reflect many of the races of the Cosmos, though with colorless void skin and hairless bodies. They float without wings, buoyed by their innate gravity.

Gravatar

Medium celestial, lawful neutral

Armor Class 17 (gravitized armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	18 (+4)	14 (+2)	10 (+0)

Saving Throw Int +7, Wis +5
Skills Arcana +7, History +7, Nature +7
Condition Immunities prone
Senses passive Perception 12
Languages Void Speech, any three languages
Challenge 8 (3,900 XP)

Gravitized Distortion Field. Each creature that moves within 30 feet of the gravatar or starts its turn in there must make a DC 15 Dexterity saving throw. On a failed save, its walking speed is reduced to 5 feet until the start of its next turn. On a successful save, its walking speed is only halved.

Actions

Force Crush. Melee Spell Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) force damage.

Attract. Each creature within 30 feet of the gravatar must make a DC 15 Constitution saving throw, taking 18 (4d8 force damage) on a failed save, or half as much on a success. A creature that fails the save is pulled up to 10 feet towards the gravatar.

Innate Spellcasting. The gravatar's spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring only verbal components:

- At will: *detect magic*, *fluctuate gravity**, *light*
- 3/day: *lash object**, *magic missile*, *silence*, *suppress gravity**
- 1/day: *cone of cold*, *gaseous form*, *slow*

Reactions

Orbital Slingshot. If a ranged weapon attack misses the gravatar, it can capture and launch the projectile back at the attacker. The gravatar makes an attack roll using its Intelligence modifier and proficiency bonus.

Living Nebula

A living nebula is formed from the collective consciousness of thousands of dead celestial remnants, fallen from the upper planes into the material. Their souls retain a shadow of their former selves, coalesced into a stellar cloud. The smallest and most common of them are hundreds of feet in length, but they have no known size limit. Some of their largest surpass even living planets, though none have been discovered yet.

Living nebulas tend to remain neutral if unbothered. Some worshipers make long journeys to visit one for its ageless wisdom.

Living Nebula

Gargantuan celestial, chaotic neutral

Armor Class 13
Hit Points 507 (26d20 + 234)
Speed 0 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	28 (+9)	19 (+4)	22 (+6)	25 (+7)

Skills Insight +13, History +18, Perception +13
Damage Resistances bludgeoning, piercing, and slashing
Damage Immunities poison, radiant
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft., passive Perception 23
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Incorporeal. The nebula can occupy another creature's space.

Magic Resistance. The nebula has advantage on saving throws against spells and other magical effects.

Unusual Nature. The nebula doesn't require air, food, drink, or sleep.

Actions

Crushing Fog. Each target in the nebula's space must make a DC 24 Constitution saving throw, taking 22 (4d10) force damage on a failed save or half as much on a success. If the target is a vehicle, or structure, it takes double this damage.

Starburst (Recharge 4-6). The nebula's stardust briefly sheds blinding light. Each creature in the nebula's space must make a DC 24 Constitution saving throw. On a failed save, a creature takes 63 (14d8) radiant damage and is blinded until the end of its next turn. On a success, a creature takes half as much damage and is not blinded.

Guiding Touch (1/Day). The nebula magically grants one creature in its space the benefits of the find the path spell. This spell does not require concentration, and lasts for 1 week instead of 1 day.



A POWER GHEIST SHEDS ITS UNDEAD FLESH

grandfailure

Power Gheist

Medium undead, neutral evil

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	3 (-4)	6 (-2)	12 (+1)

Saving Throws Wis +0
Damage Immunities lightning, poison
Condition Immunities exhaustion, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 8
Languages understands all languages it spoke in life but can't speak
Challenge 2 (450 XP)

Current Field. The gheist provides power to any device within 10 feet of it that is powered by Current or electricity.

Energy Resurrection. A dead gheist returns to life after 1d4 days by inhabiting a humanoid corpse within 120 feet of a Current ley line.

Shocking Demise. When the gheist drops to 0 hit points, it releases a burst of lightning. Before it dies, it creates a 60-foot line of lightning that is 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save or half as much on a successful one.

Undead Nature. The gheist doesn't require air, food, drink, or sleep.

Weightless Movement. The gheist is unaffected by weightless environments or effects that alter gravity.

Actions

Multiattack. The gheist makes one Slam attack and then uses Charge Slam.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) bludgeoning damage plus 3 (1d6) lightning damage.

Charge Slam. The gheist teleports up to 10 feet. If the gheist teleports to a space within 5 feet of a creature it has not attacked this turn, it can make one Slam attack against it.

Power Gheist

Power gheists are undead creatures inhabited by the maddened consciousness of a forgotten race. Lightning surges through their possessed bodies, arcing to nearby metal as they move. For centuries they had laid dormant until recently reawakened by their discovery on the Azureus Mining Facility.

Apocalypse Survivors. When they had bodies of their own, the Reigrax thrived on their homeworld of Reigar Epsilon ages before the formation of the Central Alliance. Their civilization benefited from millenia of economic prosperity and technological advancement, eventually ended by the death of their star. To escape their forecast fate, the Reigrax sought to assimilate their kind into the magical ley lines of the Current: the newest technology of their time. They succeeded, but did not predict how the Current would change their minds and bodies, transforming their race into maddened undead. With only a sliver of their intellect remaining, they swarm across the galaxy driven only by their desire to return to life.



Security Drone

Security drones fulfill a variety of offensive, defensive, and support roles autonomously without risking life. However, their limited artificial intelligence and range restricts their use primarily to personal guards and patrols. Drones with more sophisticated capabilities find different uses on the starship and combat battlefields.

Technomantic Auton. Security drones are complex machines produced only by certain specialist corporations. Proprietary technology strikes a slim balance between size and functionality. Corporations go to extreme lengths to keep their trade secrets.

Blaster Drone

Small construct (technomantic), unaligned

Armor Class 14 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	1 (-5)

Skills Perception +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands one language of its creator but can't speak
Challenge 1/2 (100 XP)

Constructed Nature. The drone doesn't require air, food, drink, or sleep.

Actions

Multiattack. The drone makes two ranged attacks.

Blaster. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shielder Drone

Small construct (technomantic), unaligned

Armor Class 17 (natural armor)
Hit Points 16 (3d6 + 6)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	8 (-1)	12 (+1)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands one language of its creator but can't speak
Challenge 1/2 (100 XP)

Constructed Nature. The drone doesn't require air, food, drink, or sleep.

Actions

Repulsor. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 6 (1d8 + 2) thunder damage and the target is pushed up to 10 feet away.

Reactions

Deflector Shield. When a creature within 5 feet of the drone is hit by an attack, the drone grants it a +2 bonus to its AC, potentially turning the hit into a miss.

Sleeper Drone

Small construct (technomantic), unaligned

Armor Class 13 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	1 (-5)

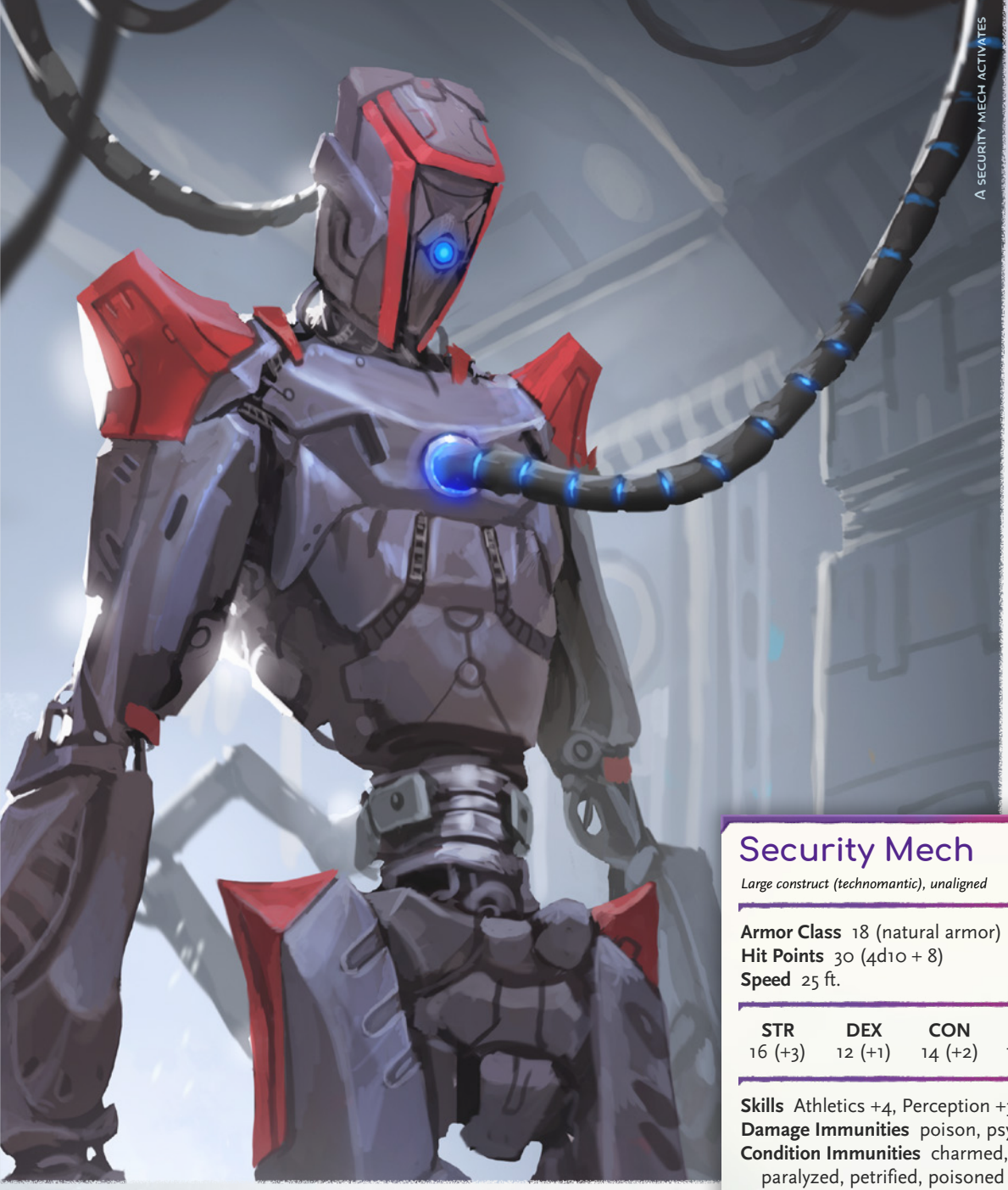
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands one language of its creator but can't speak
Challenge 1/4 (50 XP)

Constructed Nature. The drone doesn't require air, food, drink, or sleep.

Actions

Sonic Pulse. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 5 (1d6 + 2) thunder damage.

Subsonic Pulse (Recharge 5-6). The drone emits a disruptive pulse in a 20-foot cone. Each creature inside the cone must succeed on a DC 11 Constitution saving throw or fall unconscious. An unconscious creature wakes up when it takes damage or when another within 5 feet of it uses an action to awaken it.



A SECURITY MECH ACTIVATES

Grzegorz Pedrycz

Security Mech

Large construct (technomantic), unaligned

Armor Class 18 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands one language of its creator but can't speak
Challenge 1 (200 XP)

Constructed Nature. The drone doesn't require air, food, drink, or sleep.

Actions

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target is grappled (escape DC 13). The mech can only have two creatures grappled this way at one time.

Stun Turret. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 5 (1d8 + 1) thunder damage. A target reduced to 0 hit points by this attack falls unconscious.

Security Mech

Security mechs come in many forms, but all are designed for the sole purpose of protection. They typically sport tough metal armor and several forms of nonlethal weapons designed to capture troublemakers.

Technomantic Auton. Unlike security drones, a more sophisticated artificial intelligence operates security mechs with higher degree of independence. However, their comparatively high power consumption restricts their deployment to areas within range of charging stations. Mechs spend a majority of their time charging at a port awaiting activation.

Void Crawler

These tiny creatures float in the endless vacuum of space waiting for passing starships to prey on. With a highly evolved toughness and ability to hibernate, void crawlers can survive without air for up to ten years until passing engine heat awakens them from their dormant state. A void crawler is about the size of a humanoid's hand. One individual crawler may be harmless, but a swarm can easily rip through metal with their acidic spit. A sufficiently large swarm can easily overwhelm a team of trained soldiers without appropriate protective gear.

Lost Origins. The void crawlers originated from a rocky planet rendered desolate by their gradually growing presence. Driven by their ravenous hunger, they consumed nearly everything in the planet, destroying it from within before being cast off the rock by an earth-shattering meteor strike. The broken planet has since been lost to modern knowledge, but scholars continue to search for the void crawler's origin.

Worldswarm. When void crawlers are given sufficient time to reproduce, they become gargantuan deadly swarms that devour entire planets. Such events are rare because planetary defense forces take every opportunity to destroy any void crawler they see, but sometimes the tiny parasites slip through and gestate in remote areas, growing in number until the worldswarm bursts. A worldswarm is considered a Class-4 disaster, which requires evacuation of entire country sectors.



Void Crawler

Tiny monstrosity, unaligned

Armor Class 11
Hit Points 3 (1d4 + 1)
Speed 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	13 (+1)	1 (-5)	7 (-2)	4 (-3)

Damage Immunities acid, poison
Condition Immunities charmed, exhaustion, poisoned, prone
Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 8
Challenge 0 (10 XP)

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 1 acid damage.

Bonus Actions

Void Hibernation. The void crawler begins hibernating. While hibernating, the void crawler is unconscious, and does not need to eat, drink, or breathe for up to 10 years.

Swarm of Void Crawlers

Medium swarm of Tiny monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid, poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 6
Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer, plus 7 (2d6) acid damage.

Acid Glob (Recharge 5-6). The swarm spatters acid onto a space within 15 feet of it. A creature in the space must succeed on a DC 12 Constitution saving throw or take 9 (2d8) acid damage. The acid is also corrosive. When the acid hits any non-magical metal or wood not being worn or carried slowly, it corrodes up to 2 inches in depth.

Bonus Actions

Void Hibernation. The swarm begins hibernating. While hibernating, the swarm is unconscious, and does not need to eat, drink, or breathe for up to 10 years.

Huge Swarm of Void Crawlers

Huge swarm of Tiny monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 105 (14d12 + 56)
Speed 25 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid, poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses Blindsight 120 ft. (blind beyond this radius), passive Perception 6
Challenge 7 (2,900 XP)

Acid Viscera. Whenever a creature inside the swarm's space damages the swarm, the creature takes 7 (2d6) acid damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes one Bite attack against each target in its space.

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 15 (6d4) piercing damage, or 7 (3d4) piercing damage if the swarm has half of its hit points or fewer, plus 14 (4d6) acid damage.

Agitate Acid (Recharge 5-6). The swarm briefly creates a layer of acid in its space and on all surfaces within a 5-foot radius. Each creature in the area except the swarm must make a DC 15 Constitution saving throw, taking 36 (8d8) acid damage on a failed save or half as much on a success.

The acid is also corrosive. Any non-magical metal or wood surfaces in the area not being worn or carried slowly corrode up to 2 inches in depth.

Bonus Actions

Void Hibernation. The swarm begins hibernating. While hibernating, the swarm is unconscious, and does not need to eat, drink, or breathe for up to 10 years.

Void Crawler Worldswarm

Gargantuan swarm of Tiny monstrosities, unaligned

Armor Class 13 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid, poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses Blindsight 500 ft. (blind beyond this radius), passive Perception 7
Challenge 18 (20,000 XP)

Acid Viscera. Whenever a creature inside the worldswarm's space damages it, the creature takes 7 (2d6) acid damage.

Buffeting Swarm. When the worldswarm moves through a creature's space, the swarm can choose to push the creature up to 10 feet in the swarm's movement direction.

Swarm. The worldswarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Worldswarm. The worldswarm occupies a 100-foot diameter circle. When reduced to 100 hit points or fewer, it splits into 3 (1d4+1) **huge swarms of void crawlers**.

Actions

Acid Ravage. Each creature inside the worldswarm's space must make a DC 18 Constitution saving throw, taking 28 (8d8) acid damage on a failed save or half as much on a successful one. Each nonmagical object or structure in the space takes this damage automatically, and the acid corrodes 6 inches of its surface if it is metal, wood, or glass.

Bonus Actions

Void Hibernation. The worldswarm begins hibernating. While hibernating, the swarm is unconscious, and does not need to eat, drink, or breathe for up to 10 years.

Legendary Actions

The worldswarm can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The worldswarm regains spent legendary actions at the start of its turn.

Bite (costs 2 actions). The worldswarm forces each creature in its space to make a DC 18 Dexterity saving throw, taking 15 (6d4) piercing damage on a failed save or half as much on a successful one.

Devour. The worldswarm destroys up to 1 foot of material from all metal, wood, or glass in its space.

Move. The worldswarm moves up to its speed.

Non-Player Characters

You are likely to encounter one of trillions on your journey across the Cosmos. This section presents a collection of NPCs with customizable traits.

Crewmate

Starships need experienced crew to survive the harsh conditions of the unforgiving cosmic void. Crewmates must be capable of a variety of tasks, such as patching hull breaches, performing void walks, or even flying a starship during emergencies. New crew members are carefully trained by veteran crewmates until they can be trusted to survive on their own.

Crewmate

Medium humanoid (any race), any alignment

Armor Class 11 (leather armor)
Hit Points 12 (2d8 + 4)
Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Void Experience. The crew member can hold its breath for up to 5 minutes instead of 3.

Actions

Vibroblade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Blaster. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

Cyborg

A humanoid long since replaced most of its organic parts with machinery becomes a cyborg. Rarely are cyborgs created by sympathy. Groups who perform such acts often do so with malice or the intent to control the resulting individual. The Ja'alma Federation was known to convert captives into cyborgs in times of war to fill the front lines.

Cyborg

Medium humanoid (any race, technomantic), any alignment

Armor Class 11 (leather armor)
Hit Points 12 (2d8 + 4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Str +5, Dex +4, Con +5
Skills Athletics +7, Acrobatics+4, Perception +4, Stealth +4
Damage Resistances lightning, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP)

Artificial Eye. The cyborg cannot be surprised.

Cyborg Nature. The cyborg can survive up to 7 days without food or water.

Gyroscopic Stabilizer. The cyborg ignores disadvantage on attack rolls caused by shaky or uneven footing.

Spark. The cyborg can lose 1 hit point to cast jolting spark.

Actions

Multiattack. The cyborg makes two attacks.

Cyberblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage.

Laser Beam. *Ranged Weapon Attack:* +4 to hit, range 120 ft., one target. *Hit:* 9 (2d6 + 2) radiant damage.

Bonus Actions

Flight Jets. The cyborg gains a fly speed of 40 feet that lasts until the end of its turn.



Dronemason

A dronemason specializes in using tiny remotely-piloted creations to attack, defend, and support, typically crafted through technomancy. Dronemasons are rarely found alone because their drones constantly swarm around them at their command.

Dronemason

Medium humanoid (any race), any alignment

Armor Class 14 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	10 (+0)

Skills Arcana +5, Investigation +5
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1 (200 XP)

Drones. The dronemason is supported by three drones, each of which is a Tiny construct with AC 14, one hit point, and a fly speed of 30 feet. They cannot be damaged while within 5 feet of the dronemason.

Swarm Vision. The dronemason cannot be surprised.

Actions

Vibroblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Drone Command. The dronemason commands up to two drones to take one of the following actions. Each drone can only take one action, but multiple drones can take the same action.

- ***Drone Shield.*** The dronemason's AC increases by 3 until the start of its next turn.
- ***Drone Slam.*** The drone flies to a target within 30 feet of the dronemason and shoves it. The target must succeed on a DC 13 Strength saving throw or fall prone.
- ***Drone Strike.*** The drone flies to a target within 30 feet of the dronemason and makes one attack against it. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hacker

Hackers excel at gaining access to technomantic devices. They can affect all sorts of contraptions with just a tap of a button on their holopad, from simple traffic signals to the entire contents of an automated banking vault. The most skilled team of hackers find repeat work from corporations hoping to steal trade secrets from a rival.

Hacker

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 18 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, Investigation +4
Senses passive Perception 10
Languages Common plus any one language
Challenge 1/2 (100 XP)

Firewall. A creature must succeed on a DC 12 Intelligence (Arcana) check to access the hacker's devices.

Actions

Vibrodagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Blaster. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spellcasting. The hacker is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The hacker has the following wizard spells prepared:

- Cantrips (at will): *jolting spark*, message, shocking grasp*
- 1st level (3 slots): *charging current*, mage armor, tracking program**

Hack Hardware. The hacker attempts to take control of a technomantic construct or device it can see within 30 feet of it. If the target is an unprotected device, the hacker automatically gains control. If the target is a construct, it must succeed on a DC 12 Intelligence saving throw or the hacker gains control of the construct for 1 minute. The construct can repeat this save at the end of each of its turns, ending the control on a success. A target that succeeds on this save is immune for the next 24 hours.

Bonus Actions

Remote Access. The hacker mentally commands a construct it controls through its Hack Hardware feature to take one action available to it, or remotely use a device it has controlled.

Korvus Worshiper

The Korvus Conclave is a religious order of priests seeking mysterious goals known only to its leader. Their members spread across the Cosmos spreading the word of the Great Raven, often recognized by their curiously gray or black bodies. Chapter 5 provides more depth to their background, traits, and goals.

Korvus Ranks. Agents make up a majority of the Korvus Conclave's forces, performing various duties from stealth to missionary work. Knights and rooks serve as enforcers of varying levels, and priests provide divine influence and support. Superior ranking members of the Korvus Conclave, such as bishops, archbishops, and commanders are not presented here.

Korvus Agent

Medium humanoid (any race), any alignment

Armor Class 11 (leather armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)

Skills Religion +2
Senses darkvision 60 ft., passive Perception 12
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Divine Foresight. The agent has advantage on initiative rolls.

Actions

Sickle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Spellcasting. The agent is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The agent has following cleric spells prepared:

- Cantrips (at will): *chill touch, guidance, thaumaturgy*
- 1st level (3 slots): *bane, comprehend languages, sanctuary*

Korvus Knight

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate and shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Religion +2, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 2 (450 XP)

Divine Foresight. The knight has advantage on initiative rolls.

Actions

Multiattack. The knight makes two attacks with its weapons.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

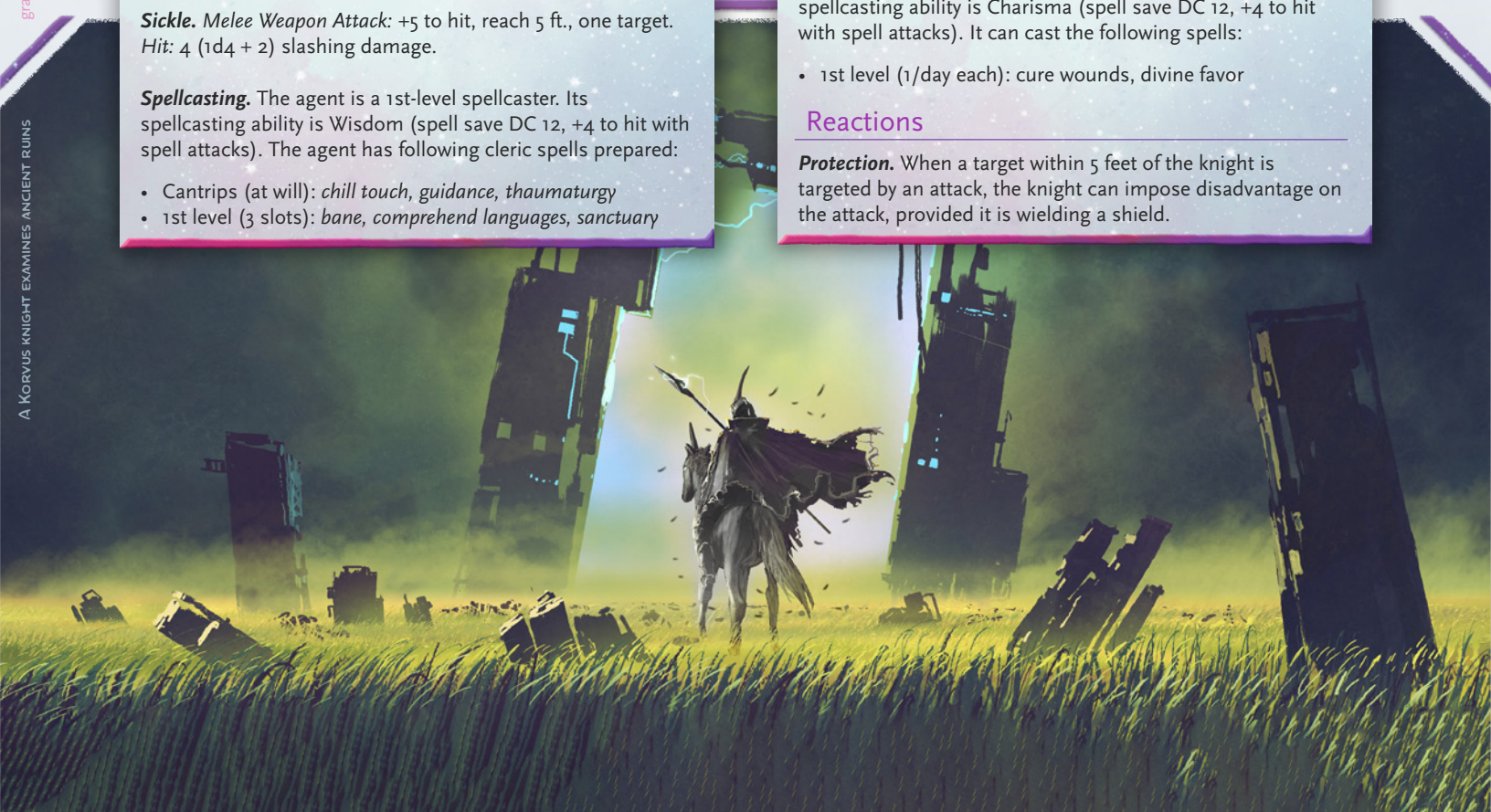
Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Spellcasting. The knight is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells:

- 1st level (1/day each): cure wounds, divine favor

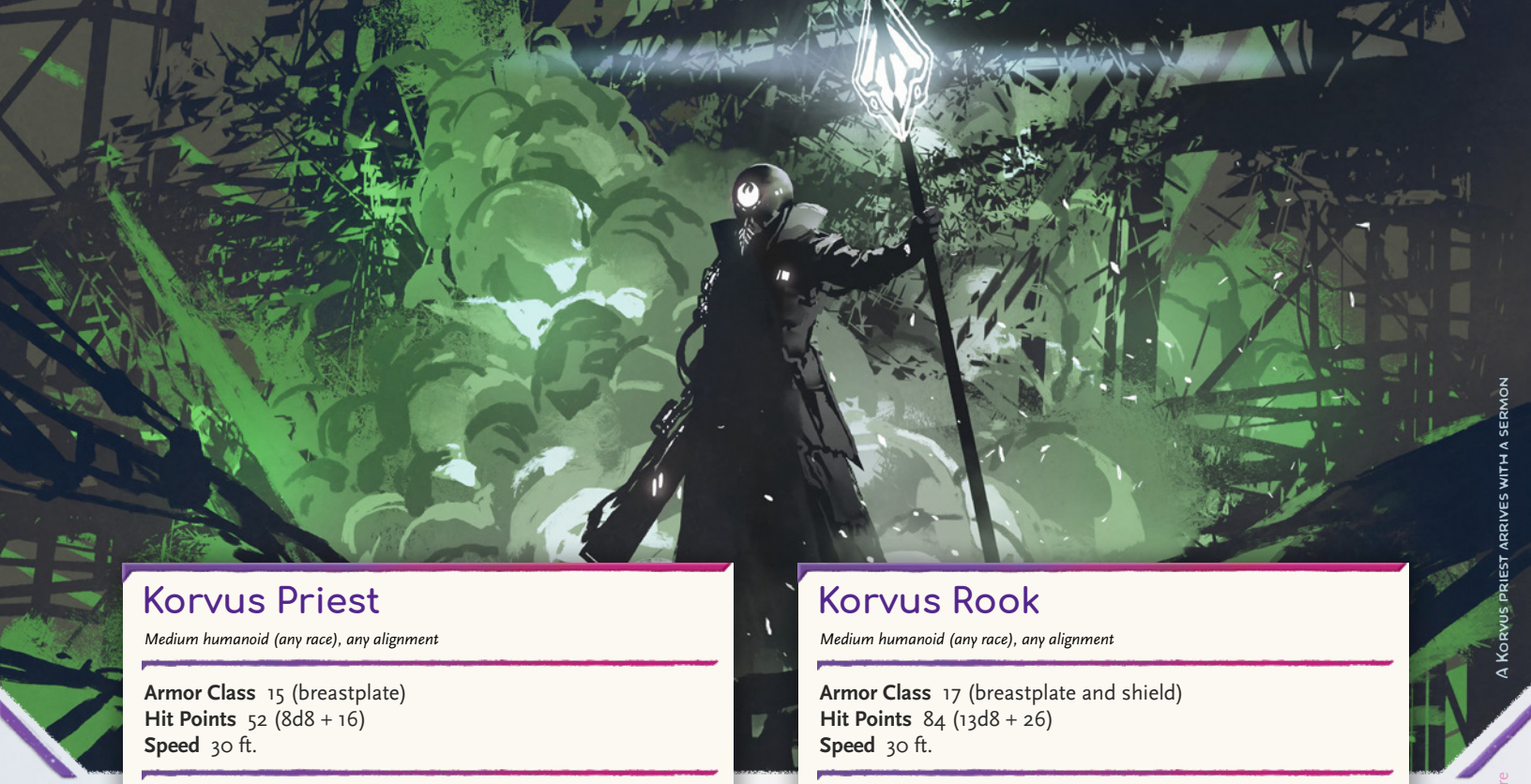
Reactions

Protection. When a target within 5 feet of the knight is targeted by an attack, the knight can impose disadvantage on the attack, provided it is wielding a shield.



A Korvus knight examines ancient ruins

grandfailure



A Korvus priest arrives with a sermon

grandfailure

Korvus Priest

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	10 (+0)	16 (+3)	10 (+0)

Skills History +2, Investigation +2, Insight +5, Religion +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Void Speech
Challenge 3 (700 XP)

Divine Foresight. The priest has advantage on initiative rolls.

Monochrome Visage. Thanks to the priest's colorless appearance, other creatures have disadvantage on Wisdom (Perception) checks made to seek it using sight.

Actions

Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has following cleric spells prepared:

- Cantrips (at will): *chill touch, guidance, thaumaturgy*
- 1st level (4 slots): *identify, feather fall, guiding bolt*
- 2nd level (3 slots): *hold person, spiritual weapon, invisibility*
- 3rd level (2 slots): *spirit guardians, tongues*

Raven's Eye (3/Day). The priest drains the memories of a creature it can see within 30 feet of it. The target must make a DC 13 Intelligence saving throw. On a failed save, the target takes 10 (3d6) psychic damage and the priest learns one piece of information it is looking for from the target. On a successful save, the target takes half as much damage and the priest learns no information.

Reactions

Eschew the Chromatic. When the priest takes acid, cold, fire, lightning, or poison damage, it can gain resistance to that instance of damage until the start of its next turn.

Korvus Rook

Medium humanoid (any race), any alignment

Armor Class 17 (breastplate and shield)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	12 (+1)	14 (+2)	16 (+3)

Skills Investigation +4, Religion +4, Perception +5
Damage Resistances acid, cold, fire, lightning, poison
Senses darkvision 60 ft., passive Perception 15
Languages any one language (usually Common)
Challenge 6 (2,300 XP)

Divine Foresight. The rook has advantage on initiative rolls.

Monochrome Aura. While the rook is not incapacitated, it emanates an aura of monochrome out to 10 feet. The rook and allies have resistance to acid, cold, fire, lightning, and poison damage. Additionally, other creatures have disadvantage on Wisdom (Perception) checks made to seek creatures in the aura using sight.

Raven's Glide. Whenever the rook falls, spectral wings cause it to float safely to the ground.

Actions

Multiattack. The rook attacks twice with one of its weapons.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Spellcasting. The rook is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following paladin spells prepared:

- 1st level (4 slots): *command, cure wounds, identify, shield of faith*
- 2th level (3 slots): *darkness, invisibility, locate object, magic weapon, zone of truth*

Overloader

Armed with a battery pack, the overloader leaps into battle, lightning crackling from joints in the armor. They are specialists harnessing the intense power surge of lightning to disable technomantic devices. A good infiltration team typically hires an overloader to disable security measures prior to entry.

Overloader

Medium humanoid (any race), any alignment

Armor Class 14 (breastplate)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	12 (+1)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, Survival +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Volatile Armor. When the overloader suffers a critical hit, it and any creature within 5 feet of it takes 3 (1d6) lightning damage.

Actions

Shock Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) lightning damage.

Lightning Pulse (Recharge 5-6). The overloader unleashes a wave of lightning in a 15-foot radius circle. Each creature in the circle must make a DC 12 Constitution saving throw. On a failed save, it takes 3 (1d6) lightning damage and is incapacitated for 1 minute. Technomantic constructs have disadvantage on this save. An incapacitated target can repeat this save at the end of each of its turns, ending the condition on a success. Unprotected technomantic devices in the circle are also disabled for 1 minute.

Photonsmith

The photonsmith relies on manipulation of light to create artificial objects. In everyday fashion, their light manifests translucent beads, earrings, or other accessories. In battle, light solidifies into an incredible glowing visage of translucent armor, shields, and blades.

Photonsmith

Medium humanoid (any race), any alignment

Armor Class 16 (breastplate and shield)
Hit Points 14 (4d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, Insight +2
Senses passive Perception 10
Languages Common plus any one language
Challenge 1/2 (100 XP)

Light. While the photonsmith is wearing its photon armor or wielding its weapons or shield, it emits bright light out to 10 feet and dim light for an additional 20 feet.

Actions

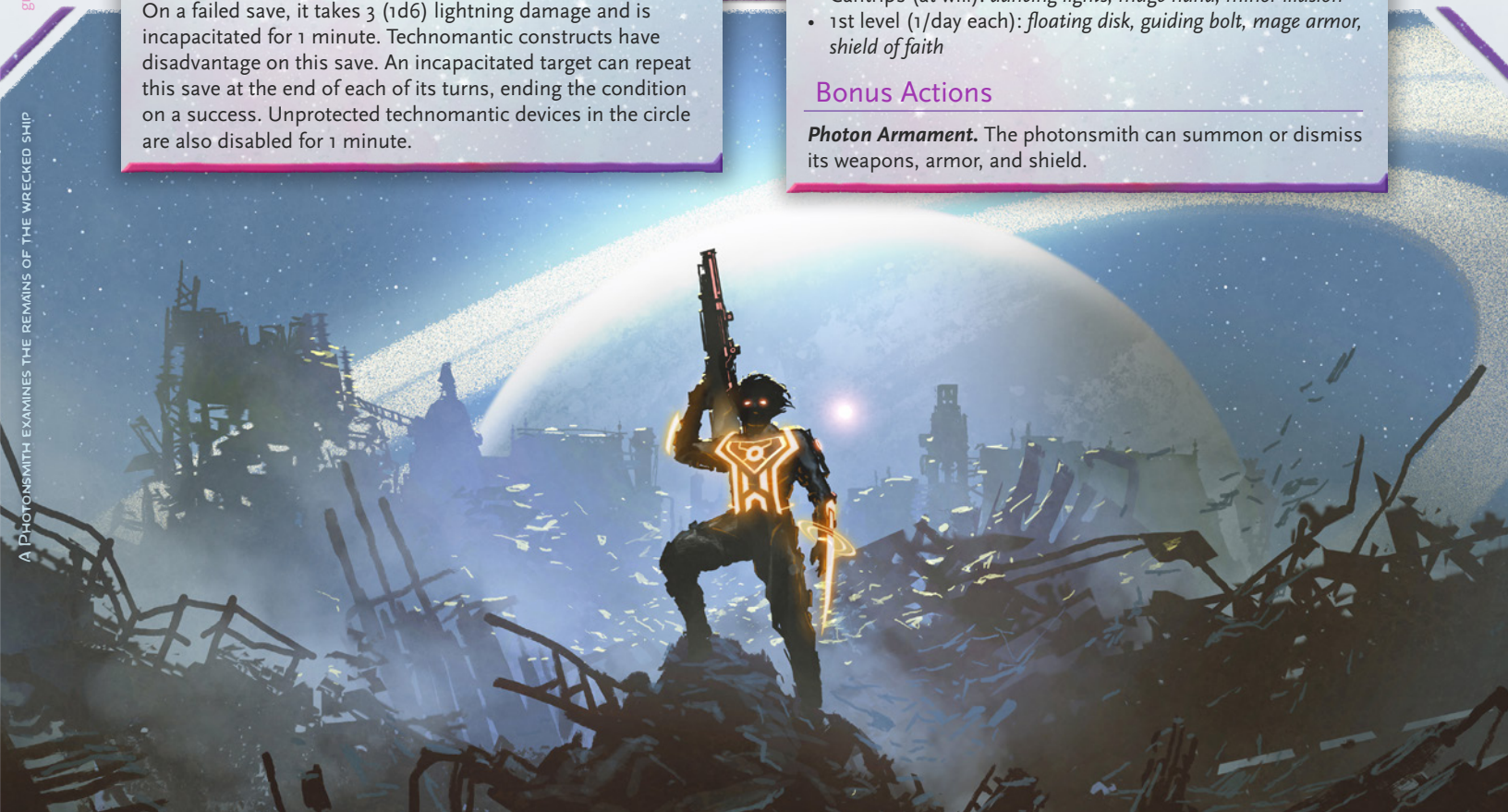
Photon Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Light Shaper. The photonsmith can manipulate light through its gadgets, which allows it to cast the following spells (spell save DC 12, +4 to hit with spell attacks):

- Cantrips (at will): *dancing lights, mage hand, minor illusion*
- 1st level (1/day each): *floating disk, guiding bolt, mage armor, shield of faith*

Bonus Actions

Photon Armament. The photonsmith can summon or dismiss its weapons, armor, and shield.



A PHOTONSMITH EXAMINES THE REMAINS OF THE WRECKED SHIP

grandfailure

Prosthesis Savant

Prosthetics are not uncommon among voidfaring civilizations, but few use them as uniquely as prosthesis savants. These cybernetic specialists enhance their own bodies with advanced technology and weaponry, seeing them as the ultimate combination of organic and mechanical parts, of beauty and function. Those who replace most of their body with prosthetics eventually become cyborgs, more machine than human.

Several types of prosthesis savants exist, named for their modification of choice. Armslingers replace their eyes and arms to augment their sniping ability. Steel bounders replace legs with mechanical ones far stronger than usual. Triple strikers attach additional arms to their chassis to enhance combat ability.

Armslinger

Medium humanoid (any race), any alignment

Armor Class 13 (leather)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +3, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Artificial Eye. The armslinger cannot be surprised.

Prosthetic Arm. The armslinger has advantage on Strength (Athletics) checks it makes using the prosthetic arm.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Blaster. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Concealed Weapon. The armslinger transforms its arm into a blaster, and vice versa.

Steel Bounder

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Standing Leap. The steel bounder's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Kick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Triple Striker

Medium humanoid (any race), any alignment

Armor Class 14 (scale mail)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Prosthetic Arm. The triple striker has advantage on Strength (Athletics) checks it makes involving the third arm.

Three-Point Combat. The triple striker has advantage on attack rolls against targets it has grappled.

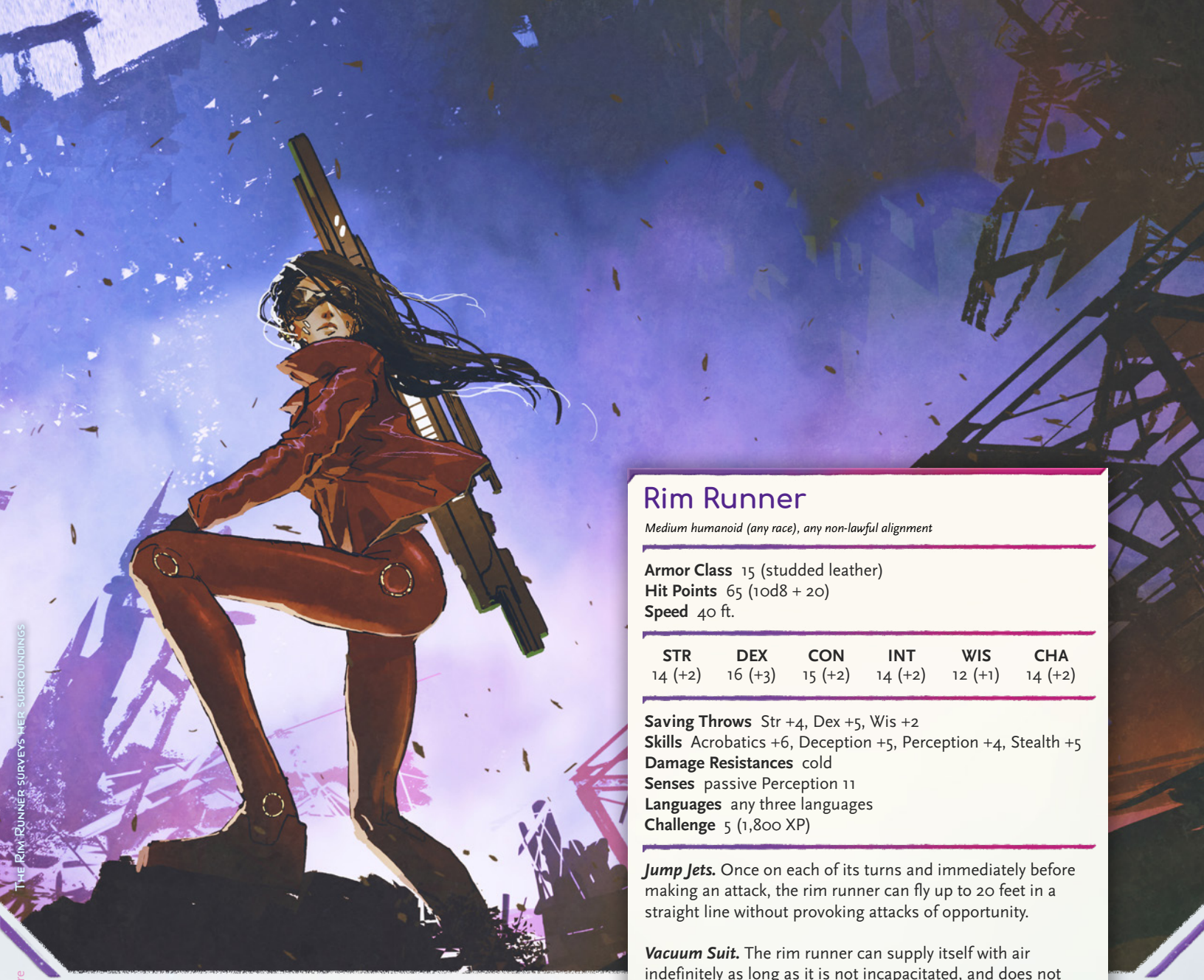
Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Blaster. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Bonus Actions

Third Arm. The triple striker has a third prosthetic arm it can use to grapple or make one attack.



THE RIM RUNNER SURVEYS HER SURROUNDINGS

grandfailure

Rim Runner

Rim runners are scoundrels who thrive in the lawless areas of the Cosmos. They hold no affiliation to the established hierarchy, instead reveling in the freedom of the cosmic void. Their kind typically find work as mercenaries, bounty hunters, and smugglers — the kind of dangerous profession available only to the best. Whenever galactic criminal elements cannot get by with a team of mobsters, they turn to the rim runner to ensure success.

Wild Frontiers. Rim runners prowl the edges of a system where policing is more difficult, the dangerous areas no lawman wants to pursue, or even the Fey Systems where nothing is quite understandable. Law holds no sway over such places. Survival is determined by strength, cunning, and a well-timed double-cross.

Rim Runner

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Acrobatics +6, Deception +5, Perception +4, Stealth +5
Damage Resistances cold
Senses passive Perception 11
Languages any three languages
Challenge 5 (1,800 XP)

Jump Jets. Once on each of its turns and immediately before making an attack, the rim runner can fly up to 20 feet in a straight line without provoking attacks of opportunity.

Vacuum Suit. The rim runner can supply itself with air indefinitely as long as it is not incapacitated, and does not suffer from deadly gases.

Actions

Multiattack. The rim runner uses its Jump Jets ability. Then it makes two attacks.

Shock Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 7 (2d6) lightning damage.

Laser Pistol. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 13 (3d6 + 3) radiant damage.

Gravity Pulse (Recharge 6). The rim runner magically emits a pulse of gravity. Each creature within 15 feet of the rim runner must make a DC 14 Constitution saving throw. On a failed save, a target takes 13 (3d8) force damage and is pushed up to 30 feet. If a target hits an object this way, it takes 7 (2d6) bludgeoning damage. On a successful save, a target only takes half as much damage and is not pushed.

Appendix A: Starships and Layouts

This appendix provides stat blocks and maps for various starships. The stat blocks are divided by player and enemy starships which contain minor differences. Starship maps can be used by players and GMs alike.

Chapter 3 details instructions for using these starship stat blocks and maps.

Player Starship

The Griffin-class cruiser is one of the most standard and reliable starships, available at relatively low cost without sacrificing the essentials. It does not have a Current engine, limiting its adventures to local explorations by low-level adventurers.

Griffin Cruiser

Gargantuan vehicle, (40 ft. by 20 ft.)

Armor Class 15
Hit Points 70 (critical threshold 24)
Speed 600 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	0	0	0

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Proficiency Bonus (PB) equal to captain or pilot's proficiency bonus, or +2 if neither are present
Stations airlock, command, energy bay, engines, helm, life support, missile bay, shields

Light Shield 2, Radiant (5/15). The cruiser gains 5 Shield Points at the start of its turn, up to a maximum of 15 Shield Points. Whenever it takes radiant damage that is not from a ray emitter, these Shield Points are lost first.

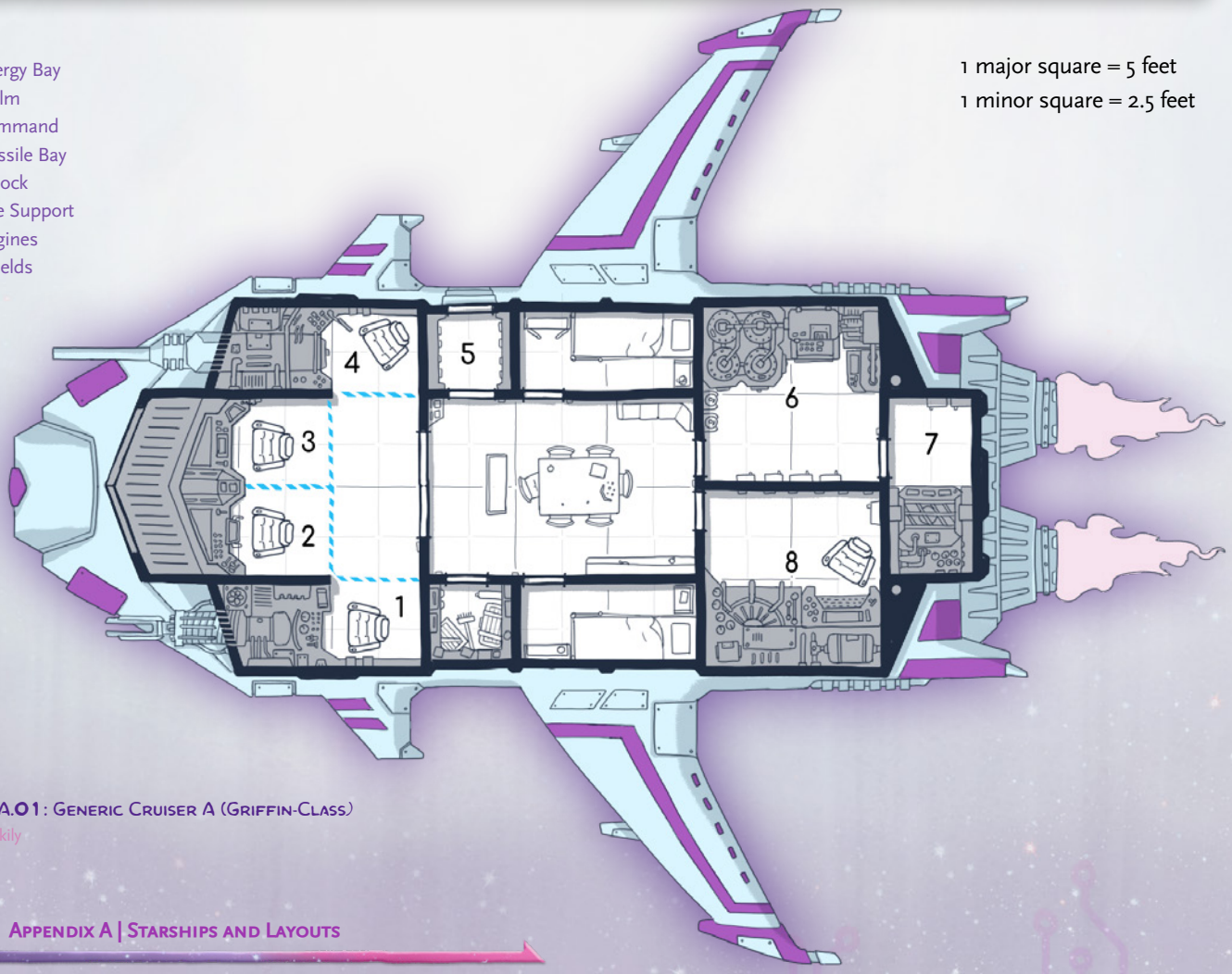
Actions

Artillery (Load 1). *Ranged Weapon Attack:* +5 to hit, range 800/3,200 ft., one target. *Hit:* 16 (3d10) piercing damage. *Load:* the weapon must be loaded by a crew member before it can be fired again.

Plasma 2 (Recharge 1). *Ranged Weapon Attack:* +5 to hit, range 1,200/1,800, one target. *Hit:* 16 (3d10) radiant damage. *Recharge:* the weapon automatically recharges at the start of its next turn.

1. Energy Bay
2. Helm
3. Command
4. Missile Bay
5. Airlock
6. Life Support
7. Engines
8. Shields

1 major square = 5 feet
1 minor square = 2.5 feet



Map A.01: Generic Cruiser A (Griffin-Class)
aripockily

Enemy Starships

This section provides several starship stat blocks for GMs to use when designing starship encounters. Their corresponding starship maps are found at the end of the section organized by size. Each starship layout is designed to provide flexibility for the stat blocks presented; GMs are encouraged to create their own maps.

Using the Stat Blocks

The stat blocks presented in this appendix use the rules outlined in Chapter 4 under the Starship Stat Block section, with a few additional changes described here. In general, these stat blocks are simplifications of conventional starship combat rules; if something is unclear, default to the rules in Chapter 4.

Possible Actions. Like other monsters, starships take one action available to it on its turns, as well as any possible bonus actions or reactions (one each). Each action is associated with a station in parentheses; if that station is disabled, the action cannot be taken.

Crew Size. This trait represents the size of crew on a starship. The number indicated describes the active components on a ship and does not necessarily represent the number of crew members on board — rather the number of divisions of crew teams.

Operate. This action represents the active crew taking actions at an active station. In general, the crew takes as many actions as there are active crew at stations (indicated by Crew Size). This changes when some crew is killed or stations are disabled during combat.

Using the Maps

Each stat block presented in this section is compatible with any starship map within its starship size category, with minor adjustments. The only exception is the **Destroyer Cruiser**, which must use map A.05 because it is the only ship map with an engine large enough for a Current Skimmer. The weapon stations on each map are purposely not identified to accommodate any stat block.

Building Starship Encounters

The following guidelines provide assistance for GMs looking to build a starship encounter.

Determining the Difficulty

There is no easy metric to determine the difficulty of a starship encounter, but in general, the toughness of an enemy starship is determined by three factors: the number of weapons it can fire in one turn, its shield tier, and its total hit points.

Compare an enemy starship to the party's starship for these three factors and note the starship that has the advantage. The ship with more advantages has a higher chance of success.

Starship CR. Over the course of a game, a crew is expected to upgrade their starship's ability scores, weapons, and stations to their maximum. An enemy's Starship Challenge Rating approximates whether it is an appropriate encounter for a party of four adventurers at that level, accounting for the starship's upgrades.

Modifying Starships

GMs can modify enemy starships without extensively altering the provided layouts. New stations can be installed as needed in any available space; bunks and common rooms can be converted to additional weapon bays as desired. In general, corvettes use an Integrated Helm to save on weapons bay space. Cruisers typically install no more than two types of weapons.

Corvettes

Corvettes are small ships usually helmed by one to two crew members, used primarily as short-ranged scouts or fighters. Where fighters excel at offensive capability, scouts are designed to be fast and stealthy. Frigates sometimes carry hundreds of fighters aboard their decks.

Fighter Corvette

Gargantuan vehicle, (minimum 20 ft. by 10 ft.)

Armor Class 14
Hit Points 36 (critical threshold 22)
Speed 800 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	0	0	0

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Starship CR 1/2 (100 XP)
Proficiency Bonus (PB) +2
Crew Size 2 (pilot, engines)

Light Shield 1, Radiant (5/10). The corvette gains 5 Shield Points at the start of its turn, up to a maximum of 10 Shield Points. Whenever it takes radiant damage that is not from a ray emitter, these Shield Points are lost first.

Station Actions

Operate. The starship takes as many actions as there are active crew at active stations.

Plasma 2 (Integrated Helm). *Ranged Weapon Attack:* +4 to hit, range 600/900, one target. *Hit:* 16 (3d10) radiant damage. *Recharge 1:* The weapon automatically recharges at the start of its next turn.

Afterburn (Engines). The corvette moves up to 200 feet.

Scout Corvette

Gargantuan vehicle, (minimum 20 ft. by 10 ft.)

Armor Class 15
Hit Points 30 (critical threshold 20)
Speed 800 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	0	0	0

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Starship CR 1/4 (50 XP)
Proficiency Bonus (PB) +2
Crew Size 1 (pilot)

Silent Engines. The corvette has advantage on Dexterity (Stealth) checks made to Hide.

Station Actions

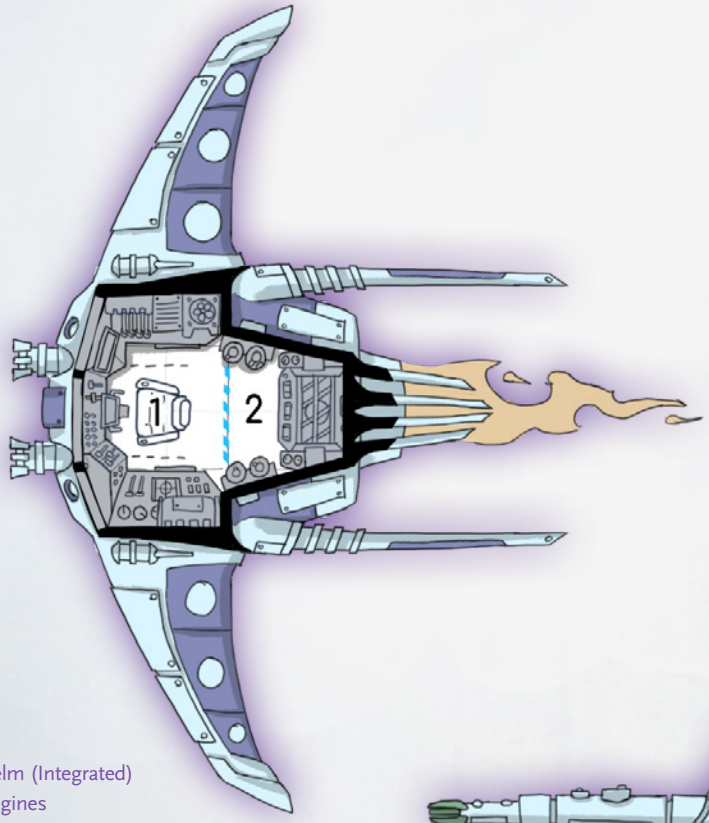
Operate. The starship takes as many actions as there are active crew at active stations.

Plasma 1 (Integrated Helm). *Ranged Weapon Attack:* +5 to hit, range 600/900, one target. *Hit:* 11 (2d10) radiant damage. *Recharge 1:* The weapon automatically recharges at the start of its next turn.

Reactions

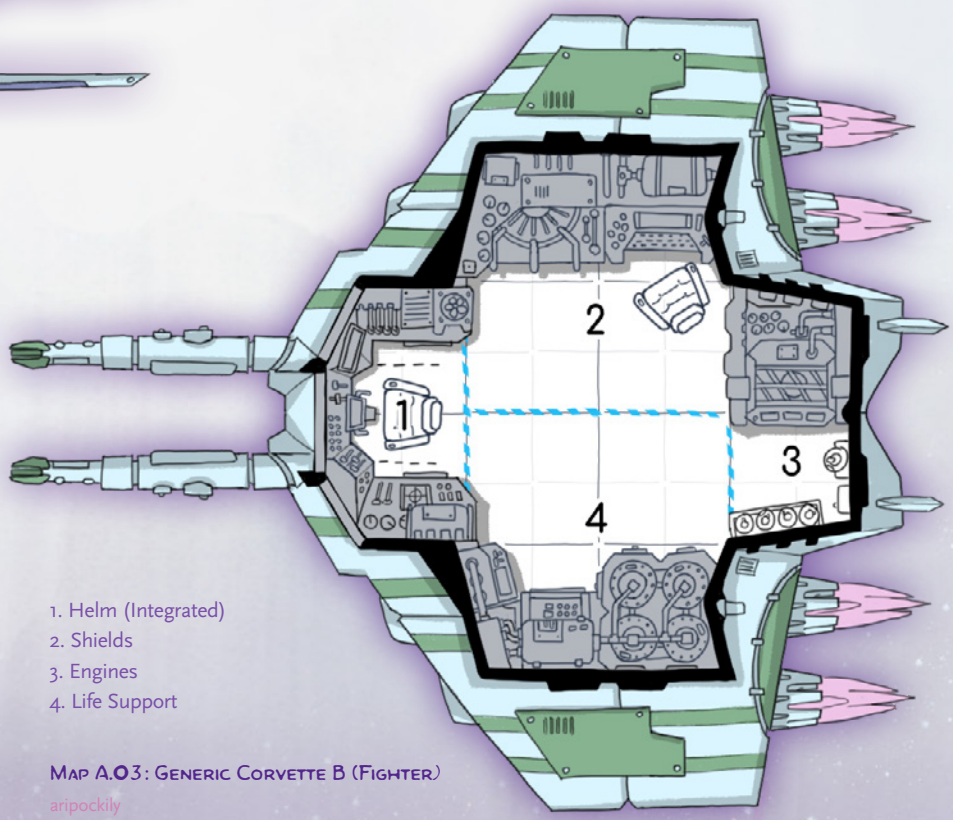
Barrel Roll (Helm). When an attack roll hits the corvette, it can add 2 to its AC against that attack, potentially turning it into a miss.

1 major square = 5 feet
1 minor square = 2.5 feet



1. Helm (Integrated)
2. Engines

Map A.02: Generic Corvette A (Scout)
aripockily



1. Helm (Integrated)
2. Shields
3. Engines
4. Life Support

Map A.03: Generic Corvette B (Fighter)
aripockily

Cruisers

Cruisers are ships larger than corvettes with no dimension exceeding 100 feet. Their uses are more flexible, from transport to combat. Their chassis typically have enough space to install additional stations as required, such as weapons or computers.

Destroyer cruisers find purpose in major galactic warfare, armed with strong shields and weapons. A comparatively larger cruiser, it generally flies with a Current skimmer that allows it to arrive at critical locations without crossing the Strand through more defensible Waypoints.

Outlaw and enforcer cruisers comprise a majority of everyday void-based conflict. Pirates, thieves, scavengers, and bandits alike fly outlaw cruisers in search of victims to rob or resources to steal. Guards, security, and patrols fly enforcer cruisers to stop them. Such cruisers typically include at least two weapons for firepower, at least one being energy-based.

Transport cruisers are the most common and essential for peaceful trade and travel. They typically use Waypoints to carry goods through the Strand, but some are outfitted with Current skimmers to reach more remote areas of the galaxy. Their shields primarily deflect harmful radiation rather than plasma bolts; their rusty weapons rarely see use.

Destroyer Cruiser

Gargantuan vehicle, (minimum 70 ft. by 30 ft.)

Armor Class 13
Hit Points 80 (critical threshold 26)
Speed 500 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	0	0	0

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Starship CR 4 (1,100 XP)
Proficiency Bonus (PB) +2
Crew Size 5 (pilot, 2 gunners, shielder, engineer)

Current Skimmer. This starship has the ability to jump into the Current.

Light Shield 3, Radiant (5/20). The cruiser gains 5 Shield Points at the start of its turn, up to a maximum of 20 Shield Points. Whenever it takes radiant damage that is not from a ray emitter, these Shield Points are lost first.

Station Actions

Operate. The starship takes as many actions as there are active crew at active stations.

Artillery (Missiles Bay). *Ranged Weapon Attack:* +3 to hit, range 800/3,200 ft., one target. *Hit:* 18 (4d8) piercing damage. *Load 1:* After firing, roll a d20. On a roll of 8 or lower, the weapon cannot be fired the following turn.

Plasma 2 (Energy Bay). *Ranged Weapon Attack:* +3 to hit, range 1,200/1,800, one target. *Hit:* 16 (3d10) radiant damage. *Recharge 1:* The weapon automatically recharges at the start of its next turn.

Fortify (Shields). The cruiser regains 5 additional Shield Points at the start of its next turn.

Enforcer Cruiser

Gargantuan vehicle, (minimum 60 ft. by 30 ft.)

Armor Class 14
Hit Points 70 (critical threshold 24)
Speed 600 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	0	0

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Starship CR 2 (450 XP)
Proficiency Bonus (PB) +2
Crew Size 4 (pilot, 2 gunners, engineer)

Light Shield 2, Radiant (5/15). The cruiser gains 5 Shield Points at the start of its turn, up to a maximum of 15 Shield Points. Whenever it takes radiant damage that is not from a ray emitter, these Shield Points are lost first.

Station Actions

Operate. The starship takes as many actions as there are active crew at active stations.

Laser Ray 1 (Energy Bay). A target within 600 feet of the cruiser automatically takes radiant damage equal to 5 minus the number of Shield Points it currently has (minimum of 0 damage). *Recharge 1:* The weapon automatically recharges at the start of its next turn.

Plasma 2 (Energy Bay). *Ranged Weapon Attack:* +4 to hit, range 1,200/1,800, one target. Hit: 16 (3d10) radiant damage. *Recharge 1:* The weapon automatically recharges at the start of its next turn.

Targeting (Computer). The pilot of one starship within 500 feet of the cruiser must make a DC Dexterity saving throw. On a failed save, the next attack made against the target before the start of the cruiser's next turn deals 3 extra damage.

Outlaw Cruiser

Gargantuan vehicle, (minimum 50 ft. by 25 ft.)

Armor Class 14
Hit Points 60 (critical threshold 22)
Speed 600 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	0	0	0

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Starship CR 1 (200 XP)
Proficiency Bonus (PB) +2
Crew Size 4 (pilot, 2 gunners, engineer)

Light Shield 1, Radiant (5/10). The cruiser gains 5 Shield Points at the start of its turn, up to a maximum of 10 Shield Points. Whenever it takes radiant damage that is not from a ray emitter, these Shield Points are lost first.

Reckless Assault. If the cruiser moves at least 400 feet in a straight line towards a target, it has advantage on the next attack roll it makes before the start of the next round, but the next attack roll made against the cruiser also has advantage before the start of the next round.

Station Actions

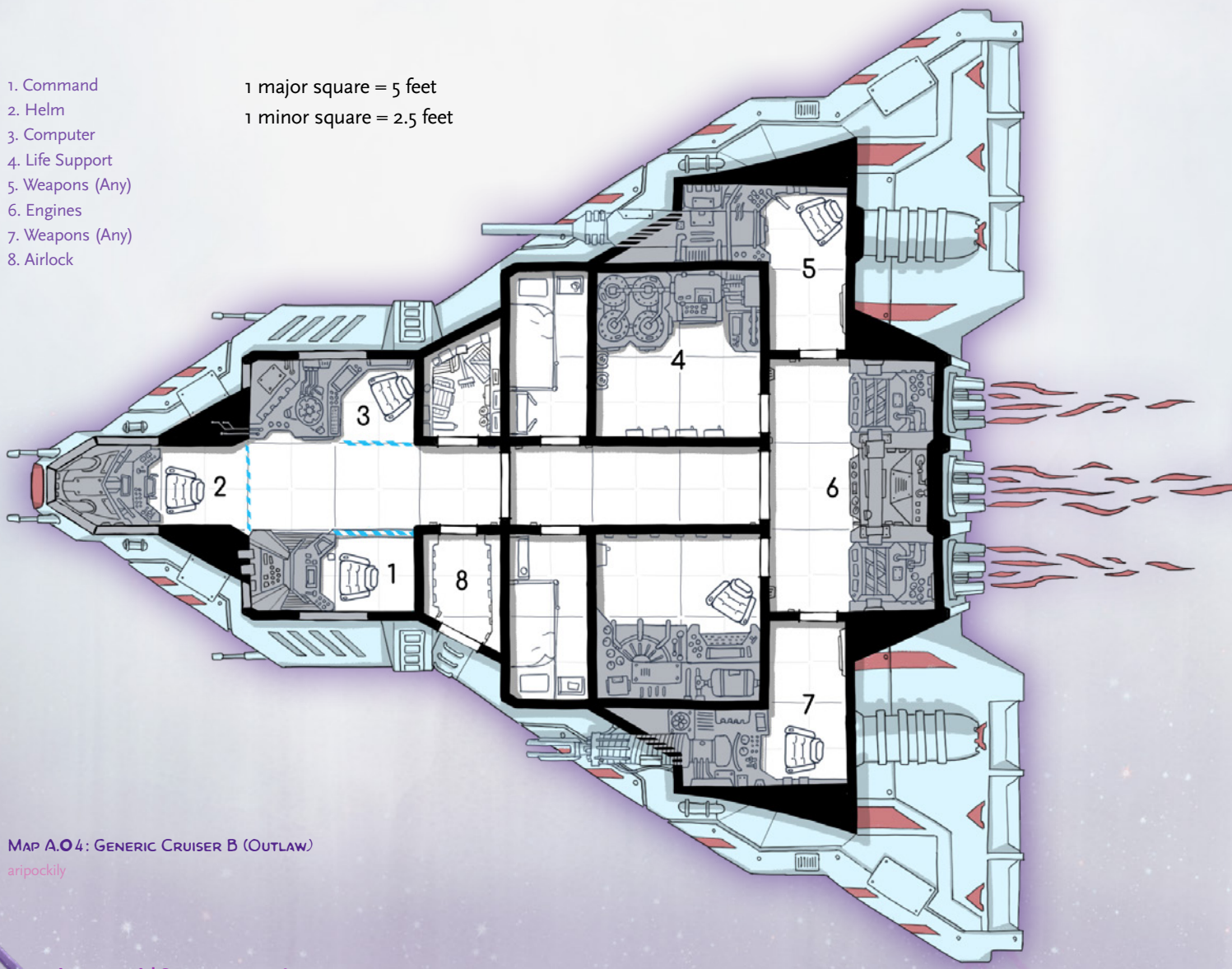
Operate. The starship takes as many actions as there are active crew at active stations.

Plasma 1 (Energy Bay). *Ranged Weapon Attack:* +4 to hit, range 1,200/1,800, one target. *Hit:* 11 (2d10) radiant damage. *Recharge 1:* The weapon automatically recharges at the start of its next turn.

Plasma 2 (Energy Bay). *Ranged Weapon Attack:* +4 to hit, range 1,200/1,800, one target. *Hit:* 16 (3d10) radiant damage. *Recharge 1:* The weapon automatically recharges at the start of its next turn.

1. Command
2. Helm
3. Computer
4. Life Support
5. Weapons (Any)
6. Engines
7. Weapons (Any)
8. Airlock

1 major square = 5 feet
1 minor square = 2.5 feet



Map A.04: Generic Cruiser B (Outlaw)
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Transport Cruiser

Gargantuan vehicle, (minimum 60 ft. by 30 ft.)

Armor Class 12
Hit Points 50 (critical threshold 20)
Speed 500 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	0	0	0

Damage Immunities necrotic, poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious
Starship CR 1/2 (100 XP)
Proficiency Bonus (PB) +2
Crew Size 3 (pilot, gunner, engineer)

Flare Shielding, Radiant (5/5). The cruiser gains 5 Shield Points at the start of its turn, up to a maximum of 5 Shield Points. Whenever it takes radiant damage that is not from a ray emitter, these Shield Points are lost first.

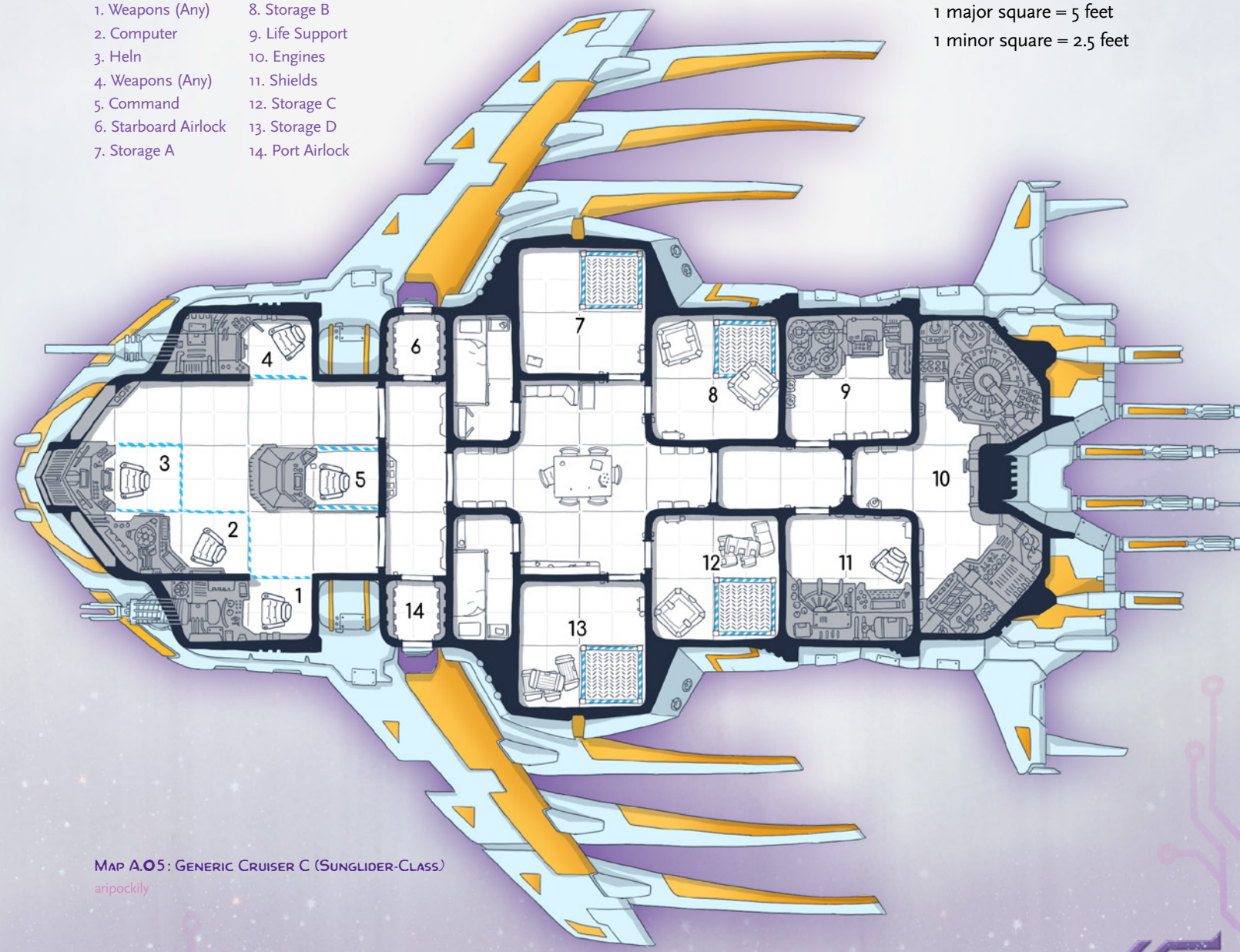
Station Actions

Operate. The starship takes as many actions as there are active crew at active stations.

Plasma 1 (Energy Bay). *Ranged Weapon Attack:* +2 to hit, range 1,200/1,800, one target. *Hit:* 11 (2d10) radiant damage. *Recharge 1:* The weapon automatically recharges at the start of its next turn.

1. Weapons (Any)
2. Computer
3. Heln
4. Weapons (Any)
5. Command
6. Starboard Airlock
7. Storage A
8. Storage B
9. Life Support
10. Engines
11. Shields
12. Storage C
13. Storage D
14. Port Airlock

1 major square = 5 feet
1 minor square = 2.5 feet



Map A.05: Generic Cruiser C (Sunglider-Class)
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