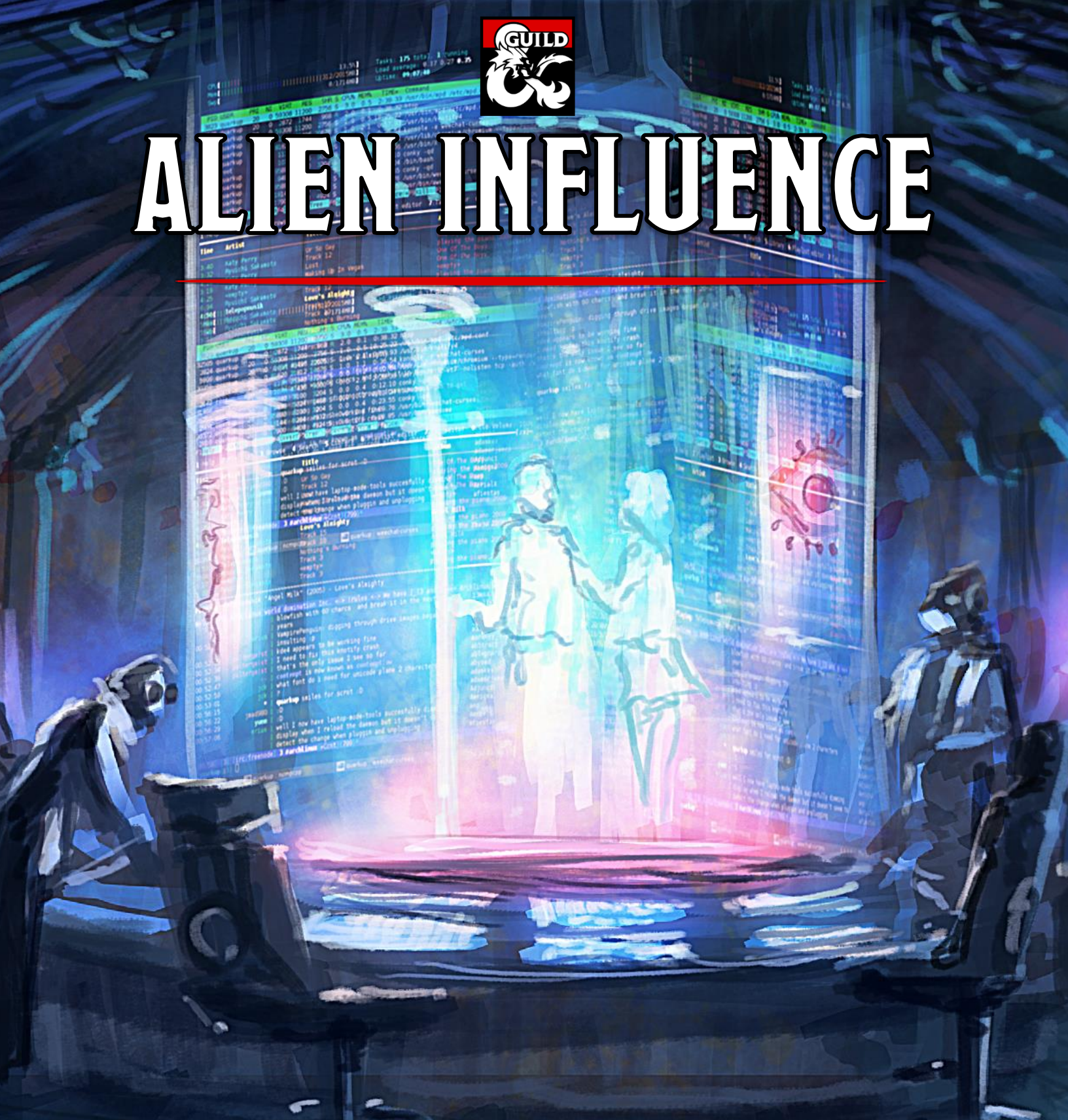




ALIEN INFLUENCE



NEW OPTIONS FOR WARLOCKS THAT HAVE BROKERED A PACT WITH ONE OF THE RACES THAT TRAVEL BETWEEN THE WORLDS THAT CIRCLE FAR-AWAY SUNS.



ALIEN INFLUENCE

New options for Warlocks that have brokered a pact with one of the races that travel the stars.

DESIGN

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ART

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TRAVELER BETWEEN THE STARS

Any sufficiently advanced technology is indistinguishable from magic.

– Arthur C. Clark

When a brave group of explorers first set foot in the debris found atop the Barrier Peaks, Oerth awoke to the larger truth lurking in the cosmos – we are not alone. There have always been those that have suspected as much. Civilizations have watched the dance of the stars for generations and many have witnessed the unexplainable. Tales abound of lights in dark forests, or pale half-seen intruders in the night, and stretches of missing time that follow vague memories of experiments that leave faint scars. Many of these events are attributed to the fey folk or elder gods, but some know that there are beings out there that have risen to power through their knowledge of science and mechanics, manipulating the very fabric of reality not with magic but with machine. For now, these cosmic powers seem content to leave planets like Oerth and Faerun mostly alone.

OTHERWORLDLY PATRONS

While most warlocks are pledged to powers that have their origins in planes associated with the worlds they inhabit, there are powers that explore the voids between worlds that are chillingly eager to gain the service of inhabitants of the planets they are exploring.

TRAVELER BETWEEN THE STARS

You have forged a pact with an entity that possesses the knowledge and technology to travel between planets that orbit distant stars. Few enter this service willingly. With haunting fragments of an abduction flitting through your mind, you accepted the unspoken conditions of your service as you embraced the change in your cosmic perspective. Usually a warlock serving the Traveler Between the Stars never knows the true nature of their patron. Frequent memory wipes after contact have left you with a patch-work of incomplete memories – flashes of unimaginable pain, brightly lit corridors, and vessels massive enough to fill the entire sky.

Beings of this type include the neogi, the progenitors of the aboleths and illithid, and any number of unknown races from deep space. It is also possible that your patron represents a collective of extraterrestrial races interested in using you as their agent on another world.



EXPANDED SPELL LIST

The Traveler Between the Stars lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

TRAVELER BETWEEN THE STARS SPELLS

Spell Level	Spells
1 st	<i>detect poison and disease, ray of sickness</i>
2 nd	<i>detect thoughts, ray of enfeeblement</i>
3 rd	<i>clairvoyance, nondetection</i>
4 th	<i>blight, locate creature</i>
5 th	<i>anti-life shell, teleportation circle</i>

SCI-FANTASY

The material presented here is heavily inspired by games like *Gamma World* and *Spelljammer*, and adventures like the classic *Expedition to the Barrier Peaks*. The ambition here is not to explain away the magic of the warlock with high-tech gadgets, but to add a layer of mystery through the inclusion of enigmatic and alien equipment that isn't strictly magical. Successfully incorporating this tone requires resisting the urge to use scientific jargon as an explanation for the workings of fantastical effects. A light touch is required to pull this off. Simply including robots, alien, and laser guns is enough – focusing on details starts to strip away the mystery and replace it with scientific certainty.

Of course, you don't have to follow those guidelines. You can push your campaign into full-blown sci-fi territory if you so desire. Warlocks with the Traveler Between the Stars patron might be clones or artificially biological lifeforms. Injections of nanites or the use of genetically engineered creatures might explain the origins of the magic used by these warlocks. Whatever you decide to do, the following suggestions can help flavor your pact boon.

Pact of the Chain. The Traveler Between the Stars has visited countless worlds, so your familiar could be any kind of organism. It could also be a synthetic organism, android, or fully robotic. If your DM allows, the utility drone is a particularly suitable option for your patron.

Pact of the Blade. Your blade is likely made of an unearthly material – reinforced ceramics, a paper-thin unbreakable metal, or a shimmering blade of force.

Pact of the Tome. Odds are good that your patron allows you to use a transparent glass tablet as your Book of Shadows, but a device that stores your spells as digital music recordings of the magical formulas you know can also convey a technological and otherworldly aspect for your character.

EXTRATERRESTRIAL TECHNOLOGY

Starting at 1st level, your patron grants you the use of a device clearly not of your world. You gain your choice of one of the following devices: *laser blaster*, *rail gun*, *stun stick*, or *subdermal lancer*. Any time you would gain a new invocation, you can trade this item for any other you meet the level requirements for or gain a new device you meet the level requirements for instead of a new invocation.

Additionally, when you would gain a Mystic Arcanum spell you can instead gain an additional device – the *X-rifle* at 11th level, *neural phaser* at 13th, *gravity cannon* at 15th, and *death ray* at 19th.

INEXPLICABLE MODIFICATION

Beginning at 6th level, you bear the scars of an operation you do not remember. It isn't clear what was done to you, but as a result any time you receive healing you recover an additional number of hit points equal to your Constitution modifier (minimum of 1 hit point).

SPACE SUIT

When you reach 10th level, you are gifted a space suit bearing the emblems of your patron. The suit provides protection from the hazards of space, in addition to its more mundane uses. While wearing your space suit, you have resistance to radiation and the suit disposes of any bodily waste within it. The helmet and gloves do not have to be worn with the rest of the suit, but donning them improves the radiation resistance to immunity and creates an air-tight seal cutting you off from the outside environment. Sealed inside the space suit, you are immune to the effects of extreme environmental heat or cold and have an air supply that lasts for two hours.

The suit itself is self-repairing and form-fitting enough to be worn under armor. Magic items like gloves and helms can be worn under the space suit as appropriate.

ORBITAL STRIKE

At 14th level, the Traveler Between the Stars will target a location of your choosing with a laser blast from a ship orbiting the planet you are on. As an action you designate a space within 100 feet that you can see. The space must be under open sky or this ability has no effect. An intense beam of light pierces the sky and hits the chosen spot. Any creature in that spot must make a Constitution saving throw against your spell DC. On a failure, the target takes 8d8 radiant and fire damage.

The ground in a 20 foot radius from the beam is blasted with force, becoming difficult terrain. Any creature in this area must make a Strength saving throw against a DC of 14 or be knocked prone. Once you have used this ability you must complete a long rest before you can use it again.

UTILITY DRONE

Tiny construct, neutral

Armor Class 14 (natural armor)

Hit Points 10 (3d4 + 3)

Speed fly 25 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	14 (+2)	17 (+3)	9 (-1)

Skills Perception +5, Stealth +3

Senses darkvision 60 ft., passive Perception 15

Languages understands Common, but doesn't speak

Challenge 1/4 (50 XP)

Multitool. One set of tools can be attached to the utility drone. It makes ability checks with attached tools with a +2 bonus.

ACTIONS

Zap. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 3 (1d4 + 1) electricity damage, and the target must succeed on a DC 11 Constitution saving throw or become stunned for 1 round.





TECHNOLOGICAL ARSENAL

Those beings that travel between the isolated worlds that circle the far away stars are distinguished by the technology that enables their travels – and much more besides. They possess a number of astonishingly destructive and bizarre weapons, some of which they lend to those that serve their interests. In the rare event that one of their mighty vessels would crash, these devices might also be found among the wreckage left behind.

Using this technology is often more complicated than it might seem. Much of it was not made to accommodate a humanoid physiology and all of it was made by minds with far more knowledge than is available to a typical adventurer. There is also much variation among the level of technological sophistication of the races that voyage beyond the stars. The following rules provide guidelines for using and introducing these alien devices. Unless otherwise stated, activating or firing one of these devices takes an action.

KARDESHEV SCALE

A rough measure of the power of alien technology, the Kardeshev scale is used to categorize the items presented here in much the same way that rarity organizes magic items. Warlock must meet the minimum character level to select equipment as a class feature, but you can use this as a guideline for equipment given as treasure. Additionally, equipment of levels II and III are outfitted with biometric locks that require 4 hours of calibration to be keyed to a specific individual. Once locked in this fashion, only the keyed owner can activate the item.

KARDESHEV RARITY

Kardeshev Scale	Minimum Character Level
Level I	3 rd or higher
Level II	7 th or higher
Level III	12 th or higher

COOLDOWN

It takes immense power to alter the local gravity, reduce a creature to ash, or rewrite memories. Every technological device includes a self-contained battery or other appropriate fuel source that is designed to recharge. Additionally, many weapons have maintenance sub-routines built into their operation that delay the ability to use them again once they have been set off. These factors considered together form a 'cooldown' period that is indicated in the entry for the device.

ARC RIFLE

KARDESHEV II

Two-handed, 15 lbs

Cooldown: Short rest after use.

The rough surface of this weapon bristles with a tingling static charge that leaves your hair standing on end. Firing the arc rifle allows you to cast *lightning bolt*.

COMMUNICATIONS ARRAY

KARDESHEV I

Cooldown: Short rest after use.

Inside this silver box are numerous antennae, buttons, and dials. Activating the communications array takes 10 minutes and allows you to cast *sending*.

DEATH RAY

KARDESHEV III

One-handed, 2 lbs

Cooldown: Two hours after use.

This slender black weapon fits nicely in your hand and smells of molten metal. Firing the death ray takes an action and duplicates the effects of *disintegrate* against the target. You can also target a 60 foot radius of foliage, killing all of it and leaving behind only a fine grey powder.

EMP GRENADE

KARDESHEV II

One-handed, 5 lbs

Cooldown: Short rest after use.

When touched, the seemingly smooth surface of this fist-sized orb gently compresses with an audible click. Once activated, the EMP grenade generates a pulse at the start of your next turn that disables any devices within 60 feet for 10 minutes.

Additionally, you can lower the strength of the pulse to grant resistance to radiation damage to any creature holding the grenade. This effect lasts for 1 minute.

FILTRATION MASK

KARDESHEV I

Cooldown: Half an hour after use.

This clear plastic and glass mask covers most of your head and protects the sensitive mucous membranes that absorb airborne toxins and pathogens by filtering them out and containing a supplemental air source. Donning the mask takes a bonus action. The mask is active while worn for up to 30 minutes. While active, you have immunity to all poisons, diseases, and other effects that require inhalation. After use, it takes 30 minutes to refresh the mask's air supply.

FLAMETHROWER

KARDESHEV I

Two-handed, 20 lbs

Cooldown: Short rest after use.

This heavy, squat weapon has more handles than you have hands, and a softly flickering flame burns at its front end. Firing the flamethrower allows you to cast *scorching ray* with only a single ray of flame.

The small ignition flame at the base of the device burns constantly, even underwater or in inclement weather, and sheds light like a torch. You can also use this flame to ignite unattended objects.



GRAVITY CANNON

KARDESHEV III

Two-handed, 30 lbs

Cooldown: Three hours after use.

This sleek, compact weapon hums and vibrates in your hands. Firing the gravity cannon takes an action and allows you to duplicate the effects of *reverse gravity* in a spot within 200 feet for a duration of 1 minute without needing to maintain concentration.

Additionally, you can instead set the gravity cannon to create a localized gravity field that negates the effects of areas of heavy or light gravity and grants a fly speed of 20 feet in areas of zero gravity. Activating this ability takes a bonus action, lasts for 10 minutes, and counts as one use of the gravity cannon.

JET PACK

KARDESHEV II

Cooldown: One hour after use.

Resembling a harness more than a backpack, this device fits almost uncomfortably tight. Activating this device grants you a fly speed of 70 feet for a duration of 1 minute.

LASER BLASTER

KARDESHEV I

One-handed, 8 lbs

Cooldown: Short rest after three uses.

Looking like a more compact and streamlined flintlock pistol, this weapon glows with a faint inner light. Firing the laser blaster allows you to cast *fire bolt*, but the spell deals radiant instead of fire damage.

NEURAL PHASER

KARDESHEV III

One-handed, 5 lbs

Cooldown: Short rest after use.

This odd device looks less like a weapon and more like a digital magnifying glass. Firing the neural phaser allows you to cast *confusion* on any creature you can see within 100 feet.

Additionally, you can use the neural phaser to erase a target's memories. Used in this fashion, you can cast *modify memory*. Any memories you remove or alter are stored on the neural phaser until you use this weapon again. The target's memory returns to normal when the modifications that were stored on the phaser are overwritten with a subsequent use.

PORTABLE FORCEFIELD

KARDESHEV II

Cooldown: Two hours after use.

A thin band of flexible metal, this device can fit around the arm or neck. Activating the portable forcefield is done as a reaction to taking damage, allowing you to cast *shield*.

RAIL GUN

KARDESHEV I

Two-handed, 35 lbs

Cooldown: Short rest after use.

Despite its weight and length, this large weapon is surprisingly well balanced. You can make a ranged attack with the rail gun against a single target you can see within 300 feet. On a hit, the gun deals 2d10 + 3 force damage and the target must make a Strength saving throw against a DC of 15. If they fail their save, they are pushed 10 feet away from you and fall prone. The rail gun requires ammunition, but any small object from ½ to 1 inch in size can be used as ammunition. The object is accelerated to such a degree that it is vaporized, leaving only the raw force to strike the target.

STUN STICK

KARDESHEV I

One-handed, 1 lb

Cooldown: Short rest after use.

When squeezed, arcs of electricity snap between diodes on the end of this metallic rod. The stun stick is a simple light melee finesse weapon that deals 1d4 bludgeoning damage. On a hit, you can use a bonus action to force the target to make a Constitution save against a DC of 13. If the target fails the saving throw, it is stunned until the end of its next turn.

Additionally, if you have the pact of the blade and make the stun stick your pact weapon, it deals an additional 1d4 electricity damage on a hit and overcomes resistance as if it were a magic weapon.

SUB-DERMAL LANCER

KARDESHEV I

One-handed, 2 lbs

Cooldown: Short rest after six uses.

Dozens of small needles peek out from inside the barrel of this tiny weapon. Firing the sub-dermal lancer requires pressing the front of it against an adjacent creature's skin. The target must then make a Constitution save against a DC of 8 + your proficiency bonus. The target has disadvantage on the save if it is surprised. On a failed save, the target is poisoned until the end of its next turn.

Additionally, you can load any potion or poison into a vial at the rear of the sub-dermal lancer. A target that fails its save is then subject to the effects of the potion or poison instead.

X-RIFLE

KARDESHEV III

Two-handed, 15 lbs

Cooldown: One hour after use.

Almost short enough to be used with one hand, this rifle is designed to appear innocuous despite its lethality. Firing the X-rifle allows you to cast *blight*. If the target fails its saving throw, it takes 1d8 radiation damage.

ZERO PISTOL

KARDESHEV II

Two-handed, 5 lbs

Cooldown: Short rest after three uses.

Similar in appearance to a laser blaster, a thin veneer of frost clings to the front of this device. Firing the zero pistol allows you to cast *ray of frost* with a range 100 feet.

Additionally, you can freeze a corpse with the zero pistol, preserving it for 24 hours as if you had used *gentle repose*.

DEVICES OR SPELLS?

Nearly all the equipment here is modeled after a spell or designed like an invocation or magic item. There is nothing preventing you from deciding that every spell your warlock casts is in truth merely the result of one of her expansive collection of alien devices (though this quickly degrades the sci-fantasy theme in the ways described earlier).

If you're a Dungeon Master, changing the description of a magic item to something that seems more technological in nature is an easy way to create rewards for science fantasy themed games. You can also reward characters with a limited number of uses of one specific spell, describing the strange and alien machine recovered that produces the effect when activated. This single document is far too small to detail all the possibilities.

OPTIONAL RULE: TIMEWORN DEVICES

While the expectation for the material presented here is that the alien technology encountered is the product of existing civilizations, it is also possible to run a campaign where this technology is a remnant of the ancient past. Technologically superior beings visited site on the planet and left behind devices. Discovering their reasons for leaving, or even being there in the first place, could be a focal part of the campaign.

The passage of time is often unkind to abandoned technology. The timeworn property allows for a level of simulation of the effects that occur as the devices presented here advance in age through centuries of neglect. When you find a timeworn device you have two options – you can try and use it as it is or you can attempt to salvage it.

If you attempt to use a timeworn device in the condition you discover it, there is a risk that it will malfunction. Each time you use the device, roll a d6 and consult the timeworn malfunctions table to determine what happens.

TIMEWORN MALFUNCTIONS

d6 Malfunction Result

- 1 The device sparks and sputters, but does not activate. You must wait its cooldown period before using again.
- 2 The device activates normally, but deals half damage or operates for only half as long.
- 3 The device activates and functions normally.
- 4 The device experiences a power surge. Damage dealt with the device is maximized, but it must cooldown for twice as long as normal.
- 5 The device activates and functions normally, but exudes a 30 foot aura that functions as an *antimagic* spell. This aura persists for 1 hour.
- 6 The device explodes, dealing 1d6 piercing, 1d6 force, and 1d4 radiation damage to all creatures within 30 feet.

Salvaging a timeworn device is a downtime activity that takes 8 hours of uninterrupted work, an Intelligence score of 15 or higher, and access to 100 gold pieces worth of tools. At the end of this time the device no longer has a risk of malfunction, but only deals half its normal damage (or operates for half as long with each use if the item is not a weapon).



THE HAZARDS OF DEEP SPACE

Compared to terrestrial environment, even those found in some of the outer planes, space is an unusual and perilous place. Much of it is devoid of breathable air and far colder than anything likely to be found elsewhere. Pockets of warped magic are tangled around rocky objects like asteroids and proto-planets. It is often impossible to know what one might encounter while traveling in space. You can use the hazards from the *Dungeon Master Guide* as a starting point for creating bizarre space environments, but there are three aspects that deserve additional rules: radiation, the vacuum of space, and zero gravity.

RADIATION

There are many strange materials in space. Metals that flow like liquid, frozen gases that arc with lightning, and materials that exude magical auras. The hazards of these substances are not nearly as feared by seasoned space explorers as those that are radioactive. Radioactive materials come in all manner of shapes and sizes, but all are fundamentally unstable. As they break down and decay they release an invisible stream of particles that are detrimental to organic tissue – living and unliving.

Numerous devices utilize radioactive materials as a power source or direct it as a weapon, but not all radioactive materials are of the same strength. Spacefaring civilizations have developed a device called a Geiger counter that is able to detect radiation, measuring its strength in units designated as RADs. Limited exposure to low-levels of radiation can be benign, but as the intensity of the radiation increases, the likelihood of suffering its debilitating effects becomes nearly inescapable.

The Radiation Exposure table outlines how long you can be exposed to radiation of a given RAD level before you must make a Constitution saving throw. It also specifies the DC for the saving throw. When you fail a radiation save, you gain one level of exhaustion. You repeat the save at the end of each exposure duration for the given RAD level. If you have three or more levels of exhaustion from radiation, you cannot regain hit points by any means until you leave the area of radiation and get enough natural rest to reduce your exhaustion below those three levels.

RADIATION EXPOSURE

RAD	Exposure Duration	Saving Throw DC
1	24 hours.	10
2	12 hours.	12
3	1 hour.	15
4	10 minutes.	17
5	At the start of every turn.	20

There is also a new damage type, radiation damage, associated with this phenomenon. When you take any amount of radiation damage, you must make a Constitution save against a DC of 12. Failing this saving throw incurs the same negative effects as being exposed to a natural source of radiation. Constructs, and any creature not composed of organic material, are immune to radiation damage.

THE VACUUM OF SPACE

The empty void of space pulls apart gasses and materials of low density, causing the blood and vital fluids of living creatures to boil and pressure to build within their bodies. There is no breathable air and the environment is intensely cold. A living creature can survive a number of rounds of exposure to space equal to their Constitution modifier before they die. The environment is so hostile that there is no saving throw to delay or avoid this death. A creature that dies in space is frozen solid at the end of its next turn.

Should a creature be fortunate enough to escape the vacuum of space before dying, they suffer frostbite (their speed is reduced to 10 feet and they have disadvantage on Dexterity checks and saves) and blindness until they complete a long rest or receive magical healing.

ZERO GRAVITY

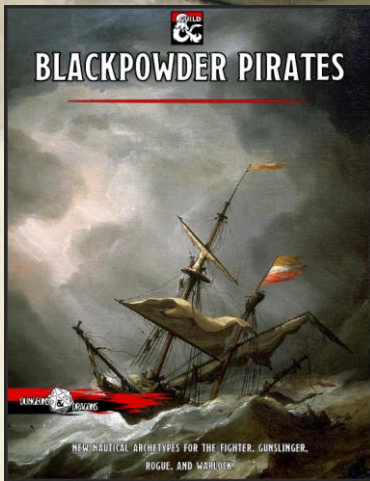
Space, and some magical environments, lack gravity altogether. In such a zero gravity environment, movement and combat become more complicated as creatures can move in three dimensions. A creature can move along a surface (walls, ceilings, columns, etc) without difficulty provided they have at least one free hand – effectively climbing these surfaces without needing to support their weight. Creatures without a fly speed gain a fly speed of 5 feet. If a creature hits or is hit by an attack when they are not adjacent to a surface, they must make a Dexterity ability check against a DC of 12 or immediately be moved backwards 5 feet. A creature has advantage on this check if they have a natural swim speed.

Massive or incredibly dense objects often warp space, creating gravity (though in a sci-fantasy setting, this isn't strictly necessary). Heavier or lighter gravity impacts carrying capacity and jumping distance. Multiply carrying capacity and jumping distance by the percentage of gravitational difference and decrease these results for heavier gravity and increase them for lighter gravity.

WHAT'S NEXT?

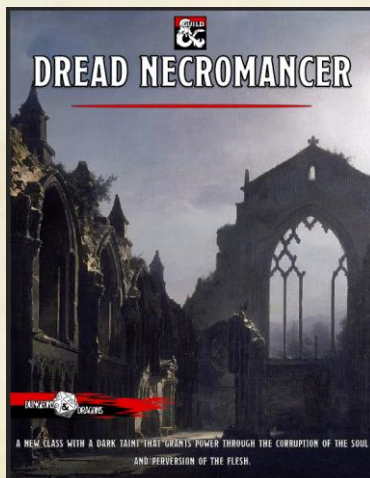
This product is influenced strongly by the interaction of the 5e design standards as inferred from official products and the perspective of the author regarding expectations surrounding the thematic elements this work is based upon. The good news is that if you're interested in seeing more, there are plenty of options to explore. From gun-toting pirates to devout druids, portal-crashing rogues to wizards with deadly knives, and everything in between, you can likely find content for your favorite class by heading over to DMsGuild.com.

Interested in seeing unfinished ideas or interacting with the author and his friends online? Head over to [Scrap Yard Games](https://ScrapYardGames.com) to see raw designs, adventure hooks, fond memories, and more.



BLACKPOWDER PIRATES

Avast! Prepare to weigh anchor and set sail on a perilous voyage. Inside you'll find a new gunslinger archetype, the Dread Pirate, alongside the Buccaneer fighter and Freebooter rogue. A new warlock patron, The Thing Beneath the Waves, brings nautical mayhem to the warlock. Every core class gets at least a little attention inside this player-focused work, making it a must-have if you're creating a character with ties to piracy or the sea.



DREAD NECROMANCER

Wizards that study the traditions of the necromancers of old know precious little of what the art truly holds. There are, however, individuals that have been tainted by the dark powers of the grave and survived. Wracked with nefarious impulses and impressive reservoirs of vile power, these wretched souls strain beneath a barely-controlled power over the forces of death. Followed by legions of the dead, nightmares, and perilous plagues, they stride confidently into the dark as their flesh withers and their lives extend beyond the ken of mortals.