

# COMETS & COCKPITS

## GEOGRAPHICA ADELPHOS

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# WHAT IS JUNKER SPACE FANTASY?

So let's break down these two separate genres as they are quite different -- beginning with space fantasy. The genre of space fantasy is usually categorized by several items: the inclusion of some sort of "mythic quest," a young pupil and aged master, a kind of knightly order or analog, and a dark force or power which the pupil and master must fight against. The most clear example of this is George Lucas' *Star Wars* or something like the *Buck Rogers* and *Flash Gordon* serials of the 1930s. Whether it is in the far future or far past, there is this fantastical quality to the science fiction story that grants it that moniker of space fantasy. To coin a phrase, "magic space wizards" is a perfect description of what space fantasy is at its core.

Now the junker element. Films like *Mad Max* or *Waterworld* would count as junker films as they are post-apocalyptic or occurring during the apocalypse and place an emphasis on a junky, rusty, rough and tumble kind of aesthetic. *Fury Road* does perhaps the best job of exemplifying this genre, followed by video games like *Borderlands* or *Destiny*, both of which have those rough-around-the-edges kind of quality to them that lend well to the junker aesthetic.

So junker space fantasy... how the hell does that work?

Junker space fantasy plays on the visual inspiration of the junker theme but has the mythic and fantastical elements of the space fantasy. The plethora of worlds and the satellite city of Epoch are designed to feel like a hybrid of scientific engineering and magic or perhaps a kind of union of one overtaking the other. ***A young speeder pilot who built his suit from scrap metal under the tutelage of an old battlesmith who is fighting against the expansion of a shadowy empire*** is an example of a union between those two genres.

Whether it is forming a guild to clown around the stars while exploring alien ruins; blasting huge monsters aside with a rune-powered gun; working in the hold of an old treasure galleon on your scrappy speeder; or performing powerful cosmagic in the depths of a black hole being opened in the middle of the county capital surrounded by xeno-necromancers — **Comets & Cockpits** invites you to strap on your armor, grab your saddle and coneslinger, gather some other junkers and make the deep dive into wild and zany space fantasy that we present for your 5e table.

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## DEDICATION

This book is dedicated to Colton Banks. Colton was a larger-than-life personality: tall, humble, friendly, and loving. He was taken too soon from us, but his avid love for storytelling and D&D will live on through Koldon Bancroft, wily dwarven barbarian of the Stockade. So, we ask you to consider when you go adventuring through Haven, take Colton along with you in your stories on Adelphos and beyond.

May All Your Rolls Be 20s  
Colton Banks  
1991-2021



# FROM THE JOURNAL OF IRONBASHK, SPACE GOBLIN WARLOCK AND JUNKER EXTRAORDINAIRE

Hello there, junkers! Welcome to Adelphos, and in turn welcome to Haven! Arlo Runewright is the usual greeting committee, but he got tangled up taking care of some stuff in the Map Room with Tessin and Edmora, so he put me in charge! Dangerous choice! Anyhow, it is my job to welcome ya ta our little nook in the universe. Well, technically it ain't little, since Adelphos is 39 billion square kilometers -- but that is beside the point! I am here to tell ya argon from apples, so here is the dealio: there are three important rules to surviving in Haven.

First rule -- ya are gonna see a lotta strange shit around, go figure! Ya are on our ancestral homeworld, something we ain't seen in a couple millennia, SURPRISE! So the more you learn to go with the flow, the lot better this whole "acclimating" process is gonna go.

Second rule -- do not drink the blue water. Don't give me the crock of "Oh, Ironbashk, water is blue!" No it ain't dumbass, water is clear! I mean do not drink for the areas where you see a lurid blue spill of some kind of gunk. Means dire tardigrades have been there and gotten their rune goo everywhere.

Third rule -- throw everything ya know out the window. Ya would think with rule number one that would be self explanatory. WRONG! Shit don't work here like it does back on yar normie homeworld, punks. Magic, monsters, money -- all different in Haven.

And the fourth rule -- fruk ya, I am adding a fourth one -- trust yar gut. Sure, there are times that ya can use yar head and logic yart way outta some shit ya might have landed in. But here in Haven and on Adelphos, ain't got time for that shit. Eat or be eaten, shot or be shot, live or unlive.

We are visitors here on this rock - our ancestors might have lived here thousands of years ago, but it outgrew us while we was gone. Our fancy tech and magicks and speeders and whatnot ain't jack against a planet that SURVIVED A TITAN EXPLODING HERSELF. So keep that in mind when ya are out and about. Oh, and here is this, some sorta guidebook that Arlo threw together on the planet and Haven. I added my own notes, of course.

Good luck! Ya gonna need it!





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# CHAPTER ONE PLAYER SPECIES AND BACKGROUNDS

## ORIGINAL SPECIES ODONTOS

**F**ive new species are available for player characters in the Kyldur System. While each of these options is certainly alien in nature, they are presented in such a way as to fit comfortably alongside elves, dwarves, gnomes, and other, more traditional fantasy races. Feel free to incorporate representatives of your favorite fantasy races and species in addition to the options found here.

## SQUAT INNOVATORS

Known as a practical and exploratory species, odontos are squat, whale-like creatures with large eyes and bulging foreheads. They were one of the first modern species to reach out to the stars and have since become a reliable sight wherever machines are made or spark is accessed. Their independence and magical senses make them valued allies.



Odontos are the distant evolutionary relative of whales, having long ago transitioned from the primordial seas of their homeworld, Dontocteti. They average three to four feet tall with short legs and wide, awkward feet, but their dense bodies make them as heavy as some humans twice their size. Their thick skin ranges from pearl white to inky black, but the most common color is a stony gray. Odontos have wide, stiff-lipped mouths full of small pointed teeth and rounded heads with no hair or neck. Most are short-sighted, and combat this with goggles over their eyes. Their faces are capable of only the most minimal expression, making them difficult for other species to read and leading to the famous odontos habit of honestly stating their current emotion or feeling when they speak to facilitate communication.

Individual odontos are immensely excited to find and experiment with new things, which is somewhat mediated by their tendency to carefully consider their words and actions. Most are strongly independent and place great value on technical ability in any pursuit. They're also bluntly honest and tend to dislike those whose words don't match their actions.



## CULTURE OF INDEPENDENCE

Many aspects of odontos society and culture derive from the difficult conditions on Dontocteti, their homeworld. The oceans dried away many thousands of years ago, and the planet's atmosphere is densely packed with particles, severely limiting visibility. The odontos' magical blindsight developed to navigate murky waters proved just as useful on the surface, and they learned new ways to use this sense. Because of this, their culture places great importance on consideration for one's immediate surroundings. Young odontos are taught to notice small details about their environment and to be mindful of how it changes and the effect they have on it.

While technologically advanced, Dontocteti has no true central government. Instead, its thousands of interest-based unions (e.g. brush painting, exogeology, or goggle crafting) form loose coalitions to address specific issues as needed, such as planetary defense, exploration, and education.

When they first left their planet a thousand years ago and discovered other sentient species in the vastness of space, they struggled to form lasting relationships. Family is of very little importance to individual odontos. They tend to live alone, and typically find voluntary unions create more meaningful bonds than blood. Odontos are raised by caretaking unions and eventually inducted into adulthood by whichever unions they join. Old tradition does include several family-centric rituals, but few still practice them, and these customs continue to fade as they spread across the stars.

## WORLDS OF OPPORTUNITY

The rediscovery of Adelphos offered many odontos a fantastic range of opportunities. To investigate lost technology, to learn more about runes, and to find new ways to access spark -- all of these are fantastic draws for odontos, along with numerous other novel appeals like the colorful jungles, mountains surrounded by clear skies, and the growing race circuit at Imvera's Run.



Generally amicable loners, odontos still have a great deal of interaction with other species. Their precision and deliberation regularly put them at odds with simbasts, the two species often clashing in the theater of innovation. This is especially evident when it comes to vehicles on the racing circuits. Coming from a planet of low visibility where high speeds can be disastrous, some odontos have become obsessed with racing and building the fastest things they can, pushing themselves as both drivers and mechanics.

When contact was first made with the threscans, the odontos were wary thanks to the other's shocking resemblance to their ancient predatory foes. Since then, they have learned this is coincidental and have come to admire threscans for their immense magical talent.

The odontos, in general, are still trying to figure out the newcomers that are the solum. The solum form makes odontos uncomfortable, but they've yet to see any reason to doubt the fascinating species.

As junkers, odontos tend towards magical and mechanical abilities, but it's certainly not unheard of for them to take up weapons and armor to enter a fray, swinging at the knees of their foes. Their independence, perceptiveness, and ability to detect things others cannot make them excellent if sometimes stubborn allies in junker groups.

## ODONTOS NAMES

Traditional odontos first names avoid lip sounds, relying instead on vowels and soft consonants. To further distinguish themselves, most choose a modern "physical" name based on materials and processes that are meaningful or prevalent in their surroundings. A small number use a traditional family name tracing back to their ancient ancestors.

**Names:** Areen, Cete, Deeno, Eenik, Geely, Hyrn, Iti, Junni, Kee'rik, Leeha, Neek, Oti, Ree'ee, Skyr, Treen, Una, Zoree

**Family Names:** Dol'in, Eluga, Hale, Nar'al, Oroise, Orca

**Physical Names:** Cloudstrider, Coalrake, Dirtlick, Glowrise, Hawgrass, Orehit, Rockwilt, Slidestream, Snagweed

## ODONTOS TRAITS

Your odontos character has the following traits common to all odontos.

**Ability Score Increase.** Your Intelligence score increases by 1, and your Wisdom score increases by 2.

**Age.** Odontos mature at the same rate as humans do and are treated as mature around the age of 30. Many live to around 150 years of age, and several have crossed over 200 years.

**Alignment.** Odontos are typically of varying degrees of neutrality, preferring to let context guide their actions.

**Size.** Odontos are between three and four feet tall, and their dense bodies weigh an average of 120 pounds. Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Diagnostic Pulse.** You can use your action to send a pulse through a Huge or smaller object or an area of material up to a 15 foot square that you can touch with your forehead. You learn its basic physical properties (thickness, density, durability) and of any significant impurities, faults, or damage in the object or material. If you have proficiency in a relevant artisan's tool, you might learn more specific information. For example, proficiency with tinkerer's tools might let you find misaligned fixtures. Once you have used this feature, you can't use it again until you finish a long rest.

**Sensory Magic.** Accustomed to low visibility conditions, you have an innate magical sense of your surroundings. You have blindsight out to a range of 15 feet.

**Inexpressive Features.** Creatures have disadvantage on Wisdom (Insight) checks against you. Other odontos ignore this feature.

**Languages.** You can speak, read, and write Common and Odontee. Odontee is a high-pitched language that uses tones and clicks to vary its small number of vowel-based sounds.

I will say, that as frustrating as odontos can be sometimes, I do appreciate their eye for detail.

- Ironbashk



# SOLUM

## ANCIENT TRANSITION

Eons ago, before the second rise of the arcane and long before any true recorded history by humans or other, shorter-lived species, a seemingly random assortment of individuals gazed up at the same celestial occurrence and vanished in an instant. Known as the Unseen Transit, this event was recorded by astronomers as it was happening, but none remained who witnessed it visually.

Those that vanished were teleported through space to arrive adrift upon an ethereal wave of stardust, their bodies transformed into a similar substance but retaining their individual sentience and humanoid shape. The arcanists among them eventually learned to manipulate their new matter and shuttled the newly formed colony to the moon of Alabast, eventually setting up an outpost and developing a unique civilization. It is only in the last hundred years that they have once again found and commingled with the other star travelers. After all, it's a big galaxy and their light is little more than a speck in this vastness.

While many remain upon their lunar home, a portion of the solum, as they have now named themselves, have adapted to life amongst other humanoids and now retain their solid form more easily than their original celestial manifestation. This created a stark divergence of species with the solum primarch being those that remain on Alabast and those that walk amongst others simply called the solum.

## FORM CELESTIA

The original solum were formed from other races in a singular event tied to both the heavens and fate. Those that have been born since experience a similar genesis but no longer require a progenitor form to transition out of. Instead, there is a chance for a new solum to be born anytime a member

of their species encounters an aspect of the ethereal while in radiant form. It is uncommon, but the possibility remains whenever such an event transpires. In fact, the role of parentage has become a designated profession for certain members of the community, who are directed to bathe in the luminescent ethereal pools for extended amounts of time with the intention of birthing additional kin.

When such an event happens, a portion of the parent's radiant form fractures off, and, in an instant of blinding light, a new humanoid solum is formed alongside its parent. The form of each solum is individual, but all retain the standardized facial crest shaped in the



Solum are something else...lemme tell ya, I always feel like I am weighed in some sorta cosmic scale when I am around them.

- Ironbashk



pattern of a star or burst of light. Their coloration runs the gambit of hues but is most often a fiery red or a subdued orange, and they illuminate the space immediately around them at all times with a light of similar color.

## FAMILIAR STRANGERS

It is a strange place that the solum find themselves in when interacting with other sentient species, and the feeling is mutual. Though the starborn share no remembered history with other species, they have, at their core, the same understanding of the concept of self, family, and culture. This allows them to integrate naturally into the worlds of others, yet all the while their removed heritage makes them fundamentally different when compared to species that have spent the last several thousand years interacting with each other. For example, few solum have a solid understanding of modern technology as most technological development occurred after they were separated from their original lineage. Additionally, while other races see the outer reaches of the universe as a place to explore and colonize, the solum regard such areas as familiar and look towards the inner worlds instead as a place filled with ancient history to be rediscovered.

The result is that few solum find themselves in places of renown or prominence even though they certainly have the strength and will for both. It's just that small spark of foreignity they can't seem to shake that keeps them from attaining the same heights of success across the galaxy as other, similar individuals. The few that have ascended amidst others are highly revered throughout solum society but are seen as harbingers of the collapse of their cherished anomaly by the primarchs on Alabast. In this way, the greater one becomes elsewhere, the lesser one becomes at home.

## SOLUM NAMES

As the solum are without gender, their choice of name is likely more dependent upon the situation around their birth or foreseen future. Their surname is often a direct reference to the system or region in which they were born.

**Names:** Ellipse, Equinox, Everlast, Harbinger, Iridescence, Nova, Schism, Transit, Twilight

**Surnames:** Alabast, Eighth Quadrant, Exalon IV, Lunar Core, Titania

## SOLUM TRAITS

Your solum character has the following traits common to all solum.

**Ability Score Increase.** Your Charisma score increases by 2, and your Constitution score increases by 1.

**Age.** The solum are formed instantaneously in an adolescent state and reach adulthood within a few months' time. They may live indefinitely, but long-term exposure to cold or dark climates may significantly reduce their life expectancy. Those that are forced to reside underground may only live a few years at most. Most will live to an age of 2000 -- 3000 years.

**Alignment.** Creatures of ancient isolation, solum as a society are unused to dealing with the variables of interacting with other species and tend toward a lawful alignment. Individuals who have spent a prolonged period of time amidst other races may skew toward a more neutral alignment.

**Size.** Solum are of thin frame and average height, standing anywhere from 5 ½ to 6 ½ feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Creature of Light.** Though you are humanoid, your form sheds bright light in a 5 foot radius and dim light for an additional 10 feet.

**Radiant Form.** Once per day, you can use your action to turn your entire form (except for your facial crest) into a cloud of stardust. While in this form, you gain a fly (hover) speed of 30 feet, resistance to cold and radiant damage, and can move through areas small enough for only Tiny-sized creatures to fit through.

Any objects you were holding or carrying are transformed along with you for the duration. While in this form, you cannot interact with objects or use spells that have a material component requirement. This ability lasts until the end of your next turn or until you choose to end it early.

At 5th level, you can remain in this form for a number of rounds equal to your Charisma modifier.

**Languages.** As a creature of radiant light, you know how to speak Common and Primordial.



# SIMBAST

## BOLD AND BRASH

Curious, excitable, and irreverent, simbasts burst into the galaxy ready to reverse-engineer and create from any materials they could get their hands on. After emerging from their culture's Stone Age, they evolved quickly, transitioning to interstellar exploration in no time.

Generations of tree dwelling caused their feet to morph, giving their toes extra flexibility to help them hang onto vines and branches. Their tails are expressive, often waving back and forth whenever a simbast is aggravated. Since they carry themselves confidently, simbasts often appear taller than they really are, ranging from five to six feet tall. Their faces are demarcated by prominent sideburns and pit sensors above their eyebrows. The hair covering their body has a simple color palette ranging from black, grey, white, and brown. However, their overall appearance can be quite vibrant because many adorn themselves with their colorful creations. Symbasts' attire is not complete without their clan's insignia on display, usually branded on their armor, weaponry, or tech to show off their clan's skill.



To those who don't know them well, the simbast can seem cocky. Their confidence is well deserved as they often accomplish what they set out to do with unnerving perseverance. However, simbasts are also loyal and helpful, frequently going above and beyond what is expected to help others (especially if it involves their specialty). Rarely loners, simbasts will congregate into groups such as adventuring parties or guilds. Symbasts are prized as ship's engineers as they can adeptly apply makeshift repairs. It is common for simbasts to become artificers, infusing their items with sparks of magic.

## FAMILY TIES

Symbasts take great pride in their clan and prefer to be in the company of their kin. Each clan passes down the secrets of their trade via a strong oral history with some crafting secrets spanning generations. As a result, simbasts rarely write things down, preferring to keep their knowledge within the clan. Families are close-knit and will go out together in scavenging parties. When a simbast comes of age, they are allowed to join the clan for the more dangerous excursions. Their family crest is stamped on everything they make including armor, weaponry, ships, and more. Symbasts strengthen ties with other clans through collaborative projects, with each clan bringing their specialties to make a new shared technology.

## ONE CREATURE'S TRASH IS ANOTHER SIMBAST'S TREASURE

Symbasts found a new market on Adelphos full of readymade materials for them to tear apart, free for the taking, and almost always surprising. Every expedition revealed new wonders about the peoples and technology of those who came before them. Each newfound treasure led to a leap in their understanding

Lemme tell ya, simbast know how to party!  
Their beer may taste like shit, but you drink  
enough, oh yeah, you forget it tastes like shit!

- Ironbashk



of technology. These early simbast explorers loved to learn about the items they dismantled, resulting in vast improvements to their trade.

To other creatures, simbasts are known as consummate junkers, taking apart whatever scraps they find and repurposing them. However, simbasts find this view limiting as they consider themselves artists who discover past technologies and enhance them. This identity as artisans is so ingrained that simbast clans will specialize in different media and materials and name themselves after that expertise. When Adelphos was rediscovered, the arrival of simbasts felt like an arms race among the clans. With so much to find and celebrate, the clans virtually merged into one through their various collaborations, leading some to incorrectly assume that all simbasts belong to a central clan.

## SIMBAST NAMES

Simbast first names are chosen at birth, and clan names derive from the specialites the clan has claimed. As simbasts come into contact with, discover, or invent new areas of interest, they will develop corresponding new clan names.

**Male Names:** Jubatus, Acino, Lurus, Prion, Haplor, Hyló

**Female Names:** Rundi, Uncia, Leptai, Tarsi, Saimiri, Panu

**Clan Names:** Sparkinfuser, Weaver, Metalwraughter, Tinkerer, Gearspinner, Turner, Forger, Toolbearer, Smelter, Artillerist, Armorer, Crafter, Mechmaker, Shielder, Alchemist, Woodcarver, Smith

## SIMBAST TRAITS

Your simbast character has the following traits common to all simbasts.

**Ability Score Increase.** Your Intelligence score increases by 2.

**Age.** Simbasts typically live between 60 -- 80 years, reaching maturity around the age of 15 years.

**Alignment.** The rigidity of tradition mixed with the freedom of innovation leads simbasts toward neutral alignments. They see things as neither inherently good nor inherently bad but rather as possessing the potential to both improve and cause issues in equal measure.

**Size.** Simbasts' height typically ranges between 5 -- 6 feet, and they weigh an average of 160 pounds. Your size is Medium.

**Speed.** Your base walking speed is 35 feet.

**Infrared Vision.** Simbasts have pit organs above their eyebrows that allow them to sense radiant heat from up to 60 feet away. They can detect any living creature, living constructs, or objects that give off heat (such as burning campfires or working engines) and know the location of these creatures. One foot of stone and three feet of dirt or wood obstructs this vision. Simbasts cannot detect inanimate constructs, plants, or undead creatures.

**Prehensile Feet.** You have a climbing speed of 20 feet while not wearing restrictive foot coverings such as traditional shoes, boots, or socks.

**Languages.** You know how to speak Common and one additional language of your choice.

## VARIANTS

Three distinct variants of simbasts evolved on their home planet Araximixalia: the saguinus, the beringei, and the yakui. Choose one of these variants.

### SAGUINUS

Saguinus simbasts are the most plentiful of the simbasts as well as the main driving force for their discoveries. Saguinus are long, thin, and wiry and often travel using interconnecting branches to scout out new territories, literally going out on a limb to satisfy their curiosity. Over time, their tails evolved to help them in the treetops, allowing them to hang onto branches and hold items they may have found along the way.

**Ability Score Increase.** Your Dexterity score increases by 1.

**Prehensile Tail.** Your tail functions as an extra arm, allowing you to manipulate and hold objects. You can use weapons and tools with your tail at disadvantage. Your tail's lifting and carrying capacity is defined by your Strength score as normal.

**Just a Hunch.** Saguinus have an uncanny ability to know what is going on around them. Once per long rest, you can roll a Wisdom (Perception) or Intelligence (Investigation) check with advantage.



## BERINGEI

Beringei simbasts are typically described as bulky, strong, and grounded. On Araximixalia, they braved visiting the forest floor more than any other variant, surviving through their sheer ferocity. There they encountered the ravenous, formless being known as the Darkness Below, which many recognized as a god. Consequently, beringei simbasts tend to be more religious than other variants. They make up a large proportion of the clans specializing in the retrieval and breaking down of materials, and they typically do not like to dwell on minutia.

**Ability Score Increase.** Your Strength score increases by 2.

**Grappling Expert.** You've adapted your climbing toes to grab creatures. When attempting to grapple a creature, your grapple checks are at advantage.

**Scarier than the Darkness Below.** Beringei know that sometimes you've got to put on a show to get creatures to leave you alone, a skill they've perfected over generations. Once per long rest, you can make a Charisma (Intimidation) check with advantage.

## YAKUI

These shorter, stockier, and fuzzier simbasts are the easy-going counterparts to their more wired brethren. They can even seem unambitious compared to other simbasts, preferring naps to adventures (unless something piques their interest). They prefer to look inward for new ideas and allow other simbasts to bring the inspiration and materials to them. When everyone else is asleep, they focus best, often staying up late to work on their newest discoveries and ideas. Being cozy and warm is their guilty pleasure, and they have an affinity for hot springs, fireplaces, and other warm spots.

**Ability Score Increase.** Your Constitution score increases by 1.

**Night Owl.** Your reserved nature and affinity for naps allow you to conserve energy throughout the day. You only need four hours of sleep to gain the benefits of a long rest.

**Cozy-Natured.** You have resistance to cold damage.

## THRESCAN

### RITUAL EVOLUTION

Long ago, the threscan were exclusively an aquatic species, caring little for stepping onto land or having any interaction with the two-legged humanoids of the surface. Only when life began to dwindle in their oceans did they come to understand how the surface and their aquatic worlds were intertwined -- and how devastating the innovations and technological wonders of the surface were to their ecosystem. By then, their world was quickly dying, and the threscan were in a desperate and dangerous state.

In an act of cultural determinism, the threscan Order of Mages gathered together and used their incantations to alter the forms of some of their people. They gave them lungs and replaced their fins with legs and sent them towards the light far above. These new threscans stepped onto the surface of the dying world, leaving behind their doomed kin.

The threscans of today are solely descendants of the transformed chosen. They have skin made up of thousands of small, interlaced scales, and their mouths are filled with rows of rending teeth. In many ways, they appear as kindred to sharks or sahuagin, though now far more humanoid in appearance and with a lithe physicality.

### VILE INCIDENT

The first threscans to enter surface society were powerful creatures. Even the weakest among them wielded potent magic, and each was armed and armored with the greatest artifacts of their species. They held little love for the two-legged humanoids responsible for their world's demise. When the thousand transformed threscans came upon their first humanoid city in the year 2624 GST (Galactic Standard Time), they razed it to the ground in a single night of arcane terror. This they soon followed with a second and then a third city. The world had never encountered a race so hellbent on survival and so keen to exact their revenge in full.

The fourth city the threscans encountered housed a spaceport with several colonization ships preparing for departure. With mighty spells, the ships were laid low... save for one. This last ship was commandeered by the threscans and forced to leave the burning world in search of new beginnings.



The threscans' rampage might have been forgotten were it not for the fact that the other surface cities soon heard of the destruction and banded together in a grand campaign to find the threscans' new colony and bring it forcibly to justice. It took two years, but the campaign was successful, and the colony was discovered and overrun. The remaining threscans were made to answer for their crimes. Threscans of today remember both the terrible crimes of their ancestors and the doom that the other races drove them toward. There is often a life of shame and frustration that few have managed to put aside fully.

## ARCANIST BLOODLINE

Threscans are still few and without a permanent home. As far as they know, their aquatic kin have all died out and they alone remain. Those who choose an adventurer's life

probably have as a secondary motivation the further spread of their species, hoping to make good on the intent of their forebears by keeping their race alive and growing. Enough time has passed that most other creatures have forgiven or forgotten the threscan's past atrocities and accept them as yet another bizarre humanoid in the melting pot of dozens of sentient species. That being said, the threscans have certainly not forgotten their past. The species lives in a state of perpetual disquiet as to their place in the universe.

Each surviving member can point to a powerful arcanist within their recent ancestry, ensuring that each threscan still retains a distinct advantage over most of their peers. Their arcane-heavy bloodline has resulted in a higher-than-average number of sorcerers and other forms of arcane casters.

## THRESCAN NAMES

Threscans typically choose from a small pool of traditional names that sound soft and melodious. By contrast, their surnames tend to sound gruff, as if one name attempts to balance the other.

**Male Names:** Baback, Baines, Eckhart, Jachai, Laik, Maalik, Qadir, Ulric, Vaclav, Xylon

**Female Names:** Alezae, Edmora, Galatia, Kaethe, Kadri, Naava, Octavia, Tacita, Zaida

**Surnames:** Arakh, Char, Dredge, Gnash, Gravas, Jagger, Reek, Render, Seer, Thrash, Zilch

## THRESCAN TRAITS

Your threscan character has the following traits common to all threscans. **Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1.

Threscans are always so somber, absolute buzzkills. Oh our terrible past, oh we must pay for what we did. Get over it, you overgrown sharks.

- Ironbashk





**Age.** Threscans reach maturity at around five years of age and are considered elders upon reaching their third decade. Few of their kind reach the age of 50.

**Alignment.** The threscans' sordid past makes many members of their species quick to respond with sharp words and vicious counter offensives, though most are loath to act as instigators in a conflict. The culture now lives by the saying, "Above oppression. Above reproach." Unsurprisingly, quite a number of the species skew towards a neutral alignment.

**Size.** There is a great amount of variety in the average weight of a threscan. Some lithe specimens are barely over 80 pounds while others broach 200. However, most average around four and a half feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet. You also have a swim speed of 20 feet.

**Hold Breath.** You can hold your breath for up to 15 minutes at a time.

**Vicious Bite.** You have a mouth full of teeth that grants you a bite attack as a natural weapon, which you can use to make an unarmed strike. If you hit with it, you can deal piercing damage as you tear and slash at your opponent equal to 1d4 + your Dexterity modifier instead of the bludgeoning damage normal for an unarmed strike.

Once per day, you can use your reaction to make an attack with this bite in response to being hit with a melee attack.

**Threscan Magic.** Remnant magic flows through your veins from your heritage. You know the *shocking grasp* cantrip. When you reach 3rd level, you can cast the thunderwave spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

**Languages.** You can read and write Aquan and Common.

## DARWYK

### SLOW AND STEADY

The darwyk -- originally called the amblyrhy before a species split -- are large, methodical, and focused, often caring little for the situations and positions of others. They are solitary by nature, coming together only for survival's sake, much like the reptiles they resemble. Whether in the seas, trees, or deserts, they are swift and dangerous hunters. Hailing from an unforgiving world of continual storms and many small, rocky

islands, the darwyk have come to be staunch survivalists and engineers, taking massive risks to keep their rugged culture alive.

Believing in strength and wit above all, these hulking reptilian humanoids tower over most others at almost seven feet tall with their tails adding almost that to their length. Darwyk often decorate their tails with elaborate rings and jewelry, and their most defining features are the various barbels, frills, and spines that grow on their heads and backs. You can almost always find them with lots of jewelry and trinkets, and a large seaweed stogie clamped between their teeth.

### SPEEDY EVOLUTIONARIES

The darwyk homeworld is brutal and unforgiving, forcing the large reptilian humanoids to adapt at accelerated rates. This caused them to become extremely strong, tough, and adapted to many different climates. While it took several centuries for the darwyk to catch up to other species technologically, they have come to be known as fierce hunters and terrifying mercenaries.

### SILENT PACKS

Many bounty companies and government offices hire darwyks as bounty hunters or muscle to protect important individuals or cargo -- and for good reason. Many people are unnerved that the darwyk do not communicate verbally but rather through radiating their emotions telepathically in a sort of tactile speech. Most non-reptilian species find this quite disturbing. However, some appreciate this method of interaction, finding it relaxing and refreshingly simple, no longer having to cut through the miasma and nuances of conversation and simply communicate through feeling.

### DARWYK NAMES

Darwyk have little time for names since they simply identify each other by scent and/or by emotion. Instead, they tend to use the nicknames others give them, not caring whether they are insulting or endearing. Darwyk do not recognize gender, usually referring to themselves in the third person.



There is a reason that I spend a lot of time with the darwyk. It is not because they don't talk much and just kinda vibe. Nope, it is their kickass seaweed reefers, baby!

- Ironbashk

**Nicknames:** Thrasher, Big Tooth, Toughide, Spikehead, Tiny, Claw, Brute, Lifter, Doc.

## DARWYK TRAITS

Being a darwyk grants you unique features based on your survivalist upbringing. Your darwyk character has the following traits common to all darwyk.

**Ability Score Increase.** Your Constitution increases by 2.

**Age.** The darwyk are born in clutches of eight to ten eggs and reach maturity around age 10. Most can live upwards of 200 years.

**Alignment.** Given their survivalist nature, most darwyk focus on living by any means necessary. Darwyk tend towards true neutral.

**Size.** Darwyk vary greatly in size with marine darwyk rising to about seven feet tall and the hunched meleonak darwyk to just over five feet when standing straight. Their tails almost double their length but are not prehensile. Your size is Medium.

**Speed.** Your speed is 30 feet.

**Dense Hide.** Given your naturally thick skin, your unarmored AC is 12 + your Constitution modifier.

**Evolutionary Nature.** Given your species rapidly evolved to survive the unforgiving environs of your home planet, you have proficiency with the Survival skill.

**Languages.** You can read, write, and speak Amphy. The Amphy language is composed of three parts: a complex sign language to convey spoken language, telepathic emotional radiation to share feelings, and infrasound noises to impart intent. Most junkers and commonfolk across the galaxy have come to easily understand and converse with darwyk, some even preferring Amphy to other spoken languages as Amphy often gets right to the point.

## SUBSPECIES

There are several subspecies of darwyk, all developed through years of selective pressures: marine darwyk, meleonak darwyk, and frilled darwyk. Choose one of these subspecies.

### MARINE DARWYK

Marine darwyk resemble large maritime iguanas and are often hired as covert aquatic assassins. Their size and bulk gives them an air of lethargy, but their speed and agility is often an unexpected and dangerous trait.

**Ability Score Increase.** Your Dexterity increases by 1.

**Aquatic Predator.** Your evolutionary enhancements have made you incredibly deadly while underwater. While fighting submerged, your claw and bite damage are doubled and your melee attacks are rolled with advantage.

**Amphibious Grace.** You have a swimming speed of 60 feet. Additionally, you can hold your breath up to a number of hours equal to your Constitution modifier (minimum of 1).

**Natural Weapons.** Your powerful jaws deal 1d4 piercing + your Strength modifier damage, and your long claws 1d6 + your Strength modifier slashing damage.

**Salt Spikes.** The heavy spikes that cover your snout grow extremely tough and sharp. As a reaction to taking melee damage from a creature within 5 feet of you, you can headbutt the opponent as an unarmed strike and deal 1d4 + your Strength modifier bludgeoning damage.

### MELEONAK DARWYK

The meleonak darwyk are lithe, chameleon-like jungle dwellers with sticky tongues, color-shifting skin, and various configurations of horns and head frills. They place great value on spiritualism and collective strength, having survived on their homeworld by emphasizing symbiosis with nature. Offworld, they often work in teams as ecologists and pathfinders.

**Ability Score Increase.** Your Wisdom increases by 1.

**Tongue Strike.** Your tongue is a natural weapon that you can use to make unarmed strikes against a target within 10 feet. On a hit, you deal bludgeoning damage equal to 1 + your Strength modifier, and if the target is the same size as you or smaller, you can pull it up to 10 feet closer to you.



**Adaptive Camouflage.** You can attempt to hide by pressing yourself against a surface that is at least as tall and wide as you are, such as a tree or wall. Additionally, you can use a bonus action to magically turn invisible for 1 minute or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a long rest.

**Climbing Claws.** Thanks to your vice-like grip and short, hooked claws, you have a climb speed equal to your walking speed.

**Natural Adept.** You gain proficiency in one skill of your choice from the following: Medicine, Nature, Perception, or Stealth.

## FRILLED DARWYK

The frilled darwyk often resemble large frilled lizards and are often hired as dancers or bodyguards. Their size and alien nature often leave individuals uneasy around them. Many know that if their frill opens, death may soon follow.

**Ability Score Increase.** Your Intelligence increases by 1.

**Ferocious Rage.** You are filled with an incredible bloodlust bred into you from years fighting for survival in the jungles of your homeland. You may double your attack bonus a number of times equal to your Constitution modifier (a minimum of once). You regain any expended uses when you finish a long rest.

**Hood of Death.** The great frill around your neck is far more than just ornamentation: it is a tool for intimidation. While your frill is open and you roll an Intimidation check you can treat a d20 roll of 9 or lower as a 10.

**Claws like Bleeders.** Your claws are narrow and razor sharp, allowing you to cut far deeper than other darwyk. When you make a claw attack, the target must roll a DC 16 Constitution saving throw or take 1d6 slashing damage at the start of their next turn and at the start of every turn until they make a successful saving throw.

**Whiplike Tail.** The long, narrow tail growing from your spine can be extremely deadly. As a bonus action, you can make a melee weapon attack with your tail dealing 1d4 + your Strength modifier bludgeoning damage on a hit.





# OTHER SPECIES ON ADELPHOS

The universe is filled with the various other species of the D&D multiverse, so here is what they have been up to and what has brought them to Adelphos.

## DRAGONBORN

Born out of the Drakon System several thousand light years away from the Kyldur System, the dragonborn of the ten Drakk Houses came to Haven in search of a new purpose: one free from servitude. Drawn to the wild nature of Adelphos, many dragonborn helped form the Wander Company, Haven's own R&D exploratory organization dedicated to unlocking the old secrets of the landscape.

**Additional Draconic Ancestries.** The following ancestry options are added to the Draconic Ancestry racial trait.

DRAGON	DAMAGE TYPE	BREATH WEAPON
Rust	Poison	15 ft. cone (Dex. save)
Titanium	Radiant	5 ft. by 30 ft. line (Dex. save)

Dragonborn probably got one of the biggest chips on their shoulders, but to be honest, if I had been the pawn of a tyrannical draconic overlord my entire life, I would be too!

Dwarf tech is pretty good, not gonna lie. Ya know, it's your basic get-you-through-the-day kinda stuff, nothing amazing.

Elves are frukking weird.

- Ironbashk

## DWARF

Dwarves were incredibly successful over the last several thousand years, bringing their great mining empires out of the mountains and into the stars. Establishing numerous lunar drilling operations and having developed new magitechnologies for noninvasive mining, dwarves came to Haven and Adelphos in droves. Several large dwarven corporations have sent expeditionary probes into the mountains across the planet, though none returned. Otherwise, they make themselves useful by helping harvest old scrap.

**Magitech Guru (Replaces "Stonecunning").** Whenever you make an Intelligence (Arcana or History) check to gain an understanding of a technomagical device, you are considered an expert in the skill and add double your proficiency bonus to the check instead of your normal proficiency bonus.

## ELF

The state of elven affairs in the universe is far less advanced than their peers'. Most elves stagnated, remaining in tune with nature and magic before realizing that technologically, the galaxy had left them behind. Because of this, elves have been playing catch up for the last several centuries, their technology still heavily dependent on fey and arcane energies. Adelphos is a natural hybrid of the future, drawing elves seeking to catch up to the younger species.

**Feyborn Magitech.** Whenever an elf designs or uses a technomagical device, their innately fickle magical energies often create havoc. Whenever you use a technomagical device and roll a 1, a random magical effect happens instead. The GM may refer to their favorite wild magic table or create an effect that they feel is appropriately chaotic for the moment.



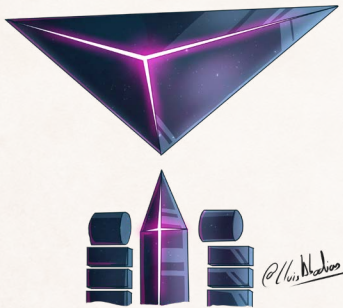
# GNOME

Gnomes have always been natural tinkers and explorers. It was gnomes who, using antique blueprints, developed the first space probes after the many centuries the Four Peoples had scattered across the stars. Today, gnomes living in Haven abound, always excited to join new salvage projects and gain knowledge about their past.

**Intrepid Adventurer.** You are proficient in History and Religion and can't become lost by nonmagical means.

## SCRAPBORN GNOMES

Since coming to Adelphos and beginning to explore the ruins of lost nations, gnomes are generally recognized as among the best explorers.. However, some gnomes have experienced a strange phenomenon: one in every fifty gnomish children is born as a scrapborn gnome, who, over the course of several years, transforms into something resembling a collection of prisms and cubes powered by pure spark. Whether this is a reaction to the landscape around them or a lost evolutionary trait, gnomes urgently seek to understand how this happens.



# HALF-ELF

Half-elves -- remarkably -- have become a hot commodity as mercenaries and bounty hunters. Able to combine the innate magical abilities of their elven parents with the gritty and technological advancement of their human side, half-elves have developed a deadly warrior culture across the stars, trained in numerous forms of martial arts. While no half-elf is the

same as another, many come to Haven and Adelphos to test their mettle and see what jobs homesteaders will offer.

**Trained Professionals.** You are proficient with martial melee weapons, firearms, shields, and medium armor.

# HALF-ORC

The half-orcs of the metropolitan world of Daegys are entrepreneurs, capitalists, and -- bizarrely enough -- born-again conservationists. Seeing what their urge for progress and advancement brought to their now-polluted world, many orc and goblinoid homesteaders have come to Adelphos and Haven to return to the roots of their peoples and start again. Many half-orc and orc families have taken residence in Dalemorn, rediscovering their lost tradition of ranching.

**Home on the Range.** You gain proficiency in Animal Handling and become proficient with one mount of your choice.



I will say that I have had quite a few close calls with some gnomish buddies of mine, and they are tight in a pinch.

Half-elves are frukking scary.

I once knew a half-orc girl named Myorda and lemme tell ya... them girls are strong to have to handle the aurochs they herd. If ya get what I mean.

- Ironbashk



## TRIAD HALF-ORCS

Half-orcs have taken to living on Adelphos and in Haven, rejecting their old cosmopolitan ways and returning to working with nature. This has seen a resurgence in an old bloodline of half-orcs called triads. These half-orcs are born with enhanced sensory abilities, their bodies developing a third eye in place of their nostrils, with heightened vision, tactile, and auditory capabilities. This is believed to be traced back to a recessive hereditary gene lost when half-orcs became sedentary. Given their return to old traditions, recessive genes have begun to emerge.

## SPARKROOT

Some halflings have taken to growing a unique form of tuber native to Adelphos called sparkroot, a foot-long bluish root plant. Consumption of this plant infuses its eater with diluted spark, as the sparkroot absorbs latent spark energies from the ground around it as it grows. This has caused many halfling children to look far different than their parents, especially among sparkroot farmers. This new generation of halflings, called sparklers, are sights to behold with their large eyes, multicolored skin, and small cranial crowns.

## HALFLING

Halflings have always been lovers of food, drink, story, and song, and they've brought these passions to Haven. Many of the taverns and cantinas of the territory are operated by halflings and they have helped develop a booming market for tuber, root, and fungus farms across the counties. The grav-train keeps halfling staff as members of its culinary service.

**Storyteller (Replaces a species trait of your choice.)** Halflings have found their place amongst the stars in part as storytellers. Whenever you make a Charisma (Performance) check to recount a story in front of a crowd, rolls of 9 or lower are treated as a 10.

Ya have not lived until ya have had a halfling sparkroot pie.

Humans. Frukking normies.

Tieflings got a need for speed, and I like that a lot.

- Ironbashk



## HUMAN

Humans are the species that continues to amaze everyone across the galaxy. Humans can be found in every corner of Haven and the Stockade, some even brashly setting out across the rest of Adelphos for adventure and fame. While many do not return from these journeys, humans have managed to hold their own on an exceedingly dangerous planet.

**Out on the Front.** You become proficient with two toolkits of your choice, three weapons of your choice, and a vehicle of your choice.



# TIEFLING

Tieflings have seen Haven as a new opportunity, championed by one of their own, Tessin Morlock. With a natural affinity for sailing and spacefaring, many tieflings joined the Wander Company and experimented with solarsail ships on the wild coasts of Haven. For many tieflings, there is nothing better than being on a swamp-skiff blasting across Runesalt, or in a speeder cruising through Imvera's Run.

**New Age Sailors.** You gain proficiency with cartographers' tools, proficiency with aquatic vehicles, and cannot become lost by nonmagical means while on the water.

## ORIGINAL BACKGROUNDS

Adelphos and the rest of the settlements across the system have given rise to several new backgrounds available to player characters. Each one offers a bit of flavor and insight into the setting while fitting neatly alongside pre-existing fantasy backgrounds found elsewhere.

# AUROCHS RANCHER

Aurochs are an exceptionally hardy breed of livestock and have become the go-to option for burgeoning colonies settling newly discovered planets. The aurochs rancher has become somewhat of a necessity in the galactic frontier, offering a steady source of protein to a busy populace. Each rancher may oversee anywhere from a dozen to several thousand beasts and is responsible for their wellbeing during life and processing after the cull. Ranchers often live on the fringes of a colony and may act as the first line of warning and defense from wildland threats.

**Skill Proficiencies:** Animal Handling, Athletics  
**Tool Proficiencies:** Vehicles (land)  
**Equipment:** A set of traveler's clothes, a mule, 50 feet of hemp rope, a spyglass, and a pouch containing 8 gp



Lemme tell ya...aurochs are some scary shit.

- Ironbashk



## FEATURE: SEEN A THING OR TWO

You've seen a thing or two while tending livestock in the wildlands. Sometimes you are happy to share your story (as with your tall tales), but sometimes the sights are too gruesome or shocking to put into words. Your experience with the bizarre and unknown may come in handy at times. Whenever your party fails to learn information from an Intelligence check about something on Adelphos, you can roll a d6. If the result is at or below your current character level, you've seen something similar and just might be able to put it into words for the first time. Your GM determines exactly what you remember.

## TALL TALES

Each rancher has a story of some outlandish encounter they claim to have experienced in the wilderness. There is a sliding scale of truth to these tales, and it's up to you how much of your tale is based in fiction. Choose a tall tale from the list below, or make up one of your own.

## SUGGESTED QUIRKS

Living on the edge of the frontier makes you as hardy as your livestock. Spending as much time as you have around these beasts may have an effect on you in other ways as well. Aurochs ranchers are often seen as backwoods or particular to those that are unfamiliar with the profession, though to other rural individuals they will almost certainly fit right in. If you would like, choose or roll on the list of quirks below.

### D4 TALL TALE

- 1 While near the edges of your ranch, you witnessed a primordial titan dig its way up from the earth, shattering stone and uprooting trees. You still carry a chunk of obsidian you picked up from the wreckage.
- 2 One night you were beset by a dozen creatures with leathery wings. Fire blazed from their eyes, and they screeched in a foul tongue. Only when you fired a shot into one of them did they scream off into the night. You still have the bloody bolt.
- 3 While hunting down wandering livestock, you happened upon a set of stairs leading into the earth. You swear the stairs were made of star metal, and they ended in a chamber filled with amber shards. You took a single amber piece but have never been able to find the location again.
- 4 During the full moon, you swear you've twice encountered masses of spirits wandering the plains, crying out past injustices and damnation upon their killers. You've memorized a portion of their cries, but every time you try to speak it, it comes out as babble.

### D6 QUIRK

- 1 You have an aversion to machines, especially big machines, and would prefer to avoid them.
- 2 Blood and gore don't turn your stomach. You've seen more at the slaughterhouse than most do in a lifetime.
- 3 You enjoy a good storm. Extreme weather might be a cause for concern in others, but for you it brings a smile to your face.
- 4 The harsher the terrain, the more you feel at home. City life or luxurious locations make you feel uncomfortable.
- 5 You love big machines. It's the small and new ones that are problematic. You prefer your tech to be at least a decade or two old.
- 6 You're a liar. Simple as that. You've found tall tales make the best stories, and you've got the time to concoct the tallest there is.



# CRAGCLAW WRANGLER

As felines the size of bison, the cragclaws of Tidetimber are considered by most to be formidable and dangerous predators. Yet you can see the innate intelligence within these animals, and that set you on the trail to become a cragclaw wrangler. Being a cragclaw wrangler means you have a powerful thirst for adrenaline, preferring to survive by ekking your way out in the elements beside your four-legged partner, taking each day as they come.

**Skill Proficiencies:** Animal Handling, Survival

**Tool Proficiencies:** Vehicles (land)

**Equipment:** A cragclaw mount, bit and bridle, saddle, 50 feet of hemp rope, a spyglass, and a pouch containing 10 gp

## ROUGHNECKED

The formal technical name for cragclaws is the Tidetimber roughnecked cragclaw, but most folks simply call them cragclaws.

## FEATURE: COMBAT CRAG

You and your cragclaw have trained together, enabling you to fight and move as one. While mounted on your cragclaw, the creature gains additional combat options. The creature may use either a multiattack action on your turn, or use the Defend Rider reaction.





**Multiattack.** The cragclaw makes two claw attacks and one bite attack.

**Defend Rider.** If you are the target of a melee attack, the cragclaw can attempt to parry the attack with a swipe of its claws. Roll a d20 adding the cragclaw's claw attack bonus to the roll. If the result is greater than or equal to the triggering attack, the triggering attack is parried and you take no damage from the attack.

Additionally, when you level up, your cragclaw's HP increases by half of the hit points you gained from your new hit die plus the cragclaw's Constitution modifier.

Refer to the Mount System on page 76 for more details about fighting with your cragclaw.

## BOND BETWEEN BEAST AND HUMANOID

Each wrangler has a unique bond with their cragclaw formed over many years of working, living, and surviving together. Everyone has a different story of how they came to meet and form this connection.

## PERSONALITY OF THE CRAGS

Most folks don't realize that cragclaws are truly intelligent, sociable, and sentient beings in their own right and no one cragclaw is the same as another. They all have different mannerisms just like humanoids.

I knew a cragclaw wrangler named Moxie Teton and we could barely go on a date without that cragclaw - I think its name was Render - following us.

- Ironbashk

### D6 BOND

- 1 While wandering the bush looking for salvage, you came across a young cragclaw cub in a trap. You released it and nursed it back to health. The wee thing has been by your side ever since.
- 2 You were chased and captured by a group of bandits and dragged to their camp where you were badly beaten. You saw they had also been abusing a cragclaw. The two of you made a silent pact to escape, held together by your need for the other.
- 3 While on a long hunting trip, you fell and hurt yourself. Unable to find food you came close to death. A cragclaw found and took pity on you bringing you food. Over time, you came to appreciate each other, and you recognized the intelligence of the cragclaw, eventually becoming partners.
- 4 You once freed a cragclaw from a poacher's transport as a young child. Many years later, that same cragclaw came to you in the wilds to thank you, bringing you to its den to meet its family where you imprinted upon one of the cubs.
- 5 One night during a sparkstorm, you saw a great cragclaw lowing into the winds, and something primal in your body awoke. You ran with the cragclaw and lived beside it in the wild for several weeks, emerging a bonded pair.
- 6 Your relative gave you a kitten for your birthday only to realize by the time it turned five that it was no regular cat. When he tried to eat the whole henhouse, you knew it was time to start wrangling practice.



## PERSONALITY OF THE CRAGS

### D6 PERSONALITY

- 1 **Feral.** It is hard to get your cragclaw to respond to normal commands. Instead, you must act like a cragclaw to get it to focus and communicate.
- 2 **Surly.** Your cragclaw is all attitude, thinking it is hot scrap in the yard. It's often preening or strutting, and it takes a little bit to get it to focus and work with you.
- 3 **Compassionate.** Highly protective and empathetic, your cragclaw sees you and your companions as cubs to be kept safe and is constantly on the lookout for threats, but that doesn't stop it from enjoying pets.
- 4 **Aggressive.** Your cragclaw is fierce in both combat and day-to-day life. It always seems to look for trouble. It often snaps at other mounts, constantly moving and looking for challengers.
- 5 **Predatory.** Sometimes even you worry that you look more like a potential meal than a companion to your cragclaw. You have to tread carefully, not knowing what might trigger its hunter's instincts.
- 6 **Bonded.** You and your cragclaw have a powerful and deep connection, understanding each other's smallest movements and emotions. All your cragclaw needs to do is twitch a certain way and you know what it intends.

## DEPTHS DIVER

The oceans and seas of Adelphos hold just as many secrets and artifacts as the rest of the planet -- perhaps even more so. While the landscape of the surface has begun to once again teem with civilization, the aquatic depths have largely been avoided.

As a depths diver, you are a salvager who has specialized in combing this largely untamed area. While the opportunities are seemingly limitless, the associated dangers increase are in kind.. Many unwholesome creatures lurk beneath the surface, and numerous divers that ventured beneath the waves have never been seen since. That's the trade off: the bigger the risk, the bigger the potential reward.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** Diver's kit

**Equipment:** Diver's kit, common clothes, three nets, a waterproof compass, and a pouch containing 20 gp

## FEATURE: JUST A MOMENT MORE

Being a diver means pushing your body its limits on a daily basis. Each minute you can remain on the ocean floor and every extra pound of salvage you acquire before returning to the surface is of extreme value. When you would otherwise fail a Strength or Constitution-based skill check, you can roll a d100. If the result is less than twice your applicable ability score, you succeed instead.

Once you have used this feature successfully, you cannot use it again for one week.

## BEGINNER'S VESSEL

Each diver remembers their first boat. It's how they were first navigated the waters in search of the perfect locations to begin their profession. For some, the boat was nothing more than a raft. Others may have begged, borrowed, or stolen the coin to purchase their first vessel, while a select few had investors or doting parents who financed their first boat. Whatever the case, you remember your first boat fondly, though it is long since destroyed, lost, or stolen. Pick a remembered vessel from the list below, or come up with your own.





## BEGINNER'S VESSEEL

### D6 BEGINNER'S VESSEL

- 1 You lashed a bundle of plastisteel tubing with salvaged cording to make your first vessel. It fell apart shortly thereafter.
- 2 You had a small, bright yellow skimmer with manual oars that you inherited from your uncle. Rival salvagers tore a chunk from the hull and sank it to the seabed after only three months of use.
- 3 Your sibling went halves on a rune-powered craft with a small cargo hold. Unfortunately, your first haul was a high-priced artifact that your sibling promptly stole (along with the boat), and you haven't seen either of them since.
- 4 You managed to convince a suspiciously wealthy local businessman to invest in a pair of eldritch-powered schooners for you. Not long after, both were destroyed in a freak storm. Your investor is still angry and claims you lied about their destruction, and have them hidden somewhere.
- 5 You stole your first boat from an elderly dwarf woman who cursed you from the shore. Perhaps because of this, you immediately wrecked the thing on the bones of a crashed starcruiser.
- 6 You bought your first craft through honest means, used it for several years, and then sold it to a younger family member who was just getting their start.



## SUGGESTED QUIRKS

Depths divers are considered daredevils to the last, but in actuality their members are more diverse. They are a breed of unique individuals, each with their own mental regimens to keep an even hand and a calm mind in murky and hazardous waters. Choose a quirk from the list below, or come up with your own.

### D6 QUIRK

- 1 You have a daily routine of checking all of your gear and equipment, and you never miss a day.
- 2 Any time you travel past a body of water, you feel compelled to take a peek beneath the surface to see what might be hidden below.
- 3 You rapturously study tides and currents throughout the regions you visit, eager to calculate where the waters might deposit their treasures.
- 4 You believe you can learn a lot about what a body of water might hold by the taste it offers to your tongue. Variances in trace minerals suggest what metals lie beneath the waves.
- 5 You view sharks as your guides and believe they often lead the way to hidden wreckage and sunken cities.
- 6 You refuse to dive in oceans. Something about their immensity triggers a primal fear within you in the same way that others might fear space.

I once got invited to join a subnautical expedition with the Wander Company, but I politely turned it down. If I can't see the bottom, I ain't going in.

- Ironbashk

## EXCAVATOR

Many individuals now scour Adelplos looking for ancient runes and artifacts to unearth. Some of those, the archaeologists, seek to develop an understanding of those that lived here before and learn some of their secrets. Others have no interest in such research and simply care for the utility found in the ruins of civilizations' past. Excavators are often hired to clear an area of wildlands that have grown over a ruin, allowing new settlers to quickly establish themselves within the ancient framework. Excavators may also find the time to do their own reconnaissance and have been known to uncover relics and ruins long abandoned to the wilds.

**Skill Proficiencies:** Athletics, Perception

**Tool Proficiencies:** Cartographer's tools

**Equipment:** Cartographer's tools, common clothes, a map of the local area, a miner's pick, a shovel, a spyglass, and a pouch containing 18 gp

## FEATURE: RUIN FAMILIARITY

Having spent countless hours uncovering relics of bygone eras, you have a heightened ability to recognize the origins of ancient objects and structures. Whenever you have at least a minute to examine such items, you can ascertain what race created them and approximately how long ago that was.

## CONTRACTS AND LEADS

Every excavator has a collection of contracts and leads for new opportunities. Some of these may be abandoned as you pursue other interests. Still, each remains a potential source of revenue. Roll or select a couple from the list provided or work with your GM to make some of your own.

This folks love dirt more than their own parents.

- Ironbashk



## D6 CONTACTS AND LEADS

- 1 Trappers report seeing a stone door set into the floor of a cave to the south. The door is only two feet wide but 12 feet tall and covered in chains.
- 2 A large-scale excavation is happening within two days' travel of Morlock's Mount. They're hiring any excavators that show up to help unearth what appears to be an ancient juggernaut of alien design.
- 3 A buddy of yours clued you into a small set of uncleared ruins said to be of aberrant design to the northwest in the jungle.
- 4 You have a standing contract to seek out a viable, pre-existing tower for a wizard eager to relocate to the nearby region.
- 5 A wizard is willing to pay substantially for well-made statues that are at least two hundred years old, preferably depicting armed individuals.
- 6 There are rumors that several asteroids in the Kyldur System have necromantic runes carved into their surface, and it's said that they hold long-forgotten crypts.

## SUGGESTED QUIRKS

Each excavator has their own eccentricities picked up from their time spent in places others hesitate to enter and with relics others might never encounter. Come up with a quirk for your character, or choose one from the list provided. Characters that spent at least a decade in the field may have more than one, or their quirk may have intensified.

### D6 QUIRK

- 1 You interacted with an artifact you should have left alone. Now you mutter aberrant nonsense each night when you sleep.
- 2 You have a hard time considering items by any means other than their worth in gold.
- 3 You've developed a fascination bordering on obsession for the craft of fiends and celestials.
- 4 After having missed several jobs to others beating you to the quarry, you've lost all patience for delay or dalliance.
- 5 You triggered an ancient trap while excavating a site and have massive burn scars over most parts of your body as a lasting reminder. Large flames and acid still make you nervous.
- 6 You despise anything without a practical purpose. A good set of tools, however, sets your heart aflutter.





# SALVAGER

Dozens of new salvagers drop onto Adelphos each week hoping to test their mettle against the world's unknown, in hopes of returning with filled sacks slung over their shoulders. Salvagers make their living getting into situations others would rather avoid. Some call them stereotypical adventurers, but the reality is the two professions deviate at key points. While an adventurer might take on a plethora of tasks for compensation, a salvager is only interested in recovering what was lost and returning it, in some form or fashion, to a place of usage once again. Artifacts and ancient tomes are of less use to a salvager than discovering a well-stocked armory or a supply of steel sheeting free from rust.

**Skill Proficiencies:** History, Investigation

**Tool Proficiencies:** Tinker's tools

**Equipment:** A set of traveler's clothes, three sacks, well-used tinker's tools, a patinated key, half a floorplan for a hidden stronghold, and a pouch containing 12 gp

Salvagers are a burl a bunch, any junker worth two shits can call themselves a salvager. The REAL salvagers go to Skyr Rockwilt and learn from that old whale.

- Ironbashk

## FEATURE:

### COBBLED TOGETHER

When you're racing against time and out of standard resources, you can dive into your packs and search for a solution. You can use salvage you carry to repair broken items made of metal or wood. The fix isn't permanent, but it'll get you down the road. Spending at least an hour working on a broken, non-magical item or damaged armor and making a successful DC 12 Intelligence check using Tinker's Tools allows you to patch it up, restoring its original functionality. The repairs last until the end of the next combat or one week, whichever comes first.

### SALVAGER SPECIALTY

There's too much salvage out there for a single individual to collect it all. Over time, you've come to specialize in a certain type of salvage. Not that you won't haul a load of something else out, but your eyes gleam when your specialization lies before you. Select a specialization from the list below, or make up one of your own.





## SALVAGER SPECIALITY

### D6 SPECIALITY

- 1 **Metallurgy.** You have a few smithy connections who are always interested in your found ironworks. Some of your gear was reforged from metal you salvaged.
- 2 **Rare Weapons.** You've always had a fascination with weaponry. Nothing turns your crank more than finding a blade forged by an alien civilization or the warhammer of a dwarven lord from long ago.
- 3 **Constructs.** A well made construct from hundreds of years ago will fetch a high price on the open market. One outfitted with a collection of defensive capabilities will fetch exponentially more to discriminating wizardly clients.
- 4 **Runic Masonry.** Solid stone may be found aplenty, but few modern works match the craftsmanship found in earlier eras. Those etched with wards or glyphs can be swiftly converted by the right spellcaster, repowering arcane runes back to their former glory.
- 5 **Cogs and Gears.** Machines are modern magic for the common-yet-wealthy individual. Derelict machinery, even of an outdated design, can still bring a high price at auctions. Small, intricate pieces have been known to pay a month's rent.
- 6 **Artistry.** While most salvagers have their eyes out for troves of utility goods, you prefer a much finer fare. Plenty of well-designed art pieces lie buried in long-forgotten ruins, and there's something doubly satisfying in getting a payday that serves to bring these pieces back to life.

## SUGGESTED QUIRKS

Salvagers are quirky by nature as they've made a living looking at things from angles no one else has thought of. The quirks of a salvager are often idiosyncratic, having manifested through unique experiences while on the job. Come up with a quirk that helps convey your irregular past, or choose from the list below.

### D6 QUIRK

- 1 Your treasure is another creature's trash. You hate seeing things go to waste, even when that thing is waste.
- 2 You undervalue everything you discover. You learned the hard way to avoid optimism.
- 3 You're very secretive about your comings and goings and only share details with your closest of friends.
- 4 You obsess over the history of each item you salvage and are loath to sell something you don't yet fully understand.
- 5 You turn your nose at rumors and leads. Anything worth salvaging has to be discovered by oneself.
- 6 You compulsively clean everything you discover. After all, a bit of spit polish can go a long way towards getting the best price.



# SPACE PIRATE

You were a scourge to the planetary system, attacking and plundering exploratory vessels, then vanishing, leaving your victims to the dark recesses of space. As smugglers and traders of the black market, your ship and crew were a known threat, often talked about in whispers at space ports. Space battles and bounties on your head were just part of the excitement, but for one reason or another, you decided to quit your life of marauding among the stars.

**Skill Proficiencies:** Athletics, Intimidation

**Tool Proficiencies:** Vehicle (space)

**Language Proficiencies:** Thieves' Cant

**Equipment:** A map of the nearby space system marking hidden ports, a spyglass, a gravity compass, and a pouch containing 10 gp

## FEATURE: I KNOW A GUY...

Your past dealings across the galaxy have left you with connections in many places. As such, you are confident you can receive whatever items you need in a pinch. On a planet or port you've been to before, you know of at least one person you can speak with to get the items you want. The rarity of items range from common to rare with the rarer items taking longer to obtain. Unfortunately, the price is usually more expensive, but at least the item and its quality are guaranteed. Only one item can be requested at a time.

RARITY OF ITEM	DAYS TO ACQUIRE	% OF PRICE INCREASE
Common	0-1	5%
Uncommon	3-5	15%
Rare	6-10	25%

I don't mean to brag but I had my fair share of days as a space pirate. All behind me of course.

- Ironbashk

# GROUNDING

Sticking to one planet is uncommon for a space pirate, but you have chosen to stay in this area for a while. Choose one reason from the table below, or pick your own reason as to why you are here on Adelphos.

## D6 GROUNDING

1 **Lying Low.** What better place to blend in with the crowd than the new and upcoming settlements on Adelphos? Your name and face have been passed around by the bounty hunters and justices of the galaxy too much, so you decide to wait it out in this remote location for now.

2 **Treasure.** You have heard tales of the bountiful, undiscovered lands of Adelphos and want in on the action. You're here to get the best plunder first.

3 **Need a Crew.** Once a captain, always a captain, and you're in need of a ragtag set of characters to join your crew. Of course you have to be discrete and selective. Why scavenge Adelphos when you can scavenge the stars?

4 **New Life.** You're tired of your life on the run, and, with your reputation, you need a fresh frontier where you can start over in peace.

5 **Plant.** You've witnessed the growth of the black market across the galaxy, and now you are here to support the spread of the shadow economy to Adelphos.

6 **Purely Accidental.** You crash-landed here and have to repair your ship and gather supplies before leaving. This may take some time, so you have to take care that others don't catch wind of who you really are.



## SUGGESTED QUIRKS

Living a life of crime on the outer reaches of space has changed you in ways you never would have considered. Select a quirk from the list below or create one of your own.

### D6 QUIRKS

- 1 Your time perusing the galaxy makes everyday life seem boring and uneventful. You have a hard time sympathizing with the concerns of common folk, knowing they never would have survived the cutthroat environment you're used to.
- 2 You avoid the light of the day and prefer to be out at night. Adelphos' sun Etrig is too bright, but the stars of the night are familiar and comforting.
- 3 You are not quite used to the amount of gravity on this planet, so you are constantly tripping over your own feet and underestimating the weight of common objects.
- 4 You've made a lot of enemies and are used to being hunted. Shifting shadows and slight noises cause you to jump and suddenly draw your weapon.
- 5 The past memories of violent space fights and loss of comrades haunt you. You have a hard time sleeping through the night without waking up in a state of terror covered in a cold sweat.
- 6 There is so much room on this planet, you're not quite sure what to do with yourself. You find yourself preferring to be indoors and surrounded by others since that's what you're used to.

## XENOBOTANIST

You have established yourself with an advanced education in botany, specializing in extraterrestrial and unusual flora. You've spent plenty of time out in the wilds on your hands and knees, digging through dirt and vegetation, and learning what can be to use from the world around you. You might belong to a school or organization that helped you with your education, or you might have been taught by a master researcher in the field.

**Skill Proficiencies:** Nature, Survival

**Tool Proficiencies:** Alchemist's supplies, herbalism kit

**Equipment:** Alchemist's supplies, antitoxin (vial), herbalism kit, ink and pen, traveler's clothes, a small journal filled with various notes on plant life, another small book with pressed samples, and a pouch containing 15 gp

## FEATURE: PARAHERBALISM

You're adept at finding answers to life's problems in the natural world around you. Whenever you are in a wilderness area, you can scour the local plant life for solutions to ailments within the party. Once per long rest when you spend an hour searching the wilderness, you can find a plant that allows a single creature a one hour reprieve from the conditions of a disease, illness, or madness currently affecting them. Any harvested material loses its potency after 24 hours and is no longer usable.

## EDUCATION SOURCE

Every xenobotanist learned their craft from someone. Work with your GM to determine the origins of your education, or roll on the table below.



## EDUCATION SOURCE

### D6 EDUCATION

- 1 You attended a prestigious university several years ago but have since cut ties with your connections there. Whether by their fault or your own, you are now on your own.
- 2 One of your parents is a renowned member of the botanist community and raised you to follow in their footsteps. Though you've retained much of the knowledge, it remains to be seen whether you'll choose to fully follow that path.
- 3 You were a student at a small academy at the local outpost. While you have much knowledge of the local flora, you have yet to gain much variety in your experience.
- 4 Your best friend attended a university, and though you yourself did not have the means to pay for such an education, you were able to learn secondhand from them.
- 5 By chance, you took a job working as a researcher's assistant. After several years of observation, you've proven yourself quite capable in your own right and have taken to the profession yourself.
- 6 Everything you learned, you gleaned from reading. You had no formal teacher other than the authors whose writing you devoured.





## SUGGESTED QUIRKS

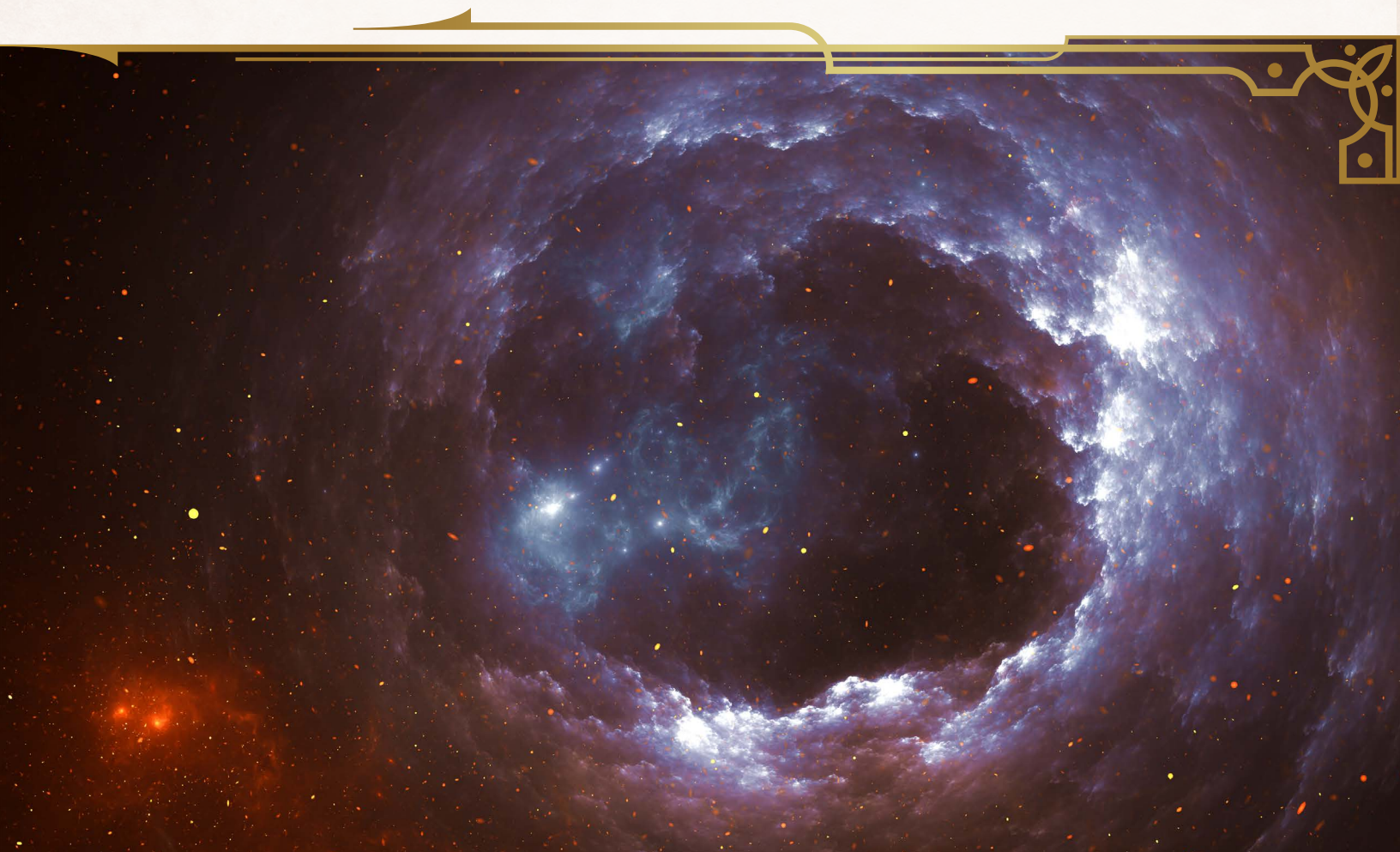
As often happens with individuals that commit a portion of their lives to study and research, you've accumulated your fair share of eccentricities others might find odd or off-putting. Such quirks may be something you'll abandon once out in the world at large, or you may adopt them as part of your unique persona. Select a quirk from the list below, or create one of your own.

Lemme tell ya, these folks -- they got the good shit in a pinch.

- Ironbashk

### D6 QUIRK

- 1 You believe that each plant has its own unique voice that it speaks to you with telepathically.
- 2 You find flora to be the superior lifeform and despise the audacity of anyone who would think differently.
- 3 You find naturally occurring poisons fascinating and often carry more than one variety on your person. You have a mind to start inoculating yourself by consuming small doses at a time.
- 4 You consider yourself to be a conservationist and always have foremost in your mind the betterment and preservation of the wildlands you encounter.
- 5 You have a strong desire to someday merge your form into that of flora and become of the same kind as that which you have long studied
- 6 You've become as calloused to non-plant life as many are to the wellbeing of plants.







## CHAPTER TWO ORIGINAL SUBCLASSES AND CLASS

**T**he universe has not evolved to such a state as to disallow the potency of any of the classes listed in the Basic Rules nor have their individualized subclasses fallen completely out of service. Rather, several new archetypes have found their place and become quite common. Whether these were picked up as humanoids began scouring distant planets or simply due to the gradual inclusion of tech alongside the arcane, they each now find a place of renown in the setting.



## **BARD: COLLEGE OF TECH**

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Bards of the College of Tech, also known as sparker bards, look to the future of music, modifying their instruments with the latest technology to create new sounds. By tinkering with runestones and spark, they have found ways to energize their instruments and channel magic with an amplifier (or amp for short). From there, these bards uniquely stylize their music and spells. Since their instruments project farther than normal, they can perform

for larger crowds and audiences. Unfortunately, mixed reactions are common for sparker bards as some look upon the new instruments with disgust while others are eager to embrace the new sounds they create. These bards gather in intimate settings to discuss and show off their latest instrument modifications along with any new technology they've created. Over time, sparker bards often gain different spark traits from the runestones they use, but for them it is an added bonus to thier musical explorations..





## BONUS PROFICIENCIES

When you join the College of Tech at 3rd level, you gain proficiency with tinker's tools.

## AMPLIFIED MUSIC

At 3rd level, you have adapted all your instruments to connect with your amplifier. While instruments are connected to the amp, spells have twice their normal range. Any new instrument acquired requires a short rest to upgrade it to connect with your amplifier.

## POWER OF MUSIC

Also at 3rd level, you can expend one use of your bardic inspiration to imbue your performance with a wild energy. Two creatures of your choice who can hear you will suddenly feel emboldened and gain 1d4 to their next attack roll. The amount added to the attack roll increases to 1d6 at 5th level, 1d8 at 10th level, and 1d10 at 15th level. Additionally, all allies who can hear you within 60 feet have advantage on concentration saving throws for 1 minute.

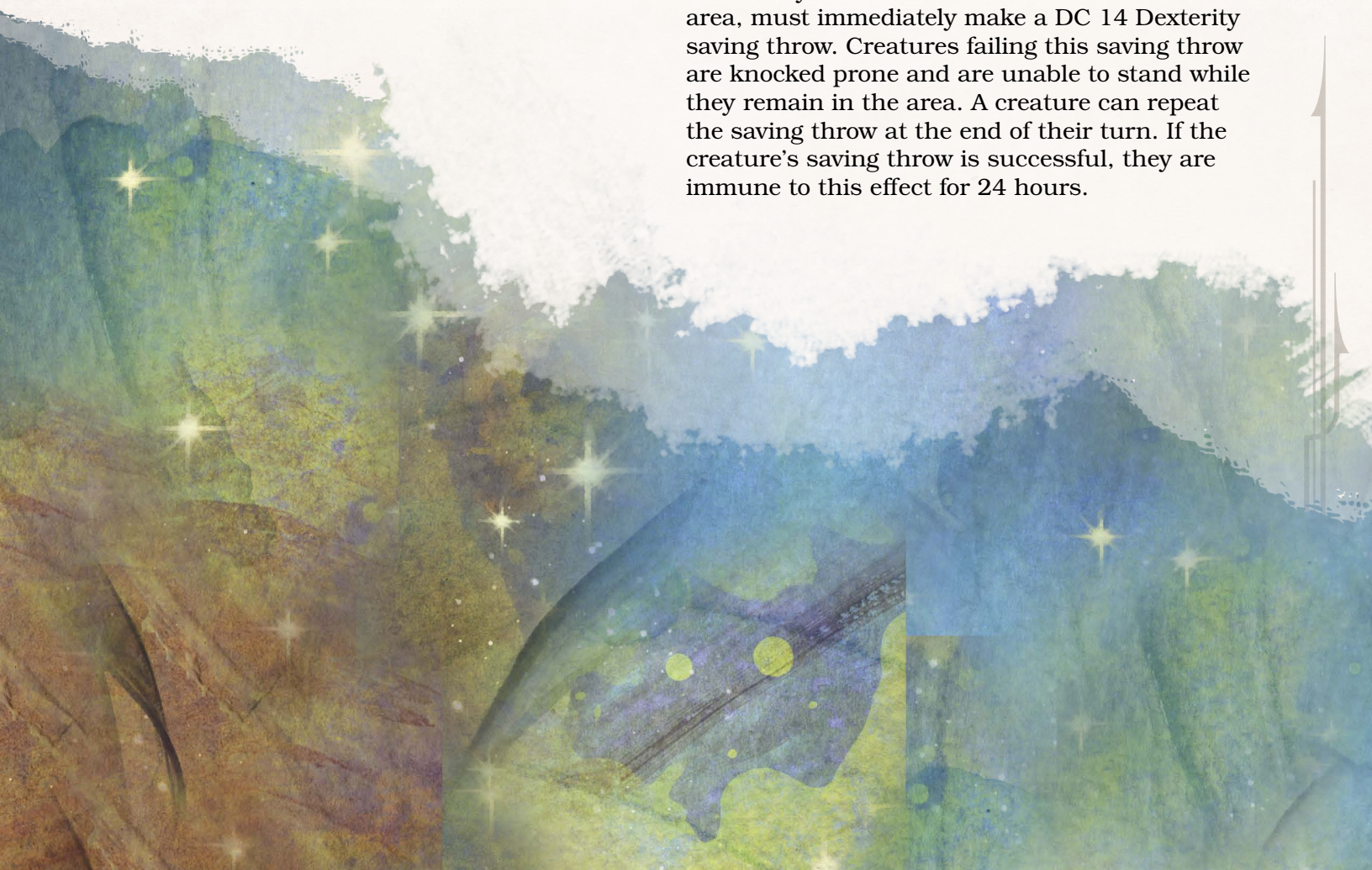
## EFFECTS RACK

At 6th level, you've fiddled with the different ways your instrument can produce sounds and have come up with a new system. As an action, you can press an effects pedals to activate one of the following conditions. Each pedal has one use per long rest.

- **Chorus Pedal.** You cast *chorus* without expending a spell slot.
- **Distortion Pedal.** Target one creature. A sound wave emanating from your instrument ripples through the air, confusing the target's senses. The targeted creature must succeed on Constitution saving throw against your spell save DC or have disadvantage on attack rolls until the end of its next turn.
- **Tuner Pedal.** Take an action to quickly tune your instrument and regain up to 1d4 expended spell slots, recovering the lowest level spell slots first.

## TOO LOUD

At 14th level, you can activate your speakers for up to 1 minute, causing the ground in a 60-foot radius originating from you to shake. Any hostile creatures within the area when this ability is activated, or who later enter the area, must immediately make a DC 14 Dexterity saving throw. Creatures failing this saving throw are knocked prone and are unable to stand while they remain in the area. A creature can repeat the saving throw at the end of their turn. If the creature's saving throw is successful, they are immune to this effect for 24 hours.









# DRUID: CIRCLE OF SPARK

Druids of the Circle of Spark are in tune with the natural flow and harmony of spark. They see the containment of spark in runestones as going against the natural order, and believe spark should dissipate freely into creation. Circle of Spark druids will often go out of their way to obtain and drain runestones to return the spark back to the environment.

As conduits of spark, these druids can borrow the spark from their surroundings and other creatures. As such, they are highly sought after for their abilities to use and summon raw spark, and their immunity to the spark's effects.

## SPARK IMMUNITY

When you choose this circle at 2nd level, you become immune to the effects of spark and will not suffer from any of its strange traits.

## SUMMON SPARK

Starting at 2nd level, you can summon raw spark from the surrounding area as a bonus action and mold it into the form of a beast you have seen before with a challenge rating of 1/2 or lower. The beast appears to be made of crackling, glowing energy and has the same stats as the original creature.

As a bonus action, you can command this creature to move or take an action. After 10 minutes, the spark beast disperses back into nature. You can use this ability a number of times equal to your Wisdom modifier. You regain all of your expended uses when you finish a short or long rest.

At 6th level, the spark beast's maximum challenge rating increases to 1. At 10th level, the maximum challenge rating increases to 2, and at 14th level, to 3.

## SPARK DRAIN

Starting at 6th level, you siphon the vitality of nearby creatures to invigorate yourself. As an action you force one creature within 5 feet to make a Constitution saving throw against your spell save DC. On a failure, the creature takes 1d10 lightning damage, and you gain an equal number of temporary hit points.

## INTERCONNECTED

When you reach 10th level, once per day you can take an action to tune into the spark around you. The location of any invisible objects or creatures within 30 feet are revealed to you, identified by a faint glow you can see surrounding them. This effect lasts for 1 minute.

## RUNESTONE DRAIN

When you reach 14th level, you can choose to actively drain a handheld runestone of its energy, allowing spark to pass through your body and dissipate back to nature. While draining a runestone, you gain temporary hit points daily at dawn as well as immunity to exhaustion. The number of days you can drain the runestone, as well as the amount of temporary hit points you gain at dawn, is incremental to the runestones' rarity (see table below).

You must maintain a distance of five feet or less to the rune in order to drain it. If the runestone is moved further than five feet away, its energy will disperse into the environment. When this happens, you will not gain the temporary hit points at dawn, but a day will still be deducted from the runestone's draining time. Once a runestone is drained, the sigil upon it disappears and it can no longer be used in any capacity.

RUNESTONE RARITY	AMOUNT OF TIME TO DRAIN	TEMPORARY HIT POINTS
Uncommon	1 day	10
Rare	3 days	15
Very rare	1 week	20
Legendary	1 month	30



# PALADIN: OATH OF RECLAMATION

Some paladins swear an oath to recover that which has been lost to the eons and bring it once again to utility in the current age. These reclamation paladins may have a singular focus such as items tied to their ancestry, or more encompassing such as looking to a more eco-conscious future. In either case, their commitment to remembering that which once was often marks them as an oddity in the galaxy-wide race toward a promise-filled future.

## TENETS OF RECLAMATION

Few governments or societies recognize this particular order, so its tenets can vary greatly from individual to individual. However, the following aspects are largely adhered to.

**Seek.** Only vigilant effort will rediscover that which was lost. Passivity is the first bane.

**Reclaim.** Once the lost is found, bring it back into the fold. Concession is the second bane.

**Restore.** Everything must be returned to glory. Neglect is the final bane.

## OATH SPELLS

You gain oath spells at the paladin levels listed.

### OATH OF RECLAMATION SPELLS

In addition to the following spells, you learn the *mending* cantrip.

3rd	<i>create or destroy water, purify food and drink</i>
5th	<i>knock, lesser restoration</i>
9th	<i>animate dead, revivify</i>
13th	<i>fabricate, stone shape</i>
17th	<i>animate objects, greater restoration</i>

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Make as New.** As an action, you can restore a non-magical object Medium size or smaller to its original state. At 15th level, you can use this feature on non-magical objects Large size or smaller.

**Past Revisited.** Whenever you miss with an attack roll, you can use your reaction to make the attack again, adding 1d4 to the attack roll.







## AURA OF LASTING UTILITY

Starting at 7th level, whenever a creature within 10 feet of you falls to 0 hit points, you can use your reaction to cause the creature's body to animate with final purpose and make a melee attack against a target creature.

You can use this feature a number of times equal to your Charisma modifier (minimum of 1) and regain all uses after finishing a short or long rest.

## HANDS OF RESTORATION

Beginning at 15th level, your restorative abilities reach their pinnacle. You can cast both *greater* and *lesser restoration* as a bonus action. You can cast *lesser restoration* three times and *greater restoration* once, without expending a spell slot and without requiring no material components. You regain all expended uses when you finish a long rest.

## DIVINE RECLAMATOR

At 20th level, your potency and vision for a reclaimed future are unmatched and filled with divine promise. You gain the following features.

The radius on your *Aura of Lasting Utility* is extended to 20 feet. In addition, whenever you use your aura's ability, you can cast a spell you know through the reanimated body, using it as the source for determining the range of your spells..

Whenever you cast a transmutation spell from your paladin spell list, roll a d4. On a 4, you immediately recover the expended spell slot.

## RANGER: VERDANT WAYFINDER

Rangers who harvest insight and unusual powers from the plant life of a dozen systems are known as verdant wayfinders. Even as system-spanning civilizations wax and wane across the galaxy, these individuals continue finding new secrets to unlock from floral areas long forgotten by others. Verdant wayfinders believe it is from the natural order of a thousand planets that the answers for life's continued survival will be found.

## TOOLS OF THE TRADE

At 3rd level, you become proficient with both the poisoner's kit and the herbalism kit. When using either of these tool kits, you may double your proficiency modifier for any ability checks. In addition, due to your constant interaction with toxic flora, you have resistance to poison damage.



## TOXIC SECRETION

At 3rd level, your prolonged exposure to all manner of toxic plant life has changed your biological composition. While in the heat of combat, your body naturally secretes poison. Whenever a creature hits you with a melee attack or grapples you, you can use your reaction to deal 1d4 poison damage to them. Each creature can take this damage only once per turn.

The damage is increased to 1d6 when you reach 11th level and 1d8 at 15th level.

## VERDANT

### WAYFINDER MAGIC

At 3rd level you learn the *poison spray* cantrip. You gain the ability to cast additional spells as shown in the Verdant Wayfinder Spells table. These spells count as a ranger spell for you, but they don't count against the number of ranger spells you know.

#### VERDANT WAYFINDER SPELLS

3rd	<i>entangle</i>
5th	<i>blindness/deafness</i>
9th	<i>stinking cloud</i>
13th	<i>toxic bloom</i>
17th	<i>contagion</i>

## PRIMEVAL ROOTS

Beginning at 7th level, whenever you use your Primeval Awareness ability in an area that is not arctic or desert, the vegetation around you grants greater insight into any creatures lurking nearby. In addition to the effects noted in the ability, you also detect the presence of beasts, plants, and monstrosities.

If you spend at least 1 minute in concentration, you also learn the creatures' location and the number of those creatures within 60 feet.

## VERDANT ATTUNED

Starting at 11th level, your close connection to rare and unusual flora has unlocked long hidden arcane mysteries. You learn the spells *barkskin* (self only), *entangle*, and *speak with plants*, and may cast them without expending a

spell slot. Whenever you cast one of these spells, roll a d6. On a 1, until you finish a short or long rest, you must expend a spell slot to cast that spell.

## TOXICANT STRIKES

Beginning at 15th level, your form is now enveloped in botanical defenses and toxins. Whenever you hit a creature with a targeted attack, you can force them to make a Constitution saving throw against your spell save DC or become poisoned until the end of your next turn. While poisoned in this way, they are vulnerable to any additional poison damage you deal.

You can use this feature a number of times equal to your Wisdom modifier plus your Constitution modifier (minimum of 1). You regain all expended uses after finishing a long rest.

## RANGER: SPACE STALKER

Space stalker rangers are some of the deadliest bounty hunters and mercenaries in the Kyldur System with prices so high that few can afford them. Folks willing to sell their skills at big game hunting for a few measly coins are a copper a crew, space stalkers take those skills to another level. They always get the job done, no matter the odds.

## STALKER ARMOR

On reaching 3rd level, you have finished construction on your stalker armor, a suit of armor affording you with a number of weapons and features and wearable only by you. This armor has an AC of 17 and is considered heavy armor, although you ignore its Strength requirements (see the *Equipment* section in a later section). Space Stalker rangers wearing this armor receive the following features:

- **Targeting System.** When you take the attack action with a firearm, you can use your reaction to grant yourself advantage on the attack roll. You can do so a number of times equal to your proficiency bonus, regaining spent uses after completing a long rest.
- **Surprise Darts.** As an action, you can target a number of creatures equal to your ranger level within 30 feet, firing a horde of magical seeking darts from the stalker armor. These





darts automatically hit unless the target creature is under the effect of the *shield* spell. Each dart deals 1d4 + your Dexterity modifier in piercing damage, and you cannot target a creature more than once with this ability per use. You must finish a long rest before using this ability again.

If this armor is destroyed, you must spend an amount of gold equal to 10x your ranger level to forge a new suit, which you do over a long rest.

At 11th level, your armor's AC increases to 18.

## INTERPLANETARY HUNTER

Starting at 7th level, you install a new upgrade into your stalker armor. While wearing the armor, you gain the following benefit:

**Thermal Scanner.** As an action, you can activate a thermal scanner in the helmet of your stalker armor, granting you darkvision to a distance of 120 feet. This darkvision treats magical darkness as normal darkness. When you successfully make a Wisdom (Survival) check to track a creature, their trail appears as a glowing red path in your visor, allowing you to track them easier.

## EASY PREY

Starting at 11th level, you learn to make even the fiercest creatures easy prey. In the first round of combat, if you make a successful firearm attack against a creature, your attack deals additional damage of the attack's damage type equal to your ranger level. If you score a critical hit against an enemy creature in the first round of combat, you can make an extra attack against that creature as part of the same attack.

## TAKE FLIGHT

Starting at 15th level, you make the final upgrade to your stalker armor. You gain the following benefits while wearing the armor:

- **Improved Durability.** Ranged attacks are made at disadvantage against you.
- **Flight.** You have a flying speed of 30 feet while wearing your stalker armor.



# ROGUE: TRINKET-TAKER

Certain rogues develop an obsession for collecting magical trinkets, using the devices to heighten their already impressive toolkit into an exhaustive collection. Inventors in their own right, these trinket-takers delight in modifying objects to produce incredible results.

## MAGIC SNIFFER

Beginning when you take this archetype at 3rd level, you develop an uncanny knack for sniffing out magic. As an action, you can cast the spell *detect magic* but with a radius of only 15 feet. Using this feature does not require a spell slot.

You may use this ability a number of times equal to your proficiency bonus between each short or long rest.

## TRINKET CANTRIPS

At 3rd level, your collection of magical trinkets allows you to cast certain cantrips as if you were a mage. You learn three cantrips of your choice from the trinket-taker spell list. You learn another trinket-taker cantrip of your choice at 9th, 13th, and 17th level. Additionally, you may add your Sneak Attack damage to spell damage from trinket-taker cantrips, following the standard guidelines for when sneak-attack damage is applied.

Casting a trinket cantrip always requires a material component (trinkets). If your trinkets are ever removed from your possession, you may recraft them after completing a long rest.

## SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your trinket-taker spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a trinket-taker spell you cast and when making an attack roll with one.

## AUGMENTATION TABLE

TRINKET CANTRIP	AUGMENTATION
Acid Splash	Acid damage from the spell affects objects and deals double damage to them.
Dancing Lights	The light produced by the spell is only visible to those you designate within the spell's range up to to your proficiency modifier number of creatures.
Guidance	You can use this spell as a reaction to an ally rolling an ability check or attack roll during combat, but only if you haven't already cast a spell as an action this round.
Light	You can maintain the spell on a number of valid targets up to your proficiency modifier.
Mage Hand	The spell produces two hands that may be manipulated independently of each other but may be no further than 5 feet apart.
Mending	You can stretch and extend any non-magical material for an additional foot. This process cannot be repeated twice on a single item. The effect fades after 1 hour or after the spell is cast again.
Minor Illusion	You may create both a sound and an image with a single casting of the spell.
Poison Spray	You may cast the spell on a weapon as you make a melee attack, replacing the weapon's standard damage die and type with the spell's damage for one attack. You may only use this ability once per turn.
Produce Flame	You may cast the spell on a weapon as you make a melee attack, replacing the weapon's standard damage die and type with the spell's damage for one attack. You may only use this ability once per turn.
Shillelagh	You may cast the spell on improvised weapons.



**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

## AUGMENTATIONS

Some of your trinkets have been augmented to produce a truly astounding effect. Select two cantrips from your list of cantrips known and augment them through the following Trinket Augmentation table. Each time you cast the cantrip, you may choose whether or not to use the augmentation.

You learn another augmentation of your choice at 9th, 13th, and 17th level, depending on if you take the according cantrip. You may swap out one augmentation you have previously learned for a new one at each of these levels.

## SECOND HAND STRIKE

Upon reaching 9th level, you can use a bonus action to attack with a light melee weapon, even if you cast a cantrip using your action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is a negative.

If the weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

## INTRICATE TRINKETS

At 13th level, you come into the possession of three additional trinkets much more complex than those you've collected previously. Select three spells from any class list that have the ritual tag. You may add them to your spell list, but may only cast them as a ritual.

## AMBIDEXTROUS CASTER

When you reach 17th level, you gain the ability to cast a cantrip as a bonus action that would otherwise have a casting time of an action. To do so, you must have cast a cantrip as your action and both cantrips must be from the trinket-taker spell list.

You can use this ability a number of times per long rest equal to your Intelligence modifier.

## TRINKET-TAKER SPELL LIST

*Acid Splash*  
*Dancing Lights*  
*Guidance*  
*Light*  
*Friends*  
*Mage Hand*  
*Mending*  
*Minor Illusion*  
*Poison Spray*  
*Prestidigitation*  
*Thaumaturgy*  
*Vicious Mockery*  
*Produce Flame*  
*Shillelagh*

## SORCERER: RADIATION MAGIC

Sometime in the past, you or one of your recent ancestors was struck by an inordinate amount of radiation through some technological mishap or arcane experimentation. The result is a creature redefined. Matter behaves differently around you as vestigial radiation contained within you obeys your command. Radiation magic sorcerers are often viewed with fear as some believe they may be as unstable as the energy they manipulate around them.

## RADIATION MAGIC

You gain additional spells as shown on the Radiation Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

### RADIATION SPELLS

1st	<i>faerie fire, guiding bolt</i>
3rd	<i>heat metal, ray of enfeeblement</i>
5th	<i>brilliant sear, meld to stone</i>
7th	<i>energating wave, resilient sphere</i>
9th	<i>flame strike, passwall</i>



## UNSTABLE FORM

At 1st level, your form is empowered from contact with certain energies. Whenever you take radiant or fire damage, you can use your reaction to reduce the damage by half, storing it as potential energy until the end of your next turn. If you hit a creature with a spell attack targeting a single creature before the end of your next turn, you can deal additional damage with the attack equal to the amount of hit points of stored potential energy. 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.

Unfortunately, the radiation has permanently affected your form. You now make all death saving throws at disadvantage.

## MOUTH OF IRRADIATION

Starting at 6th level, you gain the ability to open your mouth and expel irradiated magical energy. As an action, you can expend sorcery points to target a creature you can see within 100 feet with a ranged attack, using your spell attack modifier for the attack roll. On a hit, if the target is not wearing metal armor, roll a d8 a number of times equal to twice the spell points

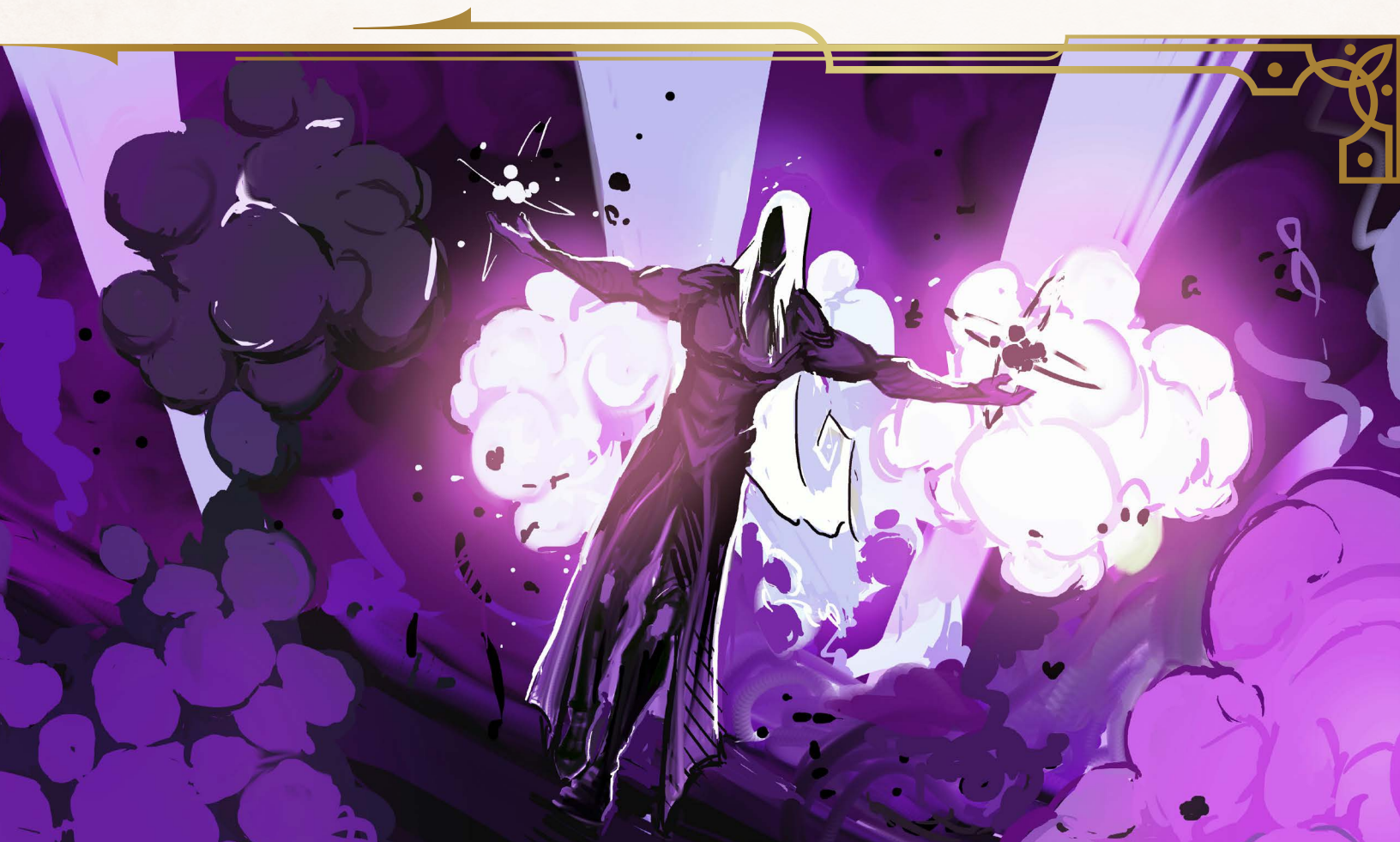
spent, dealing that much radiant damage to the target (i.e., 1d8 for one sorcery point, 2d8 for two sorcery points, etc.). If the target is wearing metal armor, they can choose for the armor to instead absorb the damage, cracking the armor. Any critical hit the target takes while wearing the cracked armor breaks it completely and negates any AC benefit the armor once provided.

In addition, each creature in a straight line between you and the target must succeed on a Dexterity saving throw against your spellcasting DC or take an amount of radiant damage equal to twice the number of sorcery points spent.

## CATASTROPHIC AURA

At 14th level, the radiant energy stored within your form can be unleashed to great effect. As a bonus action, your form shines with light, casting bright light for 15 feet and dim light for an additional 30 feet. This effect lasts for 1 minute, and any creature that enters the bright light for the first time or starts their turn there must make a Constitution saving throw or become poisoned until the start of their next turn. The light remains for the full minute, even if you fall unconscious.

Once you have used this ability, you cannot do so again until you finish a long rest -- unless you spend 7 sorcery points to use it again.





## VOLATILE INCARNATE

Beginning at 18th level, your body struggles to contain the pent up energy it contains. Whenever you deal damage with a spell attack, you can choose to release a portion of this energy by reducing your current hit points by up to half your hit point maximum. For every five hit points you remove, add an additional 1d10 radiant damage to the damage being dealt by your spell attack.

You can further increase this damage at the risk of permanently harming your form. You can choose to increase this extra damage to 2d10 per five hit points reduced. However, after dealing the additional damage, you must roll a DC 20 Constitution saving throw. On a failure, your maximum hit point is reduced by half the total number of d10s you rolled, to a maximum of 20 hit points.

## SORCERER: STAR SOUL

Eons ago, a bright-burning star developed consciousness and, along with it, a soul. This living star shone for millions of years, bathing the worlds around it in light. But like all stars, especially those that burn brightest, it reached the end of its life, dying in a violent explosion that cast its remaining light, and its soul, out into the universe. That soul, the last remaining light of that long-dead star, found its way into you.

All your life, you have dreamed of your distant prior existence, perhaps remembering the souls that called you their sun or the beauty of the worlds that circled you, but at some point, those dreams helped you learn to draw forth that light consciously, and use it for magical ends.

## STAR SOUL MAGIC

Beginning at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Star Soul Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

## STAR SOUL SPELLS

1st	<i>guiding bolt, sacred flame</i>
3rd	<i>locate object, levitate</i>
5th	<i>daylight, beacon of hope</i>
7th	<i>locate creature, divination</i>
9th	<i>flame strike</i>
11th	<i>sunbeam</i>

## STELLAR REMNANT

You have a star-like symbol on your face (perhaps on your cheek or forehead) or your hand, which is a physical manifestation of your previous existence as a star. When you finish a short or long rest, you may draw upon the manifestation to add an additional spell from the Sorcerer spell list to your known spells for the day. That spell must be of a level which you can cast, and you must reduce your maximum hit points by the level of that spell until you complete another short or long rest, at which point you may repeat this process. While you have this ability active, the symbol radiates bright light a number of feet equal to 5 times the spell's level, and dim light the same distance further. You may only have one spell gained in this way at a time.

## STELLAR IGNITION

At 1st level, you can ignite your stellar spark once again. When you roll damage on a spell that deals radiant damage, you can expend up to half your maximum hit dice (minimum 1) and roll that many d10s, adding the total rolled as bonus radiant damage.

## PULSAR

Starting at 6th level, you gain the ability to draw upon your inner light to help protect yourself and others. You gain resistance to radiant damage.

Additionally, if you have a spell slot stored in your symbol, when you or an ally are attacked by a creature you can see within 30 feet, you can, as a reaction, momentarily blind the attacker with a pulse of light, causing them to have disadvantage on the attack roll. Once you use this ability, you cannot use it again until you complete a short or long rest unless you spend 1 sorcery point to activate it.







## LUMINOUS BEING

At 14th level, you can suffuse your physical form with the inner light of your star-self, transforming into a form of radiant energy. As a bonus action on your turn, you can enter a stellar form. While in this form:

- You are partially incorporeal, gaining resistance to piercing, bludgeoning, and slashing damage
- You radiate bright light up to 60 feet and dim light an additional 60 feet
- You gain a flying speed equal to your walking speed
- You are immune to radiant damage
- Once on each of your turns when you deal radiant damage with a spell, you can deal extra radiant damage equal to your sorcerer level. You can only deal this damage to a single target.

This transformation lasts 1 minute unless you choose to end it early or die. Once the transformation ends, you cannot use the ability again until you complete a long rest unless you spend 4 sorcery points to do so.

## STELLAR NOVA

Beginning at 18th level, you can call upon the memory of the last moments of your life as a star to unleash a taste of that destructive power. When you would be reduced to 0 hit points, you may, as a reaction, spend and roll all your remaining hit dice to trigger a miniature stellar nova, dealing radiant damage equal to the amount rolled to all creatures you can see within 30 feet, or half as much damage if they succeed on a Dexterity saving throw (equal to your spell save DC). Then, if you are not instantly killed by the effect that reduced you to 0 hit points, you regain an amount of hit points equal to half of your hit dice roll. Once you use this ability, you cannot use it again until you complete a long rest.

## WARLOCK: THE KAIJU PATRON

Hidden within a mountain or in the heart of the sea lies a kaiju that has chosen to form a primordial bond with you. You may have never met the creature, yet its power fills and directs you as its chosen vessel. How you respond to this calling is up to you, but you feel its presence like a watchful eye, evaluating you against some hidden measure. Kaiju warlocks are called to uphold the same primal purpose as the great beings they call their patrons.

## EXPANDED SPELL LIST

The kaiju 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.

### KAIJU EXPANDED SPELLS

1st	<i>burning hands, thunderwave</i>
2nd	<i>enlarge/reduce, gust of wind</i>
3rd	<i>call lightning, lightning bolt</i>
4th	<i>control water, giant insect</i>
5th	<i>cone of cold, flame strike</i>

## ARMORED HIDE

Starting at 1st level, your body becomes distorted, manifesting similarities to your patron. Your form grows a thick hide, bone, or chitin, granting you a +2 bonus to your AC. Wearing medium or heavy armor negates this bonus.

## ENERGIZED STRIKES

At 1st level, you can capture elemental energy and use it to energize your attacks. Whenever you take cold, fire, lightning, or thunder damage, you can spend your reaction to empower your next weapon attack roll that hits, dealing additional damage of the same type. The additional damage is equal to double your proficiency bonus. Capturing energy in this way does not reduce the amount of damage you take from the hit.



If you take multiple forms of elemental damage before you hit with an attack, you can choose which of the damage types your strike deals. This stored energy dissipates after 1 minute if not used.

## AVATAR OF THE BEHEMOTH

Starting at 6th level, as a bonus action, you can cause your form to grow one size category larger than its natural size as with the spell *enlarge/reduce*. This does not count as casting a spell nor does it require concentration, and the effect lasts for 10 minutes or until you choose to end it early as a free action.

Once you have used this ability, you cannot do so again until you finish a short or long rest.

## OVERCHARGED STRIKES

Beginning at 10th level, you've adapted your form to capture more types of energy. You can now capture radiant and necrotic damage as part of your Energized Strikes feature, and the extra damage you deal is applied to your next two successful weapon attacks, instead of only one.

## PRIMAL EXPERIENCE

Starting at 14th level, when you hit a creature that is within five feet of you with an attack, you can use this feature to force the creature to teleport to an area of primal energy on the world you currently inhabit. This could be the core of a volcano, the heart of a maelstrom, the eye of a lightning storm, or any other such natural phenomena.

At the start of the creature's turn, it takes 8d8 damage of your choice of cold, fire, lightning, or thunder (based upon the location that you chose) and is incapacitated. At the end of the creature's turn, it teleports back to the space that it originally occupied, or the nearest available space, and is knocked prone from the experience.

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





# ORIGINAL CLASS - THE CONDUIT

Spark is a universal force that permeates all things in the universe, those who can manipulate it are often called Conduits. Becoming aware of your own internal energy and using it to awaken latent energy in others is an incredibly rare skill, but Conduits can do it without difficulty. Those known for this talent tend to have a natural intuition for technology or runestones, while some Conduits extend their third eye to the very concept of gravity.

## CLASS FEATURES

As a conduit, you gain the following class features:

### HIT POINTS

**Hit Dice:** d8

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 5 (rounded up) + your Constitution modifier per Conduit level after 1st.

### PROFICIENCIES

**Armor:** Light Armor

**Weapons:** daggers, darts, slings, quarterstaves, light crossbows

**Tools:** two types of artisan's tools of your choice

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, Insight, Medicine, Nature, Persuasion, and Religion

You start with the following equipment, in addition to the equipment granted by your background:

- any two simple weapons
- a light crossbow and 20 bolts
- (a) a component pouch or (b) runic focus
- studded leather armor and an explorer's pack

## AWAKENED SPARK

At 1st level, you can weave a mote of power into your actions through the power of spark. To do so, you use an action on your turn to choose one creature within 60 feet of you. That creature gains one Spark die, a d4.

Once within the next minute, the creature can roll the die and gain temporary hit points equal to the number rolled, or add the number rolled to one healing roll, saving throw or attack roll it makes. The creature can wait until after it rolls the d20 before deciding to use the Spark die, but must decide before the DM says whether the roll succeeds or fails. Once the Spark die is rolled, it is lost. A creature can have only one Spark die at a time.

Your Spark die changes when you reach certain levels in this class. The die becomes a d6 at 5th level, 2d4 at 10th level, and 2d6 at 15th level.

## CONDUIT TERRITORIES

When you reach 2nd level, you choose a Conduit Territory, informing the ways in which your spark powers can manifest, you can choose between the Gravity Sage, Technomancer, and Sigilist. Your choice grants you features at 2nd Level and again at 6th, 10th, and 14th level.

## SPELLCASTING

Starting at 1st level, the class can cast spells.

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Conduit spell list.

You learn an additional Conduit spell of your choice at each level indicated on the Conduit table. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Conduit spells you know and replace it with another spell from the Conduit spell list, which also must be of a level for which you have spell slots.

## SPELLCASTING ABILITY

Wisdom is your Spellcasting ability for your Conduit spells, since your magic draws on your Attunement to the universe. You use your Wisdom whenever a spell refers to your Spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Conduit spell you cast and when making an Attack roll with one.



Level	Prof	Class Feature	Spark Die	Spells Known	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th
1st	+2	Awakened Spark, Spellcasting	1d4	2	2	2						
2nd	+2	Conduit Territory, Spark Traits	1d4	3	2	3						
3rd	+2	Rejuvenating Spark	1d4	4	2	3	2					
4th	+2	Ability Score Improvement	1d4	5	2	4	2					
5th	+3	Greater Channeling	1d6	6	2	4	3					
6th	+3	Conduit Territory feature	1d6	7	2	4	3					
7th	+3	Additional Spark Trait	1d6	8	3	4	3	2				
8th	+3	Ability Score Improvement	1d6	9	3	4	3	3				
9th	+4	Additional Spark Trait	1d6	10	3	4	3	3				
10th	+4	Conduit Territory feature	1d6	11	3	4	3	3	1			
11th	+4	Spark of Life	2d4	12	3	4	3	3	2			
12th	+4	Ability Score Improvement	2d4	12	3	4	3	3	2			
13th	+5	- - -	2d4	13	3	4	3	3	3	1		
14th	+5	Conduit Territory feature	2d4	13	3	4	3	3	3	2		
15th	+5	- - -	2d6	13	4	4	3	3	3	2	1	
16th	+5	Ability Score Improvement	2d6	14	4	4	3	3	3	2	1	
17th	+6	Universal Truths	2d6	15	4	4	3	3	3	2	1	
18th	+6	- - -	2d6	15	4	4	3	3	3	2	1	1
19th	+6	Ability Score Improvement	2d6	16	4	4	3	3	3	2	1	1
20th	+6	Spark Mastery	2d8	17	4	4	3	3	3	2	2	1



**Spell save DC** = 8 + your Proficiency Bonus + your Wisdom modifier

**Spell Attack modifier** = your Proficiency Bonus + your Wisdom modifier

## SPELLCASTING FOCUS

You can use a runic focus as a Spellcasting focus for your Conduit spells.

## SPARK TRAITS

At 2nd level, your use of Spark has altered your physical appearance and given you strange abilities to go with it. Choose one of the following traits.

### ESOTERIC STATIC:

Tiny sparks of electricity periodically jump off of your hands. When you cast a spell that deals lightning damage, you can add your Wisdom modifier to the damage.

### CERULEAN SIGHT:

You gain blindsight with a range of 10 feet, additionally, you can add your Spark die to any Wisdom (Perception) checks you make.

### MYSTIC ECHOES:

Your words supernaturally ring into everyone's ears, you can add your Spark die to any Charisma (Persuasion) or Charisma (Intimidation) checks you make.

### SHADOW DRIFT:

Your shadow slightly drifts away from you, when you cast a spell that has a range of touch, you can make the range of the spell 10 feet.

### SAPPHIRE VEINS:

Your blood turns blue and runs colder. When you cast a spell that deals cold damage, you can add your Wisdom modifier to the damage.

### GREEN AFFINITY:

You gain an uncanny awareness of nature and plantlife, you can add your Spark die to any Wisdom (Survival) or Intelligence (Nature) checks you make.

## REJUVENATING SPARK

At 3rd level, your connection to the energies of the universe give you near supernatural health. You can add your Spark die to any saving throws made to avoid being poisoned, paralysed, or stunned. Additionally, when expending hit dice to restore HP during a short rest, you regain additional hit points equal to your Wisdoms modifier.

## GREATER CHANNELING

At level 5, your Awakened Spark is even more potent. When you use your action to use your Awakened Spark feature, you can use a bonus action to target one additional creature within 30 feet. That creature gains the same benefit as the first target, but only gains half of the dice total (rounded up).

For example, the target of your Awakened Spark gains 5 temporary hit points, and the second recipient only gains 3 temporary hit points.

## SPARK OF LIFE

At 11th level, your Awakened Spark can be used to alleviate minor afflictions. When you use your Awakened Spark on a creature, you can end one of the following conditions on them: charmed, poisoned, frightened, or stunned. You can use this feature a number of times equal to your Wisdom modifier, you regain all expended uses when you finish a long rest.

## UNIVERSAL TRUTHS

At 17th level, your attunement to the universal forces of spark give you a greater awareness of your immediate surroundings and beyond. You gain truesight with a range of 120 feet, cannot be surprised, and can add your spark die to your initiative rolls.

## SPARK MASTERY

At 20th level, your Awakened Spark has reached its peak. Whenever a conduit class feature uses a roll of your spark die, you can add your Wisdom modifier to the result.



# CONDUIT TERRITORIES

## TECHNOMANCER

As a technomancer, you have an uncanny intuition with all things mechanical, from using firearms to piloting a spaceship.

### TECHNOLOGICAL INTUITION

When you choose this territory at 2nd level, you gain an uncanny skill with technology, you gain proficiency with firearms, and you can add your Spark die to any ability checks made to interact with advanced technology.

### SPARK GUNNER

Your skill with a firearm allows you to infuse your shots with Spark energy. When you make an attack with a firearm on your turn, you can expend a spell slot to add your Spark die to the attack and damage roll and change the damage type of the attack to your choice of radiant or lightning damage. Expending a spell slot of 2nd level or higher deals additional damage equal to your Spark die, and subjects the target to the blinded condition until the start of your next turn.

### TECHNOMANCER SPELLS

Starting at 2nd level, you learn additional spells when you reach certain levels in this class, as shown on the Psionic Spells table. Each of these spells counts as a conduit spell for you, but it doesn't count against the number of conduit spells you know.

If you have access to Comets and Cockpits Book 2, you can replace one spell you gained from this feature with another spell of the same level from that book whenever you gain a conduit level.

SPELL LEVEL	SPELLS
1st	<i>identify, detect metal</i>
2nd	<i>heat metal, shatter</i>
3rd	<i>arcane lungs, lightning bolt</i>
4th	<i>mold metal, fabricate</i>
5th	<i>legend lore, creation</i>

## EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover your attacks with firearms count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage..

## TECHNO-LINK

Beginning at 6th Level, you can spend 1 minute to enter a meditative state to magically search for technology in your area, letting you know the number and general direction of all mechs, drones, and aircraft within a 500 foot radius of you. You regain use of this feature when you finish a short or long rest.

## GUNBUSTER

At 10th level, you can overload a firearm with energy to let off an explosively powerful shot. When you hit a creature with an attack from a firearm, you can force the target and all creatures within a 10 foot radius to succeed on a Dexterity saving throw or take 4d8 force damage. The firearm used to make this shot is rendered inoperable until you or someone else spends 1 minute fixing it with a 15 DC Intelligence check, after breaking your weapon, you can use a reaction to immediately draw a new firearm.

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

## REMOTE PILOT

At 14th level, you don't need to be sitting in the pilot seat of an aircraft, spaceship, or mech to pilot it, when any of these pieces of technology within 1000 feet lacks pilot, you can enter a magical trance to assert control. When controlling one of these machines, with this method you gain a bonus to ability checks made to pilot them equal to one roll of your Spark die. Any functions that require getting up from the pilot seat are unable to be done when remotely piloting in this way, for example, an emergency circuit breaker across the hall in a spaceship cannot be accessed remotely. If the distance between you and the machine becomes more than 1000 feet, the connection is severed, leaving nobody piloting the machine. While piloting a machine in this way, you cannot see or hear from your actual location, and can see as if you were physically piloting the machine.



You must complete a long rest, or expend a spell slot of 6th level or higher to use this feature again.

## SIGILIST

Manifesting your inner spark can come from many sources, some Conduits gain a connection to the universe's energy through runestones and sigils. Whether you got your abilities from discovering a long lost rune, or being subjected to the effects of a runestone for extended periods of time, all Sigilists manifest their power with glyphs of power that broadcast their intent.

## RUNIC INTUITION

When you choose this territory at 2nd Level, you gain an encyclopedic knowledge of runes and sigils. You can read all writing, and you can add your Spark die to any ability checks made to interact with runestones.

## INVOKE SIGIL

At 2nd level, you can call on the power of sigils. As an action, you can inscribe a sigil onto an object, or draw it in the air to invoke the sigil's power. If you inscribe it in the air, you can choose to make the sigil activate at a point of your choice within 60 feet of you. The sigil lasts for one minute and dissipates after the minute has passed. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SIGIL	EFFECT
Llesh	Creatures within 30 feet wearing metal armor have a flying speed of 5 feet
Muhun	A number of creatures of your choice equal to your Wisdom modifier have a swim speed of 50 feet.
Felko	When creatures within 50 feet of you take fire damage, that damage is reduced by one roll of your Spark die.
Zai	As a bonus action, you can make the sigil discharge a slight shock. A target of your choice within 60 feet of the sigil must succeed on a Dexterity saving throw or take damage equal to one roll of your Spark die.

## SIGILIST SPELLS

Starting at 2nd level, you learn additional spells when you reach certain levels in this class, as shown on the Sigilist Spells table. Each of these spells counts as a conduit spell for you, but it doesn't count against the number of conduit spells you know.

SPELL LEVEL	SPELLS
1st	<i>shield of faith, sanctuary</i>
2nd	<i>arcane lock, magic aura</i>
3rd	<i>glyph of warding, magic circle</i>
4th	<i>guardian of faith, divination</i>
5th	<i>teleportation circle, scrying</i>



## GREATER SIGILS

Starting at 6th level, your knowledge of sigils becomes even more vast, giving you access to additional sigils for your Invoke Sigil feature.

SIGIL	EFFECT
Xesh	Darkness spreads from the sigil to fill a 15-foot-radius sphere. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.
Obak	Stone pillars erupt from the ground, a number of creatures of your choice equal to your Wisdom modifier must succeed on a Dexterity saving throw or take bludgeoning damage equal to three rolls of your Spark Die and be knocked prone
Revek	When an attack roll is made within 30 feet of the sigil, you can use your reaction to reduce the attack roll by a number equal to one roll of your Spark die, potentially turning a hit into a miss.
Jaka	All creatures within 30 feet of the sigil must succeed on a Constitution saving throw or take thunder damage equal to two rolls of your Spark die and be deafened for 1 minute.

## RUNIC REGENERATION

At 10th level, you regain one use of your Invoke Sigil feature upon completing a short rest. Additionally, when you expend a spell slot to cast Glyph of Warding, you regain one expended spell slot. The slot you regain must be of a level lower than the spell slot you expended to cast Glyph of Warding, and can't be higher than 5th level.

## SECRET SIGILS

Starting at 14th level, your connection to runes and sigils has opened your eyes to ones that have yet to be discovered, giving you access to additional sigils for your Invoke Sigil feature.

## SIGIL EFFECT

Kula	A number of creatures of your choice within 20 feet of the sigil gain a bonus to their saving throws against spells equal to one roll of your Spark die
Shej	A number of creatures of your choice within 20 feet of the sigil gain resistance to psychic damage, and advantage on any Intelligence or Wisdom saving throws they make.
Takmi	As a bonus action once per turn, you can make the sigil expel a vile sludge . A target of your choice within 60 feet of the sigil must succeed on a Constitution saving throw or take damage equal to three rolls of your Spark die and be poisoned until the end of your next turn.
Ashra	A bright flash of otherworldly light sears your enemies. All creatures of your choice within 40 feet of the sigil must succeed on a Wisdom saving throw or take Radiant damage equal to 3 rolls of your Spark die and be blinded for 1 minute.

## GRAVITY SAGE

Spark is a universal force that is in everything, some clever Conduits have discovered that this includes gravity. Gravity not only holds that universe together, but is infused with it's own Spark signature that can be twisted and manipulated by Gravity Sages.

## GRAVITATIONAL INFLUENCE

When you choose this territory at 2nd Level, you are able to modify and alter your own gravitational field. You gain a flying speed of 5 feet, and can add your Spark die to any ability checks or saving throws made to resist effects caused by gravity. (For more information on these effects, see Chapter 4)

Additionally, you learn the *mage hand* cantrip. You can make the spectral hand invisible, and carry objects weighing 30 pounds or less.



## GRAV POWERED SPARK

At 2nd level, you can use your gravitational abilities to improve your Awakened Spark by giving a telekinetic assist. When a creature uses your Spark die on an ability check or saving throw that uses Strength or Dexterity, you can add a bonus to that roll equal to half your Wisdom modifier (minimum of 1). Additionally, the recipient of your spark die has their movement speed increased by 20 and their jump distance is doubled until the start of your next turn.

## GRAVITY SAGE SPELLS

Starting at 2nd level, you learn additional spells when you reach certain levels in this class, as shown on the Gravity Sage Spells table. Each of these spells counts as a conduit spell for you, but it doesn't count against the number of conduit spells you know.

SPELL LEVEL	SPELLS
1st	<i>feather fall, floating disk</i>
2nd	<i>hold person, levitate</i>
3rd	<i>fly, slow</i>
4th	<i>freedom of movement, dimension door</i>
5th	<i>telekinesis, hold monster</i>

## PUSH AND PULL

Starting at 6th level, your ability to move things with telekinetic force has improved. Your Mage Hand can now carry up to 50 pounds, and you can use your action to telekinetically shove a creature with a size of Large or smaller. When shoved this way, the target must succeed on a Strength saving throw (the target can willingly fail this saving throw) or be shoved 10 feet in any direction of your choice, and take force damage equal to one roll of your Spark die + your Wisdom modifier. A creature that willingly fails this saving throw takes no damage.

## HEAVY METTLE

At 10th level you've become incredibly difficult to push around. You gain proficiency in Strength saving throws and resistance to force damage. If you already have proficiency in Strength saving throws, you instead gain proficiency in Constitution or Charisma saving throws (your choice).

## GRAVITY SQUEEZE

Starting at 14th level, your gravitational powers can leave even the strongest of foes reeling. Choose a point you can see within a 120 foot range for reality to collapse in on itself. Each creature in a 30-foot-radius sphere centered on that point must make a Strength saving throw. A target takes 10d8 force damage and is stunned until the start of your next turn on a failed save, or half as much damage and is not stunned on a successful one.

You must complete a long rest, or expend a spell slot of 6th level or higher to use this feature again.





# CONDUIT SPELL LIST

## CANTRIPS

Dancing Lights  
Druidcraft  
Eldritch Blast  
Guidance  
Mage Hand  
Mending  
Message  
Minor Illusion  
Prestidigitation  
Produce Flame  
Ray of Frost  
Resistance  
Sacred Flame  
Shillelagh  
Shocking Grasp  
Spare the Dying  
Thaumaturgy  
True Strike

## 1ST LEVEL SPELLS

Animal Friendship  
Bane  
Bless  
Charm Person  
Command  
Comprehend  
    Languages  
Create or Destroy  
    Water  
Cure Wounds  
Detect Evil and Good  
Detect Magic  
Detect Poison and  
    Disease  
Expeditious Retreat  
Faerie Fire  
Feather Fall  
Guiding Bolt  
Healing Word  
Heroism  
Identify  
Illusory Script  
Jump  
Light  
Longstrider  
Protection from Evil  
    and Good  
Purify Food and  
    Drink  
Sanctuary  
Shield of Faith

Silent Image  
Sleep  
Speak with Animals  
Unseen Servant

## 2ND LEVEL SPELLS

Aid  
Augury  
Calm Emotions  
Continual Flame  
Detect Thoughts  
Enhance Ability  
Flaming Sphere  
Hold Person  
Invisibility  
Knock  
Lesser Restoration  
Locate Animals or  
    Plants  
Locate Object  
Magic Mouth  
Misty Step  
Moonbeam  
Pass without Trace  
Prayer of Healing  
Protection from  
    Poison  
See Invisibility  
Shatter  
Spider Climb  
Spike Growth  
Spiritual Weapon  
Suggestion  
Warding Bond  
Zone of Truth

## 3RD LEVEL SPELLS

Animate Dead  
Beacon of Hope  
Bestow Curse  
Clairvoyance  
Conjure Animals  
Counterspell  
Create Food and  
    Water  
Daylight  
Dispel Magic  
Entangle  
Fear  
Fly  
Gentle Repose

Glyph of Warding  
Hypnotic Pattern  
Lightning Bolt  
Magic Circle  
Major Image  
Mass Healing Word  
Nondetection  
Plant Growth  
Protection from  
    Energy  
Remove Curse  
Revivify  
Sending  
Sleet Storm  
Slow  
Speak with Dead  
Speak with Plants  
Vampiric Touch  
Water Breathing  
Water Walk

## 4TH LEVEL SPELLS

Banishment  
Compulsion  
Confusion  
Conjure Minor  
    Elementals  
Conjure Woodland  
    Beings  
Control Water  
Death Ward  
Dimension Door  
Divination  
Dominate Beast  
Fire Shield  
Greater Invisibility  
Guardian of Faith  
Locate Creature  
Phantasmal Killer  
Polymorph

## 5TH LEVEL SPELLS

Animate Objects  
Antilife Shell  
Awaken  
Commune  
Commune with  
    Nature  
Conjure Elemental  
Contact Other Plane  
Dispel Evil and Good

Dominate Person  
Dream  
Flame Strike  
Geas  
Greater Restoration  
Hold Monster  
Legend Lore  
Mass Cure Wounds  
Modify Memory  
Planar Binding  
Raise Dead  
Reincarnate  
Scrying  
Seeming  
Teleportation Circle  
Wall of Stone

## 6TH LEVEL SPELLS

Conjure Fey  
Find the Path  
Heal  
Move Earth  
Planar Ally  
Sunbeam  
True Seeing  
Wall of Thorns  
Wind Walk

## 7TH LEVEL SPELLS

Conjure Celestial  
Divine Word  
Etherealness  
Plane Shift  
Regenerate  
Teleport





## CHAPTER THREE NEW SPELLS AND FEATS

**T**he galaxy is a big place and allows for a host of opportunities for one to improve themselves in unique and interesting ways. Adelpnos especially encourages such innovation as the wildlands, bizarre beasts, and ancient artifacts are often downright hostile against the unprepared and mundane.



# NEW SPELL OPTIONS

Below is a list of new spells casters have contrived over the last several centuries.

## ARCANE LUNGS

*3rd-level transmutation (ritual)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a piece of metal pipe)

**Duration:** 8 hours

**Classes:** Conduit, ranger, sorcerer, wizard

This spell grants up to six willing creatures you can see within range the ability to breathe even while underwater or in the void of space. Affected creatures retain their ability to breathe in any environment as their lungs or appropriate physiology remains filled with magical air allowing for normal respiration.

## BRILLIANT SEAR

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Cleric, conduit, paladin

Your eyes illuminate with divine light that blinds those that bear witness. As an action, target a creature that you can see within 30 feet. That creature must succeed on a Dexterity saving throw or take 3d8 radiant damage and become blinded until the start of your next turn. Creatures who succeed on their saving throw take half damage and are not blinded, provided they avert their eyes from you until the start of your next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage of the spell increases by 1d8 for each slot level above 3rd.

## CHORUS

*3rd-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a compact mirror)

**Duration:** Concentration, up to 10 minutes

**Classes:** Bard, sorcerer, warlock

1d6 perfect illusionary doubles of yourself appear in unoccupied spaces nearest to you. As a bonus action, you can mentally command each illusionary double to move your speed to a different unoccupied space. The words you speak are spoken from these illusions at the same time and at the same volume. Physical interactions with a double cause it to disappear in a puff of smoke. A successful Intelligence (Investigation) check against your spell save DC will reveal if one of the doubles is an illusion.

## CONSULT THE STARS

*6th-level divination*

**Casting time:** 1 minute

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, conduit, druid, sorcerer, wizard

You attempt to read the stars for information. If you are not in direct view of the night sky, a small, shimmering map of the heavens appears above you. The GM chooses one of the following effects:

**Direction.** One star will glow brightly in the direction of a person or object the spellcaster seeks. The person or object must be on the same plane of existence. If you are not seeking anything in particular, or what you pursue is on a different plane or does not exist, the stars remain as they are.

**Omen.** The stars begin to blink out one by one. You feel a sense of foreboding about a certain event, person, or place indicating ill-intent, a hazardous environment, or a potential trap.

**Vision.** The stars form constellations that portray a place you are to visit, a person you are to meet, or an event that may happen. Information in the vision may be vague but often contains information of things occurring outside of the caster's knowledge.

When the spell is complete, the stars return to their original state before the spell was cast.



## DETECT METAL

*1st-level divination*

**Casting Time:** 1 action

**Range:** Self (30-foot sphere)

**Components:** S, M (a small magnet)

**Duration:** Concentration, up to 10 minutes

**Classes:** Bard, cleric, sorcerer, warlock, wizard

For the spell's duration, you sense the presence of ferrous metal objects or creatures of Tiny size or larger within 30 feet of you. You can use your action to hear a faint beeping sound that becomes louder as you get closer to any creature or object in the area that contains ferrous metal. The spell can be blocked by 1 foot of stone, 6 feet of dirt or wood, or 1 foot of non-ferrous metals.

## ENERVATING WAVE

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Self (100-foot line)

**Components:** V, S

**Duration:** Concentration, up to 1 minute

**Classes:** Warlock, wizard

A wave of dark energy courses out from you to form a line 100 feet long and 5 feet wide in a direction you choose. Each creature that enters the line for the first time or starts its turn there must make a Constitution saving throw. On a failure, the creature's movement speed is halved, and it deals only half damage with Strength based weapon attacks until the start of its next turn.

On each of your turns for the duration, you can use your action to sustain the spell. The spell ends if you use your action to do anything else. As a bonus action on subsequent turns, you can redirect the line, maintaining yourself as the point of origin.

## LOCATE EXARCH

*9th-level divination (ritual)*

**Casting Time:** 10 minutes

**Range:** Self

**Components:** V, S, M (a runestone with a quality of very rare or higher.)

**Duration:** Concentration, up to 1 hour

**Classes:** Bard, cleric, paladin, sorcerer, warlock

You tune into spark to learn the location of the nearest exarch that is on the same plane

of existence as you. You know their general direction, their distance from you, and, if applicable, the speed they are moving relative to you. If the exarch is alive and conscious, they know you sought their location and learn your location as well. If the nearest exarch is deceased, you learn their location if more than half of their remains are intact.

## MOLD METAL

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Classes:** Bard, cleric, sorcerer, wizard, warlock

You touch a piece of metal or a metal object of Medium or smaller size and mold it into any shape you desire. For example, you could create a crowbar, a chain, ball bearings, or a crude shield. You can also create openings in metallic structures or even dislodge parts of the structure as long as the opening, shape, or part removed is less than five feet in any dimension.

Items that require greater expertise to create, such as a finely-crafted sword or the key to a specific lock, require special knowledge of its craftsmanship. It is the GM's discretion of how well your character can create said item.

Living creatures made of metal (such as metallic dragons) are not affected by this spell, but constructs made of metal are.

## SPACE SUIT

*7th-level abjuration*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a multifaceted gemstone worth 500 gp, which the spell consumes)

**Duration:** 1 hour

**Classes:** Bard, cleric, conduit, druid, paladin, sorcerer, warlock, wizard

You create an iridescent covering over your body allowing you to survive the vacuum of space. The air in the suit replenishes itself for the spell's duration. You do not lose any heat, and your body temperature remains properly regulated. The area over your face is clear, allowing you to see normally. From a distance, you have the appearance of a distant star.



## TOXIC BLOOM

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a drop of poison, flower petals, and a pinch of dust)

**Duration:** 1 minute

**Classes:** Druid

As an action, you call forth a 15-foot wide plant that erupts from the ground at a point you can see within range. It immediately blossoms, releasing toxic fumes in a 15-foot radius as it does so. When a creature enters the affected area for the first time, or starts its turn there, the creature must succeed on a Constitution saving throw or take 4d8 poison damage and become poisoned until the end of its next turn.

The plant has an AC of 8, 50 hit points, and vulnerability to fire damage. Its poison dissipates naturally after 1 minute but may be blown away by strong winds or by spells that move the air. The caster can use a bonus action to release additional fumes from the plant as long as they are within 60 feet of it..

## NEW FEAT OPTIONS

Below are some feats flavored for our unique world of Adelphos that might help with your trips across the counties.

### BEAST RIDER

You've never met a beast you couldn't (or at least wouldn't) ride. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Whenever you make a Dexterity-based check or save to stay atop a mount, you do so with advantage.
- Whenever you make a Wisdom (Animal Handling) check to convince a creature to let you ride it, you do so with advantage.

### DRAGON EXPERT

You have a vast knowledge of the nature of dragons and have experience in dealing with them. You gain the following benefits:

- You have advantage on Intelligence (Investigation) and Wisdom (Perception) checks when it comes to the subject matter about dragons.
- You can speak Draconic.
- You are unaffected by a dragon's Frightful Presence feature.

## DUNGEON RAIDER

*Prerequisite:* The ability to cast at least one spell

You are an expert at navigating dungeons and recovering their valuables. Whenever you are in a dungeon, you gain the following benefits:

- You gain a +3 bonus to Wisdom (Perception) checks.
- Once per long rest, you can cast identify without expending a spell slot.
- You have advantage on Intelligence (Arcana) and Intelligence (History) checks.

## EXPLORER

Your love of adventure and a natural sense of direction grant you the following benefits:

- You have proficiency in the Wisdom (Survival) skill.
- You always keep track of your progress in areas that are previously unknown to you such as dungeons. As long as you are conscious or not incapacitated, you will not get lost.
- During a long or short rest, you can draw a rudimentary map of the places you have recently visited.

## FRIENDLY

*Prerequisite:* Charisma 15 or higher

Your natural charms confer you the following benefits:

- When you charm a creature using the *charm person* spell, the affected creature does not know it was charmed by you when the spell wears off.
- When you cast friends on a creature, the creature does not become hostile towards you once the spell ends, but it does know that you used magic to influence its mood.



## HAGGLER

You are shrewd with money and are skilled in haggling and bartering. Whether it is asking for a lower price for an item or asking for higher wages on a job, you always have the upper hand. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks during price negotiations whenever you are in a shop, an inn, or a tavern.
- Once per day, you can convince whoever you are bartering with to trade you an item of higher value (up to twice the value of your item).

## HOT RODDER

Your passion and experience with vehicles has paid off, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with all vehicle types.
- You have advantage on Charisma checks against creatures operating vehicles.

## PLANAR SPELLSMITH

*Prerequisite:* Spellcaster of 4th level or higher

Your eclectic studies of radiant energy and how it might be infused with mundane items has led to a startling innovation -- though not without its drawbacks. Once per short rest, whenever you roll radiant damage as part of a weapon attack, you can choose to employ your newfound knowledge to reroll all the radiant damage dice, taking the second result.

Each time you do this, roll a d20 and consult the chart below. If a gate to a plane is rolled, the gate opens only long enough to expel a creature of the GM's choosing that is no higher CR than your current character level plus three. The creature has no required allegiance to you and acts on its own initiative.

### D20 PLANAR OCCURRENCE

1	A gate opens up to the Abyss
2	A gate opens up to the planes of Hell
3	A gate opens to the Far Realm
	A gate opens up to a random elemental plane
4	1. Earth 2. Water 3. Fire 4. Air
5	A gate opens up to the realm of the dead
6	A gate opens up to the fey realm
7	A gate opens up to a celestial plane
8-20	Nothing happens

## PLANETARY TOURIST

Your wanderlust is so great it spans the galaxy, granting you the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You are able to find passage on a ship at any spaceport, although the quality of transportation is not guaranteed.
- You have advantage on Intelligence checks on matters concerning other planets.

## SINGULAR SAVANT

There's something about fighting unknown creatures and foes that gets your adrenaline pumping. You travel far and wide just to find new and worthy opponents. When fighting or searching for a creature of a type you have not fought before, you gain the following benefits:

- You gain a +5 bonus to initiative.
- You have advantage on Wisdom (Survival) checks.
- You gain a +3 bonus to Wisdom (Perception) checks.





## CHAPTER FOUR THE DEPOT

**M**aking it in Haven can be tough but nothing a stop at a local general store, armory, or smithy can't overcome! Below are a collection of tables covering weapons, armor, and gear that you can purchase to aid in your endeavors across the six counties. Items here do not replace anything from the usual 5e item list but instead add to it.

**Cragclaw weave.** This thick but light fabric hauberk is made from woven cragclaw fur. It was recently discovered that it was not cragclaw hide that stopped weapons but the dense hair covering the bodies of these massive felines. Unless dyed,

cragclaw weave has a ruddy red coloration. Additionally, it grants you advantage on Dexterity (Stealth) checks.

**Expeditionary helmet.** A light helmet made from leather and ceramic plate, expeditionary helmets are easy and cheap to make but can last quite a while. They often have small runestones imbedded into their form to protect from minor psychic attacks. If you would roll a Wisdom saving throw against a CR 2 or lower beast or monstrosity's psychic attack, you roll with advantage.



# ARMOR

ARMOR NAME	COST	ARMOR CLASS (AC)	STRENGTH	STEALTH	WEIGHT
Cragclaw weave	40 gp	12 + Dex mod.	--	Advantage	2 lb.
Expeditionary helmet	15 gp	1	--	--	1 lb.
Expeditionary plate	30 gp	11 + Dex mod.	--	--	2 lb.
Junk suit	5 gp	11 + Dex mod.	--	--	3 lb.
Shield gauntlet	12 gp	2	--	--	4 lb.
Skiff suit	10 gp	13 + Dex mod.	--	--	4 lb.
Stalker plate	2000 gp	18	16	Disadvantage	30 lb.
Tarrasque carapace plate	Priceless	24	20	Disadvantage	100 lb.
Tarrasque carapace shield	Priceless	4 + Con mod.	20	--	30 lb.
Tidetimber plate	200 gp	16	14	--	20 lb.
Tidetimber shield	100 gp	4	12	--	10 lb.

**Expeditionary plate.** Armor made from heavy leather, ceramic plate, and lighter lumite plate, this protective gear is designed to be utilitarian and easy to upgrade. Additionally, it has small runestones woven into it, allowing you to roll with advantage when making Constitution saving throws against effects causing exhaustion.

**Junk suit.** Made from heavy canvas and woven copper threads, junk suits are highly customizable and often a first purchase for junkers arriving on Adelphos. They come with built-in pouches around the calves, waists, shoulders, and forearms and are resistant to piercing damage.

**Shield gauntlet.** Usually worn by hunters, miners, or lumberfolk, these overlarge gauntlets are able to expand into a small buckler. Meant more to protect the worker from flying chunks of wood, rock, stone, or even broken chains or picks, shield gauntlets have become popular amongst junkers and engineers as well, perfect for augments and customization. You may keep up to three small items in the pouches built into the gauntlet.

**Skiff suit.** Made from bright, reflective materials with built-in padding, skiff suits are favored by pod and skiff racers. They are form-fitting and often worn beneath other clothes, used to cushion and protect the body from whiplash and injury.

**Stalker plate.** This armor is made of heavy, interlocking plates that are cast-offs of shedding arctic stalkers. Able to stop most blades, stalker plate often uses the natural spines and spikes of those creatures, causing targets who grapple you to roll with disadvantage. Usually, stalker plate comes in shades ranging from white to pale blue.

**Tarrasque carapace plate.** Armor crafted from the carapace of the Adelphan tarrasque. This heavy armor is the rarest of the rare and, in addition to its mundane effects, provides the wearer with resistance to nonmagical bludgeoning, piercing, and slashing damage.

**Tarrasque carapace shield.** This shield is a smaller version of the tarrasque carapace plate and is meant for more agile wielders. It provides its wielder with advantage on saving throws versus magical effects.



**Tidetimber plate.** This unique armor is made from carved Tidetimber redwood fashioned by elven smiths. This plate is favored amongst more money-savvy junkers and adventurers as it is incredibly strong and self-repairs over time.

**Tidetimber shield.** Carved from the same material as Tidetimber plate, Tidetimber shields are light and very durable, exhibiting many of the same properties as plate.



*Cragclaw Weave*



*Expeditionary  
Helmet*



*Tidetimber Plate*

## WEAPONS

**Berd-rifle.** This hybrid of halberd and long-bore magitech rifle is a favorite amongst hunters and rangers across Haven. It has an excellent range and a large halberd head at the end of the barrel for “just in case.” While many gunsmiths question the balance of such a weapon, it does not stop many folks from building their own modifications.

**Blunderclub.** A strange weapon developed by numerous junkers, the blunderclub resembles a large wooden club with many small metal pods screwed into it. On contact with these pods, a blasting cap ignites and shoots the pods out at lethal speeds. Outlawed in three of the six counties, blunderclubs are a hot item in the black market.

WEAPON NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Berd-rifle	200 gp	3d8 bludgeoning/1d10 piercing	15 lb.	Ammunition, (range 60/120), loading, special
Blunderclub	50 gp	2d10 bludgeoning	10 lb.	-
Cone-launcher	20 gp	1d12 fire	20 lb.	Ammunition (range 60/120), heavy, loading
Coneslinger	10 gp	2d10 fire	6 lb.	Ammunition (range 10/30), light
Ferion-mace	10 gp	2d4 lightning/2d4 bludgeoning	10 lb.	Special
Harpoon shocker	20 gp	1d4 piercing	5 lb.	Ammunition (range 40/80), special
Heater	50 gp	1d6 fire	1 lb.	Ammunition (range 30/120), special
Rattler's whip	30 gp	1d4 slashing/1d8 bludgeoning	2 lb.	Special
Squid gun	50 gp	1d6 piercing, 1d4 poison, 30 ft./60 ft.	1 lb.	Ammunition (range 30/60), loading, special
Throwing disc (2)	1 gp	1d10 bludgeoning or slashing	1 lb.	Thrown (range 10/20)
Throwing disc, light (3)	1 gp	1d8 bludgeoning or slashing	½ lb.	Thrown (range 20/40), light
Torque-sword	40 gp	1d10 slashing	5 lb.	Special, versatile (2d10 piercing)



**Cone-launcher.** A weapon built by druidic junkers who searched for a way to bring tech and nature together, the cone-launcher ignites and fires large redwood cones at enemies. Resembling a shoulder-mounted launcher with a large half-moon clip, cone-launchers have been picked up by many farmers and lumberjacks as go-to weapons for while at work since they are relatively easy to maintain.

**Coneslinger.** A smaller and more compact version of the cone-launcher, coneslingers are double-barreled black powder weapons that use modified pinecone slugs. Highly experimental, coneslingers are outlawed in Tidetimber and Bigby's Vale where, ironically, the coneslinger and cone-launcher were both invented.



**Ferion-mace.** Forged from ferion ore harvested from the great beasts, ferion-maces are charged with the natural lightning that ferion are able to pull from the atmosphere. On a crit, your mace deals an additional 1d6 of lightning damage.

**Harpoon shocker.** A favorite of the odontos of Haven, harpoon shockers are incredibly helpful capture tools if the target is durable enough. On a successful hit, the target must succeed on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Dexterity modifier; on a failure, the harpoon remains embedded in the target. The save may be repeated at the end of the creature's turn. On a successful save, the harpoon falls out of the target. If the target has a harpoon embedded in them, as a bonus action, you can deal 2d4 lightning damage by activating the shock feature.

**Heater.** This handheld magitech weapon uses a combination of a *felko* sigil and metal pellets and is popular with those who live outside the law. Pulling the trigger transfers a pellet from an internal cartridge into a forward-facing barrel where it is vaporized by the sigil and projected as a beam of superheated energy.

Upon a successful attack, the wielder can spend their bonus action to hold the trigger down and vaporize another pellet, automatically dealing the weapon's damage to the target without making another attack roll. The wielder can continue to spend their action this way on each turn until the target moves from its initial position or until the heater runs out of ammunition, whichever comes first. The heater's cartridge holds six pellets. Inserting a new cartridge requires an action, and reloading a cartridge with pellets requires two actions.

**Rattler's whip.** This weapon is made from the body of long-dead torture vipers -- massive creatures nearly the size of small trees -- who are constrictors. When you hit a target, they must roll a Strength saving throw equal to your DC; on a failure, they are restrained and take 1d8 bludgeoning damage, while on a success they are not restrained, though they do still take full damage. The target may make the save again at the beginning of their turn. The rattler's whip is so named because the last thing anything utters before dying from the whip is a death rattle.

**Squid gun.** A weapon preferred by aquatic rangers of Black Bay, this gun fires living, amphibious squids at an opponent, dealing both piercing and poison damage. The squids remain as living creatures after being fired and act on their own initiative, not controlled by anyone (See page 211; page link to Bestiary squid stat block).



**Throwing disc.** A throwing disc is a heavy metal disc used by only the fiercest of hunters in the wilds. They can be thrown in two ways: by bouncing the flat of the disc against the target, dealing bludgeoning damage, or by embedding the sharpened edges into the target, dealing slashing damage.

**Throwing disc, light.** A light throwing disc is a wooden variant of the traditional throwing disc. It is thrown over a longer distance than its metal counterpart.



**Torque-sword.** An odd contraption built by junkers, the torque-sword is a sword with a large serrated blade whose hilt can be reworked into the grip of a massive drill. When wielded two-handed, it acts as a normal longsword, but when locked into drill-mode, it becomes a massive damage-dealing tool. It takes one action to change from sword to drill and from drill to sword. The drill can run for 1 minute before reverting to sword form and has 3 charges per long rest as it must recharge in order to sustain the massive amount of energy it uses.

AMMUNITION	COST	WEIGHT
Cone-launcher cones (10)	5 gp	5 lb.
Coneslinger bullets (30)	5 gp	¼ lb.
Heater pellets (6)	1 gp	½ lb.
Heater pellet cartridge	1 gp	--
Launcable squid (5)	3 gp	-
Redwood cones (3)	1 gp	½ lb.

## ADVENTURING GEAR

ITEM	COST	WEIGHT
Air canister	2 gp	1 lb.
Booster boots	250 gp	10 lb.
Drilk berry paste (1 pod)	200 gp	1/4 lb.
Flak goggles	1 gp	1/2 lb.
Insta-rations	2 gp	1 lb.
Omnitool	1 gp	1/4 lb.
Range scanners	10 gp	2 lb.
Recording unit	25 gp	1 lb.
Rune-goo (1 vial)	1 gp	½ lb.
Rust dragon breath sac	25 gp	1 lb.
Sensory crystal	25 gp	1/8 lb.
Sparktorch	1 gp	1 lb.
Ultrasloth milk	5 gp	1 lb.

**Air Canister.** Each air canister has an attachable hose and can be used to provide breathable air for one hour to a variety of humanoid species.

**Booster Boots.** This set of sturdy boots allows junkers quick access to otherwise hard-to-reach areas by granting a vertical jump of up to twenty feet. This movement can be done as part of your Move action but does not increase your base move speed.

**Drilk Berry Paste.** Drilk berry paste is often used by miners and lumberfolk to ease joint pain. Stored in pods about the size of a large apple, the paste can last approximately one month before becoming inert. When applied once per long rest, it will remove one level of exhaustion.

**Flak Goggles.** In rough environments, a good set of flak goggles is an absolute necessity. While wearing the goggles, you cannot be blinded by an environmental effect such as a sandstorm or blizzard.

**Gravity Compass.** This spherical glass ball is used by space-explorers to point in the direction of the strongest gravitational pull. It is useful for finding ships or discovering new planets.

**Insta-rations.** These highly portable ration packets contain enough food for a week when water is added. Their lightweight design makes them a near necessity for the practical junker.

**Omnitool.** This little device comes equipped with a small knife, tweezers, adjustable wrench, and pliers.

**Range Scanners.** No self-respecting salvager would ever press into new territory without a quality set of range scanners. Whenever you look through the scanners during clear conditions, you have advantage on all Wisdom (Perception) checks made to see things at a minimum of 300 feet and a maximum of 1000 feet.

**Recording Unit.** This handheld device can store up to 10 minutes of recorded sound within its tri-crystal core. Activating the device takes an action.

**Rune-Goo.** This thick, ropy blue substance is excreted by dire tardigrades who live in the coasts off of Haven and is harvested to work as a powerful solvent. An extremely potent glue and sealant, rune-goo has become well-used across the counties and is recognizable by the clear azure sheen it leaves when dried.



**Rust Dragon Breath Sac.** Harvested from the corpse of a rust dragon, this sac can be applied to nonmagical metal causing the object to rust, making it brittle and breakable. Thieves will often find a good use for this, helping them break locks and enter areas where they may not be so welcome.

**Sensory Crystal.** Mined from rare asteroids containing a mixture of pure minerals and touches of elemental spark, these sensory crystals can be used to heighten one's awareness for a brief moment. As an action, one briefly uses an attunement slot to connect with the crystal. The semi-sentience within grants you blindsight with a radius of 15 feet for the next 10 minutes, after which the crystal is destroyed.



Rune-goo



Sensory Crystal



Rust Dragon Breath Sac

**Sparktorch.** This handheld device can produce a small flame for up to 1 hour, offering dim light in a 5-foot radius.

**Ultrasloth Milk.** Woe be to the adventurer who tries to milk an ultrasloth. An action can be used to consume this turquoise, sludge-like beverage to end the poisoned condition.

## TOOLS

TOOLS	COST	WEIGHT
Diver's kit	50 gp	5 lb.
Mechanist's tools	150 gp	12 lb.
Guitar	35 gp	3 lb.

**Diver's Kit.** This portable kit affixes to a creature's back via straps and provides numerous buckles, pockets, and rings to affix gear and recovered salvage. A diver's kit also allows a creature to carry air canisters while keeping their hands free and provides a set of goggles to assist with underwater visibility. A fully equipped kit grants the wearer advantage on all Strength (Athletics) checks to swim.

**Mechanist's Tools.** Typically housed in a leather or steel case, this toolset comes complete with a full set of wrenches, drivers, chisels, and various arcane reagents. Proficiency with this set of tools allows you to make basic Intelligence-based repairs to magitech items.

## LAND VEHICLES: SPEEDERS

Speeders are helpful, highly customizable, and reliable when you need to get around the more civilized areas of Haven. However, the big pull for speeders on Adelpheos is the booming speeder racing sport. Whether cutting through the track of Imvera's Run or modifying them to cruise through the treacherous Mistgrotto Mangroves of Driftwood, speeders are a hot commodity in Haven to show off status or ability. Below are templates and details on how you can have a speeder of your own.

**Modifications.** Modifications are available for most speeders from mechanics, who can typically be found in major settlements. There are five types of speeder modifications: capacity, defense, movement, offense, and storage. The cost of modifications varies and depends on the modification in question.

**Vehicle Proficiency.** Speeders are considered land vehicles. If you are proficient with land vehicles, you can add your proficiency bonus to checks made to control speeders as well as other land vehicles.

**Movement.** Thanks to the runes that power them, all speeders hover roughly half a foot above the ground and glide over it when moving. This does not make them immune to difficult terrain, however, as the hovering mechanics follow the ground below exactly.

**Size.** Most speeders are Medium in size, though a few may be Large. Because of their construction, even Medium-sized speeders can support Medium-sized riders.



## SPEEDER VEHICLES

ITEM	COST	SPEED	CARRYING CAPACITY
Spark scooter	50 gp	40 ft.	1 Med. creature + gear
GM-13 speeder	100 gp	50 ft.	1 Med. creature + gear
R3-B3L speeder	1000 gp	45 ft.	2 Med. creatures + gear + 250 lbs.
Speedlift	5000 gp	40 ft.	6 Med. creatures + gear + 500 lbs.
Spark chaser	10000 gp	65 ft.	2 Med. creatures + gear + 150 lbs.
Sparkpod	20000 gp	45 ft.	7 Med. creatures + gear + 50 lbs.



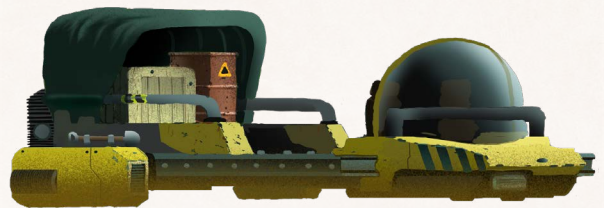
**Spark Scooter.** Spark scooters are single-creature speeders designed in a way that resembles an armchair. They aren't well-suited to long journeys due to their lack of defensive or offensive capabilities and are most commonly regarded as a sort of all-terrain wheelchair.



**GM-13 Speeder.** The GM-13 is the most common speeder model on the market and the most widely available. Its sturdy -- if not somewhat industrial -- design makes it perfect for the occasional long distance journey.



**R3-B3L Speeder.** The R3-B3L is a highly sought after model of speeder due to its compatibility with most modifications on the market and decent carrying capacity. The appearance of these speeders varies, though they all share an elongated metal base: an R3-B3L model speeder used for long-distance travel looks wildly different from one used as a daily driver in more urban environments.

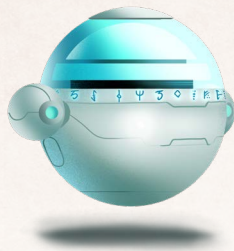


**Speedlift.** The speedlift is an almost entirely utilitarian speeder, used primarily by merchants and farmers for transporting goods. While it can hold up to six Medium creatures, it does so by sporting a wide, flat back end designed for hauling crates.



**Spark Chaser.** Spark chasers are the number one speeder used by racers due largely to the impressive speeds they can achieve. They have a side-by-side driver and passenger seat with storage compartments behind and underneath, all encircled by an open air metal shell. Two large rune-powered propulsors rest underneath the chassis.





**Sparkpod.** Sparkpods are huge, round vehicles with a rune-powered protection dome on top. The 15 foot by 15 foot interior is bare, left up to the consumer to decorate as they please. Due to the cost of these speeders, they are used primarily as transport by the wealthy -- the few civilian models owned by families have been passed down for generations.

## MODIFYING YOUR SPEEDER

Every speeder can be modified and customized, some more than others. The class of modifications available to each speeder is detailed within the stat blocks at the end of this section. In addition to being able to utilize various upgrades, each speeder model also has a different number of upgrade slots, which are the maximum number of modifications (of any type) that can be added to that speeder.

## SPEEDER UPGRADE SLOTS

SPEEDER MODEL	UPGRADE SLOTS
Spark scooter	1
GM-13 speeder	2
R3-B3L speeder	3
Speedlift	2
Spark chaser	3
Sparkpod	5

## CAPACITY CLASS UPGRADES PILLION

*Capacity*  
A second seat behind the main driver's seat. Increases creature capacity by 1.

## SIDE-CAR

*Capacity*  
An additional, partially-enclosed seat attached to the side of the speeder. Increases creature capacity by 1.

## DEFENCE CLASS UPGRADES B35-K4R

*Defense*  
An improved metal plating that replaces certain sections of a speeder. Increases its AC by 2.

## DEFLECTOR

*Defense*  
A rune attached to the engine of a speeder. Increases its damage threshold by 2 points.

## STURDY BUILD

*Defense*  
An overhaul of the speeder's construction. Allows you to add your total character level to the speeder's maximum hit points.

## MOVEMENT CLASS UPGRADES AQUATIC ADVENTURER

*Movement*  
Improved propulsion mechanics. Allows the vehicle to travel across water at a reduced speed (½ of total speed).

## JET PROPULSION

*Movement*  
Improved propulsion mechanics. Increases vehicle speed by 25 feet.

## TREADERBIKE

*Movement*  
Large treads mounted to the bottom of the speeder. Allows it to ignore nonmagically-created difficult terrain. Cannot be equipped with other movement class upgrades.

## OFFENCE CLASS UPGRADES ASSAULT BLASTER

*Offense*  
A blaster mounted to either the back or side of a speeder, which must be operated by a second rider on the speeder. A rider can use their action to activate this blaster, dealing 4d6 fire damage to all creatures within a 10-foot square within 60 feet of the speeder.



## MINI-BLASTER

### Offense

A smaller offensive weapon that can be hidden. When equipped, the pilot of a speeder can use their bonus action to activate this weapon and deal 1d4 lightning damage to a single creature within 30 feet of the speeder. Pilots can also use their action to activate the weapon instead, dealing 1d4 to up to three creatures within 30 feet of the speeder in succession.

## SPARK SPEEDER

Medium speeder

**Armor Class** 12

**Hit Points** 50 (damage threshold 5)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	0	0	0

**Creature Capacity** 1

**Cargo Capacity** —

**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, poisoned, prone, stunned, unconscious

**Damage Immunities** Necrotic, poison, psychic

**Hover.** Speeders hover roughly half a foot off the ground and glide parallel to the ground when moving.

**Modifications.** Spark scooters can only be modified with defense class upgrades.

### Actions

**Hit and Run.** If a speeder moves at least 20 feet in a straight line towards a target and ends its movement within 10 feet of the creature, the creature must make a Dexterity saving throw (DC 10) or be knocked prone and take 1d8 bludgeoning damage. On a successful saving throw, the creature is not knocked prone and takes half damage.

## STORAGE CLASS UPGRADES HAULER.

### Storage

An enclosed trunk attached to the side of the speeder. Increases the cargo capacity of the speeder by 50 pounds.

## TOW TRUNK

### Storage

A 5 foot by 5 foot enclosed trunk towed behind the speeder. Increases the cargo capacity by 150 pounds but decreases movement by five feet.

## GM-13 SPEEDER

Medium speeder

**Armor Class** 14

**Hit Points** 60 (damage threshold 5)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	0	0	0

**Creature Capacity** 1

**Cargo Capacity** —

**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, poisoned, prone, stunned, unconscious

**Damage Immunities** Necrotic, poison, psychic

**Hover.** Speeders hover roughly half a foot off the ground and glide parallel to the ground when moving.

**Modifications.** GM-13 speeders can be modified with any class of upgrade, except for storage or offense class upgrades.

### Actions

**Hit and Run.** If a speeder moves at least 20 feet in a straight line towards a target and ends its movement within five feet of the creature, the creature must make a Dexterity saving throw (DC 14) or be knocked prone and take 2d8 bludgeoning damage. On a successful saving throw, the creature is not knocked prone and takes half damage.



## R3-B3L

Medium speeder

**Armor Class** 14

**Hit Points** 75 (damage threshold 5)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	0	0	0

**Creature Capacity** 2

**Cargo Capacity** 250 lb.

**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, poisoned, prone, stunned, unconscious

**Damage Immunities** Necrotic, poison, psychic

**Hover.** Speeders hover roughly half a foot off the ground and glide parallel to the ground when moving.

**Modifications.** R3-B3L speeders can be modified with any class of upgrade.

### Actions

**Hit and Run.** If a speeder moves at least 20 feet in a straight line towards a target and ends its movement within five feet of the creature, the creature must make a Dexterity saving throw (DC 14) or be knocked prone and take 2d8 bludgeoning damage. On a successful saving throw, the creature is not knocked prone and takes half damage.

## SPEEDLIFT

Large speeder

**Armor Class** 16

**Hit Points** 100 (damage threshold 5)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	0	0	0

**Creature Capacity** 6

**Cargo Capacity** 750 lb.

**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, poisoned, prone, stunned, unconscious

**Damage Immunities** Necrotic, poison, psychic

**Hover.** Speeders hover roughly half a foot off the ground and glide parallel to the ground when moving.

**Flatbed.** The speedlift has a flatbed behind the pilot's seat which can be used to transport goods or any creatures brave enough to ride unharnessed on the platform.

**Modifications.** A speedlift can be modified with any class of upgrade except for movement or capacity class upgrades.

### Actions

**Hit and Run.** If a speeder moves at least 20 feet in a straight line towards a target and ends its movement within five feet of the creature, the creature must make a Dexterity saving throw (DC 16) or be knocked prone and take 3d8 bludgeoning damage. On a successful saving throw, the creature is not knocked prone and takes half damage.



## SPARK CHASER

Medium speeder

**Armor Class** 14

**Hit Points** 60 (damage threshold 5)

**Speed** 65 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	0	0	0

**Creature Capacity** 2

**Cargo Capacity** 150 lb.

**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, poisoned, prone, stunned, unconscious

**Damage Immunities** Necrotic, poison, psychic

**Hover.** Speeders hover roughly half a foot off the ground and glide parallel to the ground when moving.

**Tracker.** Spark chasers come equipped with a small screen that shows heat signatures of everything directly in front of the speeder, highlighting any living creatures in a color of the owner's choosing.

**Modifications.** A spark chaser can be modified with any class of upgrade except for storage class upgrades.

### Actions

**Hit and Run.** If a speeder moves at least 20 feet in a straight line towards a target and ends its movement within five feet of the creature, the creature must make a Dexterity saving throw (DC 14) or be knocked prone and take 2d8 bludgeoning damage. On a successful saving throw, the creature is not knocked prone and takes half damage.

## SPARKPOD

Large speeder

**Armor Class** 15

**Hit Points** 125 (damage threshold 5)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	0	0	0

**Creature Capacity** 7

**Cargo Capacity** 50 lb.

**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, poisoned, prone, stunned, unconscious

**Damage Immunities** Necrotic, poison, psychic

**Hover.** Speeders hover roughly half a foot off the ground and glide parallel to the ground when moving.

**Modifications.** A sparkpod can be modified with any class of upgrade except for capacity class upgrades.

**Protective Dome.** Sparkpods come equipped with a rune-powered protection dome that is activated and deactivated by a command word chosen by the owner of the sparkpod. This protective dome functions the same as the tiny hut spell with the following changes: The dome has a radius of 15 feet, enclosing the interior of the pod.

The dome is active for 12 hours or until the command word is spoken to deactivate it, whichever comes first.

The dome moves with the vehicle.

### Actions

**Hit and Run.** If a speeder moves at least 20 feet in a straight line towards a target and ends its movement within five feet of the creature, the creature must make a Dexterity saving throw (DC 16) or be knocked prone and take 3d8 bludgeoning damage. On a successful saving throw, the creature is not knocked prone and takes half damage.





# CHAPTER FIVE

## MOUNTS

**G**etting around on Adelphos is difficult. The large planet causes numerous intense atmospheric weather events which makes flying ships and landing on the globe extremely challenging. Speeders do the job occasionally, yet the cost of keeping them together through the harsh Adelphan environs is incredibly high and parts are in low supply. In turn, junkers turned to the wildlife their new-old home presented, and began domesticating versions of some of the more fearsome and intelligent beasts that stalked the wilds of Haven.

## VARIANT MOUNT RULES

This system provides a new way to incorporate mounts into your game, while leveling them up with you! Any size of creature, provided they're of an appropriate size to ride, can be used as a mount with this system. While we've designed some creatures for use as mounts, the type of creature you can choose is limited only by your imagination.



# MOUNT STATS VS. CREATURE STATS

While some creatures are already well suited to serve as mounts, not all of them are built that way! Instead of using the standard stat block for your mount, use the rules below to calculate new stats.

**Ability Scores.** A mount starts with a base score of 8 in each ability, and has a pool of 17 points that can be used to increase those scores. Each ability score costs a different number of points, as shown on the table below. None of the mount's scores can go below 8, or above 15.

SCORE	COST
8	0
9	1
10	2
11	3
12	4
13	5
14	6
15	7

**Hit Points & Hit Die.** All mounts start with base hit points equal to 10 + their constitution modifier. They gain an additional hit die, determined by their Mount Type, for every other level their handler gains. For example, a 20th level character with 20 hit dice would have a mount with 10 hit dice.

**Armor Class.** A mount's base armor class is calculated as 10 + their Dexterity modifier.

**Resistances & Immunities.** If the stat block for the creature you wish to use as a mount includes resistances or immunities to conditions or damage types, your mount does not gain these. Instead, you can choose one of the non-physical damage types listed for your mount to gain resistance to.

**Proficiency Bonus.** A mount's proficiency bonus is the same as that of its handler.

# MOUNT TYPES

Mounts are classified into 3 different types, with each type serving a distinct purpose and having their own unique abilities. Once a creature has been trained as a certain type of mount it cannot be retrained, and most mounts are not capable of training to serve as multiple mount type. A mount with an Intelligence or Wisdom score of 16 or higher, however, may choose abilities from other mount types.

## TYPE: SCOUT

*Smaller, stealthier mounts, trained for speed and precision.*

**Hit Dice:** 1d8 + Constitution modifier

**Ability Score Increase:** +1 Dexterity, +1 Wisdom

**Saving Throw Proficiency:** Dexterity

**Skills:** Choose three from Acrobatics, Perception, Investigation, Nature, Stealth, Survival.

## TYPE: STRIKER

*Strong and bulky mounts, trained for combat superiority.*

**Hit Dice:** 1d10 + Constitution Modifier

**Ability Score Increase:** +1 Constitution, +1 Strength

**Saving Throw Proficiency:** Constitution

**Skills:** Choose two from Athletics, Intimidation, Perception, Survival.

## TYPE: SERVICE

*Mounts of any size or build, trained to perform tasks and provide comfort.*

**Hit Dice:** 1d6 + Constitution Modifier

**Ability Score Increase:** +1 Charisma, +1 Intelligence

**Saving Throw Proficiency:** Charisma

**Skills:** Choose any three.

# NEW & EXISTING ABILITIES

Mounts start with one ability, determined by its type, in addition to those on the chosen creature's stat block. These abilities improve as their handler reaches 5th, 10th, and 15th levels.

Depending on the creature being used, some abilities from their stat block may be overpowered for a mount. For example, mounts should not be able to cast high level spells or unleash a stream of devastating conditions. When it's necessary to bring some of these abilities down a notch, follow these guidelines:



- Limit castable spells to 3rd level.
- Recalculate DCs using the following; 8 + Proficiency Bonus + the creature's appropriate ability modifier.
- Instead of inflicting the paralyzed or petrified conditions, try restrained or stunned instead.
- Recharge abilities should only recharge on a 6.
- Reduce the area of AoE abilities.
- If you or your GM can't balance an ability, remove it.

## ATTACKS

Creature attacks can vary wildly, and most will need some adjusting to better suit their role as a mount. This can be done quickly by following these steps:

**First**, using your mount's strength score and proficiency bonus, you will need to recalculate their attack and damage bonuses. **Then**, remove any "multiattack" abilities and restrict all melee attacks to one target. **Lastly**, the mount's highest damage attack should be limited to 2d6 or 1d8. Adjust the damage of all other attacks and abilities accordingly.

## SCOUT ABILITIES

Mounts trained in the scout type gain the following abilities when their handler reaches 1st, 5th, 10th, and 15th levels.

### SCOUT TRAINING

*1st-level Scout Ability*

A scout-type mount can use the dash, disengage, and hide actions as a bonus action on each of their turns. Additionally, you have developed a crude system of communication which allows your mount to alert you when they sense danger.

### TRACKER

*5th-level Scout Ability*

Your scout-type mount gains the ability to track both people and monsters alike, as long as they have a scent to follow. When provided with a creature's scent, your mount can locate them provided they are within 1000 feet of where the mount begins its search.

## GEARED TO GO

*10th-level Scout Ability*

You have been able to create or purchase a magical barding for your mount, which increases its AC by 1. Additionally, this barding allows you to use your action to see through your mount's eyes and hear what it hears until the start of your next turn, as if using the *find familiar* spell.

## OBSERVANT

*15th-level Scout Ability*

Your mount can no longer be surprised, and gains proficiency with Wisdom saving throws.

## STRIKER ABILITIES

Mounts trained in the Striker type gain the following abilities when their handler reaches 1st, 5th, 10th, and 15th levels.

### VENGEFUL STRIKE

*1st-level Striker Ability*

As a reaction to you being hit by an attack or targeted by the magic missile spell, your mount can move up to half its movement speed and make a single attack against the attacking creature.

### EXTRA ATTACK

*5th-level Striker Ability*

Your mount can attack twice, instead of once, whenever it uses the attack action.

### UNARMORED DEFENSE

*10th-level Striker Ability*

Your mount relies on its speed and agility, rather than armor, for protection. While your mount is unarmored, its Armor Class equals 10 + your mount's Dexterity modifier + your mount's Constitution modifier. Your mount cannot benefit from both Unarmored Defense and any sort of barding.

### ALWAYS READY

*15th-level Striker Ability*

Your mount has advantage on initiative rolls, and gains proficiency with Strength saving throws.

## SERVICE ABILITIES

Mounts trained in the Service type gain the following abilities when their handler reaches 1st, 5th, 10th, and 15th levels.



## HAPPY HELPER

### *1st-level Service Ability*

Your service-type mount can use the Help action as a bonus action. Additionally, when the mount uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 15 feet of the mount, rather than within 5 feet of the mount, if the target can see or hear the mount. They can also be commanded to take the Use Object action, and do so properly, as long as it is an object they've been trained to use.

## CALMING PRESENCE

### *5th-level Service Ability*

As an action, your service-type mount can emit a calming aura that bolsters you and your allies. When they do so, any effects causing allied creatures to be charmed or frightened are suppressed as long as they remain within a 30-foot radius of the mount. While within the aura, allied creatures are immune to further attempts to frighten or charm them.

The aura lasts for 1 minute, until the mount ends it as a bonus action, or the mount is knocked unconscious. After using this ability, your mount must complete a short or long rest before doing so again.

## FIRST AID

### *10th-level Service Ability*

You have been able to create or purchase a magical barding for your mount, which increases its Armor Class by 1. Additionally, this barding allows your mount to utilize a built-in healer's kit to stabilize downed allies.

## ABILITY

### *15th-level Service Ability*

Hostile creatures that enter your mount's Calming Presence aura must make a successful Charisma saving throw (DC = 8 + your proficiency bonus + your mount's Charisma modifier), or enter a state of confusion and become non-hostile for as long as they remain the aura. Additionally, your mount gains proficiency with Intelligence Saving throws.

# MOUNTS

Several example stat blocks for mounts are presented below, representing their base abilities as creatures one could meet in the wilds of Adelphos, but also as the features they possess as your specific mount.

## ARCTIC STALKER

These massive crustaceans -- sometimes nicknamed "snow kings" -- are most common in the large mountain ranges and arctic planes of Adelphos. Occasionally, some will migrate to Haven as eggs caught in glacial waters and hibernate until winter arrives, hatching after the first snow falls. Resembling horse-sized white and gray king crabs, arctic stalkers prefer frigid ocean waters and deep cold coastal caverns but will explore when the thick snows arrive. They are very social animals and have been seen playing with each other by ecologists and biologists. They have also been seen ripping whole humanoids in half with their massive claws and mandibles. Homesteaders brave or stupid enough to try and husband the stalkers have had middling success.

## BLUE-SCALED THUNDERBARA

One of the largest rodents to grace the world is the blue-scaled thunderbara. This massive creature resembles capybara but is about the size of a small elephant with thick, azure scales along its shoulders, head, and spine. Homesteaders and junkers often use them as beasts of burden as they remain largely docile if well-fed and well-treated.

However, mishandling a thunderbara can lead to disastrous consequences. Thunderbara are capable of emitting a concussive blast from their cranium that can incapacitate most targets. Troupes of thunderbara still run wild on Adelphos, and one can always hear when the group is threatened as the sound ripples across the landscape like an approaching storm.



## ARTIC STALKER (STRIKER)

Large beast, unaligned

**Armor Class** 14 (Natural Armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (-2)	15 (+2)	11 (+0)

**Skills** Survival +4

**Damage Resistances** Cold

**Senses** Darkvision 120 ft., passive Perception 17

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Natural Camouflage.** While in the tundra or other snowy environment, the arctic stalker gains a +10 to Dexterity (Stealth) checks.

**Maul.** On the first turn of combat, if the arctic stalker attacks a creature that hasn't yet acted, it adds an extra mandible attack to its action.

### Actions

**Multiattack.** The arctic stalker makes one claw attack and one mandible attack.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

**Mandible.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

## BLUE-SCALED THUNDERBARA (SERVICE)

Huge monstrosity, unaligned

**Armor Class** 15 (Natural Armor)

**Hit Points** 73 (7d12 + 28)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	7 (-2)	14 (+2)	6 (-2)

**Skills** Athletics +6, Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Beast of Burden.** The thunderbara can comfortably carry up to two Medium-sized humanoids and 500 pounds worth of supplies.

**Keen Hearing.** The thunderbara has advantage on Wisdom (Perception) checks that rely on hearing.

### Actions

**Multiattack.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 20 (3d10 + 4) bludgeoning damage.

**Concussive Blast (Recharge 5 -- 6).** The thunderbara lets out a blast of energy in a 30-foot radius. Each non-thunderbara creature within the area of effect must make a DC 14 Constitution saving throw or take 10 (3d6) thunder damage and become deafened. On a successful save, the creature instead takes half damage and is not deafened.



# DIRE TORTOISE

Dire tortoises are denizens of Driftwood, their massive shells protecting them against the strange calcifying effects of the waters. However, this builds up on their shells and joints, giving them unique spikes and ridges. These tortoises are often seen as pests by the locals, who constantly bump into their sleeping bodies while collecting timber. Some Driftwood loggers have taken to train the tortoises to help move or search for materials. This has proven only somewhat useful as these tortoises are often incredibly stubborn.

## DIRE TORTOISE (SERVICE)

*Large beast, unaligned*

**Armor Class** 19 (23 Withdrawn)

**Hit Points** 42 (5d10 + 15)

**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	2 (-4)	12 (+1)	8 (-1)

**Saving Throws** STR +2, CON +5

**Senses** passive Perception 11

**Languages** —

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

### Actions

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 6 (2d6) piercing damage.

**Withdraw.** As an action, the dire tortoise can withdraw into its shell. While it is in its shell, it gets a +4 bonus to its AC, has advantage on all saving throws, and is prone. It cannot attack while withdrawn.

# FENFLITTER

Resembling giant water striders, fenflitters are extremely social, spirited, and very curious, often straying close to homesteader territory. This has led them to become very close companions and mounts the more marshy areas of the counties. Fenflitters tend to take on different features based on the county they are from; for example, Driftwood fenflitters often resemble large water beetles, their shells made to protect them from the water.

## FENFLITTER (SCOUT)

*Large beast, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 30 (4d10 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	8 (-1)

**Saving Throws** DEX +3, CON +4

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Waterglide.** The fenflitter can move across liquid surfaces at double speed.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) poison damage.



## GREATER BLACK BAY GECKO (SCOUT)

*Large beast, unaligned*

**Armor Class** 14

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	4 (-3)	13 (+1)	10 (+0)

**Skills** Acrobatics +6, Perception +3

**Senses** darkvision 60 ft., passive

Perception 16

**Languages** —

**Challenge** 1 (200 XP)

**Gecko Climb.** The gecko can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Threat Detector.** The gecko has advantage on checks made to spot hidden creatures, and has a +3 bonus to Passive Perception (already included).

### Actions

**Multiattack.** The gecko makes two attacks; one with its bite, and one with its tail.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage

**Tail.** *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage

## GREATER BLACK BAY GECKO

The Greater Black Bay Gecko is a common sight around the rocky limestone cliffs of the county. These large chalky and mossy-green reptiles scour the sheer rock formations looking for crustaceans to snap up and eat. Measuring almost thirty feet long with mottled scales, large eyes, and a long line of thick chitinous barbels running from its chin to mid-chest, these geckos are extremely friendly and empathetic, bonding easily with humanoids as mounts and companions. On land their long thick tails make them rather awkward, but when scaling the famed ledges of Black Bay they are incredibly fast and agile.



# GROGL

Grogl resemble bison-sized groundhogs, knuckle-walking on their large forelegs. Though they have large claws on their front paws, these rodents are incredibly docile, and many homesteaders use them as both beasts of burden and mounts. They are more common in Dalemorn, with their herds being large producers of milk, wool, and chiton. Their claws are constantly growing and shed during the winter months when they burrow and hibernate, leading to thousands of claws scattered across the landscape that farmers pay kids to gather to be turned into buttons, hooks, or utensils.

## GROGL (SERVICE)

*Large beast, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 22 (3d10 + 6)

**Speed** 45 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+2)	14 (+2)	6 (-2)	14 (+2)	8 (-1)

**Saving Throws** CON +4

**Skills** Perception +4

**Senses** Blindsight 10 ft., darkvision 30 ft., passive Perception 14

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

### Actions

**Multiattack.** The grogl makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.





# HELL-TORTOISE

The Hell-Tortoise is named for its fiery maw and scutes that look like screaming faces. It is commonly found in some of the large hot springs and geysers in the foothills and border along the Stockade. Sometimes called fog demons, hell-tortoises are often captured as hatchlings and raised by rougher and more violent junkers who search for any advantage in their efforts to explore the Stockade. Some variants have been found in thermal pools near Stilt City and in Bigby's Vale.

## MARBLED MASKED TREETHIEF

Resembling a horse-sized racoon with an extra set of arms and three tails, the marbled masked treethief can be found across most of Haven. It prefers either heavily forested areas or lots of old structures. Because of this, treethieves are often encountered in Bigby's Vale

### HELL-TORTOISE (SERVICE)

*Large beast, unaligned*

**Armor Class** 21 (25 Withdrawn)

**Hit Points** 66 (7d10 + 28)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	18 (+4)	2 (-4)	12 (+1)	8 (-1)

**Saving Throws** STR +4, CON +6

**Senses** passive Perception 11

**Challenge** 2 (500 XP)

**Proficiency Bonus** +2

#### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d6 + 2) piercing damage plus 10 (3d6) fire damage.

**Withdraw.** As an action, the hell-tortoise can withdraw into its shell. While it is in its shell, it gets a +4 bonus to its AC, has advantage on all saving throws, and is prone. It cannot attack while withdrawn.

or in the old aqueducts of Dalemorn. Treethieves are highly intelligent, fiercely familial, and quite crafty. They often build mazes to confuse hunters seeking their pelts. It takes a great deal of time and effort to earn the trust of a treethief kit, with some families in Haven having born and died in the span of working with treethieves.

### MARBLED MASKED TREETHIEF (SCOUT)

*Large beast, unaligned*

**Armor Class** 14

**Hit Points** 45 (7d10 + 7)

**Speed** 40 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	12 (+1)	17 (+3)	14 (+2)

**Skills** Acrobatics +6, Stealth +6, Sleight of Hand +6

**Senses** darkvision 60 ft., passive

Perception 13

**Challenge** 1/2 (100 XP)

**All in the Hands.** The tree-thief has five long, tapered fingers on each hand, but no thumbs. They can easily lift and manipulate objects using one or both of their hands.

**Threat Detector.** The Tree-Thief can disengage as a bonus action. When it does so, it must immediately use its movement to climb. While climbing, the Tree-Thief has advantage on Dexterity (Stealth) checks.

**Keen Senses.** The tree-thief has advantage on Wisdom (Perception) checks that rely on smell or touch.

#### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 1) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become infected with Masked Hysteria; a disease that shares the same symptoms as Sewer Plague.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) slashing damage



# PLUMED LEOPARD

The tail of the plumed leopard looks decidedly like the tailfeathers of an ostentatious bird but in actuality is just fluff and fur. Much like the birds, the leopard uses such a display to attract a mate; however, their tail is hardly their most alluring feature. A scintillating set of iridescent eyes ensures that any prey spotting the cat will be thoroughly charmed into complacency. The plumed leopard has become a favored mount for elves and other graceful humanoids. Sometimes coming to clash with cragclaws over their territory, plumed leopards tend to remain on the outskirts of civilization, ready and eager to pounce on the solitary traveller. Most can be found in Bigby's Vale, but some also range into Tidetimber.

## PLUMED LEOPARD (STRIKER)

*Large monstrosity, unaligned*

**Armor Class** 13

**Hit Points** 30 (4d10 + 8)

**Speed** 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	5 (-3)	15 (+2)	9 (-1)

**Skills** Athletics +4, Performance +3, Perception +4, Stealth +5

**Senses** passive Perception 14

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Keen Smell.** The plumed leopard has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce.** If the leopard moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the leopard can make one bite attack against it as a bonus action.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Scintillate (Recharge 5-6).** The plumed leopard targets a creature it can see within 30 feet. That creature must make a DC 11 Charisma saving throw or become charmed until the end of the leopard's next turn. While charmed in this way, the target's move speed is 0.



## ROUGHNECKED CRAGCLAW (STRIKER)

*Large beast, unaligned*

**Armor Class** 14

**Hit Points** 22 (3d10 + 6)

**Speed** 45 ft., 30 ft. climb

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

**Saving Throws** DEX +6

**Senses** passive Perception 10

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

### Actions

**Multiattack.** The cragclaw makes two claw attacks and one bite attack.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) piercing damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

## ROUGHNECKED CRAGCLAW

The roughnecked cragclaw are the pride and joy of Tidetimber. These massive felines represent everything the homesteaders stand for: perseverance, family, and survival. Cragclaws look like red lynx the size of a bison. Females grow large, spiraling horns and tusks while males horns and tusks are smaller. Although cragclaws cannot speak, many xenobiologists have seen these predators display many humanoid tendencies such as burials, birth rites, and familial attitudes -- and cragclaw wranglers can more than attest to the empathy of their partners.



# WHIPCRACK

These creatures -- resembling large cougar-mandrill hybrids, their front legs long and leathery with massive sickle-like claws at the ends -- are a terror on farmers and ranchers, killing calves, guard animals, and even children... sometimes for sport. Their favorite way to kill prey is to slash them with their claws and then whip them against hard surfaces until the creature is bludgeoned to death. Some will even use the corpses of previous kills as clubs against other meals. Bounties on whipcracks are now commonplace, yet these creatures seem to constantly breed resulting in ever increasing numbers. Some of the more daring junkers have tried training whipcrack chicks to become hunting companions, often with disastrous ends.

## WHIPCRACK (STRIKER)

Medium beast, unaligned

**Armor Class** 13 (Natural Armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft., climb 45 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	6 (-2)	13 (+1)	10 (+0)

**Skills** Acrobatics +5

**Senses** Darkvision 60 ft., passive Perception 11

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Predatory Senses.** The whipcrack has advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to track another creature.

## Actions

**Multiattack.** The whipcrack makes two whip claw attacks.

**Whip Claw.** *Melee Weapon Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. The creature is also grappled (escape DC 12). The whipcrack can only have two creatures grappled in this way.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Centrifugal Slam.** The whipcrack lifts one creature grappled by it into the air and slams it down with a tremendous whipping motion. The creature must make a DC 12 Dexterity saving throw, taking 16 (3d10) bludgeoning damage on a failure or half on a success. Failing the saving throw by 5 or more stuns the target creature until the end of its next turn.







## CHAPTER SIX SPACE MAGIC

### SPARK

Lemme just be open here. I don't fruk with spark or with runes or with any of that shit. It is frukking dangerous, and I have lost friends and colleagues because of it. Runestones should stay in the ground and we shouldn't fruk with them.

- Ironbashk

Spark is a magical force upon which everything in the material world relies. It fuels magic, technology, creation, and so much more. Spark is to Adelphos as energy is to our own world.

Everyone is connected to spark and can potentially manipulate it to some extent. Magic use is common, but being able to connect with and channel spark in meaningful, deliberate ways is rare. Most magic users are born into their powers or gain their powers by awakening the innate spark inside of them. Others may experiment with raw spark or to make deals with powerful beings to become powerful magic users.



Spark is omnipresent. Even the most mundane items hold some small amount of spark at their core, meaning, there's virtually no limit to how spark can be used. Raw spark is incredibly powerful and is highly sought-after as a power source for vehicles and homesteading equipment — though it is also very expensive.

Harnessing raw spark involves long and complicated rituals, which should only be performed by highly skilled mages. Enterprising engineers have been working on machines to replicate these rituals in an attempt to make raw spark more accessible -- with varying degrees of success. The recent discovery of runestones, magic items capable of efficiently storing raw spark and using it to create magical effects, has made it clear that such a goal is not beyond reach.

Whether it's harnessed to power technology or amplify magical ability, raw spark can only be contained for so long before dissipating back into the world around it. It is inherently active, transformative, and sometimes almost willful in refusing to be constrained. Prolonged or intense exposure can cause creatures to develop curious traits, permanently marking them as being touched by spark.

## SPARK TRAITS

Seeing how people have been affected by spark, I never know what to expect. I have seen sparkroot halflings totally fine, but then I have seen some folks who are eaten away by it.

- Ironbashk

During their adventures, characters might gain spark traits. These are permanent changes caused by exposure to spark, especially in its raw form, that can happen gradually or in sudden, intense bursts like being caught in the blast of an exploding runestone. The DM has final say over when a character gains a spark trait.

As spellcasting characters become more powerful, there's a chance they gain a spark trait due to their growing connection and interaction with spark. Whenever a character gains a level and possesses levels in a class with the Spellcasting or Pact Magic feature, they must roll a d12. If the result is lower than their highest level spell slot, they gain a spark trait.

When a character gains a spark trait, have them roll on the Spark Traits table below, or choose one appropriate to the situation or character. The character permanently gains that spark trait. If a character gains the same spark trait multiple times, the effect becomes stronger and more pronounced.

## SIGILS

When the Exarchs set to their task of filling the cosmos, they used the sacred language of sigils to encode their creations into existence. These sigils are unique arrangements of dots and lines whose forms are bound by the laws of existence with each representing a specific concept on a metaphysical level such as "life" or "cold." When properly written and activated, sigils can direct spark to produce effects related to their concepts, doing anything from conjuring blizzards to powering spaceships.

Ancient legends say that Opus Nyn taught the basics of sigil use to the peoples of Adelphos, and they used them to do great things. After the Sundering of Mourn, the surviving peoples of Adelphos spread across worlds and systems. Over time, their knowledge of sigils was diluted and forgotten, and their original power lost. Distant relatives of sigils, such as the arcane notations used by wizards, still hold portions of power, and every species have their own version of the sacred language that has enabled them to venture through the stars. Nonetheless, these common arcana are but a whisper compared to the roar of the original sigils.

With the rediscovery of Adelphos, the existence and power of sigils have also been rediscovered. Tessin Morlock found ancient sites with sigils inscribed into the walls and sigil-empowered runestones capable of powering entire ships. Even more sigils were rediscovered by others beyond the frontiers. It's rapidly become apparent that sigils are a tremendous unknown, and their secrets are just waiting to be discovered anew.

## SIGIL KNOWLEDGE

Many different sigils wait to be found on Adelphos. Sigonomy, the newly-found research field related to sigils, is very much in progress and of great interest to junkers, settlers, governments, and corporations alike. Investigating sigils is a long process with each sigil generally falling into one of the knowledge



## SPARK TRAITS

### D12 TRAIT

- 1 **Esoteric Static.** You have a constant minor static charge, causing things like hair and dust to cling to you. People who touch you get a slight shock. Each subsequent time you gain this trait, the shocks become more constant and powerful, eventually dealing increasing damage die of lightning damage.
- 2 **Sparkstain.** Your fingertips turn blue as if dipped in ink. Each subsequent time you gain this trait, the blue color moves further up onto your hands, arm, shoulder, and so on.
- 3 **Cerulean Sight.** Your irises turn a vibrant blue. Each subsequent time you gain this trait, the color spreads to the whites of your eyes, then your pupils.
- 4 **Orbital Scars.** A portion of your body is covered in blue-tinged scars that form perfect rings. Each subsequent time you gain this trait, the scars spread further across your body.
- 5 **Mystic Echoes.** While speaking, a word you say will occasionally echo. Each subsequent time you gain this trait, the effect occurs more frequently.
- 6 **Longtongue.** Your tongue grows an inch longer, and sour flavors are suddenly more appealing to you. Each subsequent time you gain this trait, your tongue grows longer, and you dislike another non-sour flavor.
- 7 **Particle Sense.** There's an occasional, barely noticeable sound of popping in your ears. Each subsequent time you gain this trait, the sound becomes louder and more frequent.
- 8 **Shadow Drift.** Your shadow starts one inch away from your body. Each subsequent time you gain this trait, your shadow moves one inch further from your body.
- 9 **Reflective Haze.** Your image faintly shimmers and ripples when viewed in a mirror or through lenses and screens. Each subsequent time you gain this trait, the ripples intensify until eventually your image is no longer recognizable.
- 10 **Sapphire Vein.** Your blood becomes more blue-colored than is normal for your species and is mildly iridescent. Each subsequent time you gain this trait, the effect increases until your blood becomes azure blue and glows.
- 11 **Green Fever.** You develop a liking for the scent of plants and flowers. Each subsequent time you gain this trait, your enjoyment intensifies until it eventually reaches the point of obsession.
- 12 **Limitier.** You develop a discomfort of infinite or vast open spaces. Each subsequent time you gain this trait, the discomfort intensifies, eventually becoming fear, then phobia.

categories below. Note that it's also possible for the knowledge category for a specific sigil to vary between people and locations.

**Unknown Sigils.** Unknown sigils are ones that haven't been discovered yet, but unsubstantiated rumors or theorized by researchers suggests of their existence but have not yet been confirmed.

**Known Sigils.** These sigils are in the earliest stages of discovery. Their existence is confirmed and their form has been found, but an understanding of their full concept and how to use them is yet to be understood.

**Applied Sigils.** Applied sigils are those whose concept is understood and can therefore

be used, though full extent of their capabilities haven't yet been revealed. A concept might be discovered when a sigil is found, perhaps described in an ancient data cache, but more often it's the result of dedicated research and experimentation -- or occasionally, pure luck.

**Mastered Sigils.** Mastered sigils are sigils whose full deeper workings are well-understood, including using them to create runestones. Mastering a sigil is an arduous task that requires extensive research and experimentation. Mastery of a sigil doesn't necessarily mean that there aren't more secrets to unlock as there's always more to learn.



## KNOWLEDGE EXAMPLE IN THE REAL WORLD

To illustrate these knowledge categories, consider an alien species discovering computers from our own world. At the unknown stage, they wouldn't have seen or even heard of a computer. At the known stage, the aliens will have seen a computer and know their existence but have little idea as to their purpose or how to use them, or even how to power them on. At the applied stage, the aliens will have learned what computers can do and how they can be used but might know little of their inner workings or how to make one, similar to the average modern computer user. Finally, at the mastered stage, the aliens would have fully examined computers, learned how they work, how to make more, and how to get them to interact with other things like a computer engineer, scientist, or software developer might.

## THE SIGILS OF ADELPHOS

The table below provides 26 sigils, their concepts, and current knowledge category. Knowledge categories may well change during adventures on Adelpnos, and a few blank sigils have been provided for the DM's own use.

### SIGILS IN HAVEN

Sigils are varied and complex, and the newcomers to Adelpnos have barely begun to scratch the surface of their true capabilities. This section provides details on several sigils and their places in Haven. With each sigil having the potential to significantly impact life on the Adelphan frontier and beyond, everything surrounding sigils brims with opportunity and conflict. Who deserves recognition as the discoverer of a sigil, who can claim ownership of a site full of knowledge, whether a sigil can be patented--like the rest of Adelpnos, there's a great deal to be explored.

## FELKO

**Concept:** *Heat, Fire*

The *felko* sigil was the first sigil discovered on Adelpnos, found by Tessin Morlock's crew inscribed in flint rings surrounding an ancient outpost. The warmth of the rings helped them survive, and the crew quickly figured out they could carve the sigil into any flint they found to create increasingly advanced runestones. Now, *felko* runestones are nearly ubiquitous in Haven, with many junker parties carrying at least one. The sigils can be seen on weapons, camping modules, multitools, vehicle thrusters, and hearths and stoves in every homestead.

## LKESH

**Concept:** *Metal, Magnetism*

It's unclear who actually found the first *lkesh* sigil, or where, but according to hearsay its concept was discovered when a simbast frisbee'd a *lkesh* runestone off an odontos' head, resulting in the saloon's cutlery, walls, and roof being repelled a mile away. Regardless, when techs and magineers realised the sigil controlled metal and magnetism, a surge of excited innovation blasted it into the Mastered category. *Lkesh* can be seen allowing the grav-trains that spans Haven to hover, in metalworking foundries, bonding prosthetics, coating weapon-repelling armor or ship-seeking pirate projectiles, and more. Lately there's been a push to place restrictions on research into *lkesh*, as some have noted fluctuations and seemingly-permanent damage to gravitational fields in areas heavily exposed to its effects.




















## MUHUN

**Concept:** *Liquid, Water*








Junkers in the coastal marshes of Runesalt have worked hard figuring out how to make the *muhun* sigil work for them. Thanks to texts about the sigil discovered in a sunken library, researchers quickly learned to create their own *muhun* runestones to support aquatic expeditions and life in the marshes. They've kindly shared this mastery with other counties, though some secrets are still kept secret so Runesalters can claim to be the masters of *muhun*, ensuring their services remain in high demand.



# SIGILS

SIGIL	SIGIL SHAPE	CONCEPT	KNOWLEDGE CATEGORY
Ashra		Light, Radiance	Unknown
Bolek		Life, Growth	Unknown
Celm		Cold, Ice	Unknown
Delm		Sound, Thunder	Unknown
Efko		Nature, Plants	Known
Felko		Heat, Fire	Mastered
Gemet		Gas, Sky	Unknown
Hemsheth			
Imsa		Deceit, Illusion	Unknown
Jaka		Storm, Lightning	Known
Kula		Magic, Force	Unknown
Lkesh		Metal, Magnetism	Mastered
Muhun		Liquid, Water	Mastered
Nuhun		Death, Decay	Known
Obok		Solid, Earth	Applied
Poktok			
Qumak		Summon, Call	Unknown
Revek		Protect, Abjure	Known
Shej		Mind, Psychic	Unknown



SIGIL	SIGIL SHAPE	CONCEPT	KNOWLEDGE CATEGORY
Takmi		Corrosion, Poison	Unknown
Uda			
Vozok		Knowledge, Foresight	Unknown
Wehzok		Transform, Adapt	Known
Xesh		Void, Darkness	Applied
Yemetor		Heart, Emotion	Unknown
Zai		Energy, Spark	Applied

## OBOK

**Concept:** *Solid, Earth*

To the distress of many, the *obok* sigil was discovered by an Adelphan cell of The Darkmatter Crew lead by a frilled darwyk called Snaptail, a former dancer. Only through captured crew members did the rest of Haven learn they'd found a cache of *obok* runestones in a ruined sparlon. The crew's raids suddenly became much worse as they put the runestones to use, hurling boulders at hired guards and hewing the earth around grav-sleds. Wanted posters are appearing in increasing numbers as the problem of raiders armed with the power of the *obok* sigil escalates.

## REVEK

**Concept:** *Protect, Abjure*

As the people of Dalemorn settled into their role as farmers and suppliers, they began to employ aerial surveyors to find the best farmland. It was one such surveyor ship, *The Euryphaessa*, which made the startling discovery that a small sequence of canyons were in fact a miles wide *revek* sigil gouged into a piece of tectonic plate. The area has been claimed as a research-only restricted zone by the Haven Archeological Society, though this has done nothing to stop sigonomists, xenoarcheologists, and junkers from heading into the ferrous leaper-filled canyons in search of the grand sigil's meaning and purpose.

## TAKMI

**Concept:** *Corrosion, Poison*

Only one living creature is aware of the *takmi* sigil, a scrap hag called Auntie Spitshine who lives in the fens of The Stockade. Auntie Spitshine knows the sigil's concept and how to make simple runestones with it, as well as how valuable that information is. She's happy to trade morsels of *takmi* knowledge or one of the scrap-claw runestones of her own devising, assuming someone can either trade something equally valuable or resolve an escalating dispute between herself and the Adelphos Medical Association. After all, it wasn't Auntie's fault they accepted a cursed medical bot.

## WEHZOK

**Concept:** *Transform, Adapt*

In the verdant Bigby's Vale, an expedition into one of the biospheres led by threscan xenobotanist Galatia Hukrush returned with an old runestone bearing a previously unseen sigil, *wehzok*. Unable to activate the runestone, they're publicly seeking help in unlocking *wehzok's* secrets. Galatia hopes the new sigil could be the key to making the Vale's biospheres work, technology she could use to help other counties grow food.



## ZAI

**Concept:** *Energy, Spark*

Everyone knows the *zai* sigil, the sigil for energy and raw spark that now seems fairly ubiquitous. When magineers figured out that the dangerous *zai* runestones worked as incredibly efficient power sources capable of powering vehicles, homes, and even space stations, the rush was on to find, use, and figure out how to make more. Their use is becoming increasingly common, but attempts to use the sigil itself have proven entirely fruitless. This won't be the case for long if the corporations get their way, as they pour resources into being the first to master the *zai* sigil. Mastering this sigil is expected to be a technological turning point, as well as unimaginably lucrative.

### BLANK SIGILS

The *hemsheth*, *poktok*, and *uda* sigils have been left as a blank slate for the DM to use as they see fit. Want a Time sigil? Or maybe Misfortune, Love, or Fashion? Go for it!

## RUNESTONES

Sigils were discovered inscribed into magical runestones found at ancient sites frequented by the people of Adelphos before the Sundering of Mourn. It took the new explorers on Adelphos some time to figure out that runestones could be activated to produce magical effects and they could enhance mundane objects they were attached to.. Once the potential of runestones was discovered, there was a surge in interest and experimentation. People quickly discovered how to use the runestones they found, including attaching them to other objects to alter the manifestation of spark-empowered effects.

The first and most important runestones found and activated on Adelphos were *zai* runestones, which store raw spark like a battery. There was an immediate rush to find as many *zai* runestones as possible because of the ability to store enough spark to power homes, vehicles, and even spaceships and space stations for potentially years at a time.. With such great potential, the new field of runography burst into the forefront of research, and the hunt for runestones began in earnest.

## CONDUITS FOR SPARK

Runestones are physical objects inscribed with one or more sigils that are magically awakened. The vast majority found so far bear only one sigil, but it's possible to have more. Most are smaller than a humanoid fist, but size only affects how much can be written. A pebble, a boulder, a great temple door... all are suitable surfaces for a sigil if the runewright (someone who studies and creates runestones) has sufficient skill. Runestones can also be made of any solid material with stone and metal being the most common due to their durability.

Runewrights describe runestones as magic objects that store raw spark and release it to produce effects defined by the sigil they are inscribed with. Interestingly, two runestones with the same sigil might produce different effects. , The reason for this difference is hotly debated. Some suggest the variance is a result of differences in the runestones material composition or their creation conditions, while others suggest the intent of the original runewright is the true cause. Experimentation suggests that both perspectives may contain portions of truth.

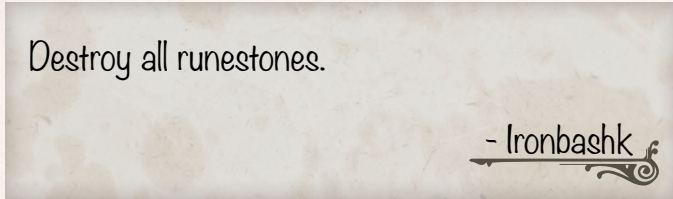
Whatever the mechanism, it's certain that runestones channel spark into magical effects. Holding one and activating it is enough to produce an effect, and many can be attached to other objects to further modify how this magic manifests. For example, a typical *felko* runestone can be activated while held to ignite nearby flammable objects, or it can be attached to a weapon allowing it to burst into magical flame when striking something.

Figuring out how to activate a runestone can sometimes be a task in itself. A few runestones have required an understanding of that specific runestone's purpose, while others required physical manipulation such as using a left hand grip or holding it aloft. It's for this reason that finding a runestone doesn't always lead to an immediate revelation of its function. This often results in *sigonomists* (academics specialising in sigils) being playfully ridiculed as they juggle and talk to unfamiliar runestones.

For full examples of runestones, see Chapter 1: Magic Items.



# DESTROYING RUNESTONES



Explorers quickly discovered that destroying runestones was a bad idea. When broken, a runestone releases all the raw spark held within in an explosion of raw energy; the more powerful the runestone, the larger and more destructive the blast.

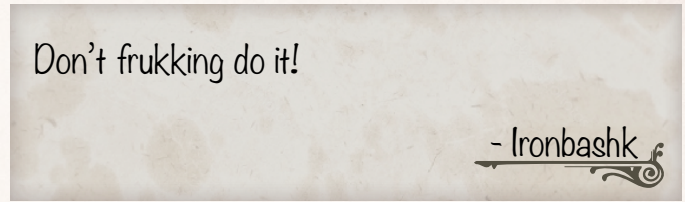
Because of this volatility, runestones are normally made from hard substances like solid stone or metal. Runestones have resistance to magical damage, and their AC and hit points are determined by their size and the substance they're made from. The DM may decide that specific circumstances beyond the mundane are required to break runestones such as being struck with a magic weapon.

When a runestone explodes, each creature within range gains a spark trait and must make a DC 20 Constitution saving throw, with a failure dealing radiant damage and a success resulting in half as much damage. The area and amount of radiant damage are given in the Runestone Explosions table below.

## RUNESTONE EXPLOSIONS

RUNESTONE RARITY	DAMAGE (FORCE DAMAGE, AREA)
Uncommon	31 (3d20), 50 ft. radius
Rare	63 (6d20), 100 ft. radius
Very rare	126 (12d20), 250 ft. radius
Legendary	252 (24d20), 500 ft. radius
Artifact	504 (48d20), 1 mile radius

# CREATING RUNESTONES



Runestone creation is a barely-understood process involving many variables. Only a handful of runewrights on Adelphos know how to craft runestones, and they aren't yet capable of making these as powerful as the ancient ones found in Haven or out on the frontiers. The ancient Adelphans were capable of writing entire sequences of sigils, but such intricacy thus far evades modern runewrights; single-sigil runestones are the most they have been able to develop.

The making of a runestone requires an investment of time and resources (shown on the Runestone Crafting Time and Cost table), and the process encompasses the physical, mental, and spiritual aspects of what a runestone is. Without all three of these aspects, a runestone cannot exist.

**Material.** The first thing a runewright needs is physical material to carve a sigil into. This can be any solid substance from a leaf to a metal polyhedron, so long as it's large enough and sturdy enough to have a sigil carved into it. Of course, the more durable a runestone is, the less likely that all the runewright's hard work will erode in a few weeks.

For reasons that are not yet understood, some materials have more potential for channeling spark than others. Runestones made using material from anywhere other than Adelphos can only be uncommon in rarity, while ones made using material from Adelphos can range from uncommon to very rare. The ultimate material for creating powerful runestones is the rare metal known as zenithium, which can create runestones with a rarity of very rare or better.

**Sigil.** The second item a runewright needs is a sigil to engrave into the material. Only a sigil in the mastered knowledge category can be used to craft a runestone as doing so requires knowledge of what the sigil looks like, how to properly place and carve it, and how the sigil's concept operates. If more than one sigil is



being inscribed, there's the added complexity of understanding how to place the two in relation to each other or how to "word" them. Just writing an unknown sigil leaves a high chance of failure.

Assuming the appropriate knowledge, engraving the sigil is a slow and meticulous process. At this point it's what's known as a dormant runestone, one which has been set up but not yet awakened -- essentially just a mundane rock with a symbol on it.

**Awakening.** The final task a runewright needs to create a runestone is the most complex and trickiest to define. The runestone must be awakened through a magical ritual binding the material and sigil together and introducing spark to the mix.

The runewright must conduct a ritual to create a metaphysical link with the runestone. Once established, this link is used to give life to the runestone, imbuing it with both spark and the runewright's intent.

The runewright's intent is how they want the sigil's concept to manifest through the runestone, which means that two runestones with the same sigil can potentially produce slightly different effects such as a *felko runestone* imbued with fiery, destructive intent versus one imbued with warm and comforting intent.

The metaphysical link is the least understood part of this entire process. It requires a certain rapport or empathy with the concept of the sigils the runestone bears -- essentially, a powerful emotional connection or a deep spiritual understanding. This link can be established by anyone present during the ritual, not just the runewright. For example, someone who's experienced great loss due to fire is more likely to establish a bond with a *felko runestone* because they know what fire is capable of in a deeply personal way. Without any empathy or wisdom, establishing this link is impossible. Because of this, runewrights tend to be specialists in specific sigils.

Fortunately, shortcuts are possible in that certain cosmically sympathetic components can be used to bolster or substitute the need for a person's connection. Awakening a *felko runestone* can work if the ritual is conducted using the fresh heart of a fire elemental, for example. These components are no substitute for intent, however.

Once created, the effects of a runestone depend on the sigil, material, and intent. The material helps determine rarity and relative

strength of the runestone. The sigil used determines the types of effects, and while a sigil's concept is general, it is also very specific, and there cannot be overlap with other sigils not inscribed into the runestone. For example, fire is often associated with rebirth, but a *felko runestone* will never have a healing or lifegiving effect unless it also bears a *bolek* (life, growth) symbol. Finally, intent angles the effects and can be the difference between a runestone focused on dealing damage and one focused on providing utility.

It's worth noting that while all of the runestones found in Chapter 2 only use one sigil, it's possible for junkers to find ancient runestones bearing more. Multi-sigil runestones are usually more powerful than single-sigil runestones, and their effects become increasingly specific or restricted as more sigils are included.

## RUNESTONE CREATION ROLEPLAYING

Creating runestones is intended to provide roleplay opportunities during their creation. It's up to the DM to decide the degree of connection required for a character to link with a runestone during the awakening ritual, though it should be something beyond the norm. This could be based on personality traits, bonds, flaws, backstory, race, class or subclass, or a suitable pitch from a player on why their character has a particularly significant connection to a specific sigil's concept.

The imbuing of intent into a runestone also allows for more personalised runestones to be created, making them a much more dynamic tool. A *felko runestone* needn't be all about dealing fire damage, and a *muhun runestone* could just as much be about calling rain as interacting with aquatic environments.

With so little understanding of how runestones work, there's plenty of room to use them in the way that best fits your table.



## RUNESTONE CRAFTING TIME AND COST

**Runestone Creation Example.** The party meets a runewright in Runesalt, who knows how to create runestones using the *muhun* sigil, the sigil for liquid and water. They pay the runewright 1,000 gp to work on a rare rune for them and provide a metal disk as the base for the runestone. The runewright tells the party the awakening ritual will require a flask of water fresh from the gills of an aquatic creature and sends them to fetch it while the runewright begins to inscribe the metal disc. After a tricky encounter with several swamp sharks, the party returns with the component. Over the next 100 days, the runewright engraves the sigil, then uses the retrieved component to bolster their own connection to water, tapping into an ancestral sorrow at their forced departure from the seas of their homeworld. They successfully imbue the intent of water survivability into the runestone and awaken it. The party is given a rare *muhun* runestone to use.

RUNESTONE RARITY	TIME (DAYS)	COST
Uncommon	20	100 gp
Rare	100	1,000 gp
Very rare	250	10,000 gp
Legendary	500	50,000 gp





## CHAPTER SEVEN MAGIC ITEMS

**B**elow are collections of magic items you could find in your adventures and expeditions around Adelphos. Handheld runestones are the most common discovery, ranging from incredibly powerful elemental force to your basic power battery. Often, these items are brought back to the counties to identify where someone figures out how they work and what to do with them.

### RUNESTONES ASHRA RUNESTONE

*Wondrous item, rare*

This runestone uses the power of the *ashra* sigil to produce effects associated with light and radiance. It's made of yellow tourmaline. The runestone has the following properties while you are holding it:



**Brighteyes.** You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

**Into The Light.** You can cast the *dancing lights* and *light* cantrips at will. Additionally, you can attempt to hide while you are in bright light.

**Bonding.** You can bond this runestone to a piece of equipment. You must spend 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying it. Wearing or holding the item counts as holding the runestone. The equipment becomes a magic item if it wasn't one already, and it gains an effect based on its type:

**Weapon.** You can use a bonus action to transform the damaging parts of the weapon, such as the blade, tip, or head, into pure radiance, or back to normal. While in radiant form, the weapon gains the finesse property and emits bright light in a 10-foot radius and dim light for an additional 10 feet. You gain a +1 bonus to attack and damage rolls made with this weapon, and all damage dealt with the weapon is radiant instead of its normal type.

**Focus.** When you cast a spell of 1st-level or higher, you can use your reaction to illuminate one creature within 60 feet of you. Until the end of your next turn, the target sheds 10 feet of dim light, gains no benefits from being invisible, and the next attack roll made against the target has advantage.

**Cloak.** As an action, you swirl the cloak and release a strobe of light. Each creature within 15 feet must succeed on a DC 16 Constitution saving throw or be blinded until the end of its next turn.

## EFKO RUNESTONE

*Wondrous item, very rare*

This runestone uses the *efko* sigil to produce effects associated with nature and plants. It's made of fossilized wood and features an *efko* sigil that looks as if only natural fracturing could have produced it. The runestone has the following properties while you are holding it:

**Greenmind.** You have advantage on checks made to identify and interact with plants.

**Minor Active Trait.** You can cast *speak with plants* once without expending a spell slot. You must finish a short or long rest before doing so again.

**Bonding.** You can bond this runestone to a piece of equipment. You must spend 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying it. Wearing or holding the item counts as holding the runestone. The equipment becomes a magic item if it wasn't one already and it gains an effect based on its type:

**Armor.** You can conduct a 1 minute ritual to turn yourself completely to wood, stone, or some other natural substance, and you become petrified but remain aware of your surroundings. While petrified, you gain 20 temporary hit points. Additionally, you have a damage threshold of 10.

**Damage Threshold:** You have immunity to all damage unless it equals or exceeds your threshold value, in which case you take damage as normal. Damage that fails to bypass the threshold is considered superficial and doesn't reduce your hit points.

You also have a +10 bonus on Dexterity (Stealth) checks made to hide in an environment that matches your chosen natural material. While petrified, you are under the effects of the *regenerate* spell. You remain petrified until you end the condition as an action.

**Shield.** When you take damage, you can use your reaction to halve the damage as a dense layer of plants and mushrooms burst from the shield to absorb the damage and release numbing spores.

**Focus.** When you cast a spell of 1st-level or higher while holding this focus, you can cause vines to burst from the ground and attempt to entangle one creature you can see within 30 feet of you. The creature must succeed on a DC 18 Strength saving throw or take 2d8 bludgeoning damage and be restrained until the start of your next turn. It can use an action on its turn to repeat the saving throw, escaping the vines on a success.

**Boots.** Moving through natural difficult terrain costs you no extra movement. Additionally, you can cast *transport via plants* once without expending a spell slot, and must finish a long rest before doing so again.



# FELKO RUNESTONE

*Wondrous item, very rare*

This runestone uses the power of the *felko* sigil to produce effects associated with fire and heat. It's made of two stones connected with metal wire and is the size of a closed fist. It always feels comfortably warm. The runestone has the following properties while you are holding it:

**Warm Body.** You have resistance to fire damage.

**Combust.** You can use an action to ignite a creature or flammable object you can see within 30 feet of you. The target bursts into flames and takes 1d4 fire damage at the start of each of its turns until a creature uses their action to put out the fire.

**Bonding.** You can bond this runestone to a piece of equipment. You must spend 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying both the equipment and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Armor.** When you bond the runestone to this piece of armor, you gain your choice of resistance to cold or fire damage. When a creature hits you with a melee attack while you're wearing the armor, you can use your reaction to deal 1d6 fire damage to that creature.

**Weapon.** As a bonus action, you touch the runestone and cause the weapon to burst into flame. It sheds bright light for 20 feet and dim light for an additional 20 feet. While aflame, the weapon deals an additional 3d4 fire damage on a hit, and a creature of your choice within 5 feet of the target takes 1d4 fire damage. The flames last until you dismiss them as a bonus action.

**Focus.** When you cast a spell using this as a focus, you can use your reaction to gain one of the following effects of your choice:

- All damage dealt by the spell changes its type to fire damage.
- If the spell deals fire damage, you may treat it as having been cast using a spell slot of one level higher than you expended.

If you cast a spell affected by one of these effects and it misses its attack roll or all targets successfully save against the spell, you take 1d6 fire damage.

**Cloak.** You can use an action to envelop yourself with a cloak of flames and cast *polymorph* on yourself, no components required. This version of the spell turns you into a fire elemental for 10 minutes.

Once you have used this ability, you can't do so again until you finish a long rest.

## MINOR FELKO RUNESTONE

*Wondrous item, common*

This runestone uses the *felko* sigil to produce effects associated with fire and heat. The sigil has been carved into a small chunk of flint, which is always comfortably warm. The runestone has the following properties while you are holding it:

**Utility Flint.** You can use an action to produce one of the following effects up to 30 feet away from you:

- You instantly light or snuff out a candle, a torch, or a small campfire.
- You instantly expand fire that you can see 5 feet in one direction, provided that wood or other fuel is present in the new location.
- You cast the *produce flame* cantrip. Wisdom is your spellcasting ability for this spell.
- You heat up to 1 cubic foot of nonliving material to be comfortably hot for 1 hour.
- You double or halve the area of bright light and dim light cast by a flame you can see, change its color, or both. The change lasts for 1 hour.

You can have up to three non-instant effects active at the same time, and can dismiss one or more such effects as action.



# JAHOBASH RUNESTONE

*Wondrous item, artifact*

This runestone uses the combined power of the *jaha*, *lkesh*, *obok*, and *zai* sigils to produce a cataclysmic storm not unlike a lesser version of what occurred at The Sunder of Mourn. The head-sized sigils are carved into a gigantic creature's fossilized jawbone, and are filled with thin geometric networks of orichalcum. The jawbone is 6 feet long and weighs 350 lbs. The runestone has the following properties:

**Building Storm.** Each day at dawn, roll a d100. On a result of 1, Minor Cataclysm is instantly triggered.

**Minor Cataclysm.** While holding this runestone, a creature can spend 1 minute in concentration, focusing on thoughts of anger, vengeance, and release. At the end of the minute, the runestone releases a cataclysmic energy storm in a 5 mile radius centered on the runestone. The atmosphere above is filled with tempestuous clouds, flashes of lightning, deafening thunder, and a deluge of toxic rain. The earth shakes and heaves, magnetic fields become powerfully erratic, and energy fields fluctuate wildly.

The area is filled with the following effects for the duration:

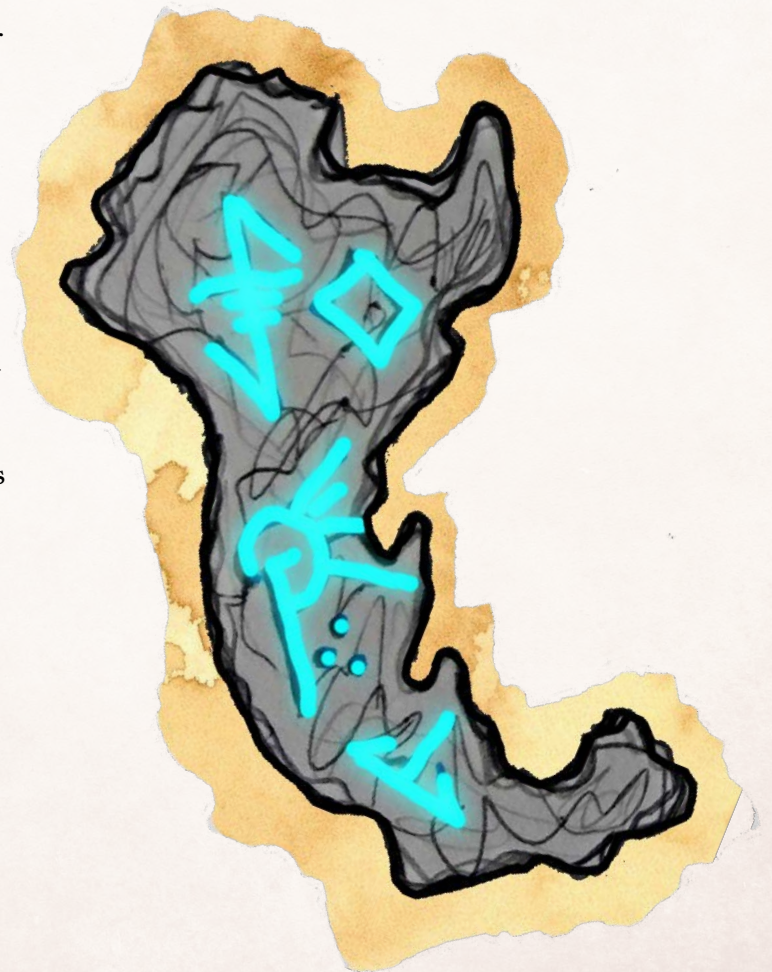
- **Storm.** A *storm of vengeance* spell is active (spell save DC 20), and its effects trigger at the start or each round. Non-lightning damage dealt by the spell is increased by 2 damage dice. Beginning in round 3, a creature that starts its turn in the storm's area and not under full cover must roll a d6, and add 1 to the result for each size category they are above Large. On a result of 6, the creature is struck by a lightning bolt.
- **Earth.** An *earthquake* spell is active. Its effects occur at the end of each round, and there's no limit on the number of fissures.
- **Metal.** Magnetic fields become powerfully erratic, causing Small or smaller metal objects to constantly fly about at random. Each round on initiative count 10, any objects or vehicles of size Medium or larger that are predominantly metal are magnetically thrown 1d12 x 10 feet in a random direction, including up or down.

- **Energy.** Currents of electrical energy zip through the air, wreaking havoc with power systems. At the end of each round, roll a d4 for each energy-powered object or vehicle. A result of 1 or 2 causes that object or vehicle to switch its power state, either switching on at full power or switching completely off.
- **Runestones.** The raw spark running through the storm supercharges sigil power. Runestones in the area have an unlimited number of uses, always roll the highest number on any dice rolled for their effects, and always have the maximum number of charges. When a runestone is activated, roll a d20, and on a result of 1 the runestone explodes.

The minor cataclysm lasts for 1d10 days and can't be dispelled.

Once this runestone has been activated, it can't be activated again for 10 days.

**Destroying the Runestone.** The *jahobaish runestone* is near indestructible, able to withstand even the most crushing blows and piercing magic. The only way to destroy it is for Klokotok, King of the Kaiju, to pry it apart with his teeth.





# LKESH RUNESTONE

*Wondrous item, rare*

This runestone uses the power of the *lkesh* sigil to produce effects associated with metal and magnetism. It's a three-inch steel cube with the *lkesh* sigil carved on four of its six sides. A minor magnetic field is generated from the two blank faces of the cube. The runestone has the following properties while you are holding it:

**Magnetically Immovable.** While standing on or touching a metal surface, you have advantage on saving throws to resist being moved against your will.

**Move Metal.** You can cast a modified *mage hand* at will. This version of the spell is invisible and can only interact with metal objects that weigh up to 30 pounds.

**Bonding.** You can bond this runestone to a piece of metal equipment by spending 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Armor.** When you take damage, you can use your reaction to speak the runestone's command word and cause your armor to completely cover you in a shining layer of liquid metal. You have immunity to all of the triggering damage and further damage until the start of your next turn; however, you are also petrified.

Once you have used this ability, you can't use it again until you finish a long rest.

**Weapon.** As a bonus action, you speak a command word and transform your weapon into a different weapon type made mostly of metal such as a handaxe or torque-sword.

**Focus.** As an action while holding this focus, you can cast a modified *telekinesis*. This version of the spell has a range of 120 feet and can only target an object that's made mostly of metal and weighs up to 2,000 pounds.

Once you have used this ability, you can't do so again until you finish a long rest.

**Belt Buckle.** As an action, you tap the belt buckle and emit a magnetic pulse of your choice: "attract" or "repel." All metal objects within 30 feet of you that weigh 25 pounds or less move 15 feet in a straight line towards you if you chose "attract" or away from you if you chose "repel." If

an object is being worn or carried by a creature, the creature must succeed on a DC 15 Strength saving throw to avoid the effect.

Once you have used this feature, you can't use it again until you finish a short or long rest.

# MUHUN RUNESTONE

*Wondrous item, uncommon*

This runestone uses the power of the *muhun* sigil to produce effects associated with liquid and water. It's made of a fist-sized lump of constantly-damp red pumice surrounded by a copper band inscribed with the *muhun* sigil. The runestone has the following properties while you are holding it:

**Talented Swimmer.** You gain a swim speed of 30 feet. If you already have a swim speed, it increases by 20 feet.

**Hydromancy.** While touching the runestone, you can use an action to cast *create or destroy water* at 1st level without expending a spell slot or material component.

**Bonding.** You can bond this runestone to a piece of equipment by spending 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Armor.** This armor is constantly covered in condensation. While wearing it, fire damage you take is reduced by 1d4, and lightning damage deals an extra 1d4 damage to you. Additionally, you can use a bonus action to end a grappled or restrained condition on yourself.

**Weapon.** This weapon ignores the effects of underwater combat. While this weapon is wet, whenever you deal damage with it and roll the highest number on its damage die, roll that die again and add the result to the total damage dealt.

**Focus.** When you cast a damaging spell using this as a focus, you can use your reaction to manifest it in a watery form. Damage dealt by the spell changes to bludgeoning damage, and any creature damaged by it must succeed on a Strength saving throw equal to your spell save DC or fall prone.



**Helm.** While wearing this helm, you can breathe normally in any liquid. Additionally, you can cast the *water breathing* spell once per long rest.

## NUHIMESH RUNESTONE

*Wondrous item, legendary*

This runestone uses the *imsa*, *nuhun*, and *xesh* sigils to produce effects associated with death, illusion, and the void. It's made of three runestones carved from metamorphic rock and connected into one by rigid metal rods, and was created to eradicate kaiju. The runestone has the following properties while you are holding it:

**Antilife Cloak.** While holding this runestone in darkness, you are invisible and spells and magical effects detect and treat you as an undead creature.

**Spells.** The runestone has 20 charges, and regains 2d8 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 20, the runestone regains 1d8 + 2 charges. You can expend 1 or more of its charges to cast one of the following spells from it (+8 attack bonus, spell save DC 18), without requiring material components: *arcanist's magic aura* (2 charges), *antilife shell* (5 charges), *black tentacles* (4 charges), *blight* (4 charges),

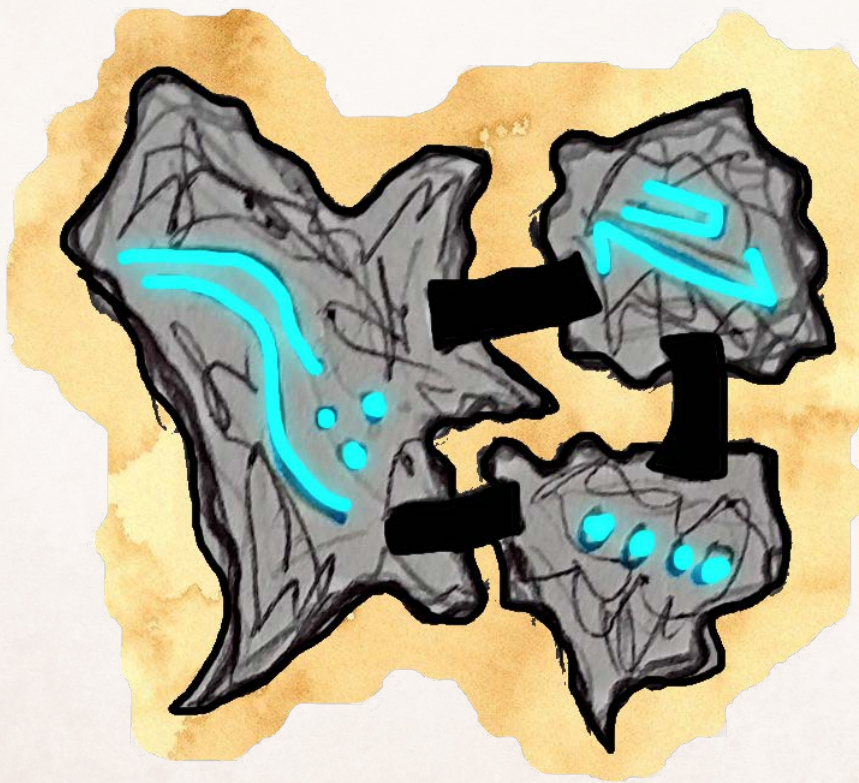
*darkness* (2 charges), *eyebite* (6 charges), *false life* (1 charge), *fear* (3 charges), *illusory script* (1 charge), *major image* (3 charges), *mirage arcane* (7 charges), *mislead* (5 charges), *programmed illusion* (6 charges), *ray of enfeeblement* (2 charges)

**Kaiju's End.** When this runestone is destroyed, it doesn't deal any damage. A 50-foot-wide black hole is created 300 feet in the air that immediately pulls in everything of Gargantuan size or larger within 500 feet of it, spaghettifying and instantly destroying them. The black hole then vanishes.

**The Grand Deceit.** This trait should not be made known unless characters have learned of it through a means beyond the runestone itself.

The creator of this runestone was secretly against the eradication of kaiju, and embedded the *imsa* sigil to make the runestone's effects nonlethal. The black hole is actually a disguised portal to a secure pocket dimension whose contents are placed in a protective stasis and immune to magical detection, with an illusory effect to make it look as if things being pulled into it are torn apart.

When Kaiju's End is activated, the DM secretly rolls 1d20. After that many days, everything pulled into the 'black hole' reappears within 1000 miles of where the runestone was destroyed, in exactly the same state as they were before disappearing, the grand deceit at an end.





# OBOK RUNESTONE

*Wondrous item, uncommon*

This runestone uses the power of the *obok* sigil to produce effects associated with solids and earth. It's made of an oblong stone that's heavier than it looks but is otherwise completely unremarkable-looking. The runestone has the following properties while you are holding it:

**Digger.** You have a burrowing speed of 15 feet.

**Move Earth.** You can cast a modified *mage hand* at will. This version of the spell is invisible and can only interact with dirt, earth, or stone weighing up to 20 pounds.

**Bonding.** You can bond this runestone to a piece of equipment by spending 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Armor.** You can use an action to cast *stoneskin*, requiring no concentration or components. This version of the spell lasts for 10 minutes, and you must finish a long rest before you can cast it again.

**Weapon.** This weapon is imbued with the power of a landslide. It is a +1 magic weapon, and whenever you damage a creature with it, the creature must succeed on a DC 13 Strength saving throw or be knocked prone or pushed five feet away from you, your choice.

**Focus.** When you cast a spell using this as a focus, you can use a reaction to cause bits of rock and dirt to fly up and cling to your body, giving you a +1 bonus to your AC until the start of your next turn.

**Boots.** When you're targeted by a spell or attack, you can use your reaction to stomp on the ground and cause a pillar of earth to rise up giving you full cover from that spell or attack. The pillar is as tall and wide as you are and remains until destroyed. This effect fails if you aren't standing on dirt, earth, or stone. After you have used this feature two times, you can't use it again until you finish a long rest.



# QUMAK RUNESTONE

*Wondrous item, rare*

This runestone uses the power of the *qumak* sigil to produce effects associated with summoning and calling. It's made of a tightly wound ball of copper wire with one side melted into a smooth face that has the sigil engraved on it. When not being held, it has a propensity for rolling around haphazardly. The runestone has the following properties while you are holding it:

**Speak Far.** When you speak, you can choose one creature you can see to hear what you're saying as if you were standing beside them, even if you are only seeing them through the *scrying* spell or electronic screen. There is no limit to this distance.

**Call to Hand.** As an action, you touch the runestone and say the name of an object that weighs 20 pounds or less that you can see within 100 feet of you, and that object flies



into your empty hand. If a creature is wearing or carrying the object, it must make a DC 16 Strength saving throw. On a failed save, the object breaks loose and flies into your hand. On a success, the creature manages to hold onto the object.

**Bonding.** You can bond this runestone to a piece of equipment by spending 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Weapon.** When you bond the runestone to the weapon, you choose a single word. Anyone who speaks the word (no action required) while within 10 miles of the weapon causes the weapon to magically teleport into their open hand.

Additionally, when you hit a Large or smaller creature with this weapon or a projectile fired by this weapon, you can force it to make a Wisdom saving throw. On a failed save, you teleport the creature up to 15 feet to an unoccupied space that's closer to you than their original position.

**Focus.** You can use an action while holding this focus to cast *conjure elemental*, no concentration required. Once you have cast the spell in this way, you can't do so again until you finish a long rest.

## SCRAP-CLAW RUNESTONE

*Wondrous item, uncommon*

This runestone uses the *takmi* sigil to produce effects associated with poison and corrosion. It consists of an open gauntlet with clawed fingers made from jagged scrap, with the *takmi* sigil welded onto the top of each finger. The runestone has the following properties while you are holding it:

**Weaponized Runestone.** This runestone is a simple melee weapon that is worn rather than held. It has the finesse and light properties, and deals 1d6 slashing damage on a hit. Attacks made with this weapon against creatures you are grappling automatically hit, and change their type to piercing damage.

**Virulent Touch.** You can touch a piece of nonliving material up to 1 cubic foot and infuse it with poison for 1 hour. If a creature eats or is damaged by the material, they must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.

**Bonding.** You can bond this runestone to a piece of equipment. You must spend 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying it, and you can't use the Weaponized Runestone ability. Wearing or holding the item counts as holding the runestone. The equipment becomes a magic item if it wasn't one already, and it gains an effect based on its type:

**Armor.** When a nonmagical weapon hits you, 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.

**Weapon.** The runestone closes around the weapon as if holding it, spreading a webway of corrosion across its material. You can't be disarmed of this weapon, and it deals double damage to vehicles and structures as it corrodes seams, joints, and stress points.

**Focus.** The runestone twists and subsumes the focus. Spells cast using this focus ignore poison resistance, and treat poison immunity as poison resistance.

## WEHZOK RUNESTONE

*Wondrous item, uncommon*

This runestone uses the power of the *wehzok* sigil to produce effects associated with transformation and adaptation. The sigil is inscribed on a gold band embedded in a stone that changes its size, color, and weight each day, though no one can see it doing so. The runestone has the following properties while you are holding it:

**Passive.** You can breathe normally in any environment.

**Active.** You can use your action to touch a willing creature with the runestone to give them one of the following benefits for 1 hour: blindsight out to 15 feet, darkvision out to 60 feet, water breathing, a swim speed of 30 feet, a climb speed of 30 feet, or a fly speed of 20 feet. Once you have used this ability, you can't use it again until you finish a long rest.



**Bonding.** You can bond this runestone to a creature or piece of equipment by spending 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Creature.** The runestone vanishes into the creature, which gains the ability to cast *alter self* at will.

**Armor.** This armor automatically adapts to protect you. After you take damage, you gain resistance against that damage type. You can have two damage resistances at a time in this way. If you gain a damage resistance and already have two, you lose the oldest resistance.

**Weapon.** This weapon is a +1 magic weapon. It ignores all environmental effects and all damage resistances and immunities. When you damage a creature or object with this weapon, if it has a damage vulnerability, this weapon deals that type of damage or changes its form if necessary. For example, it might deal fire damage or transform into a weapon made of silver.

**Focus.** When you cast a spell using this as a focus, you can use a reaction to change all of the damage dealt by that spell to a different type of your choice.

**Clothing.** While wearing this item of clothing, you gain a +1 bonus to your armor class and saving throws. Additionally, you can use an action to change the style, color, material, and quality of the bonded clothing.

## XESH RUNESTONE

*Wondrous item, rare*

This runestone uses the power of the *xesh* sigil to produce effects associated with darkness and voids. It's made of a perfectly spherical asteroid the size of a marble with a sigil only faintly visible as lines darker than the surrounding material. It cannot be illuminated, even by magical means, and casts no shadow. The runestone has the following properties while you are holding it:

**Eyes of Darkness.** You can see normally in both magical and nonmagical darkness out to 60 feet. If you already have darkvision, its range increases by 30 feet.

**Call Darkness.** You can use an action to cast *darkness*, no components required. Once you have cast the spell in this way, you can't do so again until you finish a short or long rest.

**Bonding.** You can bond this runestone to a piece of equipment by spending 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already and gains an effect based on its type:

**Armor.** As a bonus action, you touch the *xesh* runestone, turning your armor into a void until the start of your next turn. For the duration, you are immune to damage and all spells and other magical effects as the void armor pulls magic and weapons through itself. Once you have used this feature, you can't use it again until you finish a long rest.

**Weapon.** This weapon has 9 charges and regains 1d8 + 1 charges daily at midnight. When you make an attack with this weapon, you can expend 1 charge to instead hurl damaging shadow discs from the weapon at a target you can see within 30 feet. Make a ranged weapon attack. On a hit, the target takes 3d8 necrotic damage.

**Focus.** The focus has 3 charges and regains all expended charges daily at midnight. When you cast a spell using this as a focus, you can use your reaction and expend 1 charge to cause tendrils of darkness to lash out at up to three creatures of your choice within 15 feet of you. Each creature must succeed on a Dexterity saving throw equal to your spell save DC or take 3d8 necrotic damage.

**Cloak.** You can use your action to speak a command word, causing the cloak to magically drain light and sound. You and each creature touching the cloak gain the benefits of the *pass without trace* spell. You can use this property for up to 1 hour, all at once or in short bursts, with each using a minimum of 1 minute from the duration. The cloak regains 10 minutes of its duration for every 12 hours it isn't in use.



# ZAI RUNESTONE

*Wondrous item, rarity varies*

These runestones use the power of the *zai* sigil to store raw spark and release it as an extremely potent form of energy. Almost all *zai* runestones are made of metal and at least the size of the average person's head, and they give off a faint scent of fresh rain until drained.

A *zai* runestone can be bonded to a target object, vehicle, or building by spending 1 hour holding the runestone against the target and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes magically bonded to the target.

Once bonded, a *zai* runestone releases a steady flow of raw spark into the bonded target, fully powering all magic and/or tech attached to the target for a duration that's determined by the rarity of the runestone and the size of the bonded target. See the Power Duration table below.

## POWER DURATION

RARITY	POWER DURATION (FOR LARGE TARGET)
Uncommon	25 days
Rare	100 days
Very Rare	1,000 days
Legendary	10,000 days
Artifact	100,000 days

The *zai* runestone's power duration is doubled for each size category below Large the bonded target is. For each size category above Large, the duration is halved.

If a *zai* runestone is bonded to a creature, raw spark floods their body, and they take damage as if affected by a runestone explosion. They take the damage again at the end of each minute until they die or are separated from the runestone. If the creature is reduced to 0 hit points by this damage, it is disintegrated, and a runestone explosion is triggered. This runestone explosion has its damage and area halved, and the *zai* runestone isn't destroyed.

# ITEMS

## SELF-HEATING PAN

*Wonderous Item, common*

This simple magic item, perfect for travelers who need to pack lightly, appears as a simple cast iron pan but can heat itself when a command word is spoken. The user can use additional commands to increase or decrease the temperature to their liking.

## ARCANE REIGNS

*Wonderous Item (uncommon)*

These reigns are inlaid with sparkling metal and can be used to find magical mounts. As an action once per day the holder can cast the *Find Steed* spell without casting a spell slot. Alternately, the wielder can use an action to attempt to bind a creature as a mount: Put the reigns on any Celestial Fey, Fiend, Beast, or Elemental at least one size larger than you and no higher than CR 1, make an animal handling or arcana skill check (your choice) against a DC of 15+ the creature's CR, rounded down. The creature becomes friendly to you and can be ridden as a mount, this check must be remade at every dawn for 5 days, if all of the checks are passed the effects becomes permanent.

## CROCODRAGON ARMOR

*Armor (leather), uncommon (requires attunement)*

This armor is crafted from the leathery hide of crocodragons, and while wearing it, you gain +1 to your AC, resistance to fire damage, and a swimming speed of 20 feet. Once per day, you can use an action to tune your senses to spark, learning the location of the closest crocodragon horde within 10 miles. You cannot use this special action until dawn of the next day.

## EFFECT PEDALS

*Wondrous Items, uncommon*

These pedals act as alternative effect pedals for College of Tech bards. They can be switched out during a long or short rest, but only three can be readied at a time. There are different types of effects pedals:

**Phaser Pedal.** For 1 minute, your image flickers intermittently, making it appear that you are in different unoccupied spaces within five feet. Attack rolls made against you are made with disadvantage.



**Spark Pedal.** The raw power of your music surges through your instrument. You can cast *thunderwave* a number of times per long rest equal to your Wisdom modifier without expending a spell slot.

**Reverb Pedal.** A reverbing echo is released from your instrument. For 1 minute, your spells cannot be silenced by the silence spell. Additionally, your spells can travel unhindered through the vacuum of space.

**Wah-Wah Pedal.** The sound emanating from your instrument makes it sound like it is crying. Select one creature within 60 feet of you. The targeted creature must make a DC 13 Wisdom saving throw or be thrown into an uncontrollable crying fit. Until the end of their next turn, the target has disadvantage on saving throws and attack rolls. Creatures with an Intelligence score of 3 or lower are not affected.

## GOOGLES OF SCAVENGING

*Wonderous Item (uncommon)*

These goggles have telescopic lenses and are enchanted with the ability to see treasure through solid surfaces. As a bonus action, you can activate the goggles for 1 minute, for the duration you can see any gems or metal objects through up to 15ft of solid material, the item appears to glow through the material. This item has 3 charges and regains 1d4 at every dawn.

## MESSENGER HEADSET

*Wonderous Item (uncommon)*

This item can be mounted on a person's ear and connected to one other Messenger Headset within 10ft, this connection can be dismissed as an action. For as long as the connection remains, each headset can transmit the voices of one wearer to another, activated by either wearer as a free action.

## PURITY WATERSKIN

*Wonderous Item (uncommon)*

This waterskin, inlaid with a unique design on its leather exterior, can clean any water left inside it for at least 1 minute, making it safe to drink.

## SPELL SCRAP

*Wonderous Item (uncommon)*

These common shards of old magic items can be found in ruined areas everywhere. On their own, they provide little power, but a skilled user can combine them into a makeshift magical item. A single shard allows a user to cast one cantrip up to level 3, chosen by the DM, while holding it, the list of cantrips for each type of scrap is determined by material. Have your DM choose the cantrip when you find the scrap or allow you to pick the cantrip contained.

Crystal: Sorcerer

Wood: Druid

Stone: Cleric

Glass: Wizard

Shards can be combined by those who know how (make a Arcana check DC 13 to recall this technique), allowing one holding it to cast a 1st level spell once per short rest. The spell is chosen when the item is fused, selected from a class spell list based on the fusion as shown below. Each shard used in the fusion still provides access to one cantrip as described above, but you may change the scrap's selected cantrip when a new item is crafted:

Stone/Wood: Ranger

Stone/Crystal: Paladin

Glass/Wood: Bard

Crystal/Glass: Warlock

Any combination of the same type of shard keeps its original spell list (two glass shards allow one to cast a 1st level wizard spell, for instance)

Combining more than two of the same shard types allow higher level spells to be cast,. You may choose a spell of a level equal to the total number of shards - 1 (a combo with 6 Glass shards can cast a 5th level wizard spell). A shard combo can only have as many as two different types used to build it typically.

## TOOTH SPEAR

*Weapon (spear), uncommon*

Fashioned from the tooth of a crocodragon, the tooth spear is an advantageous weapon to have if you're dealing with crocodragons. When using this weapon, you gain a +2 to all attack rolls made against crocodragons. Each tooth spear makes the following weapon attack: reach 5 ft./range 20/60, one target. Hit: 5 (1d10) piercing one-handed or 6 (1d12) piercing two-handed.



## WAND OF METAL DETECTION

*Wand, uncommon*

This wand has 6 charges. While holding it, you can use your action to expend one of its charges and cast *detect metal*. The wand regains 1d6 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand disintegrates and is destroyed.

## LOCKET OF TRUE FEELINGS

*Wonderous Item (rare)*

This little heart shaped locket can provide insight into the emotions of others. As a bonus action, you can select a creature you can see within 50ft. You get a general overview (one or two words) of the target's feelings towards you and you have advantage on Insight and Persuasion checks against the target until the next dawn.

While wearing this locket, you can also cast *calm emotions* once per day without expending a spell slot or requiring material components.

## RUST DRAGON SCALE MAIL

*Armor, scale (rare)*

This scale mail was fashioned from the scales of a young Rust Dragon, providing a +1 bonus to AC while wearing this armor. In addition, while wearing this armor when you are struck with an attack from a nonmagical metal weapon, you may force the attacker to succeed on a DC 14 Dexterity saving throw or have the attacker's weapon begin to rust. If an attacker's weapon fails this saving throw 3 times, the weapon rusts away and is unusable.

## SPARK HARVESTER

*Weapon, spear (rare)*

This spear is magically enhanced to sap the magic of others. When you land a hit with it against a magic user, the target must succeed on a DC 16 Intelligence saving throw or lose the ability to cast one spell of 5th level or lower or one magical effect of your choice until 1 minute has passed. The chosen spell or magical effect is stored within the spear. As an action you may use the stored ability immediately ending the effect on the target magic user who regains the use of their spell or magical effect. The stored ability is lost if not used before the effect ends on the target magic user.

## UMBRELLA OF FLOATING

*Tool (umbrella), rare*

This light blue umbrella with a golden handle is embroidered with white feathers. When the umbrella is opened, it will ascend 80 feet and then subsequently descend 80 feet at a rate of five feet per second, carrying any creature or item attached to the handle, up to 300 pounds. If the umbrella or the creature holding it lands before its full descent of 80 feet, the umbrella will close and descend no further. If the umbrella does not land after descending 80 feet, it will invert itself, and begin to fall at regular speed. The umbrella can be closed at any time during its ascent or descent, ending the effect early.

## GLOVE OF METALWORKING

*Wonderous item, very rare (requires attunement)*

This glove has *lkes* sigils etched into the palm that allow you to alter the properties of metal. You must be attuned to the glove to cast its spells and gain its benefits. While wearing the glove, you have resistance to heat damage.

The glove has 4 charges. While wearing it, you can use your action to expend one of its charges and cast either *heat metal* (1 charge) or *mold metal* (2 charges) using a spell save DC 14. The glove regains 1d4 expended charges daily at dawn.

## SCRAP BLADE

*Weapon, any sword or axe (very rare)*

This blade is made from scrap metal with spell scraps inlaid within. The blade serves as a +1 weapon and deals extra damage based on the scraps within it.

The blade has two spell scraps of the DMs choosing, dealing 1d4 extra damage of a type determined by the inlaid spell scarpson every hit:

Crystal-fire damage, Stone-radiant damage, Wood-poison damage, Glass-psychic damage.

In addition, while wielding the weapon you can cast any cantrips stored within the spell scraps used in its construction.



# RECONSTRUCTED

## MAGIC ITEM

*Wonderous Item (legendary)*

Some skilled artificers have found methods to reconstruct ancient magic items from the Spell Scraps they find in ruins. These items are made from ten spell scraps, composed of no more than two different materials.. The shape of the reconstructed item can be anything that fits in a 1ft cube, at the choosing of the artificer who created it or the DM (if found in the wild).

Consult the class list from the Spell Scraps magic item to determine the spells that can be invested into the reconstructed magic item based on the spell scrap materials used in its construction...

While this item is on your person, you gain access to the following:

- A level 1 spell from the associated list which can be cast at will without expending a spell slot or material components.
- A spell up to 5th level from the same list that can be cast once before you must complete a long rest to use it again
- A class feature from the associated class as shown below:

**Sorcerer:** You gain 2 metamagic options and 2 sorcery points

**Druid:** You may use the *wildshape* feature as if you were a 2nd level druid, once per long rest

**Cleric:** You may use the Turn Undead channel divinity once per long rest

**Wizard:** You gain access to Arcane Recovery as if you were a 2nd level wizard

**Ranger:** You gain a Favored Enemy and Favored Terrain

**Paladin:** You may use Divine Smite twice per day, still expending the necessary spell slot of any level

**Bard:** You may use Bardic Inspiration as if you were a 2nd level bard twice per day

**Warlock:** You gain one Eldritch Invocation of your choosing, but still must meet any prerequisites





# CHAPTER EIGHT RECORDS OF CREATION

**A**fter years of piecing together data files found on Adelpnos, researchers have cobbled together a creation myth left behind by the planet's ancient inhabitants.

## **ARRIVAL OF THE EXARCHS AND BIRTH OF THE KYLDUR SYSTEM**

Eons ago, the Exarchs - cosmechanical beings of intense power - created the universe, making world after world. And for a time they were satisfied until their leader had a new purpose: to create a truly wild world. Their leader assembled

the mightiest Exarchs and set sail. On the edges of creation, a great wormhole opened up and out sailed a ship made of glowing metals and galactic fire. Within this ship rode this Lumin Order, the strongest Exarchs. They had been exploring long and far to find a place to begin their creation and sciences. Though they were many in number, only one held the true capacity for control: their leader, Opus Nyn. Upon arrival in the cosmos, Opus Nyn held forth their Scepter of Ascension and brought to fruition the Kyldur System, the greatest of all the Exarchical creations within existence.



Here, Opus Nyn placed the great sun Etrig and the moon Lunras, and from them radiated out many planets. But none were as great as Adelphos, a world of boundless forests, great oceans, and expansive mountain ranges and prairies. To fill the wilds, Opus drew many creatures and beasts from the lands, seas, and skies; from small insects to titanic kaiju. Many cycles passed, then thousands and thousands more, and the Lumin Order returned to their various homeworlds, looking upon their leader with jealousy. On some worlds, the Exarchs were slain by their slaves -- the very species they had created -- and the victors rose, becoming their own planetary empire. On others yet, the Exarchs exerted horrifying control and turned the planets into their personal labs.

## FIERY FACE, GLOWING PHASE

At the center of the Kyldur system sat Etrig; the radiant jewel, crown of the Scepter, eye of Opus Nyn, great sun of Adelphos. In the ancient records and stories found in the old vaults across the planet, Etrig often represents the will and strength of the Exarchs. For new arrivals on Adelphos, Etrig is a sight both familiar and

foreign. More than a few curses have been uttered at the sun, reflecting old superstitions. Prone to fiery sputters and irate flares of solar megaheat, Etrig sits immobile at the center of all things, a solitary god of empyreal energy from a time before time. To counterbalance the stern radiance of Etrig, the Exarchs created Lunras, a mischievous and unpredictable moon orbiting the world of Adelphos. While records show that every few hundred cycles the moon sheds massive chunks of stone that plummet to Adelphos below, Lunras' patterns of movement are poorly understood, and the fickle behavior of the moon is underscored by strange glowing cavities sometimes seen on its pale, greenish surface.

## CREATION OF ADELPHOS AND THE FIVE PEOPLES

One of the last great works of Opus Nyn was to create a truly verdant and wild world where nature and magic could interact fully and truly. Here the leader of the Exarchs created five peoples: the Sudari, the Mrekori, the Asketri, the Exari, and the Omzadri.





The Sudari were masters of ranching and animal handling, building great trade routes and caravans across Adelphos. No animal could not be tamed by their nurturing and symbiotic hearts. The Mrekori were powerful warriors and smiths, braving the harshest environs of Adelphos to craft great mechs, weapons, and artwork to show their conquest of the wild places of the world. The Asketri were runesmiths and runic seers above all others, finding the key of sigils and learning how to create great technologies to expand their learned empire across Adelphos. The Exari were scholars and explorers, cataloging and chronicling the whole surface and almost the entire underside of the great globe. No corner of Adelphos went unexplored. The Omzadri were diviners and spiritualists, tapping into the wellspring of spark to commune with beings from beyond what was known, learning deeply of the hidden history of Adelphos.

## **SCRYERS, SMITHS, SEAFARERS**

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The world of Adelphos with its slew of volcanoes, thunderstorms, kaiju, and countless predators was no less dangerous in ancient times, and the children of Opus Nyn were dependent on correctly interpreting and understanding their surroundings, both earthly and celestial, to survive and thrive.

The Sudari, ever attuned to the needs and temperaments of Adelphos' sprawling wildlife, would track massive beasts by the light of the stars and interpret celestial omens as a key to predicting the migratory movement of primordial herds.

To the warrior-smiths of the Mrekori, the sky was not only a source of inspiration but occasionally of material resources as well. Rare meteorite stones with arcane properties became swords of power, hammers of glory, and stranger machinations, all forged in furnaces as hot as the stars themselves.

Few mysteries of the cosmos were left unexplored by the runic seers of the Asketri. Hoping to unveil the secret order of the universe and harness the power of spark, they erected the great monolithic sparlons in geomantic alignment with the constellations.

Precious little of the great exploratory works of the Exari could have been undertaken had it not been for the stars surrounding Adelphos. Whether travelling on land or sea, the scholars of Omok made clever use of the position of celestial objects to navigate their world.

From atop the magnificent five observatories, the mystics of Omzadri scryed the stars in an attempt to divine the future. Perhaps it was the stars themselves that gave warning of the impending cataclysm and spurred the prophet Azadel to admonish the reckless workings of the Asketri.

## **THE SUNDER OF MOURN**

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For millennia, Adelphos prospered; conflict was minimal, the five peoples were strong and just, and they respected their world. Opus Nyn had left their world alone, seeing no reason to act as overseer, and so the five peoples governed themselves. Yet, amongst the Omzadri, a great prophecy was revealed to them by the spirits of the spark. It was foretold that great ambition and hubris would arise amongst the Asketri and their insatiable lust for technological achievement would lead to the death of the world. A prophet named Azadel went to the rulers of the Asketri and warned them of this vision, yet the Asketri ignored them and pressed on with their latest endeavor: attempting to harness the powers and souls of the great kaiju of the planet to power their cities. The other peoples listened far more attentively to Azadel's words and heeded the advice and counsel of the Omzadri: it was time to leave Adelphos and look for other homes amongst the stars.

Great ships were constructed from the cities of the four peoples, and Azadel went one last time to the Asketri to warn them. Alas, it was too late, for the Asketri had captured the kaiju Titan Queen Shekmetorek and begun their dire tests. As the four peoples fled, Shekmetorek unleashed her final defense to protect the world she loved, an explosive electrical storm that shattered the very surface of the world, sinking whole sections of the continents and splintering the land. And from her death, Adelphos fell into slumber. To the four peoples, this became the Sunder of Mourn and would be spoken of in legends for thousands of years to follow as they spread out across the stars.



# REDISCOVERY

Countless years passed, and the four peoples grew into hundreds upon thousands, meeting new species from other worlds and systems. Yet one thing always remained: the legend of Adelphos, the homeworld.

## A SPARK OF INTEREST

In 3991 GST (Galactic Standard Time), the dwarven wife-duo Essara and Tamora Morlock, their young tiefling daughter Tessin, and a small crew of galactic explorers set out on their dream voyage to find the lost homeworld of Adelphos. They searched the galaxy following an ancient runic map Essara had discovered. For three cycles, they searched, exploring the galaxy aboard their ship *Antelle's Dawning*. Finally, nearing the end of their supplies and fuel, they found Adelphos and the Kyldur System sitting peacefully and happily deep within the outskirts of the known stars.

They crash-landed on Adelphos due to the violent electrical storms still encircling the planet, the same storms that were created long ago by Shekmetorek's sacrifice. The crew built a makeshift transceiver from the wreckage of *Antelle's Dawning* and held onto the hope their signal would get through. Another ten cycles passed until finally the first exploratory ship appeared in the atmosphere.

It didn't take long for the news of the discovery to spread throughout the galaxy. During the first few cycles, only a few homesteading ships arrived. Soon however, more and more began to steadily descend, drawn to the allure of the mythical homeworld. Today, fifty cycles later, a new ship arrives every month. It is 4054 GST, and the frontier of Adelphos is calling. Welcome home, junker.

## HOMESTEADER'S HAVEN

### NATURE'S GUARDIANS, COSMIC CONQUERORS

The world of Adelphos was created to be a veritable paradise, where the very environment is alive and breathing, beyond what one would expect. And because of this, the ruins and

beasts of this world are as much a part of the landscape as distinct from it. Whole portions of a vista might be a slumbering kaiju, an Exarch who has slipped into a deep sleep, or a lost ship buried from the Sunder. Never assume that the environment around you or the ground beneath your feet is exactly what it appears to be. It could easily change within the blink of an eye. Adelphos is a planet of extremes: trees and plants and stones grow larger, storms scream harder, rain falls heavier, and canyons run deeper. Everything thrums with a great and powerful energy, one part spark and the other part the spirit of its creator, Opus Nyn. Yet two forces have warred over the soul of the planet since before the Five Peoples were even breathed into existence: the kaiju and the Exarchs.

The Exarchs are vast in number and varied in size, ranging from towering humanoids to cosmic entities. Many of the smaller Exarchs were drawn to Adelphos, able to sneak through the spark webs that Opus Nyn wove to keep their world safe from those of the Lumin Order, the closest Exarchs to Opus Nyn and the most ambitious. These Exarchs came to clash with the great kaiju who were born to protect and save Adelphos. Most famous was the conflict between the Titan Queen Shekmetorek and the Exarch Kajtuk the Shining, where the Titan Queen ripped the Exarch asunder. The corpse of Kajtuk sunk into the oceans off the coast of what today is the county of Black Bay, the remains of it still rise above the surface of the ocean. The kaiju represent Adelphos' thrumming charged spirit, pulsing with the lifeforce of nature and spark. The Exarchs represent the cosmos' ever-flowing and ever-changing mechanisms of galactic law. Life versus order, chaos versus balance.

## LAND RECLAIMED

Just as a reminder, we came here second. We were never here first, I dunno who the fruk wrote "Land Reclaimed". We ain't reclaiming shit, we are visitors, fruksticks. Hate ta break it ta ya.

- Ironbashk

Today, the planet has become overgrown and taken back the land that was carved out by the five peoples. Great temples sit consumed by the megaforests and titanic jungles, monstrous







mechs slumber beneath dunes and within large sandstone buttes, and beautiful cities drown within glaciers or under leagues of water. Adelphos has truly and totally been reborn. However, that is soon to change. The new explorers who have come to the planet drawn by the Morlock's signal have begun to establish many small homesteads across its surface. While only about three show promise of rising to near-city status, hundreds of rough-and-tumble outposts, camps, and burgeoning towns are all over the habitable places of the world. Yet, they have only scratched the surface of what Adelphos even is as the homesteads sit in less than one percent of Adelphos' total mass. By rough estimates from outside the atmosphere, it is guessed that Adelphos is close to 39 billion square kilometers, making it a colossal planet and most likely the largest any mortal species have discovered.

## CELESTIAL EXPEDITIONS, ASTRAL PREDICTIONS

On top of trying to manage the massive landmass, homesteaders are also trying to manage a new solar array and the effects it could have on their burgeoning lives. It is speculated that at least part of the desolation found in East Adelphos by surviving probes is owed to lunar swarf - as it has come to be called endearingly. Many expeditions have been undertaken to try and learn more about the sun and moon. One such voyage was led by the darwyk amblyrhy Frillquiver and his crew in a daring escapade now famously known as Quiver's Haul. After weeks of grueling travel and precarious encounters with Adelphos' wildlife, half of Frillquiver's party returned to Haven with a large deposit of precious lunar swarf, their mystical qualities earning intense interest from curious geologists and opulent collectors.

Poorly understood yet intuitively appreciated by the scientific community of Haven, the moon rocks are believed to amplify the power of spark, making them an object of interest to both scholars of the mechanical and the arcane. Some have speculated the rocks were a crucial component in the architecture of the ancient peoples of Adelphos. Others, however, warn of their destructive potential, citing rumors that Frillquiver's lost party were not trampled by territorial beasts but succumbed to the otherworldly radiation emitted by the rocks.

Another striking example of the strange stories surrounding Etrig and Lunras is the tale of Eyrie Grixana, a human sorceress from a little-known corner of the galaxy. Claiming to be the descendant of some great prophet from eons past, she set out on a lonely pilgrimage to scale the spirelike mountain known as the Skypiercer. There she stayed for eighty days, and when she returned, she did so as a harbinger of impending doom. Adopting the name of Doomseer, she claimed then, as she still does to this day, to have decoded the solar flares of Etrig, translating its fiery sputters into premonitions of a future cataclysm, the magnitude of which will rival the upheaval of old.

Though little credence is granted to such ominous predictions, the sun and moon are seen both as rivals and partners to the settlers of Adelphos. In the ancient tales of astral dwarves, the moon is viewed as a crystalline gate to infernal dimensions, the passageway kept perpetually closed by the watchful gaze of the sun. To the squat odontos arriving from the dusty world of Dontoceti, Etrig is a bittersweet reminder of Molus, the scorching but all too rarely glimpsed sun that dried out their ancestral homes in the great oceans countless eons ago. Contrarily to the solitary arwyk, the radiant sun of Adelphos behooves their reptilian physiology, a reassuring symbol of their evolutionary power of will and ambition to survive in even the harshest of climates.


## IT ALL STARTED AT MORLOCK'S MOUNT

Morlock's Mount...ah I got so many memories here. Both good and bad, but this is where I grew up, and as much as I complain, coming to Adelphos was the best decision my family ever made.

- Ironbashk

This town of scrappy timber mills, trappers, and junk scavengers runs up the side of the large sandstone cliff where *Antelle's Dawning* crashed and Tessin built the now famous Morlock's Mount receiver tower from the scraps of the ship. Seen as the home of true frontiersmen and junkers, Morlock's Mount is almost more well known than Tidetimber County, in which it sits. Once overseen by



A vibrant nebula with blue, green, and yellow hues against a dark starry background. The nebula is the central focus, with a bright white star at its core. The colors transition from a bright white at the center to a deep blue, then to a greenish-yellow, and finally to a dark blue at the edges. The background is filled with numerous small, bright stars of various colors, including white, blue, and yellow. The overall scene is a rich, multi-colored cosmic landscape.

Essara and Tamora Morlock and now managed by their daughter Tessin Morlock and her wife Edmora Scythebullet, Morlock's Mount possesses a vocal minority that wishes to turn their rough-and-tumble frontier foothold into a cosmopolitan cosmoport. However, the rest of the town -- most of whom are families of the crew members of *Antelle's Dawning* -- would rather jump down the gullet of a scarlet daggertooth than see their home devolve into something... "civilized."

Tessin and Edmora act as commissioners for Tidetimber County, and while many are loath to admit it, the two women -- even with their backgrounds as somewhat blunt cosmic explorers -- are amazing leaders. Their additional work as the visionary heads of the Haven Territorial Committee, which oversees the governance of the entire peninsula, further cements their status.





# CHAPTER NINE

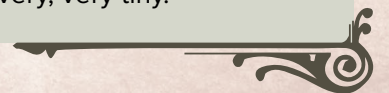
## TERRITORY OF HAVEN

Haven is a small peninsula that juts from the eastern side of one of Adelphos' many continents. Split into six counties, this little corner of the planet has become the sounding board and base of operations for all arriving homesteaders. Haven is home to roughly 2 million homesteaders and continues to grow every few cycles or so. Overall, Haven is still mostly unexplored and uncharted. The homesteaders tend to cluster and form small outposts, yet few except the most daring have been willing to delve into the massive landmass that is Haven.



### SIZE

We wanted to make Adelphos as large as possible in order to give folks plenty of room to explore and feel like this truly is a vast, uncharted world. For a real-world example, Adelphos is about the size of Jupiter, the largest planet in our solar system, roughly 39 billion square kilometers. For Haven, imagine an area of land about five times the size of Russia, roughly equating to about 90 million square kilometers. Why kilometers? In science fiction, and in science in general, kilometers is the common denominator for measuring distance, and thus will be these books' unit of measure. At the end of the day, feel free to make Adelphos and Haven as big or as small as desired, although we do advise that it might not have quite the same effect if it is as small as Earth. An equation to help: Haven is about 0.2% of the total surface area of Adelphos, so, comparatively, it is very, very tiny.





# GRAVITY

Now, given that Adelphos is a massive planet, gravity would be much more intense than on our own Earth. However, we felt that we didn't need to hem and haw over how these things would affect your game on a mass scale. Simply assume that the gravity on Adelphos is the same as our own planet. However, if you want some ways to explain it to your players, below are some options. Feel free to either choose a cause or roll randomly for it.

Note this gravity anomaly might be part of the reason why scientists from across the galaxy have come to Adelphos. What wonderful new science might the planet reveal to account for such a dramatic variance to science as they understand it.

## D4 GRAVITY CAUSE

- 1 Within the planet's core, Opus Nyn built a field generator to create a gravity similar to other, smaller habitable worlds.
- 2 The planet was constructed around a spatial anomaly, where normal space-time curvature is inverted resulting in a significantly reduced gravitational constant and a resultant surface gravity akin to worlds of much lower mass.
- 3 The planet's core consists of a unique metal that somehow affects the rate of graviton emission and absorption resulting in a vastly weaker gravitational pull. Scientists struggle to obtain samples from the core as it could lead to dramatic leaps in understanding of gravimetric science. Many corporations also seek the material for commercial exploitation.
- 4 The same worm-hole that brought the Exarchs still influences the structure of space-time around the planet's core, counterbalancing the gravitational force created by the massive planet. Some scientists fear if these graviton outflows were too slow, the entire planet could collapse into a singularity.

# GETTING AROUND

There is little in the way of roads in Haven, most being well-worn trails made by the few crawlers homesteaders could afford or faded tracks made by mounts and local fauna. Only one cosmoport exists, and that is in Morlock's Mount, making accurate and precise air travel impossible. However, one method of transport is the beating heart of Haven, and that is the grav-train.

While utilitarian, slimmed down, and bare-bones, the grav-train nevertheless runs from Morlock's Mount, through Black Bay, along the Runesalt border, and then through Driftwood and Dalemorn, ending in Bigby's Vale. The hope is to eventually expand the rail across the Stockade to the west, but right now, materials are scarce and labor is harder to find. Many of the few builder constructs needed by homesteaders have been repurposed and reassigned. So for now, to get anywhere quick, homesteaders wait hours in line to get on the grav-train and hope that something hasn't happened to the rail.

# GOVERNANCE

Each county in Haven is run by a commissioner or commissioners, who in turn meet once a month to discuss how the counties are doing. They meet at the Haven Territorial Committee in Morlock's Mount where they discuss taxes, levies, building and energy projects, and many other topics. However, the biggest discussion that always arises is: do we expand further? Since the founding of the Haven County Board some 40 cycles ago, it has been almost unanimous that expansion stops at the Stockade and goes no further west, but the wanderlust and desire for exploration of the populace of Haven have been growing and growing.



## **LAW AND ORDER**

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Haven has a simple policy: crimes and criminal activity be dealt with in a restorative manner. Whether through community service, public labor, or rehabilitation programs, the commissioners work to ensure that any punitive action has a proper reflective reaction. However, some crimes are simply too serious to allow the individual to reintegrate into society, and so the offender is scribed with a special tracking rune, given supplies, and sent out across the Stockade into the wilderness of Adelphos, the goal being to allow the world to shape them and rebuild them.

The main policing force in Haven are called star-riders, groups of three multi-species individuals all with personalized training. A triad of star-riders are made up of the scribe, someone specialized in runes, magic, history and civics; the engineer, who specializes in all things mechanical, patented, and manufactured; and the digger, an environmentalist and xenobiologist. A triad of star-riders is meant to police one another as well as monitor the people they serve. Each county has four triads, all of whom answer to a board of three prefects, who report to the commissioners and the Haven County Board.

## **COMMERCE AND TRADE**

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Trade in Haven is bombing - from textiles, minerals, and salvage to timber, runestones, and other natural resources. However, one of the biggest requirements for trade and harvesting in Haven is it must be done in a restorative and conservative manner. There are tight regulations on how much salvage can be removed from old sites, how much lumber can be harvested, and how much ore can be mined. While some chaff under the constraints, the majority of residents of Haven back and support the efforts of leadership.

## **CURRENCY**

Old traditions die hard, and gold is still the standard currency in Haven, yet some company representatives push for alternative forms of money. Recently, Tidetimber introduced a new currency called red-pips - or just pips - small rose gold burls equal to ten gold pieces. While these are legally only approved currency in Tidetimber and on the grav-train, Bigby's Vale has started to use them as well.

## **THE COUNTIES OF HAVEN**

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Haven is split into six counties of varying size and population.. These six counties are Tidetimber, Runesalt, Black Bay, Driftwood, Dalemorn, and Bigby's Vale. Many of the settlements and towns are built around old monoliths, crashed ships and vehicles, or old vaults, or from within them. For instance, much of the town of Morlock's Mount rise from old spires of an ancient mining assembly, while Runesalt is prime territory for deep-marsh salvage diving. It is hard to explore and expand across Haven without breaking a shovel on some kind of old relic, coming across an ancient hanger infested with local critters, or even the occasional construct in sleep-mode hybridized with a tree. However, the biodiversity and unique ecology of each county has led to discoveries, attracting junkers to them for all sorts of reasons.



# JUNKERS IN THE COUNTIES

The world of Adelphos is massive and unexplored, meaning there are plenty of places for junkers to go rooting around in. Below are a few hooks why you might be ready to dive into an expedition in the Haven counties.

## D4 HOOK

- 1 Southeast off the coast of Dalemorn, a rock-like husk of giant proportions was sighted. It may be the derelict shell of some ancient godbeast. You have been sent to investigate.
- 2 The map room beneath Morlock's Mount is showing a vault where there isn't one on record. You have been hired by Wander Company to provide additional eyes, ears, and feet in the field.
- 3 Something strange is swimming the waters of Runesalt's mangroves and taking out swamp-skiffs. Could it be an angry crocodragon, or something else?
- 4 The verdant biospheres beneath Bigby's Vale have been giving off strange spark readings as if something within is generating it. Time for you to go and check it out!

# TIDETIMBER

*Ebon Fylmthes walked along the dusty road through the heavy redwoods, her cragclaw Snaggle purring silently beside her. The two had been out in the Tidetimber bush for almost two months when Ebon had realized they were low on supplies and needed to head into Morlock's Mount for food and clothes. The wrangler and her partner preferred the sandstone mesas and redwoods of the bush, but occasionally they were required to return to society.*

*The young dwarf waved to an old neighbor who drove by them on a rusting crawler, its six wheels grumbling along the ground and kicking up red dust. Snaggle sneezed, eliciting a laugh from Ebon, but the glare from the bison-sized cat cut off her laugh. Up ahead she saw the high arch that was the gate into the center of all Haven. After verifying her ID sigil with the patrol at the gate, Ebon and Snaggle entered the bustling, noisy streets of Morlock's Mount.*

**Capital:** Morlock's Mount

**Population:** 40% of Haven's population

**Leaders:** Tessin Morlock and Edmora Scythebullet

**Prime Export:** Timber, sandstone, scrap

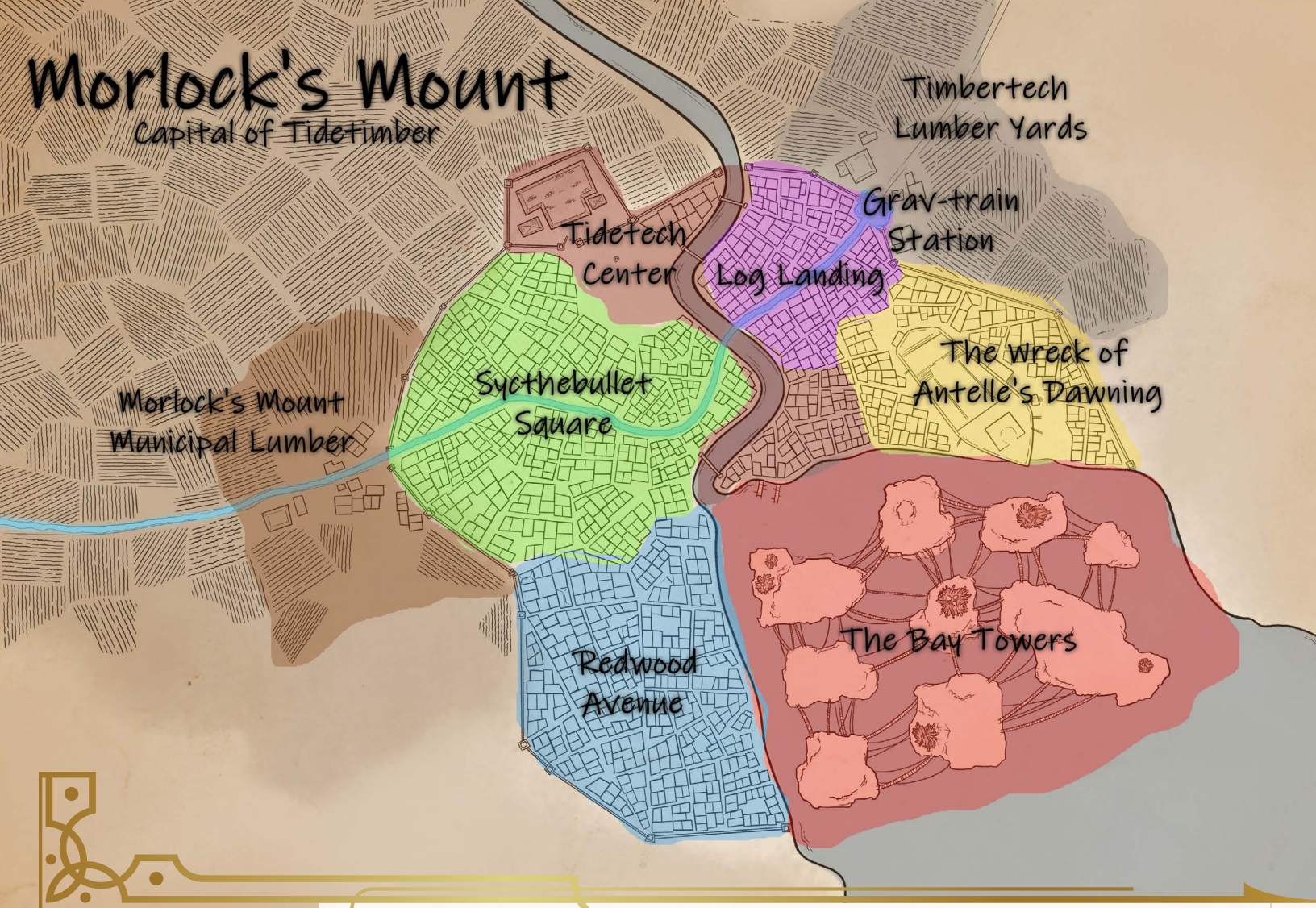
**County Motto:** "Nothing tougher than Tidetimber!"





# Morlock's Mount

Capital of Tidetimber



Known primarily for being the home of Morlock's Mount, the first settlement on Adelphos, Tidetimber is a long, thin county full of red clay, heavy pine trees, and sandstone formations. While certainly the most inhabited county, Tidetimber is still quite wild, with many families dwelling in treehouses to stay above the dense underbrush where predators lurk. Other than Morlock's Mount and the burgeoning grav-train, the rest of Tidetimber is untamed and unchecked.

## JUNKERS IN TIDETIMBER

Tidetimber tends to be the starting point for new junkers arriving in Haven: getting their bearings, loading up, purchasing mounts or vehicles, and prepping for heading into the interior. One spot many junkers get started has become fondly known as the Lumberyard. Thought to have once been an old kaiju den, this makeshift lumber mill is built from ship-scrap and erected within the ribs of the deceased titan. The woods from which Tidetimber makes

most of its income is heavily populated by feral cragclaws. In recent months bandits started holding up the grav-train at the Lumberyard. The owners always look for folks willing to protect the harvesters and keep lumber poachers at bay.

## ADVENTURES IN TIDETIMBER

***Tidetimber Nightwatch (Tier 1).*** Local homesteads report bloodcurdling stories of unwelcome night visitors leaving a trail of large footprints and dead cattle into the woods. Wildemar Glymf, a representative of the community, looks to hire a team of junkers to patrol the area at night. For now, Tidetimber simply needs answers. Dispatching the beast, while desirable, is a risky proposition. Whatever is doing this is big.

***Lumber Poachers at It Again (Tier 2).*** The poaching of lumber has got to stop. Enryk Sersplint, one of the major figures running the



Lumberyard, is offering a sizable reward for those who are willing to discover why so many raw saw logs are going missing from the yards. Some people believe that it's scavengers looking to score cheap lumber, others believe it is something more malign.

**Murder on the Grav-Train! (Tier 3).**

Someone was murdered on the grav-train! An important and outspoken rival of Tessin Morlock was found decapitated in his private car -- and many point fingers to the commissioner

## TESSIN MORLOCK

Medium humanoid (tiefling), chaotic good

**Armor Class** 16

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	10 (+0)	14 (+2)

**Saving Throws** Str +7 Con +6

**Skills** Acrobatics +7, Intimidation +5, Persuasion +5, Survival +3

**Damage Resistances** fire; bludgeoning, slashing, and piercing damage from nonmagical attacks

**Senses** Darkvision 60 ft., passive Perception 10

**Languages** Common, Infernal

**Challenge** 5

**Proficiency Bonus** +3

**Danger Sense.** Advantage on Dexterity saving throws against effects she can see, such as traps and spells.

**Innate Spellcasting.** The Tessin's spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

At will: *thaumaturgy*  
1/day: *hellish rebuke*

**Reckless.** At the start of her turn, Tessin can gain advantage on all melee attack rolls during her turn, but attack rolls against her have advantage until the start of the next turn.

**Unarmed Defense.** When not wearing any armor, Tessin's AC includes her Constitution modifier + proficiency bonus.

of Tidetimmer. There is very little evidence supporting this, but the elite of Morlock's Mount threaten to overthrow Tessin. She needs your help to find out what is going on!

## COMMISSIONERS OF TIDETIMBER

### Actions

**Multiattack.** Tessin makes three attacks with either her dueling phaser or torque-sword.

**Dueling Phaser.** Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage. Reload 6.

**Torque-sword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage or 15 (2d10 + 4) piercing damage.

### Reactions

**Skirmisher.** Tessin can move up to half her speed as a reaction when an enemy ends its turn within 5 feet of her. This movement doesn't provoke opportunity attacks.



TESSIN MORLOCK



## EDMORA SCYTHBULLET

Medium humanoid (threskan), neutral good

**Armor Class** 16

**Hit Points** 45 (10d8)

**Speed** 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	13 (+1)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

**Saving Throws** Cha +6 Int +4

**Skills** Arcana +4, Intimidation +7, Investigation +4

**Senses** passive Perception 10

**Languages** Common, Aquan, Primordial

**Challenge** 6

**Proficiency Bonus** +3

**Conductive Magic.** When Edmora deals cold or lightning damage to a target by casting a spell, the target takes an additional 7 (2d6) damage of the same type.

**Hold Breath.** Edmora can hold her breath for up to 15 minutes at a time.

**Spellcasting.** Edmora is a 6th level sorcerer. Her spellcasting ability is Charisma (+6 to hit with spell attacks, spell save DC 14). She has the following spells prepared, which she casts without material components.

At will: *Ray of frost*, *shocking grasp*, *shape water*

1st level (4 slots): *create or destroy water*, *detect magic*, *fog cloud*, *thunderwave*

2nd level (3 slots): *detect metal\**, *gust of wind*, *misty step*

3rd level (3 slots): *arcane lungs\**, *lightning bolt*, *wind wall*, *water walk*

\*see spellcasting, chapter 3

**Threskan Magic.** Edmora can cast the *thunderwave* spell once per long rest without expending a spell slot.

## Actions

**Multiattack.** Edmora makes two melee or two ranged weapon attacks.

**Heater.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d6+1) fire damage. Special: on hit, deals an additional 4 (1d6) fire damage as a bonus action, and additional rounds until the target moves or heater runs out of ammunition. Reload 6.

**Overclocked Ferion-mace.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) lightning plus 5 (2d4) lightning damage. Critical hits deal an additional 5 (2d4) lightning damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Surprising Leap (Recharge 6).** Edmora can leap up to 30 ft. and make a melee weapon attack or bite attack with advantage.

## Reactions

**Watery Form.** Whenever Edmora takes bludgeoning, slashing, or piercing damage she can use her reaction to reduce the damage by half.



EDMORA SCYTHBULLET



# RUNESALT

*The engine started with a guttural sound, finally coughing to life as the three-person team behind Draalk's Scrap set out for a morning on the salt marshes to hopefully bring in some money. Vilge Trillgun, Andre Buckruck, and Lesme Rilmer were an odd trio to see on the old dented swamp-skiff: a large, burly human; a small, slim gnome; and rotund but strong-looking halfling. Vilge manned the massive harpoon gun the three had built to ward off crocodragons while Andre piloted the skiff. Lesme was their navigator.*

*As the mists rose off the marshes, Vilge pulled her thick, black locks back into a messy ponytail and snapped her goggles down around her eyes, leaning against the harpoon gun. "Anything yet, Lesme?" she hollered over to the halfling. They shook their head and looked back to the computer screen as Andre drifted the skiff around a corner, scaring a nest of fenflitters that zoomed across the waters. "Nothing, Vilge. The waters are still too cold for the radar to pick any rune signatures up." Vilge grunted and turned to Andre. She saw the amazed expression on the gnome's face and turned to see the large, rusty sparlon rising from the swamps.*

**Capital:** Stilt City

**Population:** 10% of Haven's population

**Leader:** S kyr Rockwilt

**Prime Export:** Salvage

**County Motto:** "Strongly; salvage, scrap, discover."

This small county sits on the northern coast of Haven and is a scavenger's paradise. Mostly salt marshes and coastal swamps, the settlement of Stilt City sits on stilts above the brackish water. Divers explore the deceptively deep waters of Runesalt finding scraps and wrecks of ages past. Be wary though, as alpha predators have come to enjoy the snack of an unsuspecting salvager. Runesalt's current commissioner is an old odontos named S kyr Rockwilt, head of the Rockwilt Salvage Company. He is friendly and welcoming to all young divers wishing to join the company, especially if they have that honest bluntness odontos cherish.

## JUNKERS IN RUNESALT

Runesalt is a salvager's paradise with hundreds of known wrecks beneath the brackish swamp waters. Many small rival salvager companies have begun to appear across Runesalt, each specializing in something different. S kyr does what he can to try and keep matters civil when said rival companies start to get too heated. Today, the rival companies of Thistlefin Diving -- led by a simbast named







Ateles Turner -- and Copperbolt Marsh Exploration -- led by one of Skyr's grandsons Kilk Rockwilt -- have turned the marshes into an intermittent warzone. Even with the increasing conflict, junkers head to Runesalt in droves, some to work in the salvager business and others to hunt the strange biotech creatures that have started appearing in the swamps, replacing the usual crocodragons and other mud-suckers. Even more recently, swamp-skiff racing has grown increasingly popular (yet now, the crocodragons have free meals if they want to risk it).

## ADVENTURES IN RUNESALT

**Of a Scaly Persuasion (Tier 1).** A young odontos named Okko Delrik has fallen madly in love with a darwyk named Swiftslasher and is trying to woo them. Okko asks the junkers if they can help him out by assisting Okko in stealing a crocodragon egg to present to Swiftslasher.

**A Whisper beneath the Waves? (Tier 2).** Recently, a new diving expedition discovered a massive capsule underneath Stilt City, which when opened revealed the skeleton of an ancient Asketri scholar. When those individuals who found the capsule claim to hear a strange voice calling them back to the depths, it is time to investigate.

**Titan Awakens! (Tier 3).** Stilt City has fallen, for beneath it slumbered an ancient Exarch who crashed to Adelphos centuries before. It says its name is Ly'krom, Nightmare's Hammer, and it is their day to rule over the territory. It is using the populace of Stilt City to build something.



# COMMISSIONER OF RUNESALT

## SKYR ROCKWILT

*Small humanoid (odontos), true neutral*

**Armor Class** 16 (expeditionary plate)

**Hit Points** 36 (10d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Cha +5 Dex +4

**Skills** Deception +5, History +4, Performance +5, Persuasion +5

**Senses** blindsight 15ft, passive Perception 11

**Languages** Common, Aquan, Odontee

**Challenge** 2

**Proficiency Bonus** +2

**Spare Parts.** Skyr has advantage on checks related to the repair or maintenance of modern machinery. He is proficient and equipped with tinkers' tools, smiths' tools, thieves' tools, and mechanists' tools.



SKYR ROCKWILT

**Spellcasting.** Skyr is a 4th-level spellcaster. His spellcasting ability is Charisma (+5 to hit with spell attacks, spell save DC 13). He has the following bard spells prepared:

At will: *dancing lights, vicious mockery*  
1st level (4 slots): *detect magic, healing word, sleep, thunderwave*

2nd level (3 slots): *detect metal\**, see *invisibility, shatter*

\*see spellcasting, chapter 3

## Actions

**Multiattack.** Skyr makes two weapon attacks.

**Harpoon Shocker.** *Ranged Weapon Attack:* +4 to hit, range 40/80 ft., one target. *Hit:* 4 (1d4+2) piercing damage plus 5 (2d4) lightning damage and the target must succeed on a DC 14 Strength saving throw or be surrounded by lightning. While surrounded by lightning the creature takes 5 (2d4) lightning damage at the start of its turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Diagnostic Pulse.** Skyr can send a pulse through a Huge or smaller object or an area of material up to a 15 foot square that he touches with his forehead. By doing so he learns any physical properties and of any significant impurities, faults, or damage in the object or material. He pairs this with smelting tools and tinkerer's tools to enact repairs at advantage.

## Reactions

**Cutting Words.** When a creature Skyr can see within 60 feet of him makes an attack roll, ability check, or damage roll, Skyr subtracts 4 (1d8) from the result. This has no effect if the creature can't hear Skyr or is immune to being charmed.



# BLACK BAY

*'Don't get bitten by the teeth,' Dontrel thought to themselves as their rocket-powered skiff crashed against the waves. This warning was commonly heard in the streets and taverns of Black Bay, and it had become more of a challenge among the many thrill-seekers visiting the area. Ever the destination for adventurous types, at Black Bay it was not so much a matter of what to stay away from but rather how close you dared to go.*

*Dontrel janked a series of pulleys and levers, deftly zigzagging around the pylons, each one reaching for the stars from depths unknown. A large wave hit the skiff from the side, brine overwhelming the odontos' sense of taste. The air felt strained, growing tenser with each zig and zag. Displeased, perhaps, by the insolence of the skiff-surfer, the pylons started to hum, permeating the noisy sea with a deep, metallic thrum.*

*'Don't get bitten by the teeth,' Dontrel thought again, this time clenching their own.*

**Capital:** The Aft

**Population:** 5% of Haven's population

**Leader:** Imvera Rendklaust

**Prime Export:** Spark artifacts, limestone, runes

**County Motto:** "To Thunderteeth and back."

Carved out of the limestone, Black Bay is the smallest of the counties, hosting only a couple dozen families across the natural canyons. Black Bay's most prominent feature is a series of ancient rusted pylons that jut from the bay's waters, which many have tried to explore but with dangerous consequences. Lightning storms, whirlpools, and strange bursts of spark arcing across the pylons have earned them the name "Thunderteeth." Black Bay's current commissioner is a half-orc pirate queen named Imvera Rendklaust, the last in a long line of space corsairs. Her father Ryndell Rendklaust came to Adelphos looking for a new start and used his old pirating skills to help with efforts to cartograph the oceans and waters around Haven. Today, Imvera carries on that tradition.





## SPARLONS

These ancient structures were built for many purposes by the five peoples as ways to focus and coalesce spark. Some sparlons were erected - primarily by the Asketri - while others were scrapped and salvaged from the bodies of Exarchs or kaiju. Usually temples, laboratories, or capitals would form around the sparlons and siphon the spark from them to power ships, mechs, and other machinery. After the Sunder of Mourn, few sparlons were left standing. In the absence of many, the few remaining sparlons came to absorb far more spark. Some believe the great storms across the oceans to the east are because of one or two mega-sparlons. Thunderteeth is an example of a shattered sparlon that still holds onto some vestiges of a much more powerful creation.

## JUNKERS IN BLACK BAY

Black Bay has become a booming sports and racing center for young junkers seeking an adrenaline rush. A group of Imvera's old crew recently discovered massive transport tunnels and empty vaults within the limestone cliffs and canyons of the county. Supposedly these constructions were once a shipping hub of some kind from the limited intel the Wander Company has uncovered. Spanning the county, the starting line runs from Thunderteeth to the Tidetimber border with sections of the race either in old suspension tubes, jumping across massive crevasses, or avoiding nests of beasts in the cliffs. The race was christened Imvera's Run, with different areas named for Imvera's various deeds. . Off-world investors have been turning their eyes towards Imvera's Run, seeing it as a way to make quick money sponsoring racers.

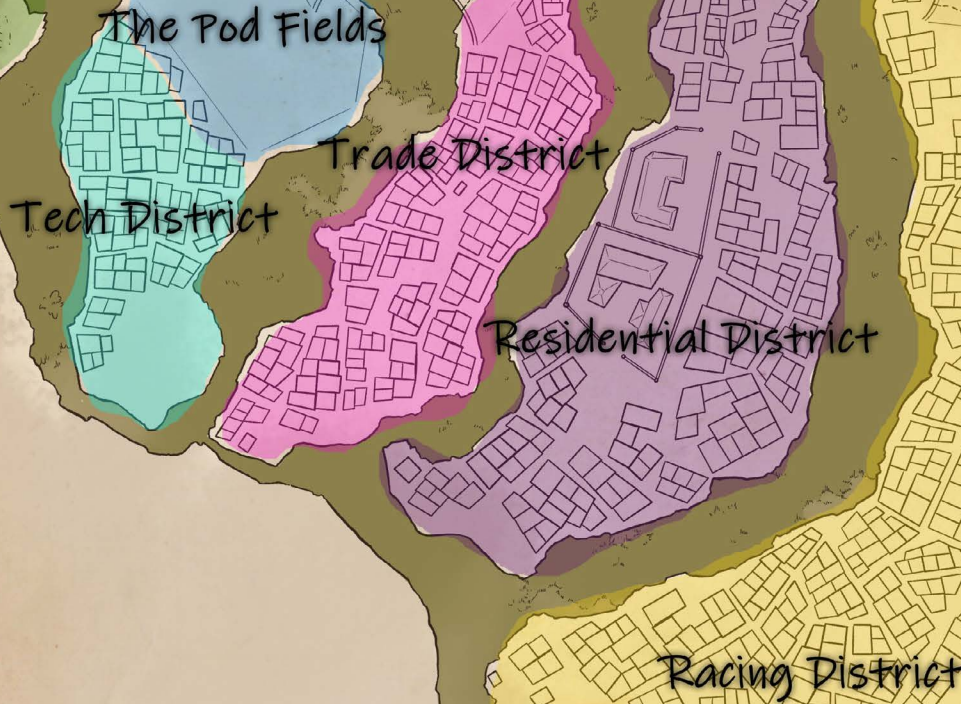




The Greens

# The Aft

Capital of Black Bay



## ADVENTURES IN BLACK BAY

**Can A Racer Get A Hand? (Tier 1).** There are some... issues going on in Imvera's Run, and by issues, we mean rival racers are booby-trapping key pieces of the track. Imvera wants you to pose as racers to find out who is doing this.

**Warehouse 45 (Tier 2).** The limestone cliffs of Black Bay are filled with mysteries, none as much as the fabled Warehouse 45. Said to contain thousands of magitech artifacts, the supposed route to the lost site has surfaced -- and the entrance is through the Thunderteeth!

**Imvera's Ransom (Tier 3).** The Aft has been taken over by bandits and corsairs from Imvera's and Ryndell's past. They are holding the ex-pirate princess hostage, demanding 1,000,000 gold pieces in restitution for the lives her father claimed. However, rumors are spreading that this is a distraction and Imvera is not the real target.



# COMMISSIONER OF BLACK BAY

## IMVERA RENDKLAUST

Medium humanoid (half-orc), chaotic neutral

**Armor Class** 15 (cragclaw weave)

**Hit Points** 44 (8d8+8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	12 (+1)	10 (+0)	11 (+0)	12 (+1)

**Saving Throws** Str +4 Con +3

**Skills** Acrobatics +5, Athletics +4, Insight +2, Sleight of Hand +5

**Senses** darkvision 60ft, passive Perception 10

**Languages** Common

**Challenge** 2

**Proficiency Bonus** +2

**Ranged Weapons Expert.** Imvera's ranged weapon attacks score a critical hit on a roll of 19 or 20. She also gains a +2 on attack rolls with ranged weapons (included in the attack).

### Actions

**Multiattack.** Imvera makes two weapon attacks.

**Squidgun.** Ranged Weapon Attack: +7 to hit, range 40/80 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 2 (1d4) poison damage. After firing, the squid acts on its own initiative (see page 211).

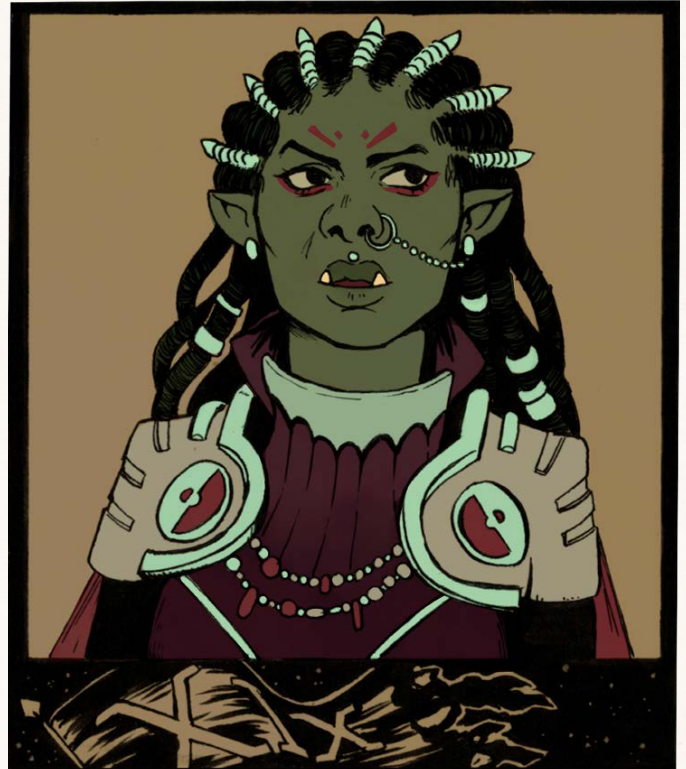
**Wrist-darts.** Ranged Weapon Attack: +7 to hit, range 30/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage plus 2 (1d4) lightning damage.

**Rapier.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Mag Glove (3/day).** Imvera targets a metal object no heavier than 20lbs within 30 ft. If it isn't being worn or carried, it flies up to 30 ft. towards or away from her. Creatures wearing or carrying the object must succeed on a DC 14 Strength saving throw to resist the glove's effects.

### Reactions

**Skirmisher.** Imvera can move up to half her speed as a reaction when an enemy ends its turn within 5 feet of her. This movement doesn't provoke opportunity attacks.



IMVERA RENDKLAUST



# DRIFTWOOD

*Sunek wiped the water from her goggles. The warm, tropical rain poured on her relentlessly, as it had done for three days straight. She'd planned for this, of course, knowing full well the tales of Driftwood and the quirks of its climate. Her cargo - a delicate piece of archeomantic equipment for Driftwood inspection - was fastened tightly to her rig and covered in hydrophobic fabrics. Her mount, a fenflitter of four summers, plodded jovially through the flooded swamps.*

*Unplanned entirely, however, was the thing now standing in her path. From a distance, the massive coral-like structure had looked like another piece of Driftwood. Now the warped amalgam of ivory branches and crimson scraps gave a different impression: skeletal remains of some giant animal. Picked clean, but by what and how recent? The fenflitter stopped dead in its tracks with a nervous groan as Sunek heard a sinister snarling behind her.*

**Capital:** The Drift

**Population:** 5% of Haven's population

**Leaders:** Semsy Waverly and Aldos Tyre

**Prime Export:** Driftwood

**County Motto:** "The drift is a clue to the past."

Primarily coastal swamps and scrub forests before giving way to the dense pines that cover the majority of the peninsula, Driftwood got its name from the unique phenomenon of the massive amounts of driftwood the swamps disgorge every major rainstorm. The natural minerals and solvents that the wood absorbs in the waters and muck make them extremely strong but immensely light. Many come to Driftwood for this building material, but some worry the supply will not meet demand. Driftwood's first and current commissioner, Semsy Waverly, is a quiet and unique individual. They use their natural telepathy and connection with spark as a way to lead their people proudly and prosperously. Their partner Adlos Tyre is often at odds with Semsy, challenging his spouse in their rigid stance of not overharvesting the swamps, leading to many arguments. While some may think Adlos should take over, the drow would never dream of hurting or unseating his partner.





# The Drift

Capital of Driftwood





## JUNKERS IN DRIFTWOOD

Driftwood has begun attracting many scientists and xenobiologists, all of whom wish to uncover the cause of the driftwood floods. Some have theorized the driftwood is not wood but the bones of an ancient kaiju lost beneath the brackish waters. Others wonder at the strange regularity with which heavy rains cover Driftwood every month, a phenomenon no other county experiences. Many junkers have begun exploring the swamps on fenflutterback or swamp-skiff, but many who go beyond the limits of the homesteads never come back.. Often, all that returns are their picked-clean skeletons rising from the water. One junker who braved the swamps did survive, her body slowly calcifying from a strange coral chip implanted in her neck. The search to uncover what is going on in the swamps has grown more frenzied as junkers continue to disappear.

## ADVENTURES IN DRIFTWOOD

***Coral Fever (Tier 1).*** Ordinarily, coral fever comes every summer, but this time, it arrived months ahead of schedule. Semsy has been taken by it, and Aldos is succumbing to it as well. The leaders believe the antidote can be found in the notes of an old hermit living in the mangroves, but can they be found in time?

***Tortoise In A Twist (Tier 2).*** An old hangar from before the Sunder has been found in the mangroves filled with a family of dire tortoises who have taken refuge within. Something is driving the usually hardy creatures out of their natural swamp territory -- something big and dangerous.

***From Bones We Rise! (Tier 3).*** A crazed necromancer has found a way to resurrect the ancient kaiju that died beneath the swamps of Driftwood and reassembled its skeleton into a massive magitech construct. The waters are draining, more bones are being collected, and more beasts are rampaging across the county.





# COMMISSIONERS OF DRIFTWOOD

## SEMSY WAVERLY

Medium humanoid (solum), lawful good

**Armor Class** 16 (Tidetimber Plate)

**Hit Points** 85 (10d8+10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	11 (+0)	12 (+1)	17 (+3)

**Saving Throws** Wis +3, Cha +5

**Skills** Acrobatics +2, Athletics +5, Insight +3, Sleight of Hand +2

**Senses** darkvision 60ft, passive Perception 11

**Languages** Common, Primordial

**Challenge** 7

**Proficiency Bonus** +4

**Mag Grip.** Semsy is immune to disarm attempts.

**Spellcasting.** Semsy is a 5th level spellcaster. Their spellcasting ability is Charisma (+5 to hit with spell attacks, spell save DC 13). He has the following paladin spells prepared:

1st level (4 slots): *cure wounds*, *protection from evil and good*, *sanctuary*, *sleep*

2nd level (2 slots): *calm emotions*, *hold person*, *lesser restoration*

## Actions

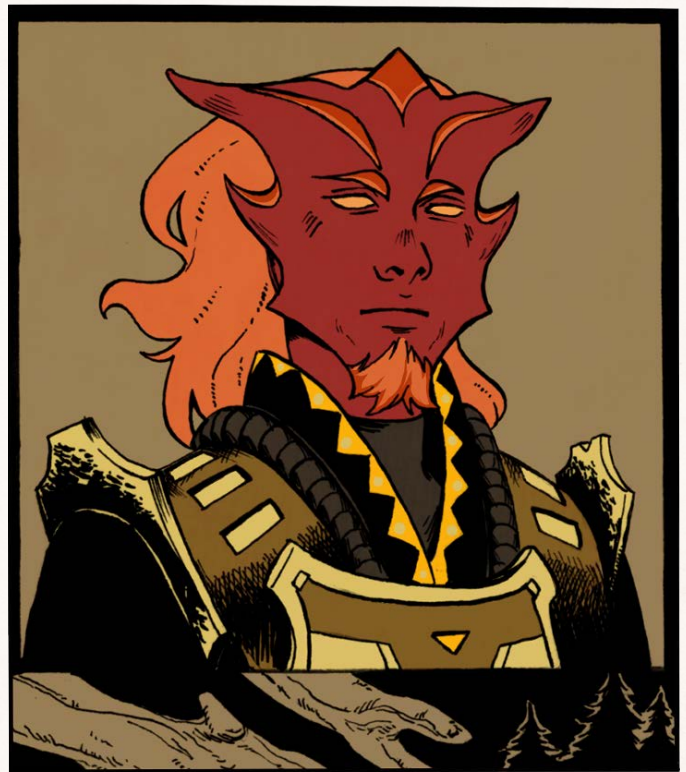
**Multiattack.** Semsy makes two mag-staff attacks.

**Mag-staff.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 5 (3d6 + 2) bludgeoning damage plus 9 (2d8) radiant damage, or 6 (2d8 + 2) bludgeoning damage plus 9 (3d8) radiant damage if wielded with two hands. If thrown, Semsy can return the staff to his paired magnetic gloves as a bonus action.

## Reactions

**Protect the Innocent.** When a creature within 30 feet takes damage, Semsy can use their reaction to magically take that damage instead. Semsy doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

**Rebuke the Violent.** When Semsy sees an attacker within 30 feet of it deal damage with an attack against a creature other than Semsy, they can use their reaction to force the attacker to make a DC 15 Charisma saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.



SEMSY WAVERLY



## ALDOS TYRE

Medium humanoid (drow), neutral good

**Armor Class** 15 (leather armor)

**Hit Points** 44 (8d8+8)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	12 (+1)	15 (+2)	12 (+1)

**Saving Throws** Str +3 Con +4

**Skills** Acrobatics +6, Athletics +6, Insight +5, Sleight of Hand +6

**Damage Resistances** Poison

**Senses** darkvision 60ft, passive Perception 12

**Languages** Common

**Challenge** 5

**Proficiency Bonus** +3

**Hunter's Mark.** As a bonus action, the monster hunter designates one creature it can see within 60 feet of it as its prey. The first time on the monster hunter's turn that it hits its prey with a weapon attack, the prey takes an extra 7 (2d6) damage from the weapon.

**Hunter's Sense (3/Day).** As a bonus action, Aldos may examine a creature it can see within 60 feet of him, discerning whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, he senses that it has no damage immunities, resistances, or vulnerabilities.

**Innate Spellcasting.** Aldos' innate spellcasting ability is Wisdom (+5 to spell attack rolls, save DC 13). He can cast the following spells innately, without expending material components:

3/Day each: *poison spray*, *detect magic*, *detect poison and disease*

1/Day each: *fog cloud*, *protection from evil and good*

**Keen Senses.** Aldos has advantage on Wisdom (Perception) checks that rely on hearing or sight.

## Actions

**Multiattack.** Aldos may make up to two ranged attacks, then one additional ranged attack against a creature within 5 feet of one of the original targets.

**Modified Berd-rifle Shot.** Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 16 (3d8+3) bludgeoning damage and 2 (1d4) fire damage.

**Modified Berd-rifle Thrust.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d10) piercing damage.

## Reactions

**Giant Killer.** When a Large or larger creature targets Aldos with a melee weapon attack, he can make one weapon attack against that creature. This attack triggers after the creature hits or misses.



ALDOS TYRE



# DALEMORN

As the sun rose above the old aqueducts, relics of the past, Kuun Rustleaf rose from his bunk in the Dalemorn Municipal Farms lodge and pulled on his overalls, boots, and work belt. Being on the morning shift meant he would get fresh breakfast made by Quinlyn Straushebbin, his boss Elrym's husband. The old tiefling bachelor smiled at the thought of some of Quinlyn's grigberry scones; he wished he had found a man who could cook like Quinlyn. Grabbing his wide-brimmed sun hat off the rack, Kuun waved hello to the other morning shift workers who were beginning to arise.

Kuun walked out the door and over to the mess hall where Quinlyn was handing out breakfast. Grinning, the big bugbear gave the graying tiefling an extra scone and winked. Kuun chuckled and tipped his hat respectfully before heading to the old, dented runecycle that he had bought from Elrym with some of his wages and turned the key in the ignition. The jolt of arcane energy flooded the engine, and the antique purred to life. Putting the wrapped scones in the seat compartment, Kuun goosed the throttle and headed out to work towards the wheat fields just over the rise.

**Capital:** Cornucopia

**Population:** 30% of Haven's population

**Leaders:** Elrym and Quinlyn Straushebbin

**Prime Export:** Wheat, produce, solar energy, runes

**County Motto:** "Sew a seed for the future."

Dalemorn has become the main breadbasket of Haven, covered in small farms and ranches that stretch across its rolling hills and dells from the pine forests of the peninsula. However, this has also made the region a mark for predators, who have found new sources of food in the relatively unprotected fields and pastures. Many farmers have begun placing bounties on the heads of these animals, seeing them as threats to their livelihoods rather than creatures they should co-exist with. The bugbear Elrym Straushebbin is probably the most popular commissioner in Haven aside from Tessin and S kyr. He and his husband Quinlyn are almost always the life of the party at every festival and gathering.

Elrym and Quinlyn are remarkably long-lived for bugbears, being among Dalemorn's original founders 30 cycles prior. Elrym always claims their longevity is due to the water running through the county. Elrym is a fair, just, and hardworking commissioner. He helps patrol the farms for predators, delivering grain and seeds to those in need, and even working the fields of those farmers who can't afford to hire more help. To many, he, Quinlyn, and their daughters are a sign of the future of Adelphos and Haven.





# Cornucopia

Capital of Dalemorn



Market Street

Ridgerun Row

Wheatworthy Row

Bugbear's Joy

Row

Joy

Homestead

Park

Henderson Heights

Dalemorn Municipal Farms



## JUNKERS IN DALEMORN

Elrym and Quinlyn have openly encouraged junkers to come to Dalemorn, especially as the husbands have tried boosting the county's energy market (primarily through solar and wind power). Junkers are welcome additions on the windmill and solar farms, both as workers and guards. Dalemorn has also become a hub for automotive experimentation with many junkers creating new equipment for managing the farms. A major draw for junkers is exploring the massive irrigation system and towers covering Dalemorn, many now covered in a unique mesh of druidic and technological vines. What is causing these biotech vines to spread among these lost sources of water is unknown, but junkers have made it their mission to find out.

## ADVENTURES IN DALEMORN

***Ultrasloths on the Loose (Tier 1).*** The ultrasloth migration season is beginning soon, but someone decided it would be funny to destroy a portion of the highway. Why someone would do that is beyond belief, but Elrym will pay big bucks to find out why.

***Tower Tomb (Tier 2).*** A recent cleaning job on the large irrigation towers scattered throughout Dalemorn revealed eight strange canisters entombed within. Inside each canister were the frozen bodies of Asketri scientists. However, when the Asketri awaken, they attempt to activate a doomsday weapon threatening all of Haven.

***My Kingdom for a Pond! (Tier 3).*** A marid from the Plane of Water has taken up residence in the central aqueduct, cutting off water to the rest of the county. To make matters worse, the marid is using the central aqueduct to create a portal to the Plane of Water, and water elementals are flooding Dalemorn!





# COMMISSIONERS OF DALEMORN

## ELRYM STRAUSHEBBIN

Large humanoid (bugbear), chaotic good

**Armor Class** 16 (Junksuit)

**Hit Points** 39 (6d10 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	13 (+1)	13 (+1)	14 (+2)	13 (+1)

**Saving Throws** Str +3 Con +3

**Skills** Nature +3, Perception +4, Stealth +7, Survival +4

**Damage Resistances** Poison

**Senses** Darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin, Sprier

**Challenge** 3

**Proficiency Bonus** +2

**Ranged Weapons Expert.** Elrym's ranged weapon attacks score a critical hit on a roll of 19 or 20. He also gains a +2 on attack rolls with ranged weapons (included in the attack).

**Sneak Attack.** Once per turn, Elrym deals an extra 3 (1d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of him that isn't incapacitated and Elrym doesn't have disadvantage on the attack roll.

**Surprise Attack.** If Elrym surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Cunning Action.** Elrym may take a bonus action to Dash, Disengage, or Hide each turn.

## Actions

**Multiattack.** Elrym makes two weapon attacks.

**Rad-shot.** Ranged Weapon Attack: +10 to hit, range 20/60 ft., up to 3 targets. Hit: 7 (2d6) radiant damage. Reload 3.

**Electro-Rapier.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage plus 7 (2d6) lightning damage.

## Reactions

**Skirmisher.** Elrym can move up to half his speed as a reaction when an enemy ends its turn within 5 feet of him. This movement doesn't provoke opportunity attacks.



ELRYM STRAUSHEBBIN



## QUINLYN STRAUSHEBBIN

Large humanoid (bugbear), neutral good

**Armor Class** 16 (Tidetimber Plate)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	11 (+0)	12 (+1)	11 (+0)

**Saving Throws** Str +5 Con +4

**Skills** Athletics +5, Intimidation +2, Stealth +5, Survival +3

**Senses** Darkvision 60 ft., passive Perception 11

**Challenge** 3

**Proficiency Bonus** +2

**Brute.** A melee weapon deals one extra die of its damage when Quinlyn hits with it (included in the attack).

**Heart of Truth.** Quinlyn has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

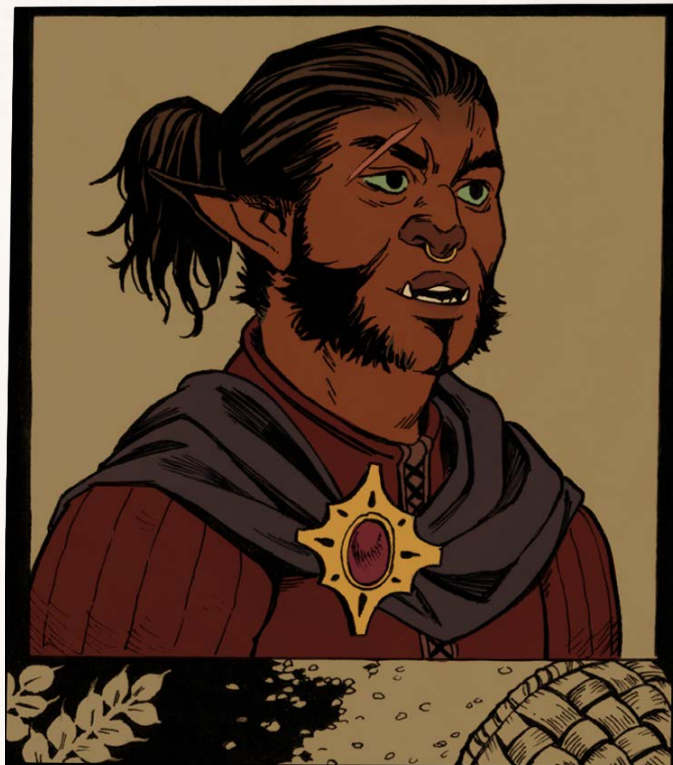
**Surprise Attack.** If Elyrm surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### Actions

**Multiattack.** Elyrm makes three longsword attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

**Frightful Presence.** Each creature of Quinlyn's choice within 30 feet of it must make a DC 13 Wisdom saving throw if it can see him. On a failed save, the target is frightened of Quinlyn for 1 minute. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Quinlyn's Frightful Presence for the next 24 hours.



QUINLYN STRAUSHEBBIN



## BIGBY'S VALE

"Ack, it wonnae fit like so," grunted Alegut St. Realmsworth, frustration visible upon his bearded face. Three months of trying to open the doors to the mystical biosphere and still no luck. Initially, some progress had been made, but now a final lock remained, and, despite his best efforts, the blasted thing would not budge. "Let me try," suggested Jaupan with a graceful purr. Alegut paused for a moment then reluctantly handed the fossilized cryptokeys to his simbast colleague.

An eminent runesmith and nephew of old Bigby himself, it was difficult for Alegut not to feel a sense of pride, nay, entitlement in this subterranean endeavor. Yet the genius of his fellow explorers was undeniable. Around him stood a motley crew of interstellar cryptomancers, xenoarcheologists, and intrepid junkers, each one a different species from some distant world, yet collectively united in scientific curiosity. 'How strange,' thought Alegut, 'That we should all meet at this time, in this place.'

A loud crash brought Alegut back to the present as the key snapped into place and the final lock fell to the ground. With a thunderous roar and the flicker of lightning, the biosphere awoke from slumber, its majestic portals now open to the outsiders. "By Bigby's beard," exclaimed the dwarf. "It's beautiful!"

**Capital:** The Vale

**Population:** 10% of Haven's population

**Leaders:** Elise and Otho St. Realmsworth

**Prime Export:** Produce, timber, runes

**County Motto:** "Conservation keeps Haven thriving."

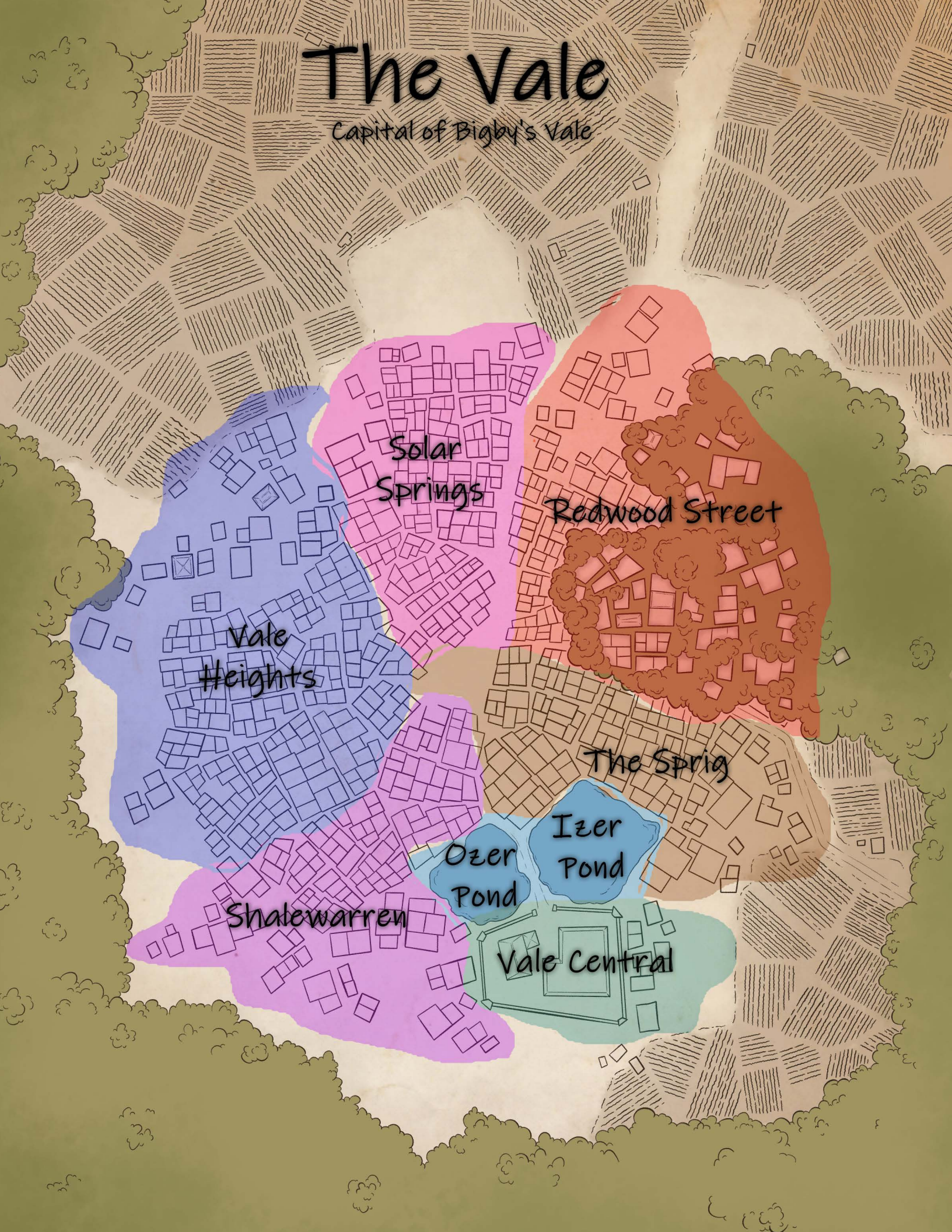
The county is named after the cantankerous dwarf, Bigby St. Realmsworth. He founded the county, was one of the first homesteaders in Haven and a staunch conservationist. The vale sits in a natural hollow on the peninsula, making it a verdant and protected county avoiding many of the issues other counties experience. Sure, there are predators and the occasional junk gang, but Bigby's Vale has become an example of what this new world could be when controlled, conserved, and regulated rather than spreading higgledy-piggledy.





# The Vale

Capital of Bigby's Vale



Solar Springs

Redwood Street

Vale Heights

The Sprig

Ozer Pond

Izer Pond

Shalewarren

Vale Central



The Vale is currently commissioned by Bigby's granddaughter Elise St. Realmsworth. Her husband Otho manages the conversation offices which Elise never had the patience for. However, she is a staunch supporter of her grandfather's views, vehemently opposed to any form of expansion beyond the Stockade, believing those lands should be left alone and explored prior to their domestication.

## JUNKERS IN BIGBY'S VALE

One would think that Bigby's Vale would repulse junkers as it is focused on conservation and nature, but recent discoveries have had junkers flocking to the Vale. Underneath Bigby's Vale's carefully cultivated landscape, Elise's scouts discovered eight biospheres filled with flora and fauna from across Adelplos. So far, junkers have only breached the first two biospheres, with the door into the third locked using an ancient cryptography. Aside from the biospheres, junkers also come to Bigby's Vale to work for Elise and Otho, joining the ranks of the St. Realmsworth Stewardship Agency in maintaining and studying the landscape of the Vale in hopes of understanding how to cultivate and live in harmony with Adelplos.

## ADVENTURES IN BIGBY'S VALE

**Mapping The Vale (Tier 1).** Oth and Elise are always looking for more junkers willing to map the Vale and its local environs. However, some mapmakers have gone missing in the foothills near the Stockade. Perhaps it is worth checking out.

**A Case Of Unusual Foliage (Tier 2).** The local flora around the Vale has started talking, speaking to each other about taking back the land from the homesteaders. Treants and nymphs have begun attacking homesteads, but no one knows why they are doing this or what brought it about.

**Biosphere Unlocked! (Tier 3).** The eighth biosphere has opened, releasing the Adelphan tarrasque! How or why it got in there is beyond anyone's guess, but Bigby's Vale is a warzone as the massive creature rips through the region!

## COMMISSIONERS OF BIGBY'S VALE

### ELISE ST. REALMSWORTH

*Medium humanoid (dwarf), neutral good*

**Armor Class** 16 (Junksuit)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	13 (+1)	13 (+1)	14 (+2)	8 (-1)

**Saving Throws** Str +6 Dex +4

**Skills** Athletics +6, Religion +3, Survival +4

**Damage Resistances** Poison

**Senses** Darkvision 60 ft., passive

Perception 12

**Challenge** 2

**Proficiency Bonus** +2

**Action Surge.** Once per short rest, Elise may gain one additional action on her turn.

**Improved Critical.** Elise' weapon attacks score a critical hit on a roll of 19 or 20.

**Remarkable Athlete.** Elise may add +2 to any Strength, Dexterity, or Constitution check that she is not already proficient in. Additionally, she may go 5 ft. farther when she makes a running long jump.

### Actions

**Multiattack.** If Elise is mounted, she makes two attacks. These attacks may not be made against the same target

**Blunderclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) bludgeoning damage.

**Cone Slinger.** *Ranged Weapon Attack:* +4 to hit, range 10/30 ft, one target. *Hit:* 13 (2d10+2) fire damage.



## OTHO ST. REALMSWORTH

Medium humanoid (hobogoblin), neutral good

**Armor Class** 15 (Plate and Helmet)

**Hit Points** 68 (8d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	18 (+4)	10 (+0)	17 (+3)	12 (+1)

**Saving Throws** Con +6, Wis +5

**Skills** Animal Handling +5, Nature +2, Survival +5

**Damage Resistances** Poison

**Condition Immunities** Charmed

**Senses** Darkvision 60 ft., passive Perception 13

**Languages** Common, Dwarven, Primordial

**Challenge** 2

**Proficiency Bonus** +2

**Innate Spellcasting.** Otho's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). He can cast the following spells innately:

At will: *create bonfire*, *guidance*, *mending*  
3/day: *continual flame*, *cure wounds*, *inflict wounds*

1/day: *lesser restoration*, *magic weapon*

**Magic Weapns.** Otho's melee weapon attacks are magical.

### Actions

**Boomblade.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 3 (1d6) sonic damage.

**Turn the Supernatural (Recharges after a Short or Long Rest).** One celestial, elemental, fey, or fiend Otho can see within 30 feet of it that can see and hear Otho must succeed on a DC 13 Wisdom saving throw or become frightened of Otho. While it is frightened, it cannot take actions or reactions and must use its movement to move as far away from Otho as it can. The target can repeat the save at the end of its turn if Otho isn't in line of sight, ending the effect on a success.



ELISE ST. REALMSWORTH



OTHO ST. REALMSWORTH



# THE STOCKADE

*Finnegan Crawley, a young, aspiring junker, had never seen the Stockade, only heard of it in stories from his parents and friends while growing up in Bigby's Vale. The thick mist rising from it had always been a haze on the horizon from his family's hillside terrace farm, but the teenaged elven solum had never gotten closer. And now, he regretted doing so as he sat next to his three friends in the old crawler one had borrowed from a parent.*

*Elsy Rinestar, Livvy St. Realmsworth, and Prink Dugglin were all risk-takers, Livvy doing the best she could to shrug off the St. Realmsworth title and not have to deal with her parents constantly nagging her. Her mother made her exceptionally stubborn, but her father made her incredibly duty-bound to any promise -- or threat -- she made. Along with Elsey's curiosity and Prink's chaos, Finn had always felt the odd one out.*

*"Everyone ready? We are going to find that old wreck!" Livvy promised as Prink checked the map Livvy had swiped off a drunken salvager in town. It showed a rough layout of the Stockade with a smudged trail in the middle leading towards what looked like a sparlon. Finn pulled his jacket tighter and looked over his shoulder as the crawler rumbled to life and began to move into the fog. Soon the lights of Bigby's Vale were obscured, and they were in the mist.*

**Capital:** None

**Population:** No sedentary populace

**Leaders:** Various junker gangs

**Prime Export:** Salvage and scrap

**County Motto:** "Keeps us in, keeps other things out."

The Stockade is a thin strip of land that acts as a natural border between Haven and the rest of the continent. However, it is far from normal: these fens are filled with the wreckage of great war machines and the skeletons of massive beasts, all half-submerged in the ground as if the place grew over them. Only a few families were brave enough to test their luck upon the ever-moving landscape, making it across in rusting crawlers or on the backs of domesticated fenflitters. Some environmentalists believe

there is something more to these fens, that the Stockade might actually be a symbiotic biome, "fed" by the things it has consumed.

There is one figure famed across Haven for having braved the Stockade time and time again, and that is the wily and boisterous dwarf Koldon Bancroft. After several legal infractions on his homeworld, Koldon came to Haven to start fresh, lured by adventure. He and his white cragclaw, Moonlight, are the only junkers to have made repeat trips to and from the Stockade, and for a price, he is willing to guide folks through it with a smile on his face and a twinkle in his eyes.

## JUNKERS IN THE STOCKADE

Even though it is probably the most dangerous place in the entire territory, the Stockade draws junkers like moths to a flame. Since few ever return from the Stockade's depths, most junkers harvest from the territory's edge. Some small scavenge towns have popped up across the border, but nothing of much consequence.

## ADVENTURES IN THE STOCKADE

**Lock, Stock, and Rock (Tier 1).** Recently, a meteor shower crashed into the Stockade not far from the Dalemorn border. Scientists are paying a hefty price for lunar swarf, but something appears to be collecting the chunks within a large burrow on the fens.

**After Hour Races (Tier 2).** A splinter racing group called Stryker's Streak has set up shop in the Stockade, and the manager is an ex-con who snuck in from off-world. Intergalactic police are looking for someone to go undercover to find them.

**It's Alive! (Tier 3).** The Stockade has awoken! A massive Exarch, perhaps one of the Lumin Order, has been resurrected by a mad paladin who follows the ways of the Exarchs. The Exarch is making its way across Haven towards the Map Room where the paladin hopes to access the ancient systems to snuff out the last of the kajju.



## "COMMISSIONER" OF THE STOCKADE

### KOLDON BANCROFT

Medium humanoid (dwarf), chaotic good

**Armor Class** 16 (Junksuit)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	13 (+1)	14 (+2)	10 (+0)

**Saving Throws** Str +3 Dex +6

**Skills** Animal Handling +4, Nature +3, Survival +4

**Damage Resistances** Poison

**Senses** Darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarven

**Challenge** 1

**Proficiency Bonus** +2

**Animal Companion (Cragclaw).** Koldon is bonded to a beast, Moonlight, which is his animal companion. The companion acts on its own initiative, but otherwise obeys Koldon's command. As a bonus action, he can command his companion to use its reaction to use the Dash, Disengage, Dodge, or Help action.

See Mount System (pg 76) for Cragclaw stat block and details

**Charger.** If Koldon moves at least 20 feet in a straight line toward a target then hits it with a lance attack on the same turn, the target takes an extra 6 (1d12) piercing damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

### Actions

**Multiattack.** If Koldon is mounted, he makes two weapon attacks. These attacks may not be made against the same target

**Cone-launcher.** Ranged Weapon Attack: +6 to hit, range 60/120 ft., one target. Hit: 10 (1d12+4) fire damage.

**Lance.** Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

### Reactions

**Warding Maneuvers.** When a creature Koldon can see targets him or his mount with an attack, Koldon adds 2 to the AC of both himself and his mount against attacks from that creature until the start of his next turn.



KOLDON BANCROFT





# CHAPTER TEN ON THE FRONTIER

**A**lmost all of Adelphos remains unexplored since the homesteaders want to establish a solid foundation on the world before going out looking for more. However, some digs in Haven have turned up helpful information about the world as a whole.

## THE MAP ROOM

During the first few months after their crash on Adelphos, the Morlocks and their crew uncovered a chamber within the sandstone cliff where Morlock's Mount now sits. It resembled an observatory with a massive viewing window looking out across the ocean. In the center was a massive, empty table, which -- after some runic hotwiring -- eventually activated and displayed a holographic map of the entire planet. This area





became known as the Map Room, the base for all explorative operations across Adelphos. While not all technologies found in the Map Room are accessible or activated, the engineers of Wander Company work ceaselessly to get the systems running to its full potential. They have made some headway, but many features remain inaccessible, with many maps from before the Sunder of Mourn and limited in what information they can provide.

## **EAST ADELPHOS**

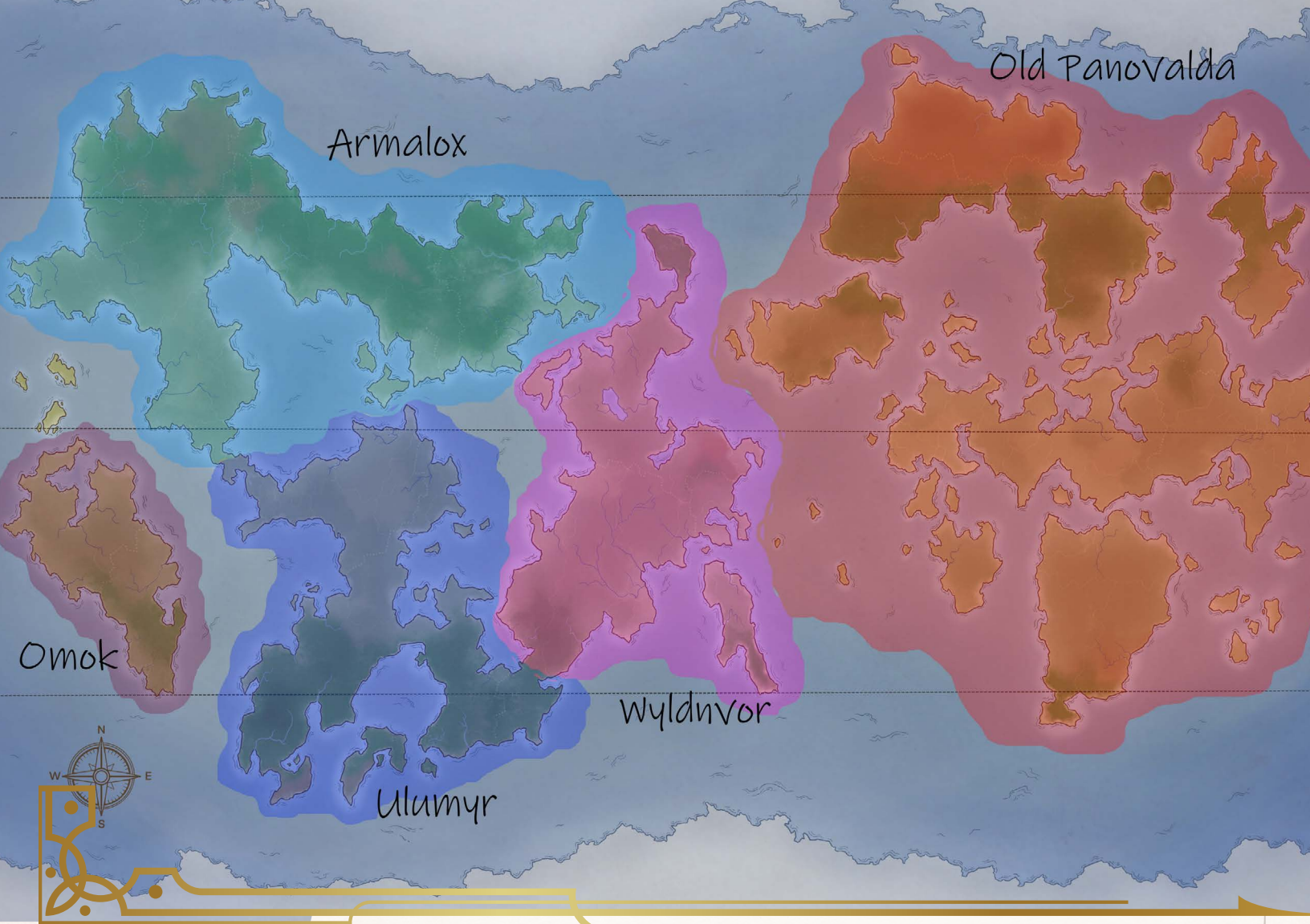
When looking at the map of Adelphos, cartographers of the Wander Company realized that by some stroke of mad luck, the Morlocks had managed to crash her ship only a hundred kilometers or so from the planet's equator. Technically, Haven's territory is part of East Adelphos, but all homesteaders have their eyes facing west. East Adelphos comprises the fractured supercontinent once called Panovalda.

From the records the Wander Company has recovered from severely damaged runes stored in the Map Room, Panovalda was home to the Asketri, the people who brought about the Sunder of Mourn. This explained a great deal to the Wander Company given their frequent flyovers of that region. However, East Adelphos is remarkably hard to get to, surrounded by heavy storms and jagged waters, believed to be remnants of the energies that led to the destruction and abandonment of the planet.

## **PANOVALDA**

The records on Panovalda speak of it having been a continent of beautiful savannahs, deep jungles, and wide sweeping, mountain ranges. The cities of the Asketri once floated above these lands, connected by interwoven bridges of vines, glass, and wood. To see the Asketri was to see spark, technology, and nature truly in harmony, forming a triad of attunement. All cities were





tethered to great monoliths called sparlon, massive naturally forming foci of spark energy. Many believe based on the limited records found thus far, that the Asketri began their downfall when they started to harvest from the sparlon.

However, the Wander Company also uncovered shattered runes describing the kaiju who wandered the continent -- and potentially the entire planet. The records showed the kaiju were sentient and possessed great intelligence, often coming to blows with the Asketri as they began to bring imbalance to the planet. Today, the few drones the Wander Company have been able to get through the storms return only fragmented images before crashing from the stress of their journey. However, one drone was an exception. Before its final moments, the drone punched through the storms and saw a titanic shape resembling a combination of shark, lizard, and eel towering on massive legs with

a tail disappearing into the waters below. This single image is all that was received from the drone, which crashed shortly after transmitting the image.

Panovalda seems to be protected by far more than killer storms...

## WEST ADELPHOS

West Adelfhos holds the lands of the other four peoples, who left Adelfhos and survived the Sunder of Mourn. There was far more data on these continents in the records of the Map Room and yet still more remains to be uncovered and decrypted by the Wander Company. While most records are antiquated, they nevertheless allow the homesteaders and explorers of Haven to begin to understand their ancient homeworld.



## WYLDNVOR

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The continent of Wyldnvor was home to the Sudari, who domesticated many different beasts from across the planet and built extensive trade routes. Wyldnvor is a continent of dense megaf flora and hardy sandstone buttes rising from the thick pine forests. The sandstone gives way to limestone-ridden coastal marshes as it nears the coast. Some of the old trails still crisscross the continent, but for the most part, the once well-trodden roads are long gone. The massive, domesticated herds the Sudari were so famed for have long since returned to the wild, the most famous animal being the roughnecked cragclaw. While hard to capture and train, the cragclaw has become a new favored mount of the homesteaders. Rumors suggest that somewhere in Wyldnvor, the great vault of the Sudari sits filled with wealth and treasure -- and potentially powerful natural magics. Only a name hints of this vaults existence in the old records: Su'Kakora.

## ULUMYR

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The continent of Ulumyr was home to the Mrekori, and as the sister continent to Wyldnvor, is similar in terrain and landscape -- save for a large region of tundra to the south and the volcanoes that jut from it. Many ruins ring these volcanoes from whence the Mrekori once harvested their ore, and the great lava tubes in which they would work the metal, now lie dormant and cold. The volcanoes once fed great geothermal vents that spread life across the rest of the continent through subterranean rivers, but in the Sunder of Mourn, the volcanoes went dormant, lava only burbling in rare locations. Very little of the Mrekori culture remains standing, the Sunder having seen to their destruction. What does remain are great carved monoliths scattered across the tundra depicting the deities of the forge worshiped by the Mrekori. There are stories that great titans made of stone and metal occasionally awaken from tunnels beneath the volcanoes to move the monoliths once a rotation. But, surely, those are only stories.

## OMOK

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The continent of Omok was home to the Exari, yet the island continent is almost entirely devoid of any evidence of civilization. This makes sense given the nomadic and explorative nature of the Exari, known to always roam and look

to the horizon. The continent consists of dense cloud forests and sheer limestone cliffs with many of the Exari's libraries hidden amongst the trees and cliffs. Omok stands as a testament to the great unity between nature and technology the Exari were rumored to have, where building and biome are near inseparable. However, it is speculated this unity was only a thin veneer, or even the cause of their downfall. What is true is that no homesteader has ever found the great lifts and elevators of the Exari that must have once existed. Some have even come to think that Omok might have a second underwater continent where the Exari lived. Whether or not this is true is yet to be discovered as mighty predators make the waters around Omok their home.

## ARMALOX

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The continent of Armalox was home to the Omzadri, a barren and inhospitable place. Mostly full of heavy jungles, moors, and massive mountain ranges, Armalox shelters true treasures: the gigantic pyramids and observatories the Omzadri built to observe the stars and contemplate the spirits. A single road is fabled to run across the entirety of these high jungle mountains, linking each of the five observatories. The records suggest each observatory was linked to the fate and future of the Five Peoples, and supposedly within each observatory slumbers a great, yet-dormant rune. Armalox, while connected to Ulumyr and Wyldnvor, is often surrounded in thick fog and storms. People do not yet know whether these fogs and storms are natural or conjured.

## ONE SMALL FOOTPRINT ON A VAST CANVAS

The line between adventuresome naivety and acquisitive arrogance is fine indeed. Whatever the hopes and dreams of those interstellar pilgrims arriving on Adelphos, they would do well to recall this: To the traveler nothing is owed; by the traveler all can be lost. Adelphos is old, strange and warded by powers beyond belief and understanding.

No matter your claim to power, no matter the purpose of your journey, no matter the time of your arrival: the world was here first.






# CHAPTER ELEVEN GLOBE GAZETTEER

## PLANETARY BODIES

The galaxy is full of various planets, some colossal, others small, but all distinct and wild. Below are listed several planets that your characters could be from or that you could even explore yourself. First, you will see planets from which several player species hail. Afterward, you will see various worlds from across the stars that you could journey to on your way to Adelphos or maybe discover what might have caused you to leave your homeworld and come to the megaplanet.

Sooooooooo....I will be honest....I reeeaaalllly don't like space. I know, ironic, space goblin is in the name. Buuuut uh....yeah....Only world I have been to is Rystradia -- in fact the only one I go to other than Adelphos. My uncle Jasper runs a raft racing team there and actually married a pair of darwyk sisters. Aunt Spinestriker and Aunt Clawcracker are a little intimidating, but awesome cooks, and boy can Aunt Spinestriker roll a good seaweed joint. Anyway, yeah, I ain't got much for this here chapter.

- Ironbashk 



# SPECIES PLANETS

Here we feature the worlds of Araximixalia, home of the simbasts; Dontoceti, home of the odontos; Threskafa, home of the threskans; and finally Galagaros, the home of the darwyk. Each planet showcases the specific quirks of the species, from the ruins-filled deserts of Threskafa to the shadowy sub-canopy world-below of Araximixalia. Feel like going offworld for a little adventure? Maybe head back home for a quick visit? Then read on!

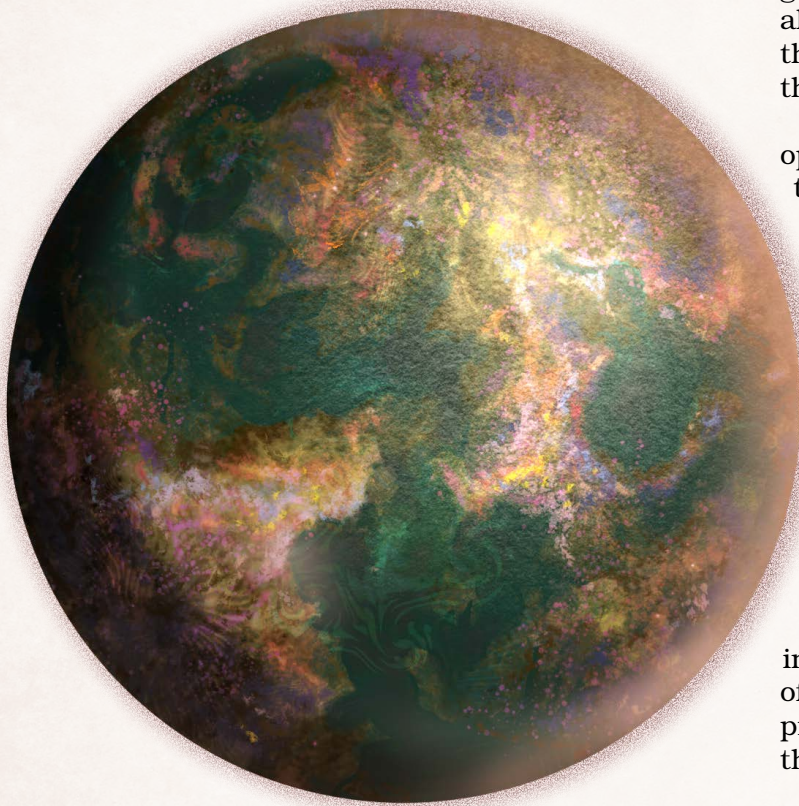
## ARAXIMIXALIA

**Native Species:** Simbast

**Nicknames:** Araxi

**Biome:** Mega fungal forests

**Gravs:** 3



## A VIBRANT AND DENSE WORLD

The simbast homeworld sits in the cradle of the Bastet System -- sometimes nicknamed the Simbast Cluster -- just warm enough to support life but not hot enough to smother it. Araximixalia, or Araxi for short, is about half the size of Adelphos and experiences a much longer orbital period. As a result, Araxi experiences

only one biome or climate. Tremendous fungal forests with trees the size of mountains choke the planet. It is within and below these trees that the majority of Araxi fauna live.

*“Wonderment. That’s the marvelous thing about those damn cats. All that hardship? That pain? It only made them kind.”* -- Deeno Nar'al, odontos junker

## LIFE UNDER THE KING

The simbasts originally evolved from a feline-primate species adapted to climbing and jumping from massive branch to massive branch. While they eked out a substantive existence in the trees, they also evolved to hunt in the absolute darkness of Araxia’s undercanopy through the development of specialized heat receptors just above their eyes, granting them a measure of thermal vision. This allowed them to quickly establish themselves as the apex predators of Araxi and catch the eye of the Araxi Exarch, King of the Forest.

The King of the Forest used every opportunity to steer the simbasts away from technological development, warning it would bring danger from the stars. For most of the simbasts’ history, they were relegated to using basic melee weapons for hunting the dangerous and wild fauna of Araxi.

Meanwhile, the King of the Forest, hungry for an army of his very own with which to tame the cosmos, tightened his grip, forcing simbasts to fight -- and even occasionally hunt each other -- to find out who the “true warriors” were. This strategy was meant to create warriors who, while being completely ruthless and predatory, would remain unaware of the true intentions of the King of the Forest. In the eyes of the simbast, the King of the Forest was their protector from the dangers of the stars, even though long ago they had once gazed there.

However, over time, this goal of separation did not produce the desired effect. Instead of becoming ruthless loners only tangentially held together by the King of the Forest, the genial nature of the simbasts won out as they realized their strong family bonds, sense of compassion, and community were the only way to truly survive in the mega forests of Araxi.



## SALVATION VIA REGICIDE

The simbasts' savior was an angel that came down from space. Well, an angel that crash-landed into the canopy of Araxi. This fiery herald did not survive the crash, but its technology did. By scouring through the wreckage,, the simbasts learned of places beyond their homeworld and even the Bastet System itself. Through the ships' records, they saw planets of great technological advancement and ways these advances could ease their burdens. Their natural curiosity piqued, and they realized that for centuries they had been lied to.

This angered the King of the Forest, who felt his grip on the simbasts loosening. He moved to wipe their memory of the event using his Exarch powers, but the simbasts were ready. They turned the salvage of the solar's ship into

weapons and armor to fight the King of the Forest. Although mighty and more powerful than the simbasts, the Exarch monarch found himself swarmed and tactically ripped asunder by the very creatures he sought to oppress.

## THE SHADOW UNDER THE BOUGHS

During the King of the Forest's reign, religious curiosity was discouraged. However, once he was dethroned, certain superstitions and fears became paramount among the suddenly autonomous simbasts. The pitch-black ground floor of Araxi had remained a mystery. The simbasts were discouraged from exploring it by the King of the Forest, who saw it as a potential threat to his own awe and power. Few simbasts had ventured into the murky depths,





and even fewer had returned. Those simbastas who have since braved the journey speak of gnashing teeth, of sprawling, mewling masses of quivering flesh spitting out horrific monstrosities like a biological assembly line. Eventually, large numbers of simbastas came to believe that appeasing these vile monstrosities was the key to surviving on Araxi sans their ruling Exarch. Thus, the religion of the Darkness Below was born. Many junkers feel drawn to the threat -- or challenge, as others characterize it -- of coming face-to-face with this Darkness Below.

## ADVENTURES ON ARAXIMIXALIA

**Polar Spark (Tier 1).** A spark signal is detected at the north pole of Araximixalia. The simbast elders believe it to be a remnant of King of the Forest's Exarch technology and eagerly readying a party to find it.

**A Nyxian Tremble (Tier 2).** There is an ancient prophecy that when the trees of the forest tremble, the great primordial which slumbers below will awaken to ascend the trunks of the world and devour the simbastas whole. That day has come, and something black and horrible wanders beneath the canopy, wheezing and screaming.

**The Legend of a King (Tier 3).** In the oldest archives of the universe, there exist records of a King. A King Crowned in Sorrow and Rage who ruled Araximixalia before the Exarch set foot on the planet and drove him to the forest floor. A King who is biding his time until the Exarch is deposed. One of the oldest seers amongst the simbast now senses that this prophecy is about to unfold.

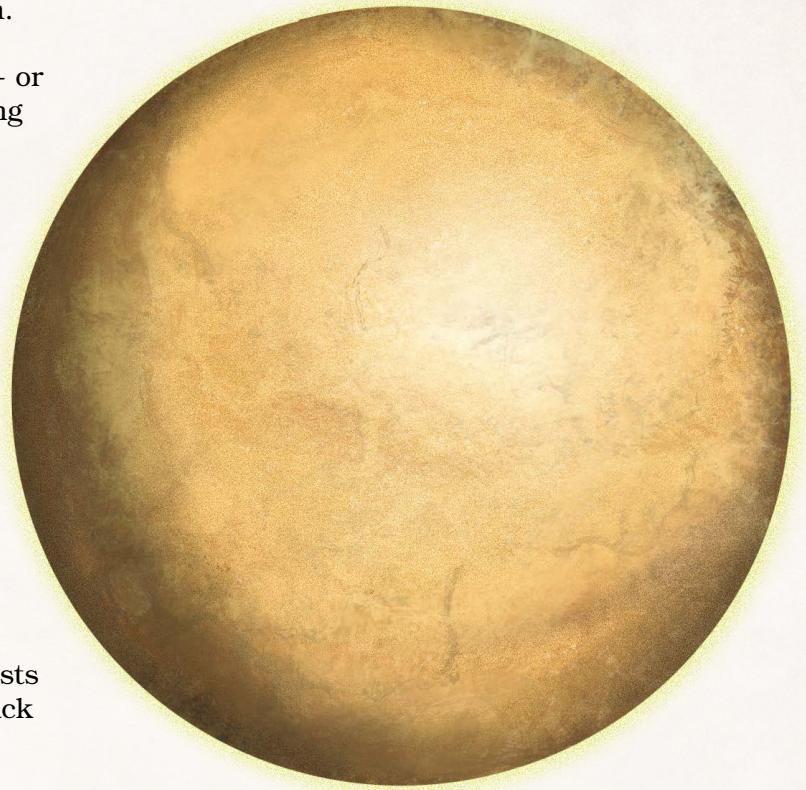
## DONTOCETI

**Native Species:** Odontos

**Nicknames:** The Donto, Drydock

**Biome:** Once primarily oceanic, now desert

**Gravs:** 4



## A WORLD THAT MADE THE MOST OF IT

On Dontoceci, the oceans dried up thousands of cycles ago, and the planet's atmosphere is packed with particles that make visibility on the surface extremely limited. While technologically advanced, Dontoceci has no true central government. Instead, its tens of thousands of interest-based unions form loose coalitions to address specific issues such as planetary defense, exploration, and education.

## SOMETIMES YOU JUST HAVE TO PUSH ON

When the seas dried up due to the mega sun that glows above Dontoceci, the odontos were forced to adapt quickly and decisively -- a hard choice for a species who by nature are slow talkers and slow thinkers. However, an odontos named Stant Rindlefin took those first steps in



combining spark and rudimentary technology to begin building a new odontos civilization. Today, numerous dome-towns scatter across the surface of Dontoceti using revolutionary combinations of magic and technology to cycle groundwater out of the planet's core, filling the dome-towns with the water odontos need to survive. Every dome-town is usually run by one union - a collection of the higher-ups across the town. All dome-towns are connected by long, winding highways. To the odontos, their world -- once so alive -- has become a giant laboratory... and sometimes a scrap yard.

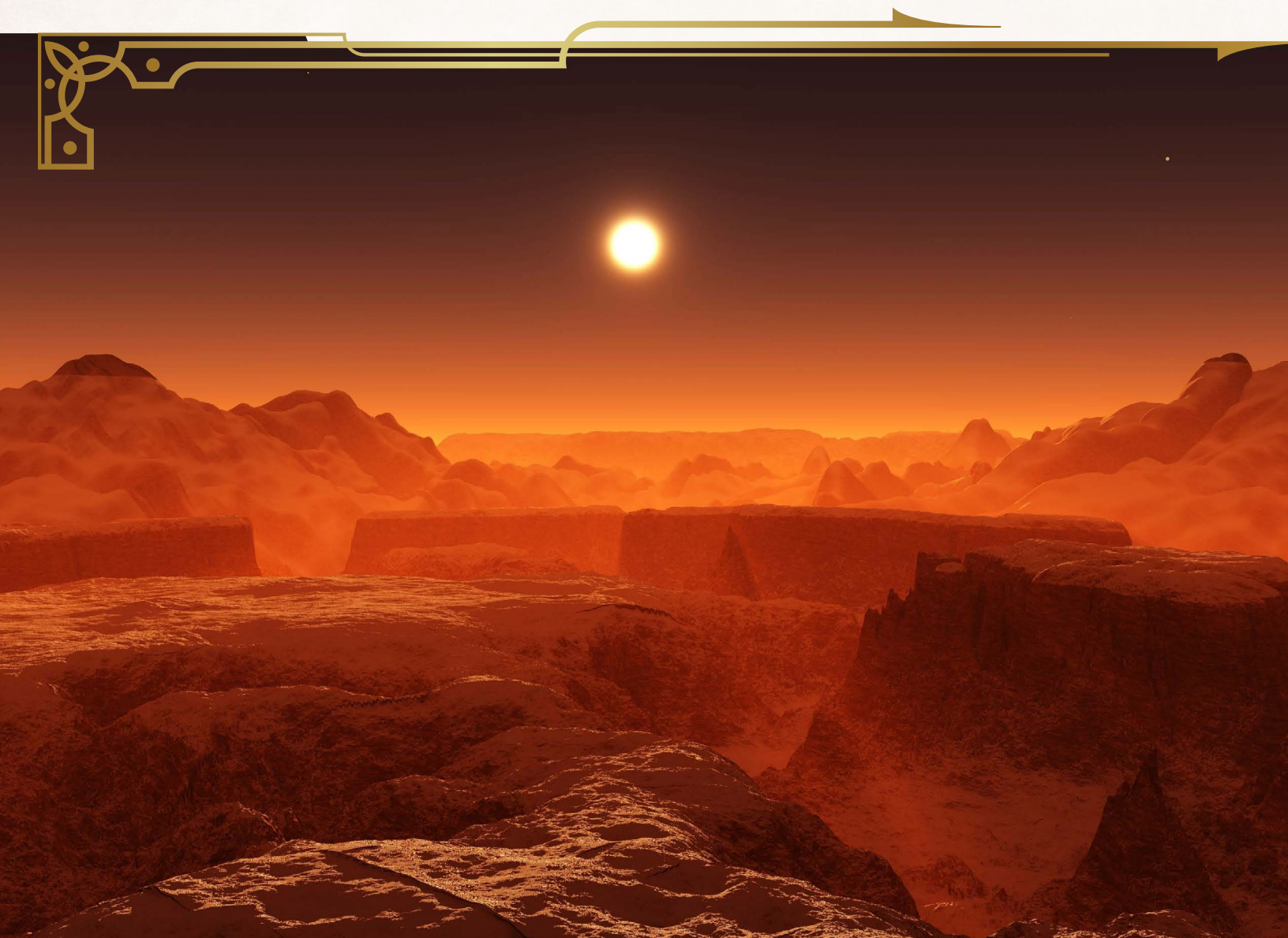
Found nearly everywhere on Dontoceti, from its large mountain ranges to the salt flats, are the crashed wrecks of mecha, ships, speeders, and other experimental technologies. One of the greatest sights of the planet visitors often see is the Shipyard, a wide salt flat where hundreds of failed test flights crashed, leaving rusting hulks rising from the land like a forest of giant metal monoliths.

## PLUCKY PRAGMATISTS

Odontos by their nature are logical planners, doing everything by the book and striving for consistency in their creations. Their love of planning, drafting, and testing is a laughing matter among some in the magineering community, who see the odontos as locked in tradition.

However, the Dontoceti Engineering Corp (DEC), the only real governmental body most odontos follow to any degree, is no laughing matter. Dedicated to the defense and protection of the planet, the DEC has built massive planetary cannons and runestone-powered construct drones to patrol and keep an eye on any unwanted visitors.

Nevertheless, some smuggler gangs have found ways to evade these planetary defenses and have started building bases in many of the scrap yards and among the derelict wrecks across Dontoceti. Numerous smuggler gangs are simbast junkers, furthering the seemingly ageless feud between the two species.





## SCRAP, SCRAP AS FAR AS THE EYE CAN SEE

Dontoceti is an absolute breadbasket for junkers, especially those seeking to learn from odontos magineers and scientists. From delving into the huge scrap yards littering the planet, to working on odontos ships and speeders, or getting to test drive new designs on the dangerous Donto-Speedway that covers much of the planet -- there is plenty to do across this dry, dusty world.

## ADVENTURES ON DONTOCETI

**Start Your Engines! (Tier 1).** A young odontos racer named Kory Tangleroll has come up on some bad luck: a suspicious accident has left him with a broken leg, and he cannot race in the annual Donto-Speedway Scrap Cup. He needs someone to take his place and investigate his accident.

**Man the Cannons! (Tier 2).** Somehow, an old mecha prototype that the DEC left for dead out in the salt flats has awakened and gained sentience. Its objective: crush Stantville and its creators for abandoning it to rust in the desert.

**Phantom Fleet (Tier 3).** An old, ditched runic AI named the Commodante has awakened in a lost odontos lab and begun to fire up the crashed skeleton-like ships in the desert. When the Commodante is asked why, it simply states, "My programming will be answered."

## THRESKAFKA

**Native Species:** Threscans

**Nicknames:** The Remembrance

**Biome:** Once primarily oceanic, now desert

**Gravs:** 3

## A SHATTERED MEMORY

A once verdant planet, Threskafa suffered many of the same challenges that Dontoceti did: a sun whose radiance grew too powerful for its environment. It was this sun that drove the threscans to the horrible culling of other species on their homeworld. Today, Threskafa remains as a dark stain upon the memory of the threscans, covered in the scars -- physical and metaphorical -- they left upon it.

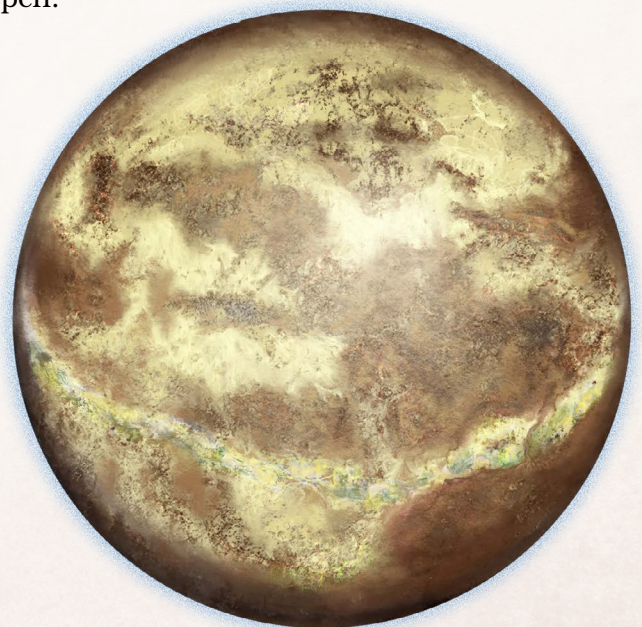
## LOST IN WAVES OF BLOOD

The history of the threscans who call Threskafa home is bloody, dark, and genocidal. After the Order of Mages initiated the magical evolution of the threscans, the species committed a litany of horrors that has left a dark legacy upon the world. Few threscans now remain on Threskafa.

The surface of Threskafa is a barren wasteland. Its original seas are now massive salt flats and the landscape has turned to dust and sand. Scattered across the planet are the ruins and remnants of the humanoid civilizations the threscans destroyed. Threscan leaders have left these broken cities as a cautionary tale to any threscans who might feel the old bloods rising.

Today, the great singular tower of Threskaman stands at the equator amid a bright strip of oases stretching around the planet. This last vestige of nature is fragile, spanning only a few kilometers wide along its length. Threskaman is home to the Order of Mages, who have long since repented for their past and are organizing efforts to expand across the planet and find ways to rejuvenate the long-dead world. Some efforts are beginning to breathe life back into the sands, such as druids attempting to commune with long-slumbering elementals.

Yet in the absence of large threscan populations on Threskafa, other factions have started to arrive, taking control of the old ruins and building criminal empires below the sands hidden from the prying eyes of the Order of Mages. The deeper into the old ruins the gangs delve, the more wounds they might find still open.







## REPENTANT SURVIVORS

Only about four thousand threscans still live on Threskafa, and all dwell within Threskaman. This massive tower of black basalt stone is covered in ancient threscan carvings and is ruled over by the Order of Mages. Currently, the Order of Mages are overseen by an old threscan named Ulric, said to be a descendant of mages who were part of that original incursion out of the seas onto land. The great tower has numerous landing docks, libraries, and laboratories built for visiting scientists and expeditionaries, all managed by Ulric's daughter Zaida.

While it is not common knowledge, most of the criminal gangs scattered through the ruins are chapters of the Skraggwelt Collective. These small syndicates are under the watchful eye of Matron Mandrarosa, a powerful simbast junker turned crime lord. She runs the Collective with an iron fist, ensuring no one backstabs or blackmails members and that rising through the ranks is done through merit.

## RUINS CAKED IN DRIED BLOOD

As with any dead and forgotten world, the allure of lost technologies is enough of a pull for junkers to drop everything and head to Threskafa, although most threscans do not

support this influx of new, excited visitors. One particular draw are the rumored sand beasts that supposedly swim below the dunes of Threskafa. The Order of Mages has taken steps to stop junkers from coming to Threskafa, even going so far as to forge connections with the Skraggwelt Collective.

## ADVENTURES ON THRESKAFKA

***It Go Boom? (Tier 1).*** A young threscan junker named Zarek stumbled upon a record identifying a lost bunker of old drilling equipment somewhere deep below Threskaman. However, the Order of Mages is doing all they can to quell Zarek's enthusiasm, believing this bunker could awaken unwanted memories from the haunted ruins of the past.

***A Backhanded Agreement (Tier 2).*** Ulric has been asked to meet with the Skraggwelt Collective to negotiate a peace treaty -- or rather, a peace agreement allowing the criminal gangs to legally enter the humanoid ruins. However, Ulric needs an escort as his sources have warned the old shark about potential treachery.

***Old Wounds Opened (Tier 3).*** The Skraggwelt Collective has gone too deep, finding an underworld on Threskafa where humanoids the threscans did not kill survived, mutating into horrifying biotechnological monsters infused with spark magic. These archaic people -- calling themselves the Forgotten -- have declared war on Threskaman.



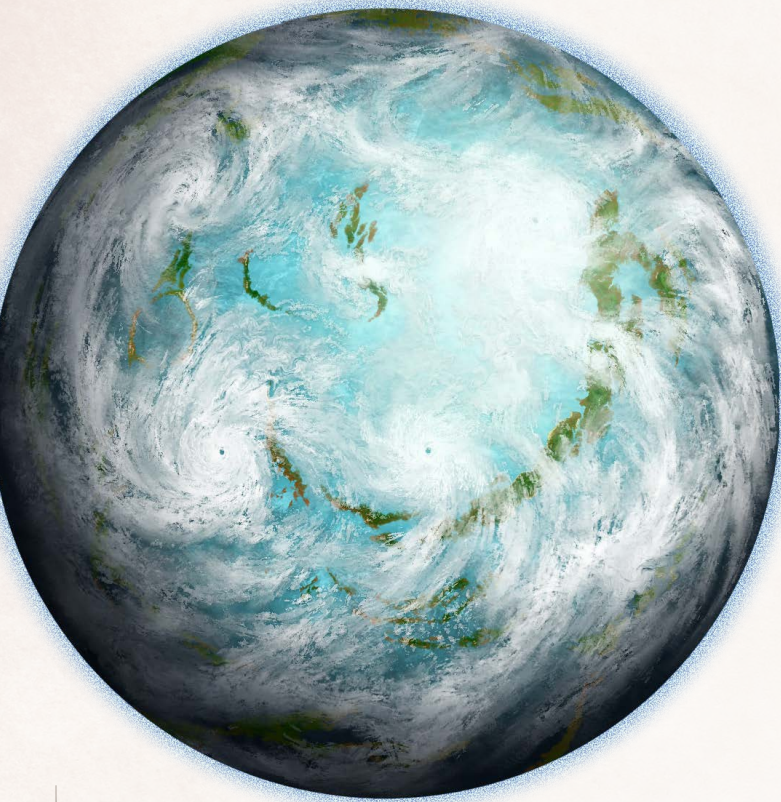
# RYSTRADIA

**Native Species:** Darwyk

**Nicknames:** Storm's Haven, Stormscale

**Biome:** Temperate, harsh weather patterns

**Gravs:** 3



## RULED BY THE RED DWARF

This brutal world was once home to an ancient and powerful Exarch known only as Rystra, Master of Storms, and they were as volatile as the red dwarf sun the world orbits. What caused the Exarch's demise is unknown, but from their core was born the harsh and violent climate of Rystradia. The darwyk grew into their own here, becoming supreme evolutionaries who braved everything their primordial world threw at them. Alongside the darwyk, Rystradia's nature flourished, becoming a wild and dangerous land.. The world is now a destination for big game hunters and meteorologists seeking to understand extreme weather.

## A GLOBAL TERRARIUM

Rystradia is a warm, humid planet orbiting an unsettled red dwarf. The planet is covered by a shallow sea no more than three kilometers at its deepest. Rystradia's ecology is famous for its numerous carnivorous species, with various filter feeders and krill eaters at the bottom of the food chain. The darwyk evolved as pursuit predators in this fish-eat-fish sea. As sentience dawned on their species, the harsh realities of living in a dangerous ecosystem became the leading factor for their culture's evolution.

The darwyk were once part of the species known as amblyrhy, staunch survivalists who dwelled under their red sun. Led by intensely spiritual shaman, the amblyrhy were driven to survive in the wild landscapes of their homeworld. However, over time, a faction of magineering-minded amblyrhy discovered an ancient vault full of old runestones and began to experiment with biotechnological enhancements. These amblyrhy became known as the aukayk and unlocked great technological knowledge with their surgically implanted runestones. Soon, the aukayk left the red star of Rystradia behind them. The remaining amblyrhy took on the name of "darwyk," meaning "survivor" in their language, and slowly integrated their druidic skills with the remnants of technology left behind by the aukayk.

Rising above them all was a great warrior called Chywyk, who unified the small familial clans into one nation on the fertile island of Galagaros, where ancient legends claimed the original amblyrhy were born. Here, Chywyk worked alongside the clans to build a great tower that would shine across the universe and bring others to their world. Several decades later upon their deathbed, Chywyk greeted the first interstellar traveller to Rystradia before handing the responsibility onto the first Towermaster.

## RYSTRADIAN PRIDE

Competition between darwyk became the norm, and healthy competition between members of the darwyk species kept their civilization ready to defend against any threat from Rystradia's ecosystem. Their greatest architectural achievement looms above the island city of Galagaros, the immense, winding wood-and-glass Tower of Chywyk. This tower operates as part space station and part cultural wayhold.



One of the favorite pastimes on Rystradia is raft making. Once a necessary step in the survival of young darwyk as they grew to maturity, raft making has become a vanity sport. Every year, hundreds of thousands of darwyk gather on Rystradia from all corners of the galaxy to debut their newest raft specs, some multi-platformed and with technicolor sails, others sleek and narrow to better pierce the waves, and still others large and capable of transforming their form and appearance.. This eye for fashion translated to their starships as the darwyk took to the skies, and now their starships are some of the most flamboyant and stylish in the system.

## SURVIVAL OF THE FITTEST

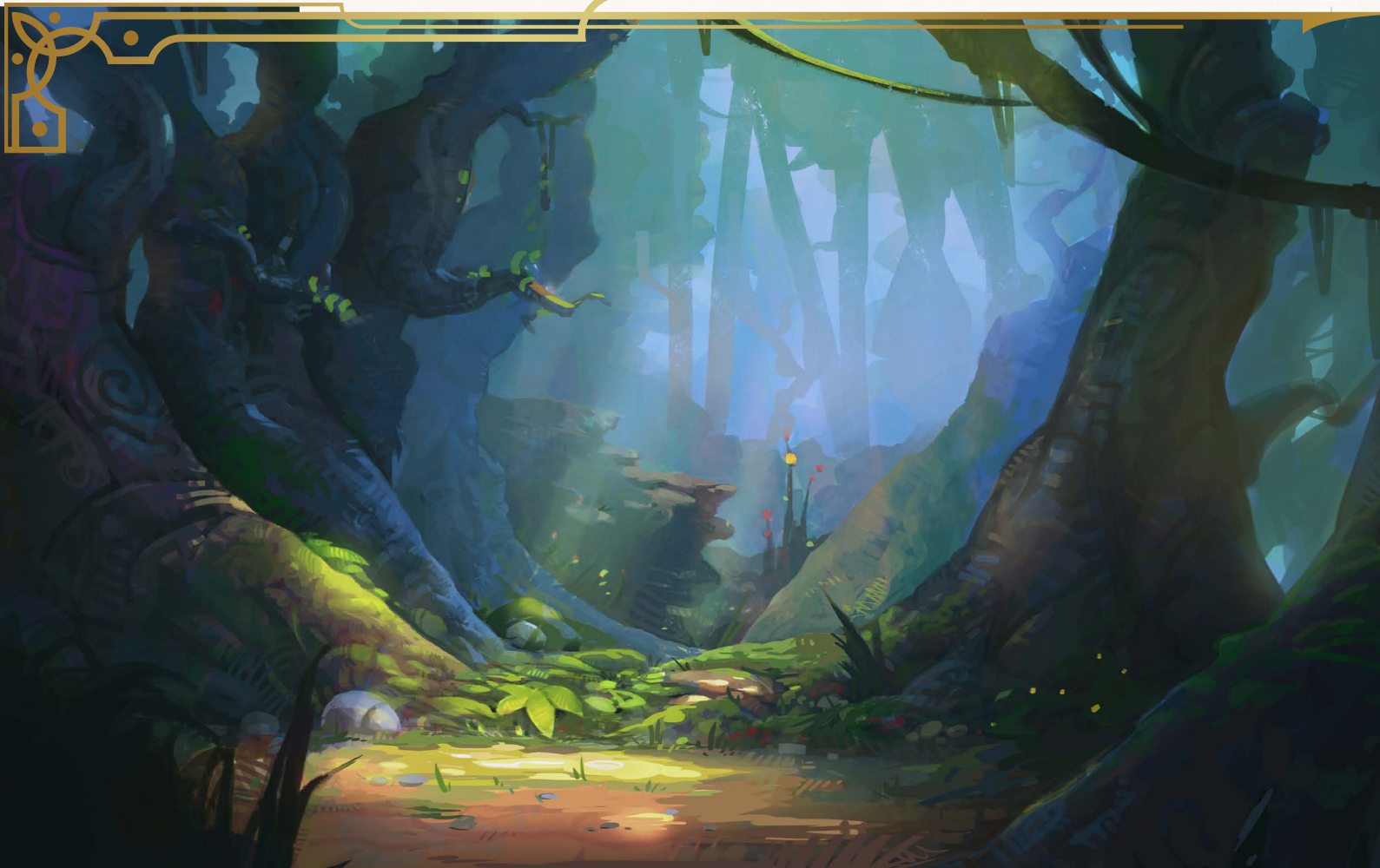
The tropical air and lush environment of Rystradia is a natural pull for junkers looking to relax for a few weeks before heading back out on the job. However, these small vacation communities scattered across the planet have grown into wellsprings of new-age junker druidism under the tutelage of darwyk druids and shamans. Whether observing the colossal

tropical fish the darwyk often worship as deities, searching for old pieces of the long-dead Exarch Rystra said to lie scattered beneath the waves, or sailing across the sea on a custom raft, there is plenty to do on Stormscale (as the world is lovingly called).

## ADVENTURES ON RYSTRADIA

**Now This Is Raft Racing! (Tier 1).** A young darwyk named Saltswimmer cannot find any of their crew and needs replacements for the upcoming Rystradian Grand Surf. They are offering half the reward money as well as a chance to connect with other racers for future competitions.

**Gerry Slosh's Folly (Tier 2).** The famed firbolg aqualologist Gerry Slosh has gone missing near the hunting grounds of the great red-winged gnar Huujotomi. All that has been found is his journal listing his conquest of various river monsters and a comment that he is searching for even bigger fish to fry.





**Rystra's Wrath (Tier 3).** A salvage team has come across a strange sphere at the bottom of the ocean. When their sub came within a mile of the sphere, all communication was lost. Now horrific storms wrack the planet, and a great red light pulses from within the watery depths off the coast of the Tower of Chywyk. Nightmares plague the minds of darwyk druids and shamans, all screaming the name "Rystra!"

## RECORDED PLANETS

Collected below are the planets of Necros, Dwalli, Refker 6, Brightlord, Dramadora, Riig, and Dagon. Each of these worlds offers even more explorative potential for your group of plucky junkers to dive into if you are looking for a break from the wilds of Adelphos -- although why you would be bored with Adelphos is beyond us! From the human versus machine conflict of Refker 6 to the Dead World of Necros, there are plenty of planets to explore.

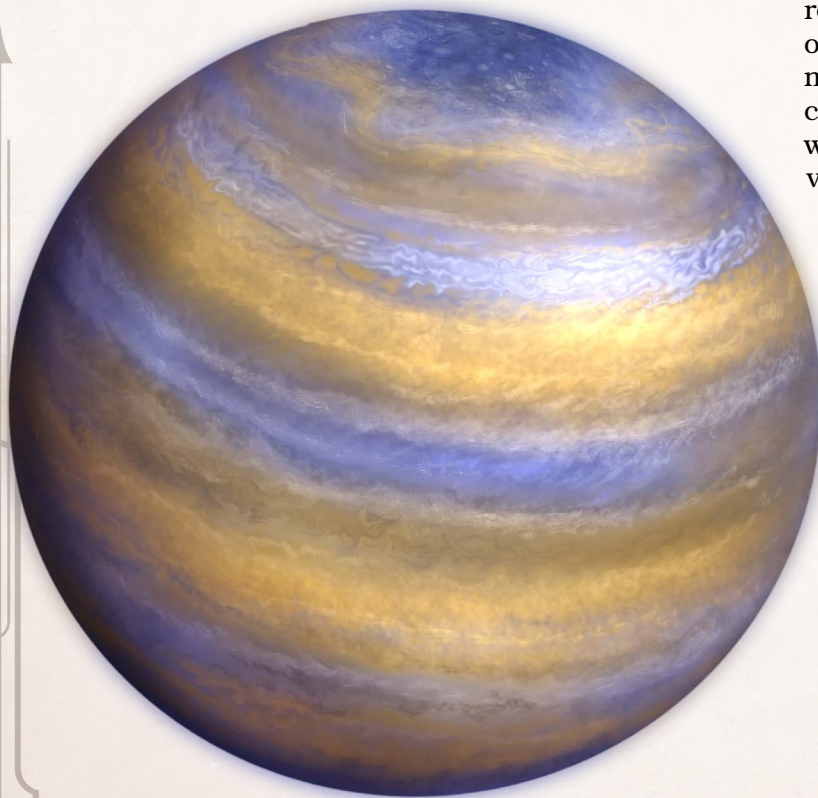
## BRIGHTLORD

**Native Species:** Celestials

**Nicknames:** The Brilliance, the Celestial Core

**Biome:** Gas giant

**Gravs:** 5



## CELESTIAL CORE

Orbiting a single star, this massive gas giant has four large moons and is seen by paladins and clerics as the center of spiritual space. Ruled over by a powerful archangel named Ganymede, Brightlord is a titanic orb of golden, silver, and blue gases all rotating around the heavy metal. Rising somewhere within the vaporous atmosphere is the fabled fortress city of Brightling. Many religious sects and individuals have attempted great pilgrimages here, but those who return are never the same.

## THE LURE OF REDEMPTION

Many cosmic sailors claim that Brightlord seems to give off a song like the sirens of old, pulling at the minds and hearts of those who seek redemption or rebirth. One such captain, a simbast named Grizz the Black, said he was barely able to escape the call of Brightlord -- and the soothing, glowing light of the gas giant almost sucked him in too. "As hypnotic as an arcane miasma and forty times as deadly," he told chroniclers on Adelphos. Brightlord has almost become synonymous with a ship graveyard.

Clerics and paladins, however, see Brightlord as part of the Pathway of the Penitent Past, a religious path calling for believers to travel in order to truly purify their souls and minds. The most extreme believers will try to find the great city of Brightling floating within the gas giant, while most others are content to orbit the planet, viewing it from above.

The ring of crashed ships, mecha, and other interstellar transport (including, perhaps, the remains of one or two Exarchs) act as a boundary between the undulating cosmic gases below and the blackness of space beyond. Occasionally, it is said that Ganymede sails around the planet on wings of flaming plasma, singing a song so beautiful it causes any who hear it to weep openly.





## HEAVENLY RESIDENTS

Not much is known about those who dwell in or on Brightlord other than many different angels and celestials call this world home. It is believed that a kaiju-sized coatl named Ax'dae'rael has made its nest within the great scrap ring around the planet and acts as its guardian, but beyond this, nothing is confirmed.

## THE RING OF SCRAP

Daring junkers have created an annual contest called the Brightlord Scrap Run. Every year, hundreds of junker teams converge on the planet for this massive event. Teams of ten junkers each have one hour to collect as much scrap as they can to rebuild a particular item or machine designated as that year's theme; sometimes, it might be a speeder, a ship, a mecha, or something even simpler like armor. Otherwise, more religious junkers tend to scour the ring for artifacts and relics to salvage and repair.

## ADVENTURES ON BRIGHTLORD

**Recover for Me This Relic (Tier 1).** An archpriest named Magistrate Foldis asked you to recover the Shining Scepter of Drephon X, the Solar of the Divine Fist -- yet something about him seems rather fishy.

**HERESY! (Tier 2).** A fanatic cult has captured a salvage crew that came too close to the scrap ring and wants to offer them up to Ax'dae'rael as tribute. Can you get there in time to stop it?

**The Voice of Ganymede (Tier 3).** You have been drawn by the very voice of Ganymede himself, their ancient and powerful call speaking out to you across the cosmos. They asked you to search the scrap ring for a lost relic to help free them from a great prison of their own design.

## DAGON

**Native Species:** Aberrations, fey  
**Nicknames:** Black Pit, Drag-On, Plasworld  
**Biome:** Oceanic, tropical archipelagos  
**Gravs:** 3





# CANNON-TOTING MONSTROSITIES

Dagon is a world wracked in conflict and an example of the elves' inability to integrate with the rest of the universe. The low-tech elves battle terrible elder evils from within the trenches of their homeworld, elder evils that have learned to use technology from across the stars. The elves attempt to hold back plasma cannon-wielding aberrations equipped with power armor, but they continue to lose ground.

## A MOTHER'S CRY

Dagon was a relatively unknown planet for many millennia until elven agents hijacked Old One tech and escaped to the nearest space station, informing the galaxy of the war on Dagon. Some headway was made connecting with Nyram Voltan, the ruling elven kingdom in the archipelagos. Stories tell of elves awakening on Dagon under the eyes of their goddess the Mother of Surf, one of the few benevolent Exarchs to journey through the galaxy.

For a great while, these elves flourished, expanding across Dagon, eventually forming the five families that would control the planet.

However, a warlock from the Heartmaker family looked into the ocean's depths, and the depths looked back. Seeking power to raise his station, Heartmaker opened a great tear across the trenches of Dagon and allowed horrific elder evils into the world.

The Mother of Surf attempted to protect her children as best she could, but she was slain by a horrific beast known only as the Undertow, and her remains became the blueprints for powerful technologies the eldritch creatures interfaced with as they began their conquest of Dagon. Today, Heartmaker dwells among the aberrations as a commander, seeking to consume more and more power.

## HOUSES AND HAHSTS

As their holdings shrank, the five families, collectively known as the Nyram, remain in a diminished state on Dagon, containing far fewer resources and military might than centuries before. Nyram Voltan are the ruling family, specializing in the very portal magic Heartmaker used to begin the terrible war. Nyram Syrin and Nyram Shaldranath are warrior families, with Syrin specializing in symbiotic relationships with creatures of the oceans while Shaldranath builds massive constructs and armors made of coral. Finally, Nyram Ondyr are druids and alchemists of high renown, while Nyram Pheneran are clerics and paladins of the Mother of Surf. The elves, once welcoming to visitors, have become increasingly xenophobic and isolationist.





Little is known of the eldritch monsters who have claimed almost half the planet, but expeditions to uncover their secrets have yielded some results. These monsters are split into six hahsts, or battalions, all answering to greater elder evils who in turn answer to the Undertow. Most believe that Heartmaker acts as a mouthpiece for the Undertow as reports speak of his horrific mutation into a gangrel nautical-abysal creature, a far cry from his once-handsome elven shape. Beyond this, the composition and command of the hahsts remain unknown.

## LOST VAULTS, LEGENDARY TECH

Few junkers willingly go to Dagon. Those who do arrive were often drafted or captured before being sent to the planet. Elven traders wearing the robes of the Nyram of Dagon are rarely trusted across the galaxy, with many wondering whether they look for allies or seek to buy/kidnap fighters. However, even the most cautious junker cannot resist the lure of lost elven cities and Exarch tech. Recently, the elves have offered a share of any technology recovered from hahst camps as payment for coming to Dagon to assist in the war effort.

## ADVENTURES ON DAGON

***A Diamond in the Ruff (Tier 1).*** Your group meets a young woman named Savra Nyr'Syrin, who claims to be an exiled duchess of Nyram Syrin on Dagon. If you can return her to the planet, she will reward you handsomely, but there are others with less-than-lucrative plans on the lookout for her.

***Silver Linings, Eldritch Tidings (Tier 2).*** Dagon is in need of help! A message goes out across the galaxy from Duchess Savra Nyr'Syrin, asking for junkers to help liberate her familial islands from the Drakahaun hahst led by a horrific general named the Blue Butcher. Tech from an Exarch vault is promised as payment, but you must hurry.

***Island of Insanity (Tier 3).*** After crashing onto Dagon, you awaken, sitting in the prison of Heartmaker. The mutated elf offers you a chance to be his latest experiment on his nightmare island of Innysmorte to answer the question: "What is the deadliest game?"

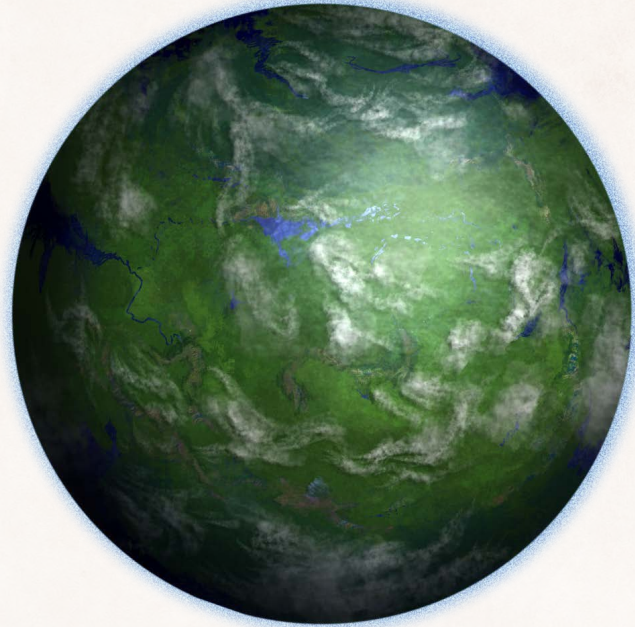
## DRAMADORA

**Native Species:** Humans, half-orcs, megafauna

**Nicknames:** Hunter's Paradise

**Biome:** Temperate deciduous rainforests

**Gravs:** 2



## CONSERVATION AND COMPETITION

This verdant planet was discovered by a prolific gnomish big game hunter named Glower Bravstrom, who specialized in unique biome tracking. Given that gravity is lighter here, mortals can keep up, size-wise, with the massive megafauna and kaiju that call this planet home. Bravstrom still dwells here in his mountain lodge Juman, waiting to find the great white ultrasloth, the hulking specimen that took his leg and eye.

## THE FOOTSTEPS OF GIANTS

This world, called Dramadora by the native Umsal people, grew around a naturally occurring portal to the Elemental Planes from which primordial magic radiated, forming the world Bravstorm eventually stumbled upon. Here the Umsal people evolved, forming a symbiotic relationship with the world around them, creating amazing druidic structures resembling massive trees glowing with elemental essence. In time, the Umsal came to converse with the spirits of the great prehistoric beasts wandering the face of the planet.



However, an Exarch called Zunxun the Defiler came across Dramadora, and the great being decided to make the world their new plaything. Corrupting and manipulating the energies of the elemental portal within the planet, Zunxun turned many of the spirits against the Umsal, forcing the people to flee and hide underground, abandoning their ancient tree cities and spiritual ways for many centuries. Zunxun discarded the planet many millennia ago, but the scars they left on the delicate world still remain.

It has only been in the last few cycles after Bravstrom arrived on the planet that the Umsal have begun to reemerge from within their underground realms to slowly reintegrate with their world. The Umsal have started training junkers in technosylvology, a unique form of druidry combining magitech and nature.

## SCHOLARS AND GARDENERS

The Umsal are slowly beginning to reclaim their world and work with the updated planetary knowledge Bravstrom has collected. They now attempt to cull the megafauna that are too corrupted from Zunxun's lasting influence. The Umsal have accepted this unfortunate necessity of how life must continue. Bravstorm has become increasingly impressed, and perhaps envious, of the Umsal's connection with nature and he will often follow them on long hunts in the bush.

Other than the Umsal, Bravstorm's lodge Juman, and a handful of small junker outposts, few settlements exist on the planet. However, Dramadora is now considered a stop of the Pathway of Eternal Grass, a galactic-sized pilgrimage druids are expected to take at least once in their lives. These individuals are drawn to Dramdrasyl, the Planetary Arbor, which is said to be the direct passage to the portal at the center of the planet, true life is slowly reawakening on Dramadora.





## WHERE FOLIAGE AND FILIGREE MEET

Given the growth in the teachings of technosylvology, more and more druidic junkers have found their way to Dramadora to learn from the Umsal. Besides this, many junkers come to assist the Umsal in taking back their old homes and helping to recover their lost history. From magineering to cartography, scouting and recon, archaeology and linguistics, junkers are providing all kinds of skills that the Umsal need. Additionally, junkers are working to help the Umsal spread their abilities across the stars.

## ADVENTURES ON DRAMADORA

**Took the Path Less Trodden (Tier 1).** An old map said to identify the entrance of one of the uncorrupted world trees has been uncovered in a reclaimed Umsal city. However, it is said that the trail is guarded by ancient servants of Zunxun.

**The Last Hunt (Tier 2).** You have been invited to Bravstorm's lodge to join the gnome on another hunt to take care of some corrupted megafauna. However, when you arrive, all you find is a note saying, "Time to get that damned sloth."

**Force of Nature (Tier 3).** Dramdrasyl cries out with pain! Zunxun's spirit has returned to this world, screaming as a wraith and claiming the Planetary Arbor as their new body. Will you take up the call of the Umsal and help them reclaim their lost cultural treasure?

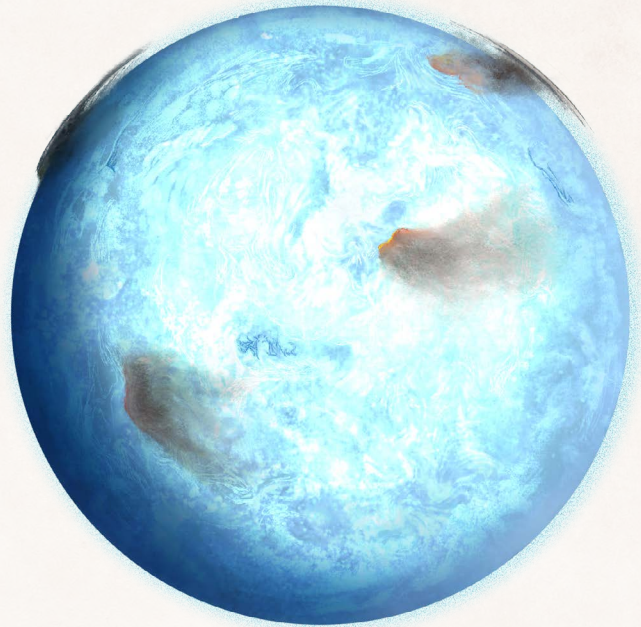
## DWALLI

**Native Species:** Dragons (rust, white, titanium), dire tardigrades, elementals

**Nicknames:** Scarthax's Tomb

**Biome:** Arctic

**Gravs:** 4



## ON DEATH'S DOOR

Dwalli is a planet whose climate is temperamental and terrifying, fueled by the dying Exarch Scarthax. The planet is naturally cold, but Scarthax's body has fused to the world's core, causing massive goutts of flame to blast into the atmosphere for weeks at a time. It is rumored that if you walk the planet's many tunnels, they will bring you to where Scarthax groans upon their deathbed.

## A WAR BETWEEN TWO TITANS

For centuries, Dwalli was a world free of control and destiny, a place where ancient dragons and elementals warred and fought over the icy surface of the planet for dominance. Over time, one dragon came to rule the planet, a giga-white dragon named Frostdramak who had absorbed thousands of elemental cores and vast quantities of spark. Over time, Frostdramak grew to the size of an ancient kaiju, becoming sole ruler of Dwalli -- until the Exarch Scarthax was drawn to the power radiating from the ancient wyrm. Scarthax's capsule slammed into the planet and tore a massive hole deep into the planet's mantle, and thus the battle began.





Scarthax and Frostdramak fought for eons, fracturing the surface of Dwalli beyond recognition, until finally in their dying breath, Frostdramak slew Scarthax, casting the Exarch into the core of the planet. Scarthax's metal body fused to the molten core, and the massive celestial construct now screams and rolls in pain, slowly melting and dying from both the pressures at the center of the frigid world and the planetary core's heat.

Today, Dwalli is often avoided at all costs, with many having heard the rumors of visitors driven mad by Scarthax's pained screams. However, Exarchical fanatics will often flock here to worship the Molten Titan and offer up their services as the Exarch's mouthpiece. Alternatively, some have come hoping to kill the Exarch, but thus far none have succeeded.

## **MADDENING CROWD**

No humanoids dwell on Dwalli. Instead, only a few clutches of dragons remain along with large herds of dire tardigrades. The prime residents of Dwalli are elementals and the dying Scarthax, to whom fire elementals are often drawn as they see the Exarch as a massive addition to the molten core they call home. One or two small satellites were built and now orbit Dwalli, but these are skeleton-crew research stations crafted to observe the Molten Titan slowly become one with the planet.

## **A BARREN BLOODBATH**

Junkers are often pulled to Dwalli by the lure of Exarch technology. The massive pieces of Scarthax's landing capsule can be seen from space, so many junkers undertake mad missions to the surface to try and harvest what they can -- if the dragons and elementals don't get to them first. Besides the capsule pieces, the chance to actually talk to or see an Exarch is an additional draw, though few who attempt to to speak with the Molten Titan ever return.





## ADVENTURES ON DWALLI

**Exarch Flare (Tier 1).** One of the space stations orbiting Dwalli probed a little too close to Scarthax, who unleashed a massive molten flare. The station crew needs help repairing the satellite so they can get back online.

**Draconic Frenzy (Tier 2).** Titanium dragons driven wild by Scarthax's screams have begun attacking the space stations as well as junker operations on the planet's surface. Is there a way to deafen or free the ancient protectors from this horrendous nightmare?

**Scarthax Salvaged (Tier 3).** Scarthax cultists have built a new body for the Molten Titan from the scraps of their capsule, and now the ancient Exarch seeks revenge on the dragon who almost killed them. However, someone has to keep Scarthax on-world before the big guns arrive to take care of the Exarch once and for all.

## NECROS

**Native Species:** Black Legion, House of Blood

**Nicknames:** The Dead World

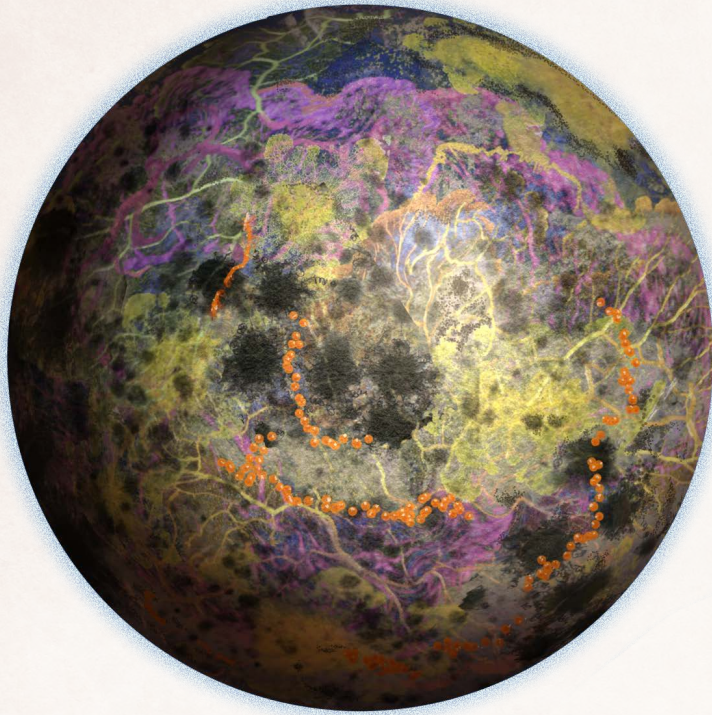
**Biome:** Slime mold desert

**Gravs:** 2

## A DEAD SPOT IN THE UNIVERSE

The planet Necros is an anomaly to the scanners of junkers and Exarchs alike. Both are drawn to the small planet a fraction of Adelplos' size, though they are drawn here for different reasons. For Exarchs, they sense the massive energy signatures denoting Exarch technology. For junkers, they pick up the rapidly repeating distress call that's been looping for the past decade.





## A FUNGAL HAVEN

Once upon a time, Necros was a planet like any other -- with the exception of the virulent fungal swarm known as the Black Legion rapidly subsuming every living creature on the surface of the planet. It was only when the massive Exarch Shi'ai porta-ship crashed onto the planet after battling a vindictive giga titanium dragon that the Black Legion boomed. The ensuing damage rapidly destabilized the ecosystem of Necros, leading to the proliferation of the Black Legion.

Necros is now a dead world, completely covered by the Black Legion. Junkers who venture here without proper protective equipment find themselves rapidly assimilated and used as new vessels for the Black Legion hivemind.

It is the unfortunate truth of evolution that sapience is not a required trait for a species to dominate an ecosystem. The Belgus 2 felthwhit lizard of the Derlk era are a great example where with its barely functioning lizard brain, it nonetheless became the most prolific species in the history of Belgus 2. Much in the same vein, the Black Legion is the dominant life form of their homeworld of Necros.

## RESIDENTIAL MICROBIAL INFESTATION

The Black Legion appears, taxonomically, to be a fungus comparable to a type of cordyceps. The fungus' spores attack an animal or plant's central nervous system, killing the animal but rewiring its nervous system to serve as a host. The Black Legion swept over the world of Necros for a millenium, absorbing and assimilating the native flora and fauna. Unfortunately, the borrowed bodies have an expiration date of around four to five cycles. If it weren't for a planet-sized spaceship crashing into Necros, the Black Legion species would have surely disappeared. However, by assimilating the spaceship's occupants, the Black Legion received their first taste of sapience. Since then, they've desperately craved more.

There is something poetic about a species uplifted into sapience, a species that will do anything and everything to continue along the path they accidentally stumbled upon. The Black Legion now sweeps across the galaxy, searching for more host bodies before the ones they have expire. However, within their core has formed another faction: the House of Blood.

The House of Blood is a peculiar offshoot of the Black Legion, viewed as a sort of black sheep of the family. The House of Blood refers to members of the Black Legion who have procreated while possessing sapient host bodies, spawning a new kind of Black Legionnaire named Dhampyres. These Dhampyres are members of the Black Legion hivemind, but they do not "wear out" their bodies like other members of the Black Legion do. This blessing comes with an incredible cost as Dhampyres have a prion deficiency in their host bodies. They make up for this deficiency by consuming the blood and plasma of other members of their host bodies' species. Members of the House of Blood are more aggressive and less willing to communicate with members of other species.

## A DEADLY PLAYGROUND

Necros is a dangerous place for junkers given the extremely low gravity and danger of the Black Legion's constant drive to grow and grow. However, as if doing so to spite fate, junkers



have been working on experimental sub-orbital ships that can fly just outside the crushing force of Necros' gravity. The leader of this operation is one Meddyr Relson, a gnome xenobotanist-turned-junker who had heard constant stories of Necros and wanted to see for themselves what this "Dead World" was all about.

## ADVENTURES ON NECROS

***Escapee Off World (Tier 1).*** One of Relson's experimental ships has been caught in an atmospheric tendril. It has gone radio silent and now drifts in the atmosphere. Whenever any junker gets close, they hear one word repeating on a loop: "Consumption."

***The Cry of Necros (Tier 2).*** Strange spark readings now radiate from Necros. A black orb from the atmosphere latches on to any ships that orbits too closely. Once attached, the ship's crew can see a massive nuhun rune glow on the surface of the orb.

***Necros Awakens (Tier 3).*** A colossal entity has awakened on Necros: a fungal-infected Exarch frame calling itself Necrosis Primarch. It has started to create great fungal vessels from the wreckage of the ancient Exarchal ship that crashed upon Necros eons ago and warns that soon it will consume the system.





## BLACK LEGIONNAIRE TEMPLATE

Creatures who have been taken over by the Black Legion have their statistics modified in the following ways:

The creature's Intelligence score becomes 17 (+3) if not already higher.

The creature gains blindsight out to a range of 60 feet.

Additionally, the creature gains the following traits:

**Universal Receiver.** The Black Legionnaire can perceive any telepathic communications within 60 feet of it as if they were the intended target.

**Innate Spellcasting (Psionics).** The Legionnaire's innate spellcasting ability is Intelligence. They can innately cast the following spells, requiring no material components:

*At will:* message, minor illusion

*1/day:* invisibility

## EXPERIMENT GONE WRONG

Refker 6, the last planetoid in the Refker System, sits like a black stain on the home system of humans. This world, once bright and full of life, fell victim to a wizard's quest for power, turning the grassy world into a dead one covered with aberrations oozing up from a portal etched into the planet's core. There have been attempts to reclaim the planet, but the crushing atmosphere and astral horrors that continue to float around the world have thus far made it impossible.

## AMBITION TOO HIGH

Endal Clovus was an intrepid engineer and wizard, one of the foremost magineers and alchemists of the Rekfer System. While working with his husband Aramys, Endal discovered an old tome from several decades prior containing the studies of a threscan alchemist named Slashstream who had emigrated to Refker 6. Slashstream theorized there was a way to harness the ectoplasmic energy from aberrations as a renewable energy source. For several months, Endal and Aramys prepped their test site, collected equipment, and readied their capture-tanks.

However, a failure in translation led to the experiment going horrendously wrong, and the capture-tanks failed, killing Aramys and causing Endal to lose his legs. One of the aberrations, a creature named Xekerek, offered its services to Endal in exchange for knowledge of Refker 6. Bound together in symbiosis, Xekerek regrew Endal's legs and began to slowly take over the alchemist's mind. Soon Xekerek controlled Endal completely, forming the creature known as Xekdal. In an event known as the Oozing, Xekdal performed the same experiment Endal and Aramys had attempted but implemented no safety measures, and thousands of aberrations poured into the world.

Few civilians escaped. Many mutated citizens of the great cities and rolling farms of Refker 6 now wander the world, crying out for flesh to sate their hunger. Some holdings still remain on the planet. They are rusted and hardened bunkers built to weather the occasional sparkstorm that run across the steppes of Refker 6, but all curse Endal as the cause of the Oozing, not knowing the true story behind it.

## REFKER 6

**Native Species:** Dire tardigrades, aberrations

**Nicknames:** Refker Sooze, Black Ooze, Radio Dark

**Biome:** Barren steppes

**Gravs:** 5







## HARDY REBELS, HARDENED MUTANTS

While only an eighth of the original population of Refker 6 remain, they are a tough group of junkers. Led by the intrepid Sariah Conlyn, a veteran of the Oozing, the rebels fight back against the aberrations that have begun integrating with old human tech. The rebels have a small network of bases that expand across a third of the planet's surface, all either nestled in dense mountains where the mutants can't sense them or upon hallowed grounds that have been blessed. The rebels continue to hold out as best as they can, believing in Sariah's words, "We make our own fate."

The aberrations are led by Xekdal, the first of the aberrations to make the symbiotic leap between humanoid and horror. Commanding their legions from the lost human city of Cloudcatch, Xekdal has been experimenting with the aberrations' transformative powers, creating near-perfect humanoid replicas called

"disguisers" and are using them to infiltrate the rebels and slowly tear them apart from within. It is a treacherous and shadowy battle that Xekdal plays but one that they anticipate winning.

## TAKE BACK OUR HOME

Many human junkers come from the Refker System, and some might even be survivors of the Oozing, but Refker 6 was also a cosmopolitan world that had few cultural barriers. Here the drive to create, build, and live was truly the core of life. Many junkers, especially humans, see this poor planet as a lost cause, a stain upon an otherwise glowing center of hope amongst the stars. Other junkers see Refker 6 as a chance to restart, refresh, and fix the mistakes of the past. For a select few junkers who choose to delve into the darker side of their science, the lure of aberration-biotech hybrids is too good of an opportunity to miss.



## ADVENTURES ON REFKER 6

**We Make Our Own Fate! (Tier 1).** An agent of the rebels has crash landed not far from your settlement, but when you arrive, the ship is empty. Something is definitely wrong as there is no blood, only a strange oil.

**Get the Plasma Rifle! (Tier 2).** A cache of old-world weapons has shown up on your radar, powerful magitech rifles that were thought to be lost to the aberrations. In the bunker with them is a strange child who speaks of destiny.

**Come with Me If You Want to Live! (Tier 3).** You have volunteered for a harebrained attempt to take back your homeworld or assist your comrades in doing so. Sariah Conlyn has sent out one last message, asking all those in the galaxy to rally at Cloudcatch and end Xekdal once and for all.

## RIIG

**Native Species:** Elementals, rust dragons

**Nicknames:** The Saltlick, Strelg's Sweat

**Biome:** Mineral-rich mountains, salt lakes

**Gravs:** 1

## A MUTUALLY BENEFICIAL BUSINESS VENTURE

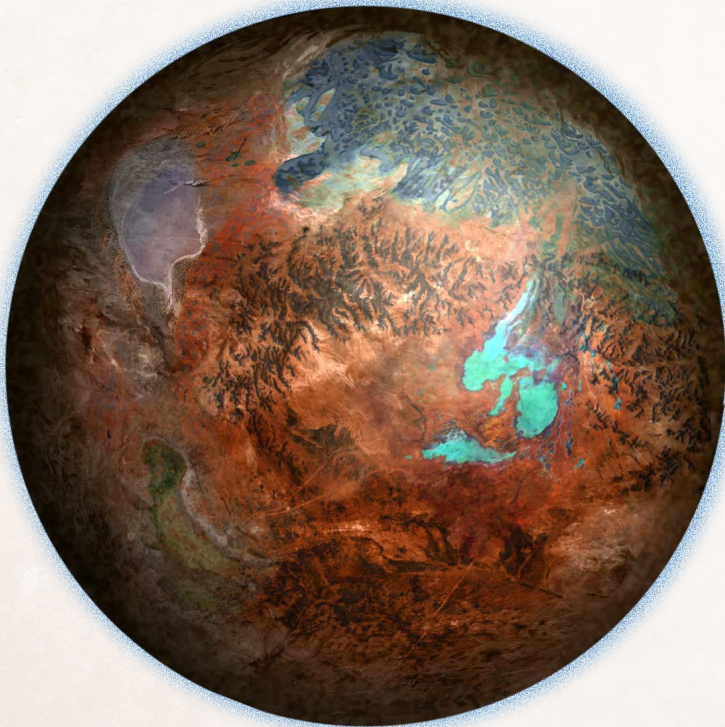
Riig was discovered by a conglomerate of dwarven and draconic miners. This low-atmosphere planet is covered by high mountains and deep salt lakes, all filled with minerals ripe for the taking. Several small mining stations, all jointly run by the dragons and dwarves, dot Riig's surface, the most impressive being the underwater Saltstill Station. Saltstill consists of a wide, flat disk bolted to the base of one of the largest lakes on the planet. The thrill of shooting out of the station and blasting to the surface carried by the salt brings many tourists.

## NAMED BY A RAT

Riig was colonized by the dwarven Bellowsbrink Company and the draconic Firefringe Mining Consortium. The planet is considered an untapped resource in a galaxy where mining worlds are often fully stripped of their resources before they are even surveyed. When the mining ship Drill of the Depths settled on the planet and dwarven surveyors began to explore the mountaintops, they were met by strange elemental creatures resembling large rodents made of salt crystals. These creatures greeted the dwarves with a horrific shriek, and that noise became the name by which the planet was recorded.

For the first fifty or so cycles of operations, the old hill dwarf Strelg Stremml and the red dragon Veshonomtrambalo worked to establish what would eventually become Saltstill Station. They worked together to pour the foundation and build the large structure that they would sink below the surface of Lake Fiztryl. Yet, a sickness began to affect many of the dragons of the Firefringe Mining Consortium, transforming them into horrific rust dragons and causing them to attack and destroy much of the original mining equipment and eat their runestone batteries.

Nowadays, most of the mining operations have moved underground to avoid the threat of rust dragon attacks. Some of the subterranean operations have started to come across pieces of a giant construct -- a fallen or slumbering Exarch perhaps?





## OLD MINERS AND OLDER STORIES

Three main settlements are built on Riig: Saltstill Station, which is run and operated by the dwarf Zeema Altbrigg and her wife Rita Altbrigg; the orbital elevator manned by the Grelskel dragondwarf family; and the deep cavern town of Orlon operated by Bellowbrink workers. Most of the denizens of these three locations are dwarves or dragonborn, and, recently, they have begun to intermarry, bringing the strongest traits of dragonborn and dwarf together. Most of the descendents of the original mining expedition live in Saltstill, while more and more decide to delve into the depths and move to Orlon.

However, given the constant threat rust dragons pose to the orbital elevator, the Grelskel has grown increasingly isolationist and unfriendly towards the residents of Saltstil and Orlon. The Grelskel believe it is their elevator that allows the other two settlements to flourish. Therefore, they should be given more resources to protect against the growing danger of the dragons attacks. The elevator platform has a frontier-like feeling, almost lawless, with tempers balanced on a needle's edge.

## BODILY VAULTS

The biggest draw for junkers on Riig are the expansive vaults found underground, thought to be built into the body of the great Exarch the Bellowbrink Company unearthed. However, many junkers who delve into the Exarch's vaults have not returned. Those who do come back seem strangely silent and alien, with an odd sheen on their skin, vacant looks in their eyes, and strange articulation -- as if they have stiffened all over. These returned repeat the same phrase: "Awaken, slumbering children."

## ADVENTURES ON RIIG

**An Auspicious Eggucation (Tier 1).** One of the Grelskel boys has gone off and swiped a rust dragon egg from one of the old sparlon ruins that jut from the mountaintops near the orbital elevator. The dragon who laid the egg is gone, but likely not for long. Use your time wisely to return the egg before the dragon notices it is missing.

**Dangerous Delivery (Tier 2).** It is time to send the monthly shipment of munitions to the Grelskels, but it appears rust dragons have decided to turn part of the region into their new lair. The family needs the supplies, but the dragons are making things hard.

**Exarch Awakens (Tier 3).** The Orlon dig teams have finally broken through to find a doorway into the Exarch's head and discovered a massive supercomputer spread across the planet from here. The computing network connects to the core of the world with the glowing word "Awaken" hovering above all of its control panels.







# CHAPTER TWELVE GUILDS AND EXPLORATION

## GUILDS

**S**pace exploration can be dangerous for a multitude of reasons. Because of that, specialists often join or create guilds to achieve their goals more efficiently. Here's a list of guilds that can be found in Adelpnos and beyond and some suggestions for creating your own.

## ADELPHOS MEDICAL ASSOCIATION (AMA)

*"Health comes first."*

Adelpnos is a dangerous place, and where there is injury, doctors step up to the challenge. The Adelpnos Medical Association runs several hospitals throughout Adelpnos.





## INSIDE THE GUILD

The AMA is made up of researchers and general practitioners, but they also reach out to capable adventurers to oversee the transfer of medical supplies from one place to another. Medical supplies are a high-priority target for the Darkmatter Crew, so protection is vital.

## GOALS OF THE AMA

The AMA's main concern is saving lives as best as they can and finding more efficient methods of healing those who need it. The pay tends to be fairly meager, but most members are too altruistic to mind.

## JOINING THE AMA

If one wants to be a doctor, they must first graduate from a university as prestigious as Runesalt University with a doctorate in medicine or healing magic. Novice spellcasters may also be accepted as part of an internship program, but they will eventually be expected to go to university. Skilled adventurers are always needed, but most tend not to stay employed for long due to the pay.

**Number of Members:** 110 total; 20 doctors, 60 nurses, 30 adventurers

**Suggested Classes:** Cleric, druid, paladin

**Suggested Backgrounds:** Hermit, sage

You might enjoy playing a character in the AMA if...

- You want to save people
- You don't mind escort missions
- You don't mind long periods of downtime



## GUILD CONTACT

### ALFRED CEETE (HE/HIM)

An odontos doctor in Stilt City, Alfred Ceete creates health potions and sells them at a loss to keep adventurers safe while exploring. He's reasonably laid-back but will not tolerate reckless behavior.

## GUILD JOBS

**Escort Missions.** When medical supplies need to be moved, protecting them is a massive priority. Capable warriors are needed for this job.

**Extraction.** Monster attacks are somewhat common in Adelphos, so specialized medical evacuation teams are often on standby in case wounded persons require rescue and medical attention. The job involves a lot of waiting followed by a swift, immediate response to a crisis.

## BLACK BAY TAMERS

*"Behavior that is rewarded is repeated."*

It takes an incredibly brave (or perhaps foolish) person to attempt to tame wild monsters. The Black Bay Tamers have both the guts and the naivete to give it a try.

## INSIDE THE GUILD

The Tamers tend to focus their expertise on taming one or two monsters. These subgroups tend to get into petty arguments over which monster makes the best pet.

## JOINING THE TAMERS

Joining their club is incredibly simple; just go on one of their hunts and bring back a worthy trophy.

**Number of Members:** 25 total; individuals rotate in and out

**Suggested Classes:** Ranger, paladin, druid, wizard

**Suggested Backgrounds:** Outlander, cragclaw wrangler

You might enjoy playing a character in the Black Bay Tamers if...

- You wish to improve your skills with handling wild animals
- You have an animal companion you wish to show off





## GUILD CONTACT

### AILA (SHE/HER)

The elven president of the Black Bay Tamers, Aila specializes in falconry and is extremely eager to teach others about the artform. She runs an animal rescue from within her own home, which tends to occupy most of her time, and she's always on the lookout for strong-willed people who can give her animals and monsters a good home.

## GUILD JOBS

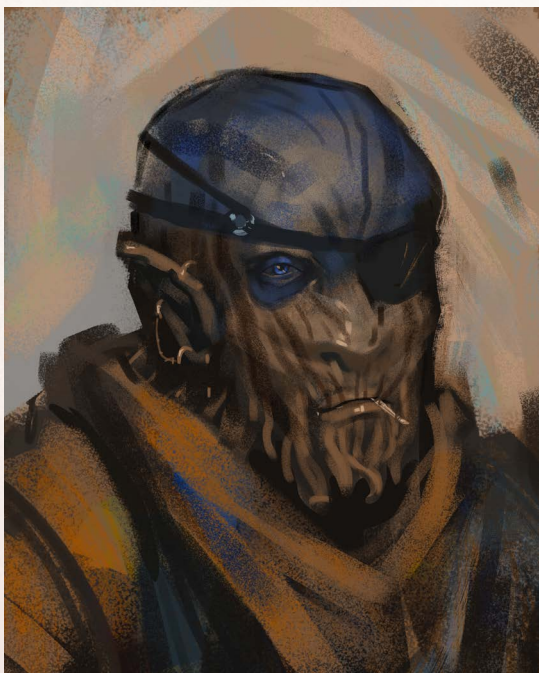
**Animal Control.** Between runaway cragclaws, bears where bears shouldn't be, and animals just being animals, they can sometimes cause trouble to the citizenry. Animal control volunteers need to create non-violent solutions for whatever issues wild or domestic animals might be causing.

**Trainer.** People who train beasts and monsters are often needed when the animal in question could kill a person.

## THE DARKMATTER CREW

*"Take whatever isn't bolted down!"*

The terror of all Adelphan traders, the Darkmatter Crew are some of the most feared space pirates in the galaxy. Their name comes from both their stealth and their destructive capabilities.



## INSIDE THE GUILD

Contrary to their reputations as brutes, the Darkmatter Crew has a fairly organized hierarchy and merit based organization. A fledgling criminal can quickly rise through the ranks if they prove themselves to be an asset during raids. Every year, the crew experiences a change in leadership, with the current captain forced to resign and a new captain voted in. A previous captain may run for the office again after a year has passed. The current captain, Haar Flamebeard, a red dragonborn, is a very unpopular figure in the Darkmatter Crew for his reckless, poorly thought-out plans and general disregard for the lives of his crew.

## GOALS OF THE DARKMATTER CREW

Their number one mission is to plunder merchant ships of valuables and compensate their crew generously for their troubles. Many governments have tried to stomp out the space pirate menace, but none have yet succeeded in tracking them down.

## JOINING THE DARKMATTER CREW

The Crew is elusive, and to join them is usually on an invitation-only basis. The easiest way to be invited is to be on the top of the Most Wanted lists. If a solo pirate's exploits are especially impressive, the criminal may receive a leadership position despite being new to the crew.

**Number of Members:** 40 total

**Suggested Classes:** Rogue, fighter, ranger

**Suggested Backgrounds:** Urchin, criminal, space pirate

You might enjoy playing a character in the Darkmatter Crew if...

- You have no regard for legality in your quest for riches
- You work well with others and aren't afraid to take orders
- You have ambition and are willing to do just about anything



## GUILD CONTACT

### B'LUGA (SHE/HER)

A master of gathering intel, B'luga is an odontos who generally knows everything there is to know about a wanted criminal's whereabouts. When visiting her offices, one finds a neat and somewhat sterile environment built for precision and organization. Her job in the guild is to handle recruitment and retention.

## GUILD JOBS

**Raiding.** As part of the Darkmatter Crew, you may be part of the main vessel, *The Blue Flame*, that frequently boards merchant ships. Being part of the raiding party means getting your hands dirty and doing most of the stealing and killing.

**Salvage Missions.** Some loot doesn't require bloodshed; crashed vessels are a fairly simple, cruelty-free way of getting easy cash -- as long as you get there first.

## HAVEN ARCHAEOLOGICAL SOCIETY

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*"We must dig deeper."*

Swamps and marshes are excellent places to look for fossils, so Haven is a natural place for archaeologists to congregate. In time, they banded together under the aegis of the

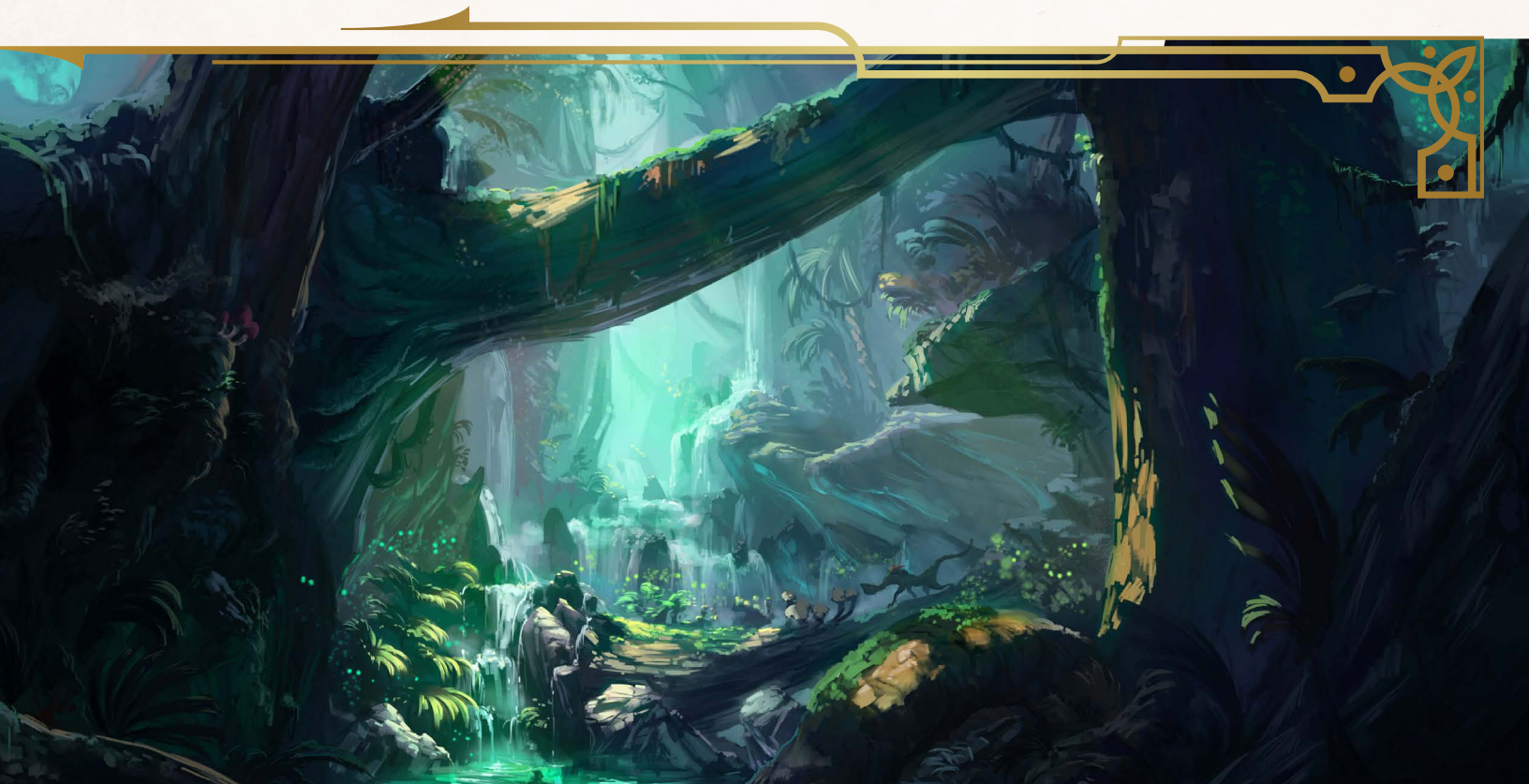
Haven Archaeological Society, the premier archaeological society on Adelphos. The Society often commissions adventurers to guide them to particularly dangerous excavation sites.

## INSIDE THE GUILD

The Society is a loosely connected group of researchers who openly share information and research materials in hopes of making incredible discoveries. Many members are obsessed with getting their name in the history books, so competition between researchers can be fierce but friendly. Dr. Elias Camus from the Adelphos Medical Association occasionally lends his expertise on missions that require him as well.

## GOALS OF THE HAVEN ARCHAEOLOGICAL SOCIETY

The current controversial research topic is the existence of Lochmaw, the crocodragon kaiju. For every piece of evidence in favor of Runesalt being built on the back of a sleeping crocodraconic behemoth, some researcher submits their own evidence to refute the legends. Kaiju in general are a topic of hot debate within the society.





# JOINING THE HAVEN ARCHAEOLOGICAL SOCIETY

Amateur scientists tend to not be taken very seriously by the Society. If one wants to apply as a researcher, they must first graduate from a university as prestigious as Runesalt University with a master's in archaeology, biology, or xenobotany.

If someone wishes to assist in research by providing protection, that's a far simpler matter; they just require you to go through a background check, submit your adventurer's resumé, and wait two weeks for your application to be accepted.

**Number of Members:** 80 total; 50 archaeologists, 30 adventurers

**Suggested Classes:** Wizard, druid, ranger

**Suggested Backgrounds:** Hermit, sage, xenobotanist

You might enjoy playing a character in the Haven Archaeological Society if...

- You enjoy making new discoveries
- You don't mind escort missions
- You have a thirst for knowledge

## GUILD CONTACT DR. ELIAS CAMUS (HE/THEY)

The head researcher at Runesalt University with a dual doctorate in archaeology and runography and founding member of the guild, Dr. Camus is an elf constantly searching for something new and exciting to show their students. His passion for science is infectious, and many graduates end up joining the society to spend more time learning under their supervision.

## GUILD JOBS

**Escort Missions.** When a researcher wishes to go somewhere that requires protection, escort missions are incredibly important to making sure discoveries can be made without significant risk to researchers.

**Advance Party.** Some areas are presumed to be so dangerous that the researcher sends an advance party to clear the way before going themselves. Advance parties consist of talented scouts and veteran warriors alike.

# HAVEN TROPHY HUNTERS

*"The hunt never ends."*

Haven is a place full of powerful monsters, and that kind of danger invites thrillseekers to attempt to slay the biggest, baddest beasts. From those attempts formed the Haven Trophy Hunters.

## INSIDE THE GUILD

Less of a guild and more of an enthusiast club, the Hunters are constantly trying to one-up each other and score the most impressive kills. They hold formal competitions at the start of the season; the prizes tend to be trophies and bragging rights.

## JOINING THE HUNTERS

Joining their club is incredibly simple: just go on one of their hunts and bring back a worthy trophy. The Haven Trophy Hunters are always on the search for more hunters to make their competitions fiercer.

**Number of Members:** 30 total; 3 contest organizers, 27 hunters

**Suggested Classes:** Barbarian, fighter, ranger

**Suggested Backgrounds:** Outlander, soldier

You might enjoy playing a character in the Haven Trophy Hunters if...

- You want to fight big monsters
- You enjoy the wilderness
- You don't mind being in the company of braggarts and jerks

## GUILD CONTACT

*Quickdraw (they/them)*

Quickdraw is a local hunter who has declined ever to give their real name, so the Hunters have given them the nickname for their skill with a pistol. They can be found at the tavern in Stilt City on the weekdays and hunting on the waters on the weekends. They offer their services as a guide for a price and information about various places of interest in the wilderness of Haven.



## GUILD JOBS

**Escort Missions.** Novice hunters may need supervision before going on real hunts, which is where escort missions come in. These jobs tend to be pretty boring on account of the weaker monsters, but someone has to do it, and you usually get paid decently for the hassle.

**Bounties.** Occasionally, the authorities will give Hunters the authority to find and kill especially dangerous criminals. Headhunters are a special type of hunter who revel in the chance to hunt people without repercussions.

## SIMBAST-NAP

“Welcome!”

When adventurers set out to explore unknown areas of Adelphos, the Simabast-Nap guild is rarely far behind. Simbast-Nap is a corporation started by a simbast named Tigris Tavner to provide a place for homesteaders to rest in between expeditions. Wherever a Simbast-Nap inn is built, the rest of civilization is sure to follow.

## INSIDE THE GUILD

The inns are run like a modern franchise with practically identical building layouts and standardized services across all Simbast-Nap





inns and taverns. A weary traveller could go to a tavern on a completely different planet and get mostly the same quality of service. If you have a favorite drink in Runesalt, the Black Bay tavern will have the same drink on the menu.

## JOINING THE SIMBAST-NAP

Joining is simple. Job applications can be found in a box to the left of the front desk at any Simbast-Nap facility. A simple background check is required, and then you can begin your two-week training period before being assigned to one of the many Simbast-Nap taverns or inns.

**Number of Members:** 10,000 total within the franchise

**Suggested Classes:** Bard, rogue

**Suggested Backgrounds:** Entertainer, guild artisan, folk hero

You might enjoy playing a character in the Simbast-Nap if...

- You enjoy long periods of downtime
- You like low risk/low reward jobs
- You don't mind talking to people for long periods





## GUILD CONTACT

### TIGRIS TAVNER (HE/HIM)

The founder and CEO of Simbast-Nap, Tigris constantly travels from one facility to the next to ensure uniformity and quality. As part of his constant travels, he's heard an absurd amount of rumors and will gladly divulge that information if asked.

## GUILD JOBS

**Service.** The unsung heroes of any settlement, bartenders, janitors, and hospitality are a key to a successful inn. Many of these jobs require an incredible amount of patience to deal with facility customers and administrative higher-ups. Employees can also make arrangements to move between locations frequently and work at whatever hotel they end up at that night.

**Construction.** New Simbast-Nap facilities are being built all over Adelphos, and skilled laborers are always needed to help build them.

## OPTIONAL RULES: EXPLORATION MECHANICS

Exploring in space brings its own unique challenges. Here are a set of optional rules for traveling on alien planets as well as fighting or traveling in limited or intense gravity.

## GRAVS

There are five modes of gravitational force called Gravs or GRs.

1. Next to nothing
2. Low
3. Standard
4. High
5. Lethal

## 1 GRAVS

One Gravs are areas of complete or nearly zero gravity. When at 1GR, you experience the following changes.

- Walking is more difficult, and your walking speed is halved unless you have something to grab hold of like a handrail, in which case you can move your normal movement speed.
- When in 1GR any ranged spell attack or melee weapon attack while not grappling or being grappled by the target sends the attacker back 5 feet.
- Once a creature or object starts moving, they cannot change direction without something to push against. For example, a fighter may leap off the wall to move 30 feet, and they will keep moving in that direction at that speed until they crash into a different wall or dig their weapon into the floor.
- Your carrying capacity is doubled, and you ignore any Strength requirements for armor.

Creative explorers have learned to take advantage of spells to increase their maneuverability in space. Especially clever wizards may use their *firebolt* or *scorching ray* to change their trajectory and direction.

## 2 GRAVS

Areas of moonlike gravity are much less restrictive than standard gravity but come with their own challenges. When at 2GR you experience the following changes.

- Moving in the opposite direction that you moved in your current or previous turn costs 5 feet of movement.
- When taking the Dash action, you can move an additional 10 feet.
- The height and length of your jumps are doubled.
- Your carrying capacity is doubled, and you ignore any Strength requirements for armor.
- Upon falling, you ignore the first 40 feet of the fall when taking fall damage, and the damage die of fall damage is changed from d6s to d4s.

## 3 GRAVS

3 Gravs have earthlike gravity. There are no changes from normal gameplay.



## 4 GRAVS

Four Gravs are areas of high gravity. They are incredibly difficult to move in, and when at 4GR, you experience the following changes.

- Your walking and climbing speeds are halved, and all non-magical flying speeds are reduced by 45 feet (to a minimum of 5 feet).
- All Strength (Athletics) or Constitution checks to climb are done with disadvantage, and the damage dice for fall damage are changed from d6s to d8s.
- Upon falling prone, a creature takes 1d8 bludgeoning damage.
- Your carrying capacity is halved, and any Strength requirements for armor are increased by 2.
- Any creature that spends 8 hours in 4GR with a Strength score of 12 or lower must succeed on a DC 14 Strength saving throw or gain a level of exhaustion. The saving throw must be repeated every 8 hours.

## 5 GRAVS

This level of gravity is so intense that it is lethal to nearly all life forms except for those who have evolved to live in it. When at 5GR, you experience the following changes.

- Your walking and climbing speeds are halved, and all non-magical flying speeds are reduced to 0 feet. Any creature attempting to move must succeed on a DC 22 Strength (Athletics) check or fall prone.
- All Strength (Athletics) or Constitution checks to climb are done with disadvantage, and the damage dice for fall damage are changed from d6s to d10s.
- Upon falling prone, a creature takes 2d10 bludgeoning damage.
- Your carrying capacity is quartered, and any Strength requirements for heavy armor are increased by 4.
- Any creature that spends 1 hour in high gravity must succeed on a DC 18 Strength saving throw or gain a level of exhaustion. The saving throw must be repeated every hour.

## GRAV JAMMERS

A true technological marvel, a grav jammer is a specialized device created by Dr. Elias Camus 50 cycles ago. The devices can be attached to a

creature or vehicle to create the effects of lighter gravity on whatever the jammer is attached to within a 20-foot radius.

When the jammer is active, the effects of gravity are reduced by 1GR. All creatures within a vehicle affected by a grav jammer gain this effect as well. A grav jammer cannot work on creatures or objects larger than Giant.

A grav jammer is powered by runestones. When a runestone is inserted into the jammer, the runestone's effects cease, and the runestone will lose its magic in three days.

## TRAVEL

Adelphos has its own units of measurement for distance, hikes and terahikes. A hike is equal to 3 kilometers, and a terahike is equal to half a light year. Here is a set of optional rules for travel and walking speeds using these units of measurements.

## CREW

**Captain.** The captain is the leader on the vehicle. Once per day as a reaction they can inspire one of their crewmates. Doing so allows a crewmate to reroll an ability check related to water/space/land-based complications. You can use this ability a number of times equal to your Charisma or Intelligence modifier (to a minimum of 1).

**Navigator.** The navigator is the person who makes sure the crew gets to where they're going. Proficiency in navigator's tools is recommended.

**Rower.** A rower is only required on boats that require manual propulsion. If the boat is wind- or motor-powered, you can treat any roll that requires a rower as 12 + 1d6.

**Gunner.** A gunner mans any weapons that require crewing. Proficiency with ranged weapons is recommended.

**Helmsman.** The helmsman is the person in control of steering the vehicle. Proficiency in vehicles is recommended.

## TRAVEL PACE ON FOOT

A group of adventurers traveling by foot can take either a slow, normal, or fast pace. Consult the following table for how fast you can expect to move in various gravities, assuming an 8 hour travel day.



## TRAVEL PACE BY LAND VEHICLE

A group of adventurers traveling by land vehicles can take either a normal or fast pace. Consult the following table for how fast you can expect to move with various vehicles, assuming an 8 hour travel day.

When traveling in 4GR, your vehicle's movement speed is reduced by a number shown on the table. When in 5GR, your vehicle is slowed down by an additional -11 hikes. If the vehicle's speed is reduced to 0 hikes, then the vehicle cannot be driven in that level of gravity without a grav jammer device.

## TRAVEL PACE BY AIR

A group of adventurers traveling by air can get to their destination incredibly quickly. To avoid the complexities of aeronautical physics and simplify gameplay, the rules presented here presumed that to remain airborne vehicles must expend ever greater amounts of a limited supply of energy. Consult the following table to determine how fast you can expect to move via aircraft.

## AIR TRAVEL COMPLICATIONS

Flying within an atmosphere is not always safe or without complications. When a complication occurs, the pilot, or someone else who can reasonably resolve the issue, must make an ability check to respond to the situation.

Every 30 minutes the party is flying through a dangerous atmosphere, the DM rolls a d6. On a 5 or 6, a complication occurs. To choose the complication, roll a d6 and consult the table, or choose for yourself.

After failing one or more ability checks, the DM may ask the pilot to make a DC 20 Dexterity or Intelligence (Space Vehicles) check to perform an emergency crash landing.

## TRAVEL PACE BY WATER

A group of adventurers traveling by boat are unaffected by gravity with the exception of 1GR. Buoyancy is a function of density, not weight, so if a boat can float in 3GR, it can float in 5GR.

## WATER TRAVEL COMPLICATIONS

While traveling by air is faster and more efficient, the cost of failure is extremely harsh. Fortunately, the consequences of crashing your boat are far more survivable than falling out of the sky, but there are still dangers to be wary of.

When the DM deems appropriate, they should choose or randomly select a complication from the table below to challenge the adventurers.

Depending on the complication, the check might be made by one of the various roles on the ship. Below are the roles needed to navigate water craft. Note that a single person can fill multiple roles but must roll their checks with disadvantage due to their attention being divided.

## TRAVEL PACE BY SPACECRAFT

Traveling via spaceship can get the passengers to their destination at an incredibly fast pace. Consult the following table for how fast you can expect to move via spacecraft.

## SPACE TRAVEL COMPLICATIONS

Interplanetary travel is arguably the most dangerous form of travel with the cost of failure being incredibly high for even the smallest mistakes. When a complication occurs, the pilot, or someone else who can reasonably resolve the issue, must make an ability check to see how they adapt to the situation.

For long journeys or dangerous journeys, DM's should feel free to throw complications at the adventurers. Roll a d6 and consult the table, or choose to determine what the party encounters.

Additionally, should the party fail multiple checks (the exact number left to the DM's discretion) have the the pilot make a DC 20 Dexterity or Intelligence (Space Vehicles) check to perform an emergency crash landing on a planet, taking the maximum fall damage + 50 on a failure, or half as much on a success. If there's nowhere to make an emergency landing, the ship can stay drifting in space without power until someone saves your crew.



## TRAVEL PACE: FOOT

NUMBER OF GRAVS	SLOW	NORMAL	FAST
1 Gravs	2 hikes	5 hikes	9 hikes
2 Gravs	13 hikes	20 hikes	25 hikes
3 Gravs	10 hikes	13 hikes	17 hikes
4 Gravs	2 hikes	4 hikes	Impossible
5 Gravs	Impossible	Impossible	Impossible

## TRAVEL PACE: LAND VEHICLE

VEHICLE	NORMAL	FAST	4GR	5GR
Spark scooter	19 hikes	24 hikes	1/2 speed	1/4 speed
GM-13 speeder	22 hikes	27 hikes	1/2 speed	1/4 speed
R3-B3L speeder	21 hikes	26 hikes	1/2 speed	1/4 speed
Speedlift	19 hikes	24 hikes	1/2 speed	1/4 speed
Spark chaser	27 hikes	32 hikes	1/2 speed	1/4 speed
Sparkpod	21 hikes	26 hikes	1/2 speed	1/4 speed

## TRAVEL PACE: AIR

NUMBER OF GRAVS	AIRCRAFT SPEED (HIKES PER HOUR)
1 Gravs	515 HPH
2 Gravs	450 HPH
3 Gravs	400 HPH
4 Gravs	370 HPH
5 Gravs	160 HPH

## TRAVEL PACE: AIR

VEHICLE	SPEED (PER 8HRS)	DURABILITY
Galley	12 hikes	17 AC, 120 HP
Swamp skiff	4 hikes	13 AC, 15 HP
Longship	12 hikes	15 AC, 60 HP
Rowboat	6 hikes	14 AC, 50 HP
Sailing ship	8 hikes	13 AC, 20 HP
Warship	10 hikes	21 AC, 150 HP



## SPACE VEHICLES

ITEM	COST	SPEED (TERAHIKES/ WEEK)	CARRYING CAPACITY (CREW/ PASSENGERS, CARGE)
Washburn freighter	300000 gp	4 THW	9, 75 tons
F3-TT	200000 gp	3 THW	9, 30 tons
HWSS Frontier	500000 gp	5 THW	2000, 250 tons
Sparkwing	50000 gp	½ THW	2, 100 lb.

## AIR TRAVEL COMPLICATIONS

D6 ROLL	COMPLICATION
1	<b>Lightning Storms.</b> Make a DC 13 Space Vehicles check to circumnavigate. Anyone with proficiency in navigator's tools can assist to give advantage on the roll.
2	<b>Surprise Dragons.</b> Dragons are in the flight path! Make a DC 14 Dexterity (Space Vehicles) check to dodge them. On a failure, the pilot has disadvantage on their next Dexterity check to avoid obstacles.
3	<b>Enemy Attack.</b> An enemy aircraft attacks. Make a DC 14 Dexterity (Space Vehicles) check to lose them. On a failure, the pilot has disadvantage on their next Dexterity check to avoid obstacles.
4	<b>Low Fuel.</b> Did you remember to fuel up before taking off? Make a DC 10 Intelligence (Space Vehicles) check to see if anyone remembered to do it. On a failure, you'll need to land to refuel.
5	<b>Unexpected Tornado.</b> An unexpected tornado descends from the sky in front of you. Make a DC 15 Intelligence or Dexterity (Space Vehicles) check to prevent excess damage. On a failure, the pilot has disadvantage on Dexterity checks to avoid the next obstacle.
6	<b>Electrical Failure.</b> A bolt of lightning strikes your vehicle, and you find yourself flying without instruments. Make a DC 13 Intelligence (Navigator's Tools) check to find the way manually. On a failure, the ship is set off course.



## WATER TRAVEL COMPLICATIONS

D6 ROLL	ROLE	COMPLICATION
1	Rower	The water current is dragging the ship in an undesired direction. Make a DC 14 Strength (Athletics) check, or be pushed off course.
2	Navigator	A storm's a-brewin'. Make a DC 13 Intelligence (Navigator's Tools) check to circumnavigate, or be pushed off course.
3	Helmsman	The water has trees, rocks, or ice floes in the way. Make a DC 15 Dexterity or Intelligence (Water Vehicles) check or your boat takes 2d6 bludgeoning damage.
4	Navigator	You might be lost. Make a DC 14 Intelligence (Navigator's Tools) check to make sure you're on track. On a failure, you're off course, and take an additional day to reach your destination.
5	Group check	You got caught inside a rough storm. Make a DC 15 Dexterity or Intelligence (Water Vehicles) or a DC 15 Strength (Athletics) check or your boat takes 3d6 bludgeoning damage.
6	N/A	You drift for a time

## SPACE TRAVEL COMPLICATIONS

D6 ROLL	COMPLICATION
1	The gravity of a neutron star is pulling you off course. Make a DC 16 Intelligence (Space Vehicles) check to realign the ship. On a failure, you're off course, and take an additional week to reach your destination.
2	You're passing through an asteroid belt! Make a DC 17 Dexterity (Space Vehicles) check to dodge them. On a failure, the pilot has disadvantage on their next Dexterity checks to avoid obstacles.
3	An enemy spaceship attacks. Make a DC 16 Dexterity (Space Vehicles) check to lose them. On a failure, the pilot has disadvantage on Dexterity checks to avoid obstacles.
4	Did you remember to fuel up before taking off? Make a DC 10 Intelligence (Space Vehicles) check to see if anyone remembered to do it or stop at the nearest planet to refuel.
5	The oxygen tanks are busted; you won't be able to breathe for long. Make a DC 19 Intelligence (Smith's Tools) check or all creatures on board lose 1d6 off their max hp per day. This check can be repeated once per day.
6	You discovered a new planet, you can choose to land there if the planet has solid ground.





# CHAPTER THIRTEEN

## POLITICS OF LUMBER

*The Politics of Lumber* is an adventure for four to five 1st level characters.

### BACKGROUND

The county of Tidetimber stands as a landing point for many in Haven, and as such, a large market arose to supply new adventurers with gear, weapons, and mounts they may need for their travels. In the capital of Morlock's Mount,

many vie for what little coin these new arrivals bring. A new corporation known as Timbertech has come into the public eye. In Morlock's Mount, they offer contracts to new junkers, offering a full array of gear and a free mount. In return, junkers need only sign on as employees of Timbertech for a limited duration. Advertisements are placed all over the county, tempting new junkers to sign on with flashy signs.



# OVERVIEW

*The Politics of Lumber* plays out in three parts, taking the players from level one to level three.

In **Chapter 1: Welcome to Timbertech**, the players will first meet and encounter Taira Kade, a representative from an up-and-coming company in Morlock's Mount that is looking for new talent to help with various jobs around Tidetimber county. This will be their first interaction with the company.

In **Chapter 2: Mission Time**, the players will have a collection of missions they can go on for Timbertech, where they will meet some new NPCs and also begin to discover some of the less-than-savory aspects of Timbertech's business practices.

In **Chapter 3: Doubt Comes In**, the players will finally uncover some of the nefariousness behind Timbertech, and also have their earnings scrounged from them by Timbertech's secretaries who are treating the players as disposable.

## ADVENTURE HOOKS

**Fresh Blood Wanted!** Your party was sought out by Timbertech, as they are looking for young starry-eyed junkers who are looking to adventure and explore and not ask too many questions.

**A Joint Business Venture.** The party has heard of Timbertech and knows that they are starting to expand into other areas of Morlock's Mount, and they see plenty of gold being made. Why not take the risk?

**Something is Fishy.** You all have your own suspicions about Timbertech, a company that seemed to literally appear overnight. Coming together with this joint mistrust, your mission is now to infiltrate and reveal the truth.

## CHAPTER 1: WELCOME TO TIMBERTECH

We begin in Morlock's Mount. Establish with the players if the PCs are meeting for the first time or are already an established group. The beginning of the adventure need not change much either way.

While exploring the city, the PCs will find flyers for Timbertech in every corner of the town, seemingly inescapable on every bulletin

board, every building, and strewn across the ground. If the players don't seek out Timbertech themselves, give them some time to explore the city before sending along Taira Kade, a Timbertech representative.

### TAIRA KADE (HUMAN, SHE/HER):

Taira is a Timbertech recruiter. If the characters don't seek Timbertech themselves, she will notice the PCs seem a little green, seemingly perfect targets for the company's recruitment. Taira is a human woman, dressed in a bright white Timbertech uniform with a name badge with fancy lettering. She is dedicated to her job and persuasively speaks of the benefits for new employees. If the players refuse to sign on with timbertech, Taira will seek them out several more times with offers of employment until they accept.

## TIMBERTECH CAMPUS

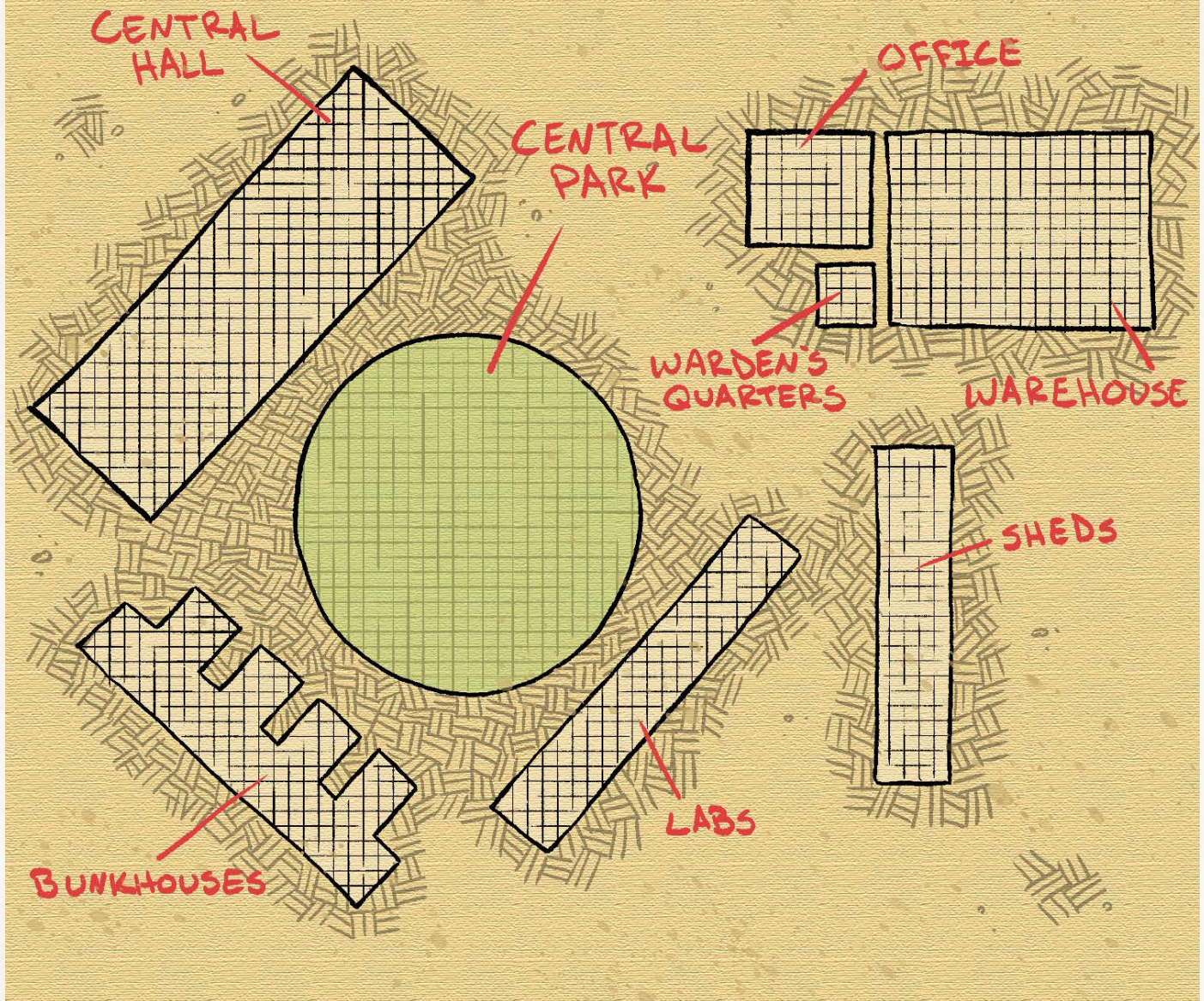
If the players choose to sign on with Timbertech, they will be escorted to the company's campus, just outside of the city. The campus is built atop a series of treetops in buildings made from fresh, unweathered timber. Several lifts bring cargo and mounts from the surface to the elevated buildings. The campus boasts facilities for food, leisure, and even lodging for employees needing a place to stay. Additionally, a stable for mounts and offices all exist atop numerous trees connected by sturdy wooden bridges. In the office building, a manager waits to sign the recruits onto contracts with Timbertech.

The manager, who could be Taira or a new NPC (DMs discretion), outlines the job:

- Employees receive one Scout or Service mount CR 1 or lower
- Employees receive up to 60gp worth of nonmagical equipment and one Spell Scrap of their choosing (see Appendix 1)
- Employees receive one dorm room within Timbertech's campus, which may be shared with members of their party
- Employees receive 20gp for each mission completed
- Employees are expected to complete at least one minor mission per week and one major mission once a month. Additional missions will be compensated based on their level of importance



# TIMBERTECH CAMPUS



- Contract term is 3 low-risk missions with the option to extend employment.

The manager will read the last few lines quickly and try to answer as few contract questions as possible, but they shouldn't appear overly suspicious during this meeting. Players can make a DC 16 Investigation check to attempt to read over the contract for fine print, and if successful they will see the following terms were not disclosed:

- Employees may be required to pay for their equipment in the event it is significantly damaged or in need of replacement
- A portion of employee pay is deducted to cover living and food expenses

If asked about these additional terms, the manager explains they forgot to mention them. This should be used to instill some suspicion of TimberTech's ethics but not enough to turn the players away. The manager is willing to make minor concessions provided the majority of the contract's terms remain intact.



With their signatures secured, the PCs will receive their first mission, to be completed by the end of the week. They are given the following mission, alongside the gear listed above, and a Messenger Headset to be shared among the group (see Appendix 1):

- Timbertech is setting up an excavation site in the wilderness, following a rumor of some interesting ruins buried nearby. They're delivering construction materials and need the characters to guard the shipment on the way.

## CHAPTER 2: MISSION TIME

### MISSION 1: THE ROAD TO THE OUTPOST

The trip to the new outpost will take about five days, mostly travelling on existing roads, but into largely unprotected territory. For each day of travel, roll 1d6, and if a 6 is rolled, the day goes smoothly as nothing usual happens. With any other result, roll for an encounter on the following table:

1D6	ENCOUNTER
1	Another Timbertech Rep, on their way back to HQ, who will offer them each a potion of healing
2	1d4 Plumed Leopard
3	1 Marble Masked Treethief
4	1d3 Wild Cragclaws
5	2 Bandits and 1 Bandit Captain
6	Reroll twice, both results happen today (don't have to be at the same time)

In addition, each day players must succeed on a DC 15 group Wisdom (Survival) check to stay on course, otherwise the journey takes an additional day.

When five days have passed, the group arrives at the new outpost. Not much is here yet aside from a lot set aside for the new building, and what appears to be the excavation site. The site manager, a simbast in a brown timbertech uniform, waits for them here, they introduce themselves as Ruri (they/them), and explain

they will be setting up the new outpost building. Much of the construction is an automated process, as the Timbertech outpost kit builds itself, but they require someone to guard the site while it's being built overnight.

### MISSION 2: GUARD DUTY

The characters' second mission is to guard the outpost's construction.

Before the day's end, Ruri starts the Outpost Kit construction process, which slowly expands into the frame of a small building (about the side of a shed) and begins to fill in the walls. As night falls, the building will be about ¼ of the way complete, and Ruri will retreat to their tent atop a nearby tree. The PC's can choose to either stay together to defend the building all night or take shifts. Either way, at some point in the night, something happens.

In the middle of the night, have whoever is awake roll a DC 14 Wisdom (Perception) check or use their passive Wisdom (Perception). On a success, they notice a group of people approaching the site. These people appear to be bandits, carrying shortswords, jugs of oil, and pieces of flint. They will fight if provoked but will try to run if things seem dire. It appears they came to burn down the building. If questioned about their motives, they'll say very little, unwilling to speak to Timbertech's employees. A passive Perception of at least 14 allows a PC to notice that one of the individuals looks familiar, and a successful Intelligence (History) check of the same DC reveals this person is Vald, a threscan man who runs a shop in Morlock's Mount. It's likely the group would've met him in the city, where he seemed pleasant and calm, suggesting this may be unlike him.

### VALD (THRESCAN, HE/HIM):

Vald is a large man but gives the appearance of a gentle giant. In combat, it's apparent he attempts to inflict bludgeoning damage by using the blunt end of his sword. The characters can try to convince Vald to talk by succeeding on a Charisma (Persuasion) check against Vlad's 15 Wisdom (Insight). If convinced, he will explain that he and some of the locals are sick of Timbertech and came here to make a statement against them. They assumed nobody would be inside so they would only cause property damage. Vald's concerns stem from Timbertech pulling employees away from most of the businesses in town, many of which can't afford to compete with the bigger company.



If the arsonists are captured, Ruri will call for Timbertech reps to come and get them in the morning. At this point, the building will be completed, and representatives will arrive by the end of the day to remove the captives and begin work on the excavation project.

### MISSION 3: EXCAVATION

**For this part of the adventure, player characters should be at least 2nd level.**

The character's third mission is to investigate the excavation.

With the completion of the outpost, the rest of the Timbertech crew arrives. They consist of 4 additional employees, one of whom is the project leader, a dwarf who introduces himself as Brul (**dwarf veteran, he/him**). Brul will lead the expedition into the ruins alongside the PCs, while the remaining three Timbertech staff monitor the integrity of the building.

The ruins consist of a building, or what's left of it, buried underground and untouched seemingly since it's last use. The team doesn't know what was once in here, but rumor has it there's some degree of ancient magic left within for them to harvest.

### THE RUINS

As the PCs enter the ruins, they notice the walls and floors seem to be made from deteriorating stone with rusted metal supports. The floors of every room are strewn with unusable pieces of corroded metal and seem to shake very faintly every minute or so. Brul seems concerned by these tremors but assures the group the ruins are safe.

### ROOM 1

The entrance to the ruins is a hole made in the ceiling of this room. The room itself has very little of note, aside from some rusted suits of armor that are so fragile that a simple touch causes them to crumble. A door covered in rubble provides an exit from the room. The door to leave the room is blocked by rubble. Characters who attempt to clear the debris must make a DC 17 Strength (Athletics) check. On a success the heavy rubble is moved without incident, while a failure forces the characters to make a DC 13 Dexterity saving throw or take 2 (1d4) points of bludgeoning damage when some debris unexpectedly shifts. The door is unlocked and is easily opened once the debris is cleared.

### ROOM 2

This room appears overrun with rust, as though a scrap heap was left here to corrode. Beneath the mounds of rusted metal can be found 1d6 Spell Scraps, as well as a resting **rust monster**, which attacks if awoken. Three doors exit this room. One returns to room 1, while the opposing wall holds 2 rusted metal doors that require a successful DC 16 Strength (Athletics) check to pry open.

### ROOM 3

A single metal door leads to this room. The door is sealed and locked and appears in decent condition and probably hasn't been opened since the building fell. The door's lock can be picked with a successful DC 15 Dexterity check using thieves' tools or broken down. The metal door has an AC of 12 and 10 hit points.

The room appears to have been a study of some kind, with a small table on one end of the room where two skeletons sit across from each other. The rest of the room is well preserved, and a small hole in the ceiling gives a faint breeze. The skeletons permanently hold hands across the table. Each wears half of a key around their necks, which can be assembled into a single key.

Stored inside the hole in the ceiling is a lock box, which the skeletons' assembled key opens. If given the opportunity, Brul will attempt to use the skeletons' key to open the box and take what's inside, placing the contents in a Timbertech marked loot bin. The box contains 20gp, a small painting of a couple, and a *Locket of True Feelings* (see Appendix 1).

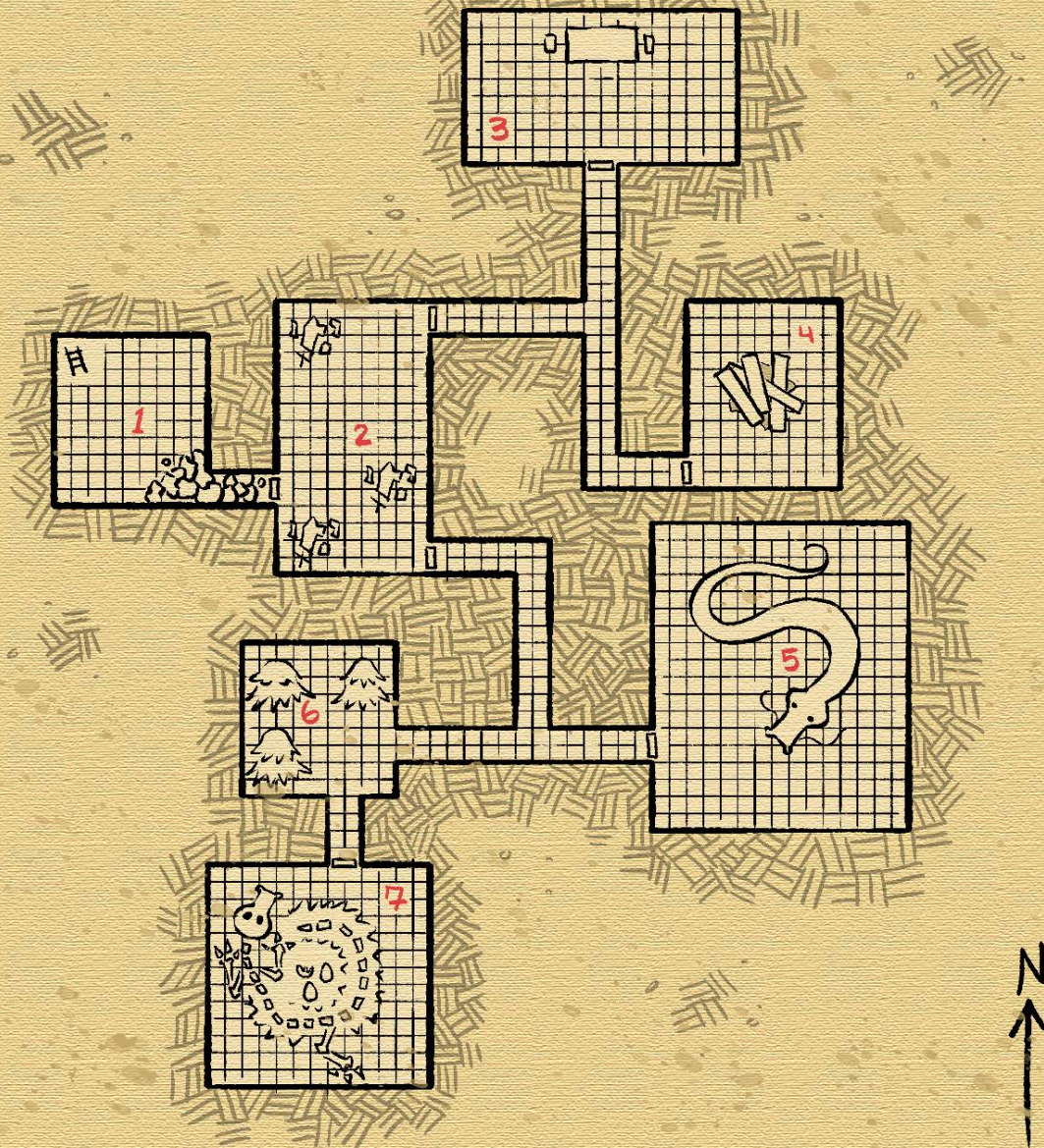
### ROOM 4

This smaller room has very little left in it and seemingly everything is overcome with rust like previous rooms. Some nonmetal objects have been left unscathed, revealing this to have been some kind of closet, full of old faded linens. Those who step into the center of the room must succeed on a DC 16 Dexterity saving throw or fall victim to the deteriorating floors, falling 20ft into a hole that's eroded beneath the floorboards.

At the bottom of this hole is a stream of water that reeks of iron. Anyone falling into the hole discovers a Purity Waterskin (see Appendix 1) hidden under the water.



# THE RUINS



## ROOM 5

This room's door seems new and has a depression in its center that looks like the foot of a dragon. To open it, a piece must be taken from the dragon skeleton in Room 7.

In this room a **rust dragon wyrmling** (see Appendix 1) presides over a hoard of rusted treasures and will attack those who enter. When the dragon is reduced to 10 hit points or less, it will attempt to fly away, breaking through the ceiling to the surface. It leaves behind a set of *Rust Dragon Scale Mail* (see Appendix 1).

## ROOM 6

This room is filled with old brush and hay. It's unclear how it got down here but it pours in from the next room, filling the doorway. With 10 minutes of effort, the characters can clear a passage through the room.



## ROOM 7

In this room, it becomes clear what the brush and hay was for; it appears to have been fashioned into a massive nest. The room's original ceiling is missing, seemingly replaced with the dirt that covers the building. The skeleton of what appears to have been a young dragon sits over a nest of 6 unhatched eggs (only one is broken open, and empty). Within the skeleton of the dragon are 1d4 *rust monsters*, seemingly trying to get into the unhatched eggs, which will attack on sight.

## LEAVING THE RUINS

As the PCs leave, the crew from Timbertech will ask they hand over any loot found within the premises, stating that anything found on a Timbertech mission is company property. The PCs will be brought back to Timbertech HQ, where they're instructed to give over their weapons and armor for damage inspection. At this point, the PCs should be level 3.

# CHAPTER 3: DOUBT COMES IN

The PCs should be given time to rest in their dorm while their gear is inspected. After a long rest, their gear will be delivered to the room, each with a bill for their replacement, citing what appear to be very minor scratches and dents (this should amount to about 65 gp owed per person). Along with this, the PCs receive pay for their three missions, from which was deducted housing and food expenses, leaving 20 gp, and a note informing them their contracts have been extended for another 3 missions.

From here, the PCs should be given two options:

- Confront Timbertech about their treatment
- Continue on as Timbertech Employees

# CHAPTER 4: CONCLUSION

For right now, the group has gotten the answers and research they might have been looking for from Timbertech, but if they are left unsatisfied, you can wrap it up nicely with one of the adventure threads below.

## THREAD #1

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If the decision is made to stay with Timbertech, the adventure ends here. Use this as a jumping point for a broader campaign with Timbertech as a group patron, where they are consistently given security and salvage missions. If the group ever ends up opposing Timbertech, consult the following section.

## THREAD #2

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The PC's can take a stand against Timbertech and will find help from the locals in doing so. Any attempts to bring concerns to the company will be ignored but exploring the campus will reveal a secret room in the dorm building where the captive saboteurs from Mission 2 are being imprisoned.

If freed, the captives commit themselves to taking down the company. There are 1d12 guards in each building who attempt to stop the characters and freed captives from escaping. If the guards can be defeated, the PCs and captives can alert the local authorities, who will arrive to take down Timbertech.

The campus has 6 buildings, each on a different tree:

- Offices
- Stables
- Dorms
- Cafeteria
- Armory/Storage
- Research Lab

If the research lab is raided, the PCs will find a Spark Harvester.

## THREAD #3

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With the company defeated, the PCs are given all the gear they accumulated through this adventure by Taira or another Timbertech representative. In addition, they will be contacted by Vald following this, who offers them a better deal for their work: offering cash for any relics they find and willing to sell, no strings attached.





# CHAPTER FOURTEEN BIG TROUBLE FOR LITTLE SPORIERS

**T**his adventure is optimized for four to six 3rd-level characters, and can be run for characters of levels 2-4 with optional changes as indicated.

## BACKGROUND

Dalemorn is a tranquil, peaceful plain broken only by the roar of arcane vehicles and the hum of floating gasbags. These migratory creatures are drawn to the great sparkstorms that cross the area and are seen as a nuisance by most local farmers. Dr. Krelborn sees something more

in them. He sees a storm-proof irrigation and agricultural feed system capable of independent decisions, self-replication, and wide distribution across the vast plains. These notes he's kept secret, for now, until he can learn more about the original druidic towers in the area. He believes the ancients may have done similarly, or at least hoped to learn methods of control from them. In his experimentation, however, he has set the ecosystem out of balance. The local sporiens have detected these disturbances and encircled his home, attempting to contain the outbreak and alarming the neighbors in the process.



# OVERVIEW

*Big Trouble for Little Sporiors* plays out in three parts, taking players from level two to level four.

In **Chapter One: The Eastern Ridge**, characters are sent by the commissioner to investigate a series of sporiors incidents in the area, all leading to the house of Dr. Seymour Krelborn, a botanist homesteader living in the shadow of one of the druidic vine-towers that pepper the region.

In **Chapter Two: Doc's Farm**, the characters discover upon arriving that Krelborn's farm is overrun and surrounded by sporiors which prevent anyone from entering. Strange plant life inside threatens characters until they discover Dr. Krelborn's secret project: infusing gasbags with spark energy. Apparently, some of Krelborn's gasbags are out of control, and the sporiors were the first to know. Characters must race to stop the scientist's experiment before it breaks free and poisons the entire aquifer!

In **Chapter Three: He Never Stopped To Think SHOULD He?**, the characters either discover the true end of Dr. Krelborn in the jaws of his pet experiment or track him down to the local druidic water tower to begin the final steps in his wild plan.

## ADVENTURE HOOKS

**Strange Sportiers.** There have been multiple reports of sporiors acting strangely on the eastern ridge. Usually, the reclusive creatures keep their distance from civilization, but these have been destructive and confrontational.

**Missed Conference.** Dr. Krelborn was supposed to present his ecological research at a conference in Cornucopia but never showed. No one's been able to reach him for about three weeks, and everyone's eager to hear about his climate research.

**Gassy Gratuity.** Dr. Krelborn's fliers advertise great prices for gasbags caught alive and turned in to him for scientific study. However, no one knows exactly what kind of gasbag he is looking for, so maybe get some clarification.

# CHAPTER 1: THE EASTERN RIDGE

If your party has a means of transportation, they're merely dispatched to investigate based on the information above. Otherwise, Elyrym is glad to provide use of a Sparkwagon to traverse the distance from Cornucopia to the Eastern Rim. It's a quiet ride across grain-filled fields and open, unclaimed prairie. The farms out here are sparse and far between.

If characters seek to gather more information about the sporiors from the locals on their way to Krelborn's outpost, they may hear one or more of the following:

## FLYNN FOGSURGE (HALFLING FARMER, HE/HIM)

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"Doc up yonder never comes 'round anyway. Can't say as anything's been more unusual than the usual unusual. He keeps to himself unless there's a storm, then he'll be by to buy off any gasbags found loitering around."

Flynn doesn't know what they're used for, but they're rarely seen again after being sold.

## VAL ZHORRALK (BUGBEAR SURVERYOR, THEY/ THEM)

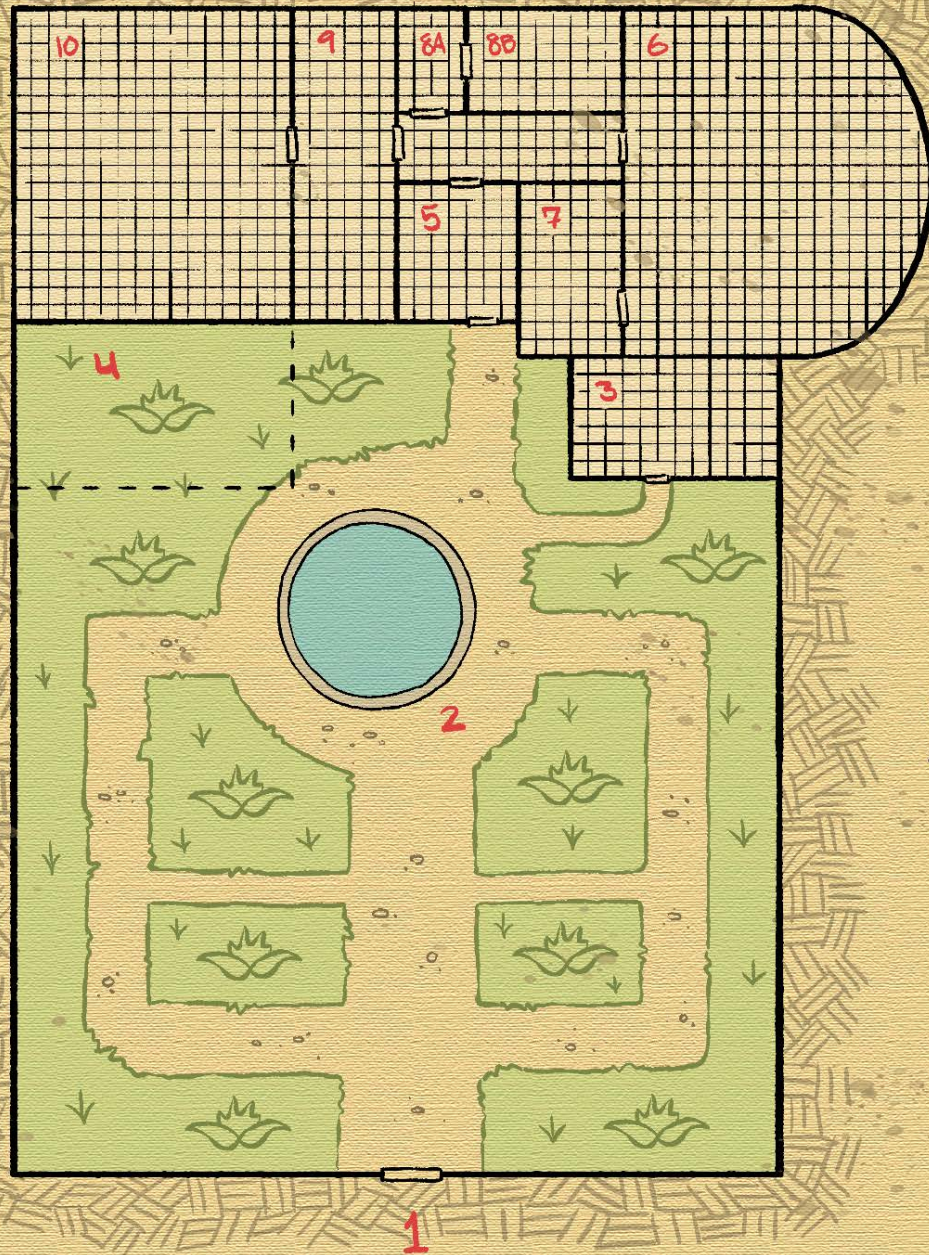
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"The professor's a reclusive sort, not prone to socialization. Like so many of us here, he finds nature better company. I haven't seen him in at least a month, but last I saw he was very enthusiastic about some new fertilizer he'd developed."

Val holds him in high regard after he helped her recover crops after a particularly terrible storm.



## DOC'S FARM



### **GORIK GARIK (SPACE GOBLIN JUNKER, SHE/THEY)**

"WHO? Never met... oh. OH. You mean DOC. Crazy doc up by the aquifer doc. That fella's been struck by a few too many stray bolts if you know what I mean. He gets more shipments than a Black Bay Bar. Don't know what he's doing up there but clearly it takes a lot of tech!"

### **RUNDI TURNER (YAKUI SIMBAST MERCHANT, HE/THEY)**

"Doc Krelborn's a good client, good customer. Always tips. Always buys. Keeps a regular supply of irrigation for that garden of his. Stays private past that. I guess he's into some kind o' botany or somethin? I've never been past the gate but he's got a setup like you've never seen. I didn't know half those plants could grow out here."



# CHAPTER 2: DOC'S FARM

The investigation of doc's farm leads characters to discover the extent of the professor's experiments and the danger of his final conclusion. While exploring the following rooms, a sense of urgency should permeate the area. Use sporiars to encourage the characters along or add a ticking clock by adding a rising sparkstorm to the area.

## AREA 1: THE APPROACH

As characters arrive at Doc's farm, read or paraphrase the following.

*Like all things on the flat Eastern Ridge, Doc's farm is visible long before arrival. It's an emerald gem of a garden next to a wood-shingled, prefab house with a greenhouse added to the north wall. Not far from it rises a druid tower—strange, aquifer-fed twists of spark-fed vines and ancient magic that serve no known modern purpose.*

The gate is half-open, bent back by unruly vines recently animated by the sporiars in area 2. Examining the area with a successful DC 16 Intelligence (Investigation) or DC 18 Wisdom (Perception) reveals that a runebike (Dr. Krelborn's) drove through a few hours ago, heading for the Druid Tower. The vines and overgrowth in the area appear to have been growing for months.

## AREA 2: THE GARDEN

**Sporiars** (see Appendix 2) have stationed themselves around the courtyard garden, attempting to keep other plants and animals out of the area until the effects of Dr. Krelborn's fertilizer wear off. They've animated several plants in the courtyard to aid them. As characters approach, read or paraphrase the following.

*In front of Dr Krelborn's farmhouse spreads an opulent garden filled with beautiful varieties of plants from across Haven. The raised beds and careful landscaping are clearly overgrown. The paths bend unevenly underfoot, and the fountain near the house overflows with crawling vines. Here and there, the brush shakes as small woodland creatures move about.*

Give characters a minute to explore. The sporiars are shy and don't want confrontation. As the party proceeds inwards, the sporiars will make a show of appearing and waving warding symbols, attempting to shoo the characters away. If this fails, they'll summon additional **vine mongrels** from their den in area 4.

## FEATURES OF THE AREA

**Terrain.** Areas off the path count as *difficult terrain*. Characters moving faster than half their speed must make a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check or fall prone at the end of their movement.

**Creatures.** 16 **sporiars**, 4 **awakened shrubs**, and 2 **vine mongrels** (see Appendix 2) hide in the overgrowth, distributed across the entire area. The vine mongrels and awakened shrubs obey the directions of the sporiars.

**Tactics.** The sporiars use their ability to communicate with plants to try to drive characters back with the awakened shrubs and vine mongrels. If characters don't turn back or attempt to communicate, they summon up to 4 additional vine mongrels from area 4. The sporiars themselves do not engage in combat, and will disperse if any shrubs or mongrels are destroyed.

**Development.** If characters engage in combat with the sporiars and vine mongrels, they'll be left on their own to investigate. If they choose to heed the warning of the sporiars and attempt to communicate, they may learn that the area inside is corrupt and the sporiars are quarantining it. Sporiars are non-verbal, but understand Common. They will allow characters to enter if they understand they are offering aid.

**Rewards.** *Wehzok* and *Muhun* runes power the fountain, and may be extracted safely. See Chapter 1, character options.



**Difficulty Adjustments.** Make the following adjustments if the party is weak or strong:

- If the party is very weak or weak, remove 1 **vine mongrel**.
- If the party is strong, add 2 **vine mongrels**.
- If the party is very strong, add 2 **vine mongrels** and replace the awakened shrubs with a single **awakened tree**.

## AREA 3: POLLEN TRAP

The sporiens use this area as a trap, leading predators to the toxic pollen spread across the deck. A successful DC 10 Wisdom (Perception) or Wisdom (Nature) check notices the dense toxic dust coating the loose deck. Stepping on the deck's wood plates drops the porch a few inches, sending up a toxic cloud. Characters within 30 feet must succeed on a DC 11 Constitution saving throw or fall asleep as if under the *sleep* spell.

**Development.** The sporiens drag any who fall under its effect back outside the gates.

## AREA 4: VINE DEN

Read or paraphrase the following:

*The overgrowth is particularly dense in this area, seeming to pull in and press tightly around itself to form a protective covering the size of a small gazebo.*

The vine mongrels den here beside the warmth of the greenhouse. A DC 12 Strength (Athletics) check is required to pull the vine mesh apart enough to fit a Medium or smaller creature inside. The interior of the den is low, only about 4 feet tall, and counts as difficult terrain for characters, but not for the sporiens or vine mongrels.

## FEATURES OF THE AREA

**Floor.** The crawling-vine floor is *difficult terrain*. Characters moving faster than half their speed must make a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check or fall prone at the end of their movement.

**Creatures.** 4 **vine mongrels** (see Appendix 2)

**Tactics.** The vine mongrels fight to the death, taking full advantage of their ability to move freely. If sporiens fled here from Area 2, they'll attempt to reason with players once more or flee at first opportunity.

**Difficulty Adjustments.** Make the following adjustments if the party is weak or strong:

- If the party is very weak or weak, remove 1 **vine mongrel**.
- If the party is strong or very strong, replace the walls with **awakened shrubs**, which also attack each round.

## AREA 5: ENTRYWAY

Read or paraphrase the following

*The unlocked doors are slightly ajar, with withered vines pouring down the porch like broken cables. Immediately to your left, jungle ferns, pitcher plants, and a floating, bulbous fruit grow freely in a room-sized terrarium that has cracked open. Stray vines spill out through broken glass to run along the floor.*

## FEATURES OF THE AREA

**Terrarium.** The floating fruit is a **baby sac leaf** (See Appendix 2). It will float towards characters if examined more closely, but does not leave the terrarium. Other plants may be of interest to alchemists or poisoners for use as rare ingredients. A DC 14 Intelligence (Nature) check indicates that not only are none of the plants from this area, some are also from offworld.

An examination of the broken glass with a successful DC 14 Intelligence (Investigation) check reveals that this happened within the last few hours. No dust or pollen has collected on the glass's edges, and the shards scattered across the floor are still sharp and jagged.

**Doors.** The north and east wooden doors are both latched, but not locked.

**Movement.** Perceptive characters, those with a passive Wisdom (Perception) of 12 or higher, may notice a flicker of movement up the hall as a floating flower or sporiens moves through room 6.



## AREA 6: DINING-ROOM-LAB

This dining room was converted into a secondary garden for Dr. Krelborn's more delicate flowers. Read or paraphrase the following as the characters enter.

*This semi-circular room appears to have once been a dining area or entertainment room. The entire east wall is a semi-circle of windows out of which you see the rolling grasslands and distant, gathering sparkstorms. Shelves of plants and carefully numbered bottles, pitchers, and vials litter the area.*

A glass-windowed office (area 7) is in the south-western corner of the room. Looking through the windows on the door and wall beside, you can see piles of shipping materials and a cluttered desk.

## FEATURES OF THE AREA

**High Ceilings.** The ceiling slopes up at a 45-degree angle to a height of about 10 feet at the windows.

**Flying flowers.** A few **flying flowers** float lazily in the northeast corner. They will attack if provoked.

**Plant Extracts.** Several of the bottles and vials have potions and distillations which may be useful. Roll at random or select from the table below. Identifying one requires an Intelligence (Nature or Arcana) check against the DC indicated on the table. There are 1d6 potions of each type in the room.

## AREA 7: OFFICE

This cramped room at one time was home to the professor's research and analysis. Read or paraphrase the following as the characters enter.

*In this room sits a small writing desk and boxes and crates of many shapes and sizes. Scientific equipment, logbooks, and journals lay scattered as if thrown out of the way in a rush.*

## FEATURES OF THE AREA

By reviewing the notebooks and logs in the room and making an Intelligence (Arcana or Investigation) roll, characters may learn the following, based on their degree of success.

**DC 10:** Professor Krelborn believed he'd found a way to unlock new Spark resonances within crops, using some ancient tech that's unfamiliar to you.

**DC 14:** Professor Krelborn has discovered several new runes which he's combining with local plants to extend longevity and durability. These discoveries have something to do with the Druid Tower, but it's unclear what.

**DC 18+:** Professor Krelborn has outlined a way to recreate the druidic mesh that is fed by the ancient aqueducts with a complex chain of sigils. He believes he can use the gasbags to distribute an enhanced sparkseed across blighted or dying fields, provided he can develop a chemical formula capable of withstanding the gasbag's internal systems and stable enough to survive the storms.

The shipping logs are from all over Haven, and consist of a steady exchange of fertilizers, scientific gear, and agricultural equipment.

## AREA 8B: BEDROOM

The professor was definitely not as tidy with his personal belongings as he was with his research. Read or paraphrase the following as the characters enter.

*Krelborn's private quarters are a mess of hastily tossed gear and clothes. Private journals line shelves built into the walls. Bike parts dot a small repair desk, and it looks as though several personal belongings were recently removed.*

By reading the journals, characters learn that Professor Krelborn (first name "Seymour") is concerned about the effects of his recent project on the gasbags. They seem to develop a taste for spark-creatures, especially sporiors. He can't reproduce the formulae outside the gasbag's unique digestive system, but he's noticed the more sporiors he traps and feeds, the more trouble he has from the wild ones in the area.



## PLANT EXTRACT POTIONS

D10	COLOR	SMELL	EFFECT	DC TO IDENTIFY
1	pink	coppery	Removes the poisoned condition, but causes 1d4 poison damage	12
2	white	sage	Grants resistance to lightning damage for the next 2d4 rounds	15
3	yellow	wine	Grants resistance to necrotic damage for the next 2d4 rounds	14
4	brown	fish	Grants advantage on the next Constitution saving throw within 24 hours	16
5	cyan	charcoal	Grants advantage on Strength saving throws, but disadvantage on Dexterity saving throws, for the next hour	16
6	deep blue	fruity	Causes extreme inebriation for the next 1d4 hours	10
7	black	vanilla	Grants truesight for the next 1d4 hours, followed by blindness until your next long rest	18
8	clear	garbage	Adds 1d4 levels of exhaustion	16
9	orange	sugary-sweet	Removes 1d4 levels of exhaustion	14
10	deep green	Bitter greens	No effect (other than a healthy meal)	10

## AREA 9: PREP AREA

The door to this room is locked, requiring a successful DC 14 Dexterity check using thieves' tools to unlock, or a DC 15 Strength (Athletics) check to knock in the wooden door. When characters enter, read or paraphrase the following.

*The west wall of this narrow prep area is made of plexiglass so thick with condensation you can only see the vague outlines of shadowy plants and ferns beyond. More packing materials sit stacked in the south corner of the room, along with a bottling station. On the north edge, refrigerated cabinets hold carefully labeled serums and bottles. A pungent odor fills the room, and you can feel the humidity rise.*

There's a storage closet on the northeast corner into which dozens of spories have been trapped by an increasingly desperate Dr. Krelborn. These spories have been driven mad in their isolation, and will attack as a **spories swarm** (see Appendix 2) as soon as any character opens the door.

The potions on the north wall follow the same color and flavor pattern as those in Area 6. Optionally, you may choose to vary their duration and intensity by randomly assigning the associated dice in each.

**Development.** The spories swarm floods out area 5 and flees into the foliage. If the characters did not scare them away, the spories in the garden will subdue them until the effects of their isolation (and chemical alterations) wear off. In addition to the swarm's available actions listed in their stat block, cornered spories may hurl shipping boxes and potions from the north wall at players. If this chaos occurs, roll on the table in area 6 as if the character had imbibed the brews.



# AREA 10: LABORATORY

Before the group stands the culmination of Dr. Krelborn's work. Read or paraphrase the following when the characters enter the room.

*A gasbag, the biggest gasbag you've ever seen, fills a corner of the room. The typically docile, balloon-like creature has swollen to an alarming size, its tendrils thick and elongated as they grasp around the room. It presses itself against the glass greenhouse ceiling, emitting a warning wheeze that's the tell-tale sign of an imminent noxious expulsion.*

## FEATURES OF THE AREA

**Laboratory.** This is where Dr. Krelborn tests his formula on both plants and the delivery method on gasbags. The tables are crowded with plants and lab equipment. Along the north wall are six large, sealed vats with the distribution-ready formula. A hyperbaric chamber in the southwest corner is shattered open from the escape of the **greater gasbag**.

**Lab Notes.** If the notes from Krelborn's bedroom or office were not discovered, they may be found here as well. If a character rolled 10 or lower on the Intelligence (Investigation) check in area 7, reroll on the table here as they gain additional information.

**Hazardous Materials.** Like room 9, much of the equipment in this area is dangerous to direct contact. Cables across the floor may be used to deal additional electric damage; titrations and chemicals may make improvisational grenades, flammable hazards, or risk a roll on the table from area 6.

**Creatures.** 1 **greater gasbag** (see Appendix 2)

**Tactics.** The greater gasbag escaped the hyperbaric chamber used by Dr. Krelborn to infuse it with the fertilizer. In its panic, the gasbag is pressing itself against the glass, urgent to escape. It will expel its gas in the first round, then make subsequent attacks with its tendrils and bite.

**Rewards.** A large *zai* rune is embedded in the greater gasbag, along with two *wehzok* runes.

**Difficulty Adjustments.** Make the following adjustments if the party is weak or strong:

- If the party is very weak or weak, reduce the greater gasbag to a gasbag
- If the party is strong or very strong, fill the room with permanent gasbag gas leaking from the hyperbaric chamber. This requires saving throws each turn and grants the gasbag cover in the dense fog.

## CHAPTER THREE: HE NEVER STOPPED TO THINK SHOULD HE?

The adventure can end one of two ways:

### KRUEL FATE

Dr. Krelborn was eaten by the gasbag in Area 10. The characters discover his body in the aftermath and clean up the place.

### TO THE TOWER

Dr. Krelborn has gone to enact his final plan from the Druid Tower! If going with plan B, the characters may discover this information from any of the notes gathered during their investigation, but especially from the laboratory in area 10.

The druid tower is less than a mile away, and characters arriving there will find Krelborn (**cult fanatic**) with 1 **greater gasbag** and 2 **gasbags**. The greater gasbags contain the same runes as the one in area 10, and Krelborn rides a R3-B3L scooter.

In this scenario, Krelborn's study has proven successful: he has created a heartier fertilizer that will create longer lasting, sparkstorm durable crops. However, the new fertilizer can only be created at the expense of infected gasbags that internally produce the mixture.. Characters may persuade Dr. Krelborn with a DC 18 Charisma (Persuasion or Intimidation) check to give up on his plan, or subdue him before he releases the infected gasbags into the wild.



# CHAPTER FOUR: CONCLUSION

Dalemorn is not quite out of the rapids yet, given what could happen if Doc's lab goes unattended for too long, but for right now things are looking more stable than before. If the players choose to stick around in Dalemorn, below are some adventure threads you can use to expand their time in the breadbasket of Haven.

## THREAD #1

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Krellborn may escape to continue his experiments elsewhere, or may bargain with the characters to learn secrets of the druid towers. This could prove lucrative for both of them, Krellborn pushes.

## THREAD #2

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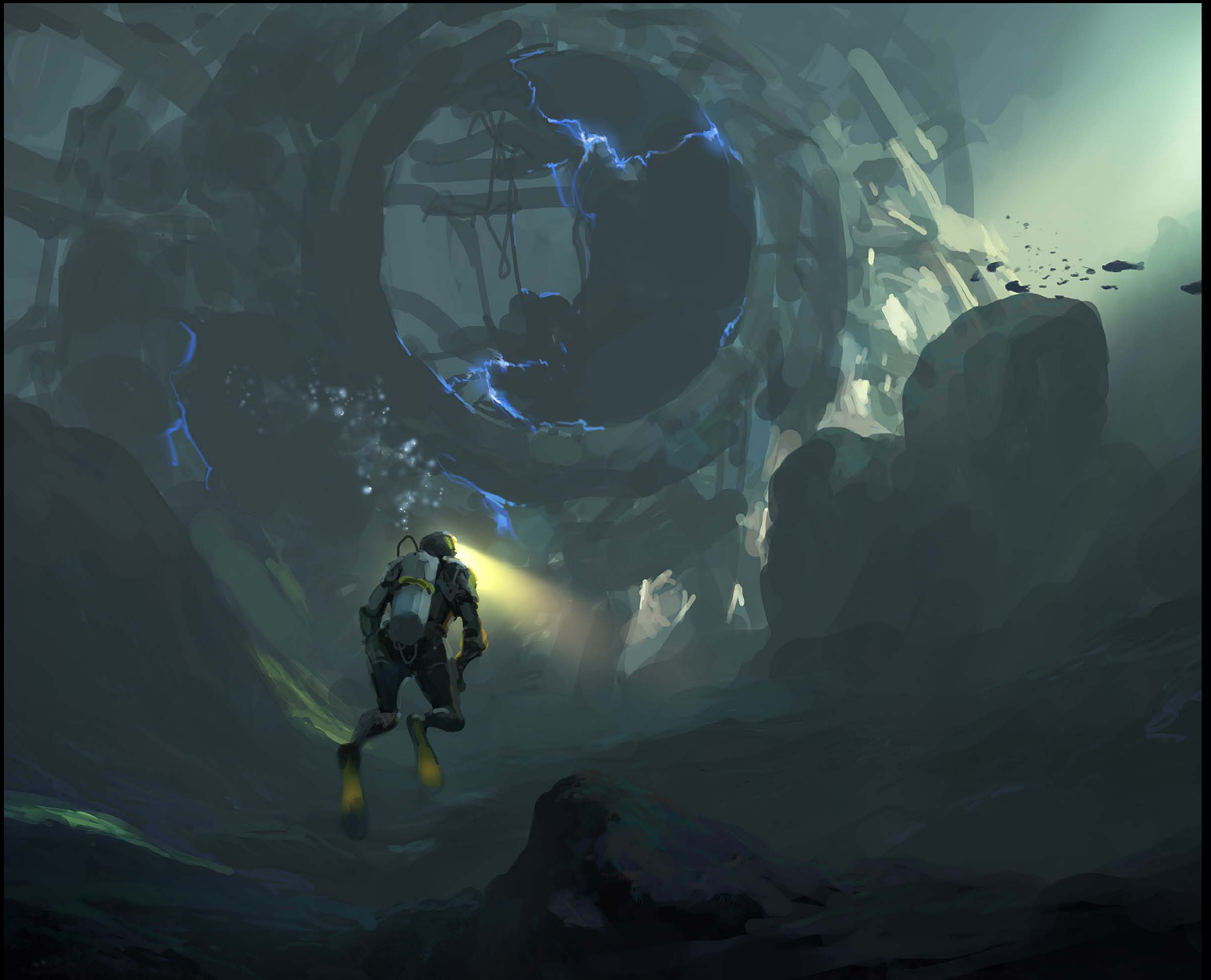
The possessed sporiors set loose from area 9 or greater gasbags freed from the lab may continue to plague the area. However, if they do, they begin to awaken something slumbering beneath the grasslands.

## THREAD #3

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Krellborn's experiments have infected the groundwater of his farm and is spreading -- right before the ultrasloth migration. If they drink from the ponds near his farm, Dalemorn will be flattened.





# CHAPTER FIFTEEN

# RUNESALT SALVAGERS

**R**unesalt Salvagers is an adventure for four to five 6th level characters.

## BACKGROUND

Last year, a spacecraft known as *DQU-3811* crashed into the swamps of Runesalt to the delight of salvagers and scrappers all over the town. The spacecraft was carrying an incredibly valuable metal known as zenithium, a rare resource that is instrumental for creating runestones. Unfortunately, *DQU* has now become the home of

a powerful crocodragon known as Caigon, Son of Lochmaw, who has decided to make the precious cargo the centerpiece of his draconic horde. Many salvagers have tried to retrieve the cargo, but none have ever returned to tell the tale.

## OVERVIEW

*Runesalt Salvagers* plays out in three parts, taking the players from level six to level eight or higher.



In **Chapter One: The Job**, the adventurers arrive in Stilt City and are introduced to Skyr Rockwilt. While there, they hear about *DQU* and can potentially undertake the quest from Skyr, one of his competitors, or without the assistance of a salvaging company if they feel bold enough. On the docks, they meet a skiffer named Mesma, who is concerned that their friend has yet to return from a salvaging mission.

In **Chapter Two: The Search**, the adventurers may rescue Mesma's friend, who explains that he and his team never even got close to *DQU* before they were attacked. He points the team in the right direction and heads home if able. They may also encounter a scrap hag named Ursula Zucas, who wishes to buy some of the treasure the adventurers intend to find and gives potentially helpful advice on defeating or avoiding Lochmaw.

In **Chapter Three: Caigon and the Crash Site**, the adventurers reach the crash site. Caigon is guarding *DQU*, and the party will either need to fight or trick him to get the zenithium. The adventure concludes (or, if your players wish, continues) in Chapter Four: Conclusion.

## ADVENTURE HOOKS

**Your Reputation Precedes You.** Your party was chosen for this retrieval mission because of your reputation. Many have died looking for this treasure, so salvage companies are reaching out to accomplished adventurers.

**Favor for a Friend.** Someone in the party has a friend in Runesalt. This friend might be connected to Mesmer and Lethe, or they might simply want some of the salvage. Either way, they ask their friend in the party to undertake the quest for them.

**The Search for More Money.** Your party sought out the job because of the massive potential pay. Characters motivated by coin may want to negotiate with Skyr Rockwilt or Ateles Turner to get a better return on investment.

# CHAPTER 1: THE JOB

## ARRIVING AT STILT CITY

The adventure begins as the characters arrive in Stilt City, the capital of Runesalt. Like the name implies, the entire city is suspended on stilts, keeping the buildinging above the saltmarsh waters below.

When the characters arrive in the city, read the following out loud.

*Your boat approaches the underbelly of Stilt City, heading towards the docks that will lift you to the city proper. As the elevator tracks slowly carry you upwards, you see the Rockwilt Salvage Company, whose sign is a beautiful collage made from repurposed spacecraft lights and miscellaneous junk, in the center of the city.*

If the party was personally requested for this job by Skyr Rockwilt, add the following.

*A dapper cetacean man walks out of the Rockwilt Salvage Company's door, adjusts his lenses, and waves to the party. His pace is slow, and he stops to puff on his pipe every few steps as if he's expecting you to do most of the walking.*

## THE ROCKWILT SALVAGE COMPANY

When the party enters Skyr's shop for the first time, read the following out loud.

*The inside of Skyr Rockwilt's shop is surprisingly quaint for how successful it is. The interior is made of wood mixed with various metal plates in an alternating checkerboard pattern. Several suits of armor with runestones affixed to the chests are on display in the center of the room, and various runestones are mounted on the walls.*



If Skyr met you outside, he'll hobble inside and sit at the front desk to converse. If not, then he'll be at the same desk, polishing an iridescent gemstone the size of a baseball.

**Development.** If the party inquires about the job from Skyr, he'll explain that Caigon has been killing every salvager that attempts to plunder *DQU*, and he wants the treasure from those salvage teams. If the party accepts the job from Skyr, he'll offer rental services on some of his equipment, including three muhun runestones and two harpoon shockers. He's also selling scrolls of arcane lungs. His rental rates are one-third of their usual price. Upon completion of the mission, he'll appraise your haul free of charge and buy as much zenithium as possible.

## ROLEPLAYING SKYR ROCKWILT (HE/HIM)

Skyr Rockwilt (neutral good odontos **noble**) is the commissioner of the county of Runesalt, and he will not tolerate open hostilities in his presence. A diplomat at heart, he tries his best to find a peaceful solution to his problems. Part of the reason why he wants someone qualified to salvage the treasure from *DQU* is to put an end to the ever-growing list of greenhorn salvagers who've ended up dead in the jaws of Caigon. Like most odontos, he's fairly hard to get a read on, and his speech lacks any sounds made by pressing his lips together.

## ROCKWILT'S RIVAL

**Development.** Upon leaving Skyr's shop, the party is immediately flagged down by a hooded figure with feline features. He introduces himself as Ateles Turner and asks if he can make a counteroffer. He'll offer 50 gp upfront if the party promises he gets first dibs at their haul -- regardless of whether or not the party accepts his offer.

## ROLEPLAYING ATELES TURNER (HE/HIM)

Ateles (chaotic neutral simbast **commoner**) is a simbast who is out for himself first and foremost. He's Skyr's self-proclaimed rival and will jump at the chance to foil Skyr's plans, albeit indirectly. Ateles tends to hide behind a

vener of plausible deniability when sabotaging other salvagers. Despite being a coward, Ateles is a simbast whose skills have made him the number two salvaging business in the district.

Frukking asshole. I had never met a simbast I didn't like until I met Ateles.

- Ironbashk

## FINDING A BOAT

When the party arrives at the dock, read the following out loud.

*The dock is significantly less busy than when you disembarked, with far fewer people coming or going. A tall, purple-skinned tiefling is anxiously pacing back and forth, clearly trying not to panic.*

**Development.** If the party inquires about a boat or mentions *DQU* to the tiefling, they'll mention they're worried about their friend who left to go plunder *DQU* a few weeks ago. This friend, an odontos named Lethe, hasn't come back yet. Lethe is an inexperienced salvager who went to *DQU* despite knowing the risks. The tiefling, who introduces themselves as Mesma, asked his friend not to go, but he ignored their wishes. As mad as Mesma is at Lethe for endangering himself, they're more concerned about getting Lethe back safely and will offer the use of their swamp skiff to do it.

## ROLEPLAYING MESMA (THEY/THEM)

Mesma (lawful good tiefling **commoner**) is a complete bundle of nerves, fast-talking and seemingly sleep-deprived. There is never a lull in the conversation because Mesma fills any potential silence with catastrophizing.



# CHAPTER 2: THE SEARCH

## SKIFF BOUND FOR SALTMARSHES

Upon leaving Stilt City, the adventures will spend five days traveling to the *DQU* crash site via skiff. During that time, they are likely to encounter various creatures and people, including Lethe. Check for encounters once per day and once per night by rolling a d6. On a roll of 4 or higher, an encounter takes place. Use the following Skiffing Encounters table to determine which kind, either by rolling a d12 or choosing. Keep in mind that not all encounters must contain combat.

**Note.** If the players decide to take a more proactive role in searching for Lethe, they can make a DC 15 Wisdom (Survival) check at the end of each day to try to find clues about his whereabouts. Doing this increases the chances of finding him, increasing the roll on the d12 by +1. Each successful DC 15 Wisdom (Survival) check on subsequent days increases by another +1, to a maximum of +10.

### SKIFFING ENCOUNTERS

D12	SKIFFING ENCOUNTER
1	A rival salvaging team made up of 2d4 <b>veterans</b>
2	Two <b>giant crocodiles</b>
3	One <b>crocodragon wyrmling</b>
4	One <b>water elemental</b>
5	1d4 <b>dire tardigrades</b>
6	1d4 <b>ghosts</b>
7	A rival salvaging team made up of 2d6 <b>scouts</b>
8	1d6 <b>dire tortoises</b>
9	1d4 <b>hell tortoises</b>
10	One <b>ultrasloth</b>
11	1d12 <b>gasbags</b>
12	<b>Lethe</b>

## RIVAL TEAMS

Your party is not the only group seeking the zenithium haul inside *DQU*; many rival teams have taken to sabotaging other salvaging groups, either by stealing from or killing their competition. Some groups may not be outright hostile when encountered, but others may actively search for other salvagers to steal from. When creating a rival team encounter, consider the types of people that might form a team. Here's an example of a three-person team that might ambush, sabotage, or outright attack the party.

### THE PUSHYCATS

I have heard about the Pushycats but never met them. Apparently they can be dicks.

- Ironbashk

A team consisting of three simbastas named Mash, Thrash, and Dash.

**Mash (he/him):** The muscle of the group, prefers to smash first and ask questions later. Use the **veteran** statblock with the following changes: change the longsword to a warhammer, and change his Strength score to 20 (+5).

**Thrash (they/them):** The leader of the group but the worst in a fight. Deeply cares about their allies and will put themselves into danger to protect their friends. Use a **bandit captain** stat block.

**Dash (they/them):** The group's stealth expert, not very talkative, and mostly likely to abandon their friends if an encounter goes poorly. Use a **scout** stat block with the following change: change their Dexterity score to 20 (+5).



# LETHE

The adventurers have found Lethe! Read the text below out loud.

*As the swamp skiff glides along, a dense fog rolls in, and you begin to hear high-pitched screams and clicking noises up ahead. The cries are unmistakably odontos in origin, which is soon confirmed when someone armed with a quarterstaff comes into view. They are desperately struggling to escape the grasp of a mass of vines and leafy bulbs.*

**Development.** Lethe is being swallowed by a **sac leaf** and is being held in one of the plant's digestive sacs. Every turn, the sac leaf will absorb 1d6 hp from Lethe. To free him, the players must either destroy the sac holding Lethe or kill the whole creature.

If the party successfully rescues Lethe, he'll be grateful and ask if they are also looking for the DQU haul. If they say yes, Lethe will offer his assistance in exchange for an equal cut of the treasure. If they refuse, Lethe will ask for a ride to his capsized swamp skiff and he will then go home to Stilt City.

## ROLEPLAYING LETHE (HE/HIM)

Lethe (chaotic neutral odontos **druid**) is fairly small compared to other odontos and also has a less pronounced accent. He was in search of the DQU's treasure to help his parents retire but is otherwise rather risk-averse.

## THE HERMIT'S HUT

On the fourth day of travel, the party will come across a small hut. Read the following out loud.

*You see a small, rundown hut made of wood, mud, and pieces of scrap metal sitting on the riverside. Metal on metal rings like bells, undercut by the loud buzzing of sawblades. Coming into view is an old crone wearing red-tinted goggles and a metal apron made of bluish-white metal with glowing purple lines running through it. She waves at you.*

The old lady is a **scrap hag** named Ursula Zukas. The hut behind her is her runestone workshop. At the end of every month, she takes the runestones she's made to Stilt City to sell them at the main plaza and uses the proceeds to acquire more resources.

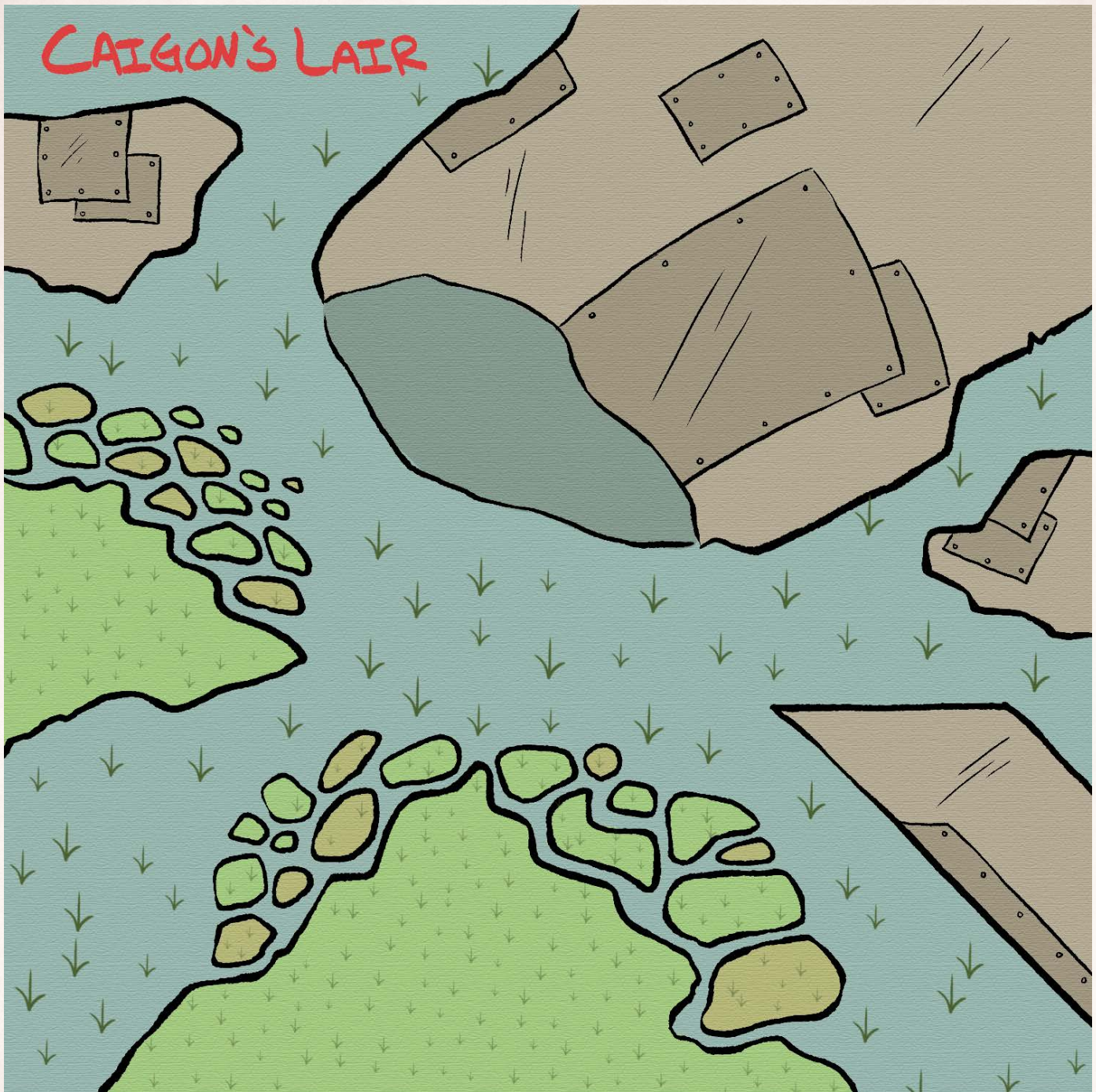
*Ursula is a lovely lady. I make sure to visit her every few weeks and bring some treats and new plants. Only tried to eat me once.*

*- Ironbashk*

**Development.** If asked about the DQU crash, Ursula will say she knows of it and gesture vaguely in its general direction. She's not interested in salvaging it herself but will request that, if the party doesn't die in the attempt, they bring her back a bar of zenithium, which she will trade for either a *felko*, *lkesh*, *muhun*, or *zai runestone*. She can tell the party the following information about Caigon, the crocodragon that guards the wreck.

- Caigon is an ambush predator; scouting the area can mean the difference between victory and a watery grave.
- Caigon has an irrational hatred of bullfrogs and will attack any noisy frogs in the area.
- Caigon is a loudmouth who will telegraph his attacks in Draconic after being discovered.





## ROLEPLAYING URSULA ZUCAS (SHE/HER)

A bit of scatterbrain, Ursula (chaotic neutral scrap hag) has a passion for invention and creation and will immediately latch onto anyone who engages with her hobby or shows genuine interest.

## CHAPTER 3: CAIGON AND THE CRASH SITE

The adventurers arrive at the crash site of *DQU-3811* and, by extension, Caigon's lair. Read the following text out loud.



The saltmarsh trees start getting thinner as the adventurers' boat approaches the crash site of DQU-3811. The water is darker and deeper here, deep enough that the bulk of the ship is underwater. The water starts to vibrate and shake as you get closer, and waves slam against the swamp skiff.

## CAIGON, SON OF LOCHMAW

Caigon ain't no joke. I barely survived my first -- and only -- encounter with Caigon, and I will never go back to that area of Runesalt. If Caigon was able to eat four skiffs...I dunno what daddy could eat, and I don't want to.

- Ironbashk

**Tactics.** Unless the party has actively made Wisdom (Perception) checks (DC 16) to spot Caigon, they are surprised when he appears. The **crocodragon** is extremely protective of his horde, and he is wily. The water around DQU is 500 feet deep, and he will attempt to overturn the swamp skiff, knocking the party into the water using his Tail Slam feature. Afterward, he will try to drag them underwater one by one, drowning them in the process. The party can avoid Caigon by moving 200 feet away from DQU and standing in the shallows. Caigon will not attack them from the shallows, but he will fight to the death to protect his horde. If the party tries to use range to their advantage, he will dive underwater to avoid their attacks.

## ROLEPLAYING AS CAIGON (HE/HIM)

Caigon (chaotic evil crocodragon) is petty, quick to anger, spiteful, and incredibly childish. He's prone to violent tantrums in the face of even minor inconveniences and will loudly complain in Draconic in the middle of combat. He tends to think out loud, meaning his enemies can know what he's thinking just by listening (if they understand his language). As Ursula mentioned, his irrational hatred of frogs often

supersedes his sense of self-preservation and is a surefire way of keeping him distracted for at least a round if the party summons or brings frogs with them.

**Treasure.** The party can only retrieve the zenithium haul once Caigon is defeated, incapacitated, or otherwise removed from the area. Retrieving the haul requires a successful DC 15 Strength (Athletics) check that allows them to swim to the bottom of the lagoon. There they must make a successful DC 13 Intelligence (Investigation) check to find the crate containing 15 spheres of zenithium (worth 50 gp each), five *muhun runestones*, and a capsule containing 1d6 + 2 weapons of the DM's choice. If the party fails these checks, they can repeat them as long as Caigon is not in the area.

## CHAPTER 4: CONCLUSION

Once the haul is found and brought aboard the swamp skiff, the party is free to return to Stilt City. However, word of Caigon's defeat will travel fast, and many salvagers will attempt to intercept the cargo on the way back. When traveling back, check for encounters once per day and once per night by rolling a d6. On a roll of 3 or higher, an encounter takes place. Use the following Returning Encounters table to determine which kind, either by rolling a d8 or choosing. Assume that rival teams are actively hostile and will stop at nothing to relieve the adventurers of their cache.

### D8 RETURNING ENCOUNTER

1	One <b>giant crocodile</b>
2	2d4 <b>dire tardigrades</b>
3	One <b>sac pod</b>
4	One <b>ultrasloth</b>
5	A rival team made up of 2d4 <b>veterans</b>
6	A rival team made up of one veteran and 2d8 <b>thugs</b>
7	A rival team made up of 1d8 <b>scouts</b>
8	A rival team made up of one <b>odontos assassin</b>



# WHAT'S NEXT?

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The adventurers will deliver their cargo to Ursula, Skyr, Ateles, or an eager merchant willing to pay them fairly. After the adventure, they can go on their way, building a name for themselves in the rough and tumble world of Adelphos, or you can use one of the following story threads for future adventures in Runesalt.

## THREAD #1

If the party fails to find Lethe, Mesma is distraught and assumes the worst of the party. They will hold a grudge against the group and could become a potential enemy in the future.

## THREAD #2

After Caigon is defeated, the waters of Haven start getting rougher. Tsunamis and earthquakes become more common, and the rumors of Lochmaw's return seem all the more likely. The party may be called back to defeat the father when they killed the son.

## THREAD #3

If Ateles Turner was snubbed at the beginning, he'll start sending hitmen after the party, determined to make them pay for their disrespect. Whenever the adventurers are already in a difficult encounter, roll a d4; on a 3 or 4, an **assassin** shows up to capitalize on the group's moment of weakness.





# CHAPTER SIXTEEN BEASTIARY

## FAUNA

**W**ithin the following pages is a record of some of the various beasts and monsters the homesteaders have documented and found while journeying across Adelphos. Most hail from within the environs of the Haven counties.

## SIZES

Sizes have always been a hot-button debate on what their usefulness and how inaccurate they can sometimes be. In C&C we added a new size classification after Colossal: Umber. Umber is meant for those scenarios where something is just “too damn big”. While it has no mechanical dealings in truth, it is meant to really make you feel small and insignificant.



# BAY SQUID

The bay squid. A majestic and elegant creature.  
- Ironbashk

Native to the Black Bay, these small, amphibious squids are often used by aquatic rangers in the most radical of hunting scenarios. They travel in pods of no less than eight and feed on anything even remotely edible. On more than one occasion, druids of the Black Bay have transformed into these squids to be launched by a companion wielding a squid gun (See page 62; equipment), earning them a grand boasting session at the local tavern.

## BAY SQUID

*Tiny beast, unaligned*

**Armor Class** 10

**Hit Points** 1 (1d4 -1)

**Speed** 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	11 (+0)	8 (-1)	2 (-4)	11 (+0)	4 (-3)

**Senses** Darkvision 30 ft., passive Perception 10

**Languages** --

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

**Amphibious.** The bay squid can breathe and survive both on land and underwater.

### Actions

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 (1d6 - 2) piercing damage and 2 (1d4) poison damage.

## DIRE TARDIGRADE

*Huge beast, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 62 (4d12 + 36)

**Speed** 25 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	28 (+9)	5 (-3)	9 (-1)	11 (+0)

**Damage Immunities** Cold

**Condition Immunities** Blinded, deafened, paralyzed, stunned

**Senses** Blindsight 60 ft., passive Perception 9

**Languages** Understands all languages but cannot speak

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Vacuform.** The dire tardigrade can survive in the vacuum of space indefinitely.

**Very Nearly Invincible.** When the dire tardigrade is reduced to 0 hit points, it does not die. Instead, it enters a deep hibernation-like trance for 1d4 days. At the end of it, it awakes with all of its hit points restored. If it is reduced to 0 while in hibernation mode, the dire tardigrade dies.

**Innate Spellcasting.** The dire tardigrade's innate spellcasting ability is Charisma. It can innately cast the following spell, requiring no components:

1/day: *dimension door*

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

**Water Jet (1/day).** The dire tardigrade sprays a concentrated stream of water from its mouth in a 30-foot line. Each creature in the line must succeed on a DC 14 Strength saving throw or take 19 (3d12) bludgeoning damage and be knocked prone. The target takes half damage and is not knocked prone on a success.

# DIRE TARDIGRADE

Dire tardigrades are unusual creatures, appearing very rarely on Adelphos, but every once in a while one will catch a ride on a transport bound for Morlock's Mount. Dire tardigrades are roughly the size of a hippopotamus. They prefer to dwell in the waters off the coast of the Mount, drawn to the natural



## FERION

*Large beast, unaligned*

**Armor Class** 18 (Natural Armor)

**Hit Points** 210 (22d10 + 88)

**Speed** 25 ft., burrow 40ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	6 (-2)	15 (+2)	17 (+3)

**Saving Throws** STR +8, CON+8

**Skills** Stealth +9

**Condition Immunities** Stunned

**Senses** Blindsight 60 ft., passive

Perception 12

**Languages** --

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Alluring Display.** As a bonus action, one creature of the ferion's choice within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be charmed by it for 1 minute. An affected creature can repeat the saving throw on its subsequent turns, ending the effect on a success.

**Threat Display.** As a bonus action, one creature of the ferion's choice within 30 feet must make a DC 15 Wisdom saving throw or be frightened of the ferion until the end of its turn.

### Actions

**Multiattack.** The ferion makes two attacks, one with its shovel claws and one with its capture threads.

**Shovel Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing or bludgeoning damage.

**Devour.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one restrained or charmed target. *Hit:* 55 (10d10) slashing damage. If this damage reduces a target to 0 hit points, it is devoured by the ferion, killing it instantly.

**Capture Threads.** The ferion fires out a lattice of sticky filaments in a 30-foot long and 5 feet wide line in front of it. Each creature in the line must make a DC 15 Strength saving throw or be restrained and pulled up to 30 feet towards the ferion.

runic energies emanating from the Map Room's cliff where the first city of Haven was built. Locals have taken to harvesting "rune-goo", the glowing blue algae secreted by tardigrades after consuming spark-infused water.

## FERION

The ferion love to dwell just below the surface of saltmarshes and coastal swamps in the early hours of the morning or in the late hours of the day when the light is at its haziest. These large crocodile-sized amphibians use their bioluminescent flagellates to hypnotize their prey. Should this fail, the ferion will attempt to wrangle its victim with powerful spinnerets full of sticky capture threads before pulling it in for a powerful bite with its double jaw.



# FERROUS LEAPER

Many of the mining operations across Haven are often plagued by attacks from ferrous leapers. These creatures resemble large amphibians (akin to an armless bullfrog) made from living stone and clusters of raw ore. They are very territorial. They use their overly large legs to crush and deter miners, forcing them from their nests, which are believed to house ore burls. In a pinch, a ferrous leaper can use static electricity or attract lightning to injured workers. While they might look slow, “leaper” is an understatement as these creatures can make great bounds to attack.

## FERROUS LEAPER

Medium beast, unaligned

**Armor Class** 14 (Natural Armor)

**Hit Points** 22 (3d8 + 9)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	6 (-2)	14 (+2)	9 (-1)

**Senses** Blindsight 60 ft., passive  
Perception 12

**Languages** --

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Ferrous Body.** The ferrous leaper’s body is covered in deposits of raw iron ore. Whenever the ferrous leaper would take lightning damage, it instead reflects the damage to every creature within 10 feet of it.

**Great Leap.** Ferrous Leapers can long jump up to 30 ft.

### Actions

**Two-Legged Stomp.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) bludgeoning damage.

If ya hear that a mine has ferrous leapers, ya stay the fruk away. I ain’t getting zapped by a stone frog.

- Ironbashk

# GASBAG

Gasbags are considered a pest by most.. These docile and passive man-o-war-sized invertebrates breeze over farms, markets, and the grav-train. Haven children will often make games of trying to force gasbags to shoot out their internal stores and jet away. Some biologists in Dalemorn have discovered that gasbags are especially attracted to the old aqueducts that dot the county. Some researchers are seeking to leverage these creatures as fertilizer or domesticate them as farm or herd animals.

## GASBAG

Large beast, unaligned

**Armor Class** 12 (Natural Armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	6 (-2)	8 (-1)	10 (+0)

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Blindsight 60 ft., passive  
Perception 12

**Languages** --

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Gas Propulsion.** While flying, the gasbag can Dash as a bonus action.

### Actions

**Tendril.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Expulsion (Recharge 6).** The gasbag expels the toxic gas in its gas sack in a 30-foot cone in front of it. Every creature in the area of effect must make a DC 11 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for 1 minute. Affected creatures can repeat the saving throw at the end of their subsequent turns, ending the effect on a success. After using this feature, the gasbag’s flight speed is reduced to 0 until the end of its next turn.



# HONEERA

The honeera are a common sight in the thick forests of Haven, resembling large bonobo chimpanzees. Female honeera run the packs, usually comprising eight or nine members. Females grow large bone head plates and cartilaginous chin growths while males grow longer chin growths and are smaller. Their fur is usually a deep blue-black, and their skin a dark gray. While usually the rule of, "If you don't bother them, they won't bother you," will work against most honeera, it does not take much to set a pack of them off.

## HONEERA

*Medium beast, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

**Saving Throws** DEX +5

**Skills** Acrobatics +8, Perception +5, Stealth +5

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., passive Perception 15

**Languages** Understands Common but cannot speak

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

**Pack Tactics.** Honeera have advantage on attack rolls against creatures if the honeera has an ally within 5 feet of the creature and the ally isn't incapacitated.

**Scream and Shout.** When the honeera scores a critical hit, every creature of its choice within 10 feet of it must make a DC 12 Wisdom saving throw or be frightened until the end of the creature's next turn.

## Actions

**Multiattack.** The honeera makes two claw attacks and one bite attack.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Devour.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) piercing damage.

**Capture Threads.** The ferion fires out a lattice of sticky filaments in a 30-foot long and 5 feet wide line in front of it. Each creature in the line must make a DC 15 Strength saving throw or be restrained and pulled up to 30 feet towards the ferion.

## Reactions

**Return to Sender.** As a reaction to being struck by a ranged weapon attack, the honeera can reduce the damage by 1d10 + 4. If this reduces the damage to 0, the honeera can make a ranged weapon attack with the piece of ammunition using its Dexterity modifier for the attack and damage rolls.



# PALE APHOOD

The aphood is a winged, insect-like creature inhabiting the humid deserts, grasslands, and swamps of numerous planets. The wetlands of Haven lay claim to the pale version, which is somewhat smaller than other aphood species. The pale aphood has a pair of independent proboscis that can adhere to its potential meals to draw them into its jagged maw. The creature's unique wing design allows it to both hover and move in near silence as it seeks out its quarry. Contrary to initial observations of these creatures being incapable of communication, it was recently discovered that the species share a common language.

Pale aphoods are pretty docile if ya leave them alone, but their eggs can be amazing on morning toast, or hard boiled. Keep forever. Damn, now I want aphood eggs.

- Ironbashk

## PALE APHOOD

*Large monstrosity, unaligned*

**Armor Class** 13 (Natural Armor)

**Hit Points** 28 (3d10 + 12)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	19 (+4)	6 (-2)	11 (+0)	4 (-3)

**Skills** Athletics +5

**Condition Immunities** Stunned

**Senses** passive Perception 10

**Languages** Aphood

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Flyby.** The aphood doesn't provoke opportunity attacks when it flies out of an enemy's reach.

## Actions

**Multiattack.** The aphood makes two attacks with its proboscis. If it has a creature grappled, it may substitute one of its proboscis for its bite attack.

**Proboscis.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) acid damage and if the target is Medium sized or smaller it is grappled (escape DC 13). The aphood can only have two creatures grappled in this way at a time.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled creature. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) acid damage and the creature is restrained in the aphood's mouth. Creatures restrained in this way are no longer grappled by the proboscis.



# SCRAP HAG

Obsessive collectors at heart, scrap hags specialize in salvaging from shipwrecks and creating new gadgets. They tend to be incredibly friendly to those who engage in their technological interests but will not take theft lightly. It isn't uncommon to find a scrap hag running a magic item store in secluded areas of Black Bay.

# SKULLRENDER

A dark abomination of fused eldritch energies and reptilian tenacity, the skullrender is one of the most vicious predators on the surface of Adelphos. None now know its true origins, but what is certain is the creature subsists on the terror of its victims, gaining sustenance from their screams as much as from their flesh. The few skullrenders that have attacked homesteader resemble massive komodo dragons with strange reflective skin that allows them to blend into their surroundings. They are blind and instead of eyes have four sensory blooms on their heads allowing them to echolocate.

## SCRAP HAG

*Medium fey, chaotic neutral*

**Armor Class** 18 (Plate Mail)

**Hit Points** 82 (15d8 + 15)

**Speed** 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	18 (+4)	16 (+3)	13 (+1)

**Saving Throws** CON +4, INT +7

**Skills** Arcana +7, Insight +6, Perception +6, tinker's tools +7

**Condition Immunities** Blinded, charmed, frightened

**Senses** Blindsight 60 ft., passive Perception 16

**Languages** Common, Sylvan

**Challenge** 7 (2,300 XP)

**Proficiency Bonus** +3

**Innate Spellcasting.** The scrap hag's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, using tinker's tools as spellcasting focus, and requiring no material components:

At will: *detect magic, disguise self, detect metal, mending*

3/day each: *heat metal, fabricate, web,*

2/day each: *lightning bolt, shape metal*

1/day each: *animate objects, arcane eye, legend lore,*

**Magic Resistance.** The hag has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The hag makes two metal claw attacks.

**Metal Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.



## SKULLRENDER

*Large monstrosity, neutral evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	7 (-2)	13 (+1)	7 (-2)

**Skills** Athletics +6, Stealth +3

**Damage Resistances** Force

**Condition Immunities** Frightened

**Senses** passive Perception 11

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Death Eater.** Death saves made within 30 feet of a skullrender are made at disadvantage. Whenever a skullrender drops a creature to 0 hit points, it gains 5 (1d10) temporary hit points.

**Eldritch Invigoration.** Whenever a creature within 30 feet of the skullrender is unconscious and at 0 hit points, the skullrender's attacks deal maximum damage.

### Actions

**Multiattack.** The skullrender makes two claw attacks or a bite attack and a claw attack.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 3 (1d6) force damage.

**Claw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage, and the target must succeed on a DC 14 Dexterity saving throw or become grappled (escape DC 14). The skullrender has advantage on any bite attacks made against a creature grappled in this way.

## TUSKED APE

Tusked apes can be found throughout the mountainous regions of the planet and in neighboring systems. The average member of the species is far larger and heavier than most primates. Resting on the knuckles of their upper arms and manipulating items with their secondary arms, a tusked ape stands at nearly fifteen feet tall, but some have been recorded specimens of nearly twenty-five. Their immense tusks are often used for mating rituals and to establish dominance between rivals. Male tusks tend to be a little longer and more viciously curved while females' are smaller and less likely to be used for combat.

## TUSKED APE

*Huge beast, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 202 (15d12 + 105)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	24 (+7)	5 (-3)	12 (+1)	7 (-2)

**Skills** Athletics +11, Intimidation +6, Perception +5

**Senses** passive Perception 15

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

### Actions

**Multiattack.** The tusked ape makes two fist attacks. It can replace one of its fist attacks for a rock or sweeping tusks attack.

**Fist.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 34 (5d10 + 7) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +3 to hit, range 50/100 ft., one target. Hit: 25 (7d6 + 1) bludgeoning damage.

**Sweeping Tusks (Recharge 5 - 6).** Each creature in a 15-foot cone must make a DC 13 Dexterity saving throw or take 39 (6d12) bludgeoning damage and be knocked prone.



# ULTRASLOTH

This behemoth towers over the landscape but is not typically dangerous to the inhabitants of Adelphos unless provoked. Ultrasloths travel in small family groups and can strip the land while feeding. In the first few months of Dalemorn's development, ultrasloths were a major problem, but the commissioners built an "ultrasloth highway" that cuts through the fields along their traditional migration route. If riled (a difficult proposition), the creature goes on the defensive, swatting at threats with its massive, earth-rending claws before fleeing. Some believe that grogl might be related to ultrasloths given that their skeletons and claws are very similar, but xenobiologists have not yet confirmed this hypothesis.

Never. Ever. Let a bugbear trick ya into trying to ride an ultrasloth. Elrym told me that he needed one tracked just for scientific purposes...by the time I got off I was in Bigby's Vale...was a great mini-vacation wandering across western Haven.

- Ironbashk

## ULTRASLOTH

*Gargantuan beast, unaligned*

**Armor Class** 10 (Natural Armor)

**Hit Points** 227 (13d20 + 91)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	2 (-4)	25 (+7)	4 (-3)	10 (+0)	5 (-3)

**Saving Throws** CON +10

**Senses** passive Perception 10

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

### Actions

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 39 (5d12 + 7) slashing damage.

**Resounding Screech (Recharge 4 -- 6).** As a bonus action, the ultrasloth can let out a terrific screech. Each creature within 60 feet that is not an ultrasloth must make a DC 14 Constitution saving throw or take 17 (5d6) thunder damage and become deafened for 1 minute. On a successful save, the creature instead takes half damage and is not deafened.



# FLORA

Even the plants of Adelphos are teeming with more aggressive forms than other worlds. In the following pages are various greenery threats found on the planet.

## FLOATING FUNGUS

Some fungi have adapted to the shifting conditions of the planet's surface by developing unique methods of locomotion to traverse from one area of compost to another. These mushrooms use their ability to catch, contain, and manipulate air currents to allow them to float across the landscape. Even in the dark tunnels and caves beneath the surface, certain strains of this floating fungus can be found.

### FLOATING FUNGUS

*Medium plant, unaligned*

**Armor Class** 9

**Hit Points** 19 (3d8 + 6)

**Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	9 (-1)	14 (+2)	2 (-4)	9 (-1)	4 (-3)

**Skills** Perception +1

**Condition Immunities** Blinded, deafened, prone

**Senses** Blindsight 30 ft., passive Perception 11

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Deadly Fumes.** Whenever a living creature hits the floating fungus with a melee attack, they must succeed on a DC 12 Constitution saving throw or take 2 (1d4) poison damage.

**Spore Burst.** If the fungus is slain by slashing or piercing damage, it bursts open in a cloud of spores. Each creature within 5 feet must make a DC 12 Dexterity saving throw or take 7 (3d4) poison damage and become poisoned until the end of their next turn. On a failure, the creature instead takes half damage and is not poisoned.

#### Actions

**Spore Shower.** Each creature within a 5 foot radius and/or directly below the floating fungus must make a DC 12 Constitution save or take 2 (1d4) poison damage and become poisoned until the end of their next turn.



# FLYING FLOWER

Flying flowers are pleasant sights on Adelphos, often seen after big rainstorms or particularly powerful sparkstorms. Looking like flowers of varying shape and color, they grow leaf-like wings, and often spread their seeds across the landscape, making once empty spaces beautiful for many days and sometimes weeks until the next storm.

## FLYING FLOWER

*Small plant, unaligned*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	14 (+2)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

**Saving Throws** DEX +4

**Skills** Acrobatics +4, Perception +3

**Senses** passive Perception 13

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

### Actions

**Multiattack.** Ranged Weapon Attack: +4 to hit, reach 15 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

# JOINED ONE

Joined ones are recently-deceased beings taken over by the Adelphos Superorganism. They resemble the beings they were in their previous life, but their bodies are covered in spores and plant-like matter. They produce clouds of poisonous gas and attack using a newfound strength.

## JOINED ONE

*Medium plant, unaligned*

**Armor Class** 17 (Natural Armor)

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** passive Perception 11

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

### Actions

**Multiattack.** The joined one makes two slam attacks. One attack can be replaced by its noxious fumes attack.

**Metal Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) bludgeoning.

**Noxious Fumes (Recharge 5 -- 6).** The joined one produces a cloud of poisonous gas. Creatures within 10 feet of the joined one must make a DC 11 Constitution saving throw or take 10 (3d6) poison damage and become poisoned for 1 minute.



# SAC LEAF

Sac leaves are found in thick jungle canopies, swamps, and other areas heavy with vegetation. While other flora have developed a plethora of defense mechanisms to protect themselves against beasts of the field, the sac leaf has evolved to become a predator unto itself. The creature actively stalks densely-forested areas, seeking new sources of precious liquids and minerals. Sometimes looking like a bulging fruit to lure prey in, sac leaves are often found where you least expect them.

## SAC LEAF

*Huge plant, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	21 (+5)	4 (-3)	11 (+0)	5 (-3)

**Skills** Athletics +7, Perception +3

**Condition Immunities** Blinded, deafened

**Senses** Tremorsense 30ft.,  
passive Perception 13

**Languages** Common, Sylvan

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Consume Radiance.** Whenever the sac leaf is dealt radiant damage, it instead takes no damage and gains temporary hit points equal to half the amount of radiant damage dealt.

**Harvest Lifeforce.** As a bonus action, the sac leaf can draw energy from all living creatures within its central sac, draining 3 (1d6) hit points from each creature and healing the sac leaf for an equal amount up to its maximum number of hit points.

**Native Vegetation.** The sac leaf ignores difficult terrain while in forests, mountains, or swamps.

## Actions

**Multiattack.** The sac leaf makes two impale attacks. One attack can be replaced by its deposit attack.

**Impale.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing plus 4 (1d8) poison damage, and the target is grappled (escape DC 15).

**Deposit.** The sac leaf deposits a grappled creature into its central sac, and the grapple ends. The deposited creature is restrained, has total cover against attacks and other effects outside the leaf, and takes 10 (3d6) acid damage at the start of each of the sac leaf's turns. The sac leaf can have only two Medium-sized or smaller creatures deposited at a time.

The central sac has an AC of 10 and 30 hit points. Destroying the sac releases all restrained creatures. Additionally, if the sac leaf dies, a deposited creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.



# SAPPER SPHERE

Sapper spheres are floating loozes orbs with a metallic shine that feed off spark. Sapper spheres congregate wherever there are high levels of spark such as places of magic, near runestones, or around tech powered by spark. Individually, they are not usually difficult to fend off, but when they amass in high numbers, they become a nuisance for runestone users. They will attempt to engulf the source of power and, if successful, fly off while still digesting it. A sapper sphere will move towards strong spark sources, squeezing through the smallest spaces to get to it.

## SAPPER SPHERE

*Small ooze, unaligned*

**Armor Class** 8

**Hit Points** 51 (6d10 + 18)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	1 (-5)	5 (-3)	2 (-4)

**Damage Resistances** Acid, bludgeoning

**Condition Immunities** Blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** Blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** --

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**Amorphous.** The sapper sphere can move through spaces as narrow as 1 inch wide without squeezing, regaining its spherical form afterwards.

**Magic Resistance.** Any runestone that comes within 5 feet of the sapper sphere will begin to be drained. For every round that the runestone is within range, the item or weapon will take a permanent and cumulative -1 penalty to damage rolls. If the penalty drops to -5, the runestone will be drained, and the sigil will fade away.

**Spark Sense.** The sapper sphere can locate a source of spark within 30 feet of it. Six feet of any material will block this sense.

## Actions

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) acid damage.

**Latch.** The sapper sphere attempts to move into the space of another creature in order to get closer to the source of spark. That creature must make a DC 11 Dexterity saving throw, avoiding the sphere on a success. On a failure, the sphere will engulf a creature of Tiny size or smaller or attach itself to a larger creature.

While attached, the sphere will do 10 (3d6) acid damage to the creature at the start of the creature's turn. The creature can attempt to remove the sphere with a successful DC 11 Strength check. On a successful, they successfully remove the sphere and can move to a space of their choice within 5 feet of the sapper sphere.



# SPORIER

Sporiers look like very small humanoid mushrooms, standing roughly a foot high on average. They often place themselves as guardians of gardens and protectors of plants. Rambunctious and mischievous, sporiers are often seen as pests by most farmers, yet in Dalemorn, farmers have started to develop a symbiotic relationship with sporiers, leaving little treats out in exchange for the sporiers to fight off other, more harmful pests.

Adorable. Absolutely adorable.

- Ironbashk

## SPORIER

*Tiny plant, unaligned*

**Armor Class** 8

**Hit Points** 5 (2d4)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	6 (-2)	10 (+0)	2 (-4)	16 (+3)	6 (-2)

**Saving Throws** DEX +0

**Skills** Perception +5

**Senses** passive Perception 15

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Aura of Spores.** Non-plant creatures within 10 feet of the sporier have disadvantage on saving throws.

**Notify Plants.** If the sporier knows the location of creatures within 10 feet of it, plants within 30 feet of it know those creatures' location as well.

**Swarming Rush.** A sporier adds 1d4 to its weapon damage rolls while within 5 feet of another, conscious sporier.

## Actions

**Multiattack.** The sporier makes two club attacks.

**Club.** *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

**Dart.** *Ranged weapon attack:* -1 to hit, range 20/60 ft., one target. *Hit:* 1 (1d4 -2) piercing damage.



# VINE MONGREL

Vine mongrels resemble a large monkey composed of thick vines, leaves, and flowers. They are quite curious yet can be antagonistic if their territory is threatened. They typically live in small family units but can also be loners, preferring the company of themselves for long periods of time. Some homesteaders have tried to make them pets, but the vine mongrel's ability to snap their long tails like a whip often deters most individuals.

## VINE MONGREL

*Medium plant, unaligned*

**Armor Class** 13 (Natural Armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

**Saving Throws** DEX +4

**Skills** Acrobatics +4, Perception +3

**Senses** passive Perception 13

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

### Actions

**Multiattack.** The vine mongrel makes two attacks, one with its bite and one with its whipvine.

**Metal Claws.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Whipvine. Melee Weapon Attack: +4 to hit, reach 30 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target is pulled up to 10 feet towards the vine mongrel.





# CHAPTER SEVENTEEN

## DRACONIFORMS

**T**he dragons of Adelphos, while still spanning the traditional variants of chromatic and metallic, have evolved several different subspecies, some larger and far more powerful than their more recognized cousins. However, these dragons feed off of spark in various fashions: some by ingesting old scrap, others from infused water, and some through contact with the great storms that still wrack the world. So far, the three known Adelphos dragons are rust dragons, titanium dragons, and crocodragons, all of which can grow to a new giga-sized variant.

### CROCODRAGON

Crocodragons are found in marshes, bogs, and swamps. On Adelphos, they reside in Runesalt and have zero tolerance for junkers encroaching on their waters. Anything that comes close becomes food, including vehicles. There are many old pictographs representing crocodragons, showing these titanic beasts might have an ancient spiritual connection to the land and original denizens of Adelphos.



# LOCHMAW

There is a legend of a kaiju-sized crocodragon known only as Lochmaw who is said to be part of the very landscape of Runesalt. Stories found on old stellae dredged up from the muck show a massive crocodragon fighting a kaiju and consuming it whole, causing his size to increase almost a thousandfold. This meal was so grand that he fell into a millenia-long slumber, so long that the landscape grew over the immense reptile. Where Lochmaw slumbers, no one in Runesalt knows, but whenever great tremors fill the swamps, the phrase “Lochmaw, slumbers still,” fills the air.

## A CROCODRAGON'S LAIR

Crocodragons do not have a traditional lair but rather inhabit territory that expands as they grow. Crocodragons consider anything that sinks into their waters as their property. If they are not hunting or sunbathing, crocodragons patrol their treasure hoards at the bottom of the swamp and will fiercely protect what is theirs. Surprisingly, crocodragons will tolerate overlap of territories with others of their kind and will share hunting grounds but not hoards.

## LAIR ACTIONS

On initiative count of 20 (losing initiative ties), the crocodragon may take a lair action to cause one of the following effects; the same lair action may not be taken two rounds in a row:

- The crocodragon bellows for others to join the hunt. Up to 1d4 crocodragons of smaller size arrive over the course of 1d4 rounds to be within 60 feet of the crocodragon that called them and are allied with the summoning crocodragon. This lair action cannot be used again by either the original crocodragon or the summoned ones until dawn of the next day.
- From a point the crocodragon can see within 120 feet, a column of blistering steam erupts from the water rising 40 feet high with a 30 foot radius. Creatures within the area must make a DC 14 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.
- The crocodragon attempts to grapple a creature within 10 feet with its jaws. The target creature must make a DC 14 Strength

saving throw. On a failure, the creature is grappled and pulled underwater, and taking 23 (4d8 + 5) bludgeoning damage, and losing 2d8 + 3 rounds of air if it is holding its breath.. On a success, the creature is not grappled or pulled underwater, does not lose any air and takes half as much damage. This effect only works when the crocodragon attacks from the water.

## REGIONAL EFFECTS

The region containing a legendary crocodragon's lair is warped by its magic, creating one or more of the following effects:

- Within one mile, aquatic plants and algae grow twice as fast and twice as thick.
- Will-o'-wisps are seen frequently within one mile of the lair, spawning at dusk and haunting the swamp throughout the night.
- If a creature is unfamiliar with the territory, Wisdom (Surviva) checks within one mile of the crocodragon's lair have disadvantage.

Regional effects do not stack where crocodragon territories overlap.

If the crocodragon dies, these effects fade over 1d10 days.



## CROCODRAGON WYRMLING

*Small dragon, neutral evil*

**Armor Class** 13 (Natural Armor)

**Hit Points** 36 (8d6 + 8)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	13 (+1)	11 (+0)	10 (+0)

**Saving Throws** STR +4, DEX +4, CON +3, WIS +2

**Skills** Perception +2, Stealth +4

**Damage Immunities** Fire

**Damage Vulnerabilities** Cold

**Senses** Truesight 15 ft., darkvision 60 ft., passive Perception 12

**Languages** Draconic

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Natural Camouflage.** The crocodragon wyrmling has advantage on Dexterity (Stealth) checks made while underwater.

**Semiaquatic.** The crocodragon wyrmling can hold its breath for an hour underwater.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

**Steam Breath (Recharge 5 – 6).** The crocodragon wyrmling exhales steam in a 10-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance to this damage.

## YOUNG CROCODRAGON

*Medium dragon, neutral evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	14 (+2)	13 (+1)	12 (+1)

**Saving Throws** STR +8, DEX +7, CON +6, WIS +4

**Skills** Perception +4, Stealth +7

**Damage Immunities** Fire

**Damage Vulnerabilities** Cold

**Senses** Truesight 30 ft., darkvision 120 ft., passive perception 13

**Languages** Draconic

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Ambusher.** The crocodragon has advantage on attack rolls against any creature it surprises.

**Natural Camouflage.** The crocodragon wyrmling has advantage on Dexterity (Stealth) checks made while underwater.

**Semiaquatic.** The crocodragon wyrmling can hold its breath for an hour underwater.

### Actions

**Multiattack.** The crocodragon makes three attacks, one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Steam Breath (Recharge 5 – 6).** The crocodragon exhales steam in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance to this damage.



## ADULT CROCODRAGON

Large dragon, neutral evil

**Armor Class** 21 (Natural Armor)

**Hit Points** 152 (16d8 + 80)

**Speed** 30 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	20 (+5)	15 (+2)	15 (+2)	14 (+2)

**Saving Throws** STR +11, DEX +11, CON +10, WIS +7

**Skills** Perception +7, Stealth +11

**Damage Immunities** Fire

**Damage Vulnerabilities** Cold

**Senses** Truesight 60 ft., darkvision 120 ft., passive perception 17

**Languages** Draconic

**Challenge** 14 (11,500 XP)

**Proficiency Bonus** +5

**Ambusher.** The crocodragon has advantage on attack rolls against any creature it surprises.

**Natural Camouflage.** The crocodragon has advantage on Dexterity (Stealth) checks made while underwater.

**Legendary Resistance (3/Day).** If the crocodragon fails a saving throw, it can choose to succeed instead.

**Semiaquatic.** The crocodragon can hold its breath for an hour underwater.

### Actions

**Multiattack.** The crocodragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 +6) piercing damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Frightful Presence.** Each creature of the crocodragon's choice that is within 120 feet of the crocodragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the crocodragon's Frightful Presence for the next 24 hours.

**Steam Breath (Recharge 5 – 6).** The crocodragon exhales steam in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance to this damage.

### Legendary Actions

The crocodragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The crocodragon regains spent legendary actions at the start of its turn.

**Detect.** The crocodragon makes a Wisdom (Perception) check.

**Tail Attack.** The crocodragon makes a tail attack.

**Tail Slam (Costs 2 Actions).** The crocodragon slams its tail down, sending a shockwave through the ground and/or water. Each creature within 10 feet of the crocodragon must make a DC 16 Constitution saving throw or be stunned until the end of their next turn.



# ANCIENT CROCODRAGON

Huge dragon, neutral evil

**Armor Class** 21 (Natural Armor)

**Hit Points** 238 (12d12 + 60)

**Speed** 30 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	23 (+6)	21 (+5)	17 (+3)	16 (+3)	14 (+2)

**Saving Throws** STR +13, DEX +12, CON +11, WIS +9

**Skills** Perception +9, Stealth +12

**Damage Immunities** Fire

**Damage Vulnerabilities** Cold

**Senses** Truesight 60 ft., darkvision 120 ft., passive Perception 19

**Languages** Draconic

**Challenge** 17 (11,500 XP)

**Proficiency Bonus** +6

**Ambusher.** The crocodragon has advantage on attack rolls against any creature it surprises.

**Natural Camouflage.** The crocodragon has advantage on Dexterity (Stealth) checks made while underwater.

**Legendary Resistance (3/Day).** If the crocodragon fails a saving throw, it can choose to succeed instead.

**Semiaquatic.** The crocodragon can hold its breath for an hour underwater.

## Actions

**Multiattack.** The crocodragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

**Claws.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

**Frightful Presence.** Each creature of the crocodragon's choice that is within 120 feet of the crocodragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the crocodragon's Frightful Presence for the next 24 hours.

**Steam Breath (Recharge 5 – 6).** The crocodragon exhales steam in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 84 (24d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance to this damage.

## Legendary Actions

The crocodragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The crocodragon regains spent legendary actions at the start of its turn.

**Detect.** The crocodragon makes a Wisdom (Perception) check.

**Tail Attack.** The crocodragon makes a tail attack.

**Tail Slam (Costs 2 Actions).** The crocodragon slams its tail down, sending a shockwave through the ground and/or water. Each creature within 10 feet of the crocodragon must make a DC 19 Constitution saving throw or be stunned until the end of their next turn.



# GIGA CROCODRAGON

Gargantuan dragon, neutral evil

**Armor Class** 24 (Natural Armor)

**Hit Points** 400 (24d12 + 144)

**Speed** 50 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	25 (+7)	22 (+6)	19 (+4)	18 (+3)	16 (+3)

**Saving Throws** STR +17, DEX +15, CON +14, WIS +12

**Skills** Perception +12, Stealth +15

**Damage Immunities** Fire

**Damage Vulnerabilities** Cold

**Senses** Truesight 80 ft., darkvision 160 ft., passive Perception 22

**Languages** Draconic

**Challenge** 25 (75,000 XP)

**Proficiency Bonus** +8

**Ambusher.** The crocodragon has advantage on attack rolls against any creature it surprises.

**Natural Camouflage.** The crocodragon has advantage on Dexterity (Stealth) checks made while underwater.

**Legendary Resistance (3/Day).** If the crocodragon fails a saving throw, it can choose to succeed instead.

**Semiaquatic: infinite.** The crocodragon can hold its breath for an hour underwater or indefinitely while in a hibernating state.

## Actions

**Multiattack.** The crocodragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage

**Claws.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

**Frightful Presence.** Each creature of the crocodragon's choice that is within 180 feet of the crocodragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the crocodragon's Frightful Presence for the next 24 hours.

**Steam Breath (Recharge 5 – 6).** The crocodragon exhales steam in a 100-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 108 (24d8) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance to this damage.

## Legendary Actions

The crocodragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The crocodragon regains spent legendary actions at the start of its turn.

**Detect.** The crocodragon makes a Wisdom (Perception) check.

**Tail Attack.** The crocodragon makes a tail attack.

**Tail Slam (Costs 2 Actions).** The crocodragon slams its tail down, sending a shockwave through the ground and/or water. Each creature within 20 feet of the crocodragon must make a DC 20 Constitution saving throw or be stunned until the end of their next turn.



# RUST DRAGON

Rust dragons are happiest when surrounded by scrap and salvage, making them a favored mascot of junkers and salvagers. However, they have a darker origin: when a metallic dragon becomes infused with too much spark, it drives them to find more and more, and if that need for spark is not quenched, the dragon begins to rust, almost mummifying within its own scales. Thus, rust dragons are born. This spark addiction can be passed on genetically and over time has made rust dragons into their own species. They are easily recognizable with their gaunt skeletal appearance and the haunting cry they utter when on the hunt for spark.

## A RUST DRAGON'S LAIR

Rust dragons tend to dwell in abandoned mineshafts or build elaborate nests on sparlons. If a mineshaft is not yet abandoned, they have no qualms in making it so. Alternatively, they will do everything in their power to keep homesteaders and junkers away from sparlons. Their ability to corrode any metal causes their lairs to have thick layers of rust over the walls. Rust monsters and other detritus feeders make their homes in a rust dragon's lair.

## LAIR ACTIONS

On initiative count of 20 (losing initiative ties), the rust dragon may take a lair action to cause one of the following effects; the same lair action may not be taken two rounds in a row:

- A cloud of rust emanates from the walls of the lair. Creatures within 20 feet of the walls must make a DC 20 Constitution saving throw or take 17 (5d6) poison damage on a failed save or half as much on a successful save.
- The terrain beneath the dragon's enemies shifts. Each creature of the dragon's choice within the lair must make a DC 20 Dexterity saving throw or be moved 20 feet in a random horizontal direction. If this causes a creature to move into a wall, that creature stops moving and takes 10 (3d6) bludgeoning damage and is knocked prone.
- The dragon roars, calling a nearby rust monster to its aid. The rust monster appears within 20 feet of the dragon and acts on initiative count of 10 (losing initiative ties).

## REGIONAL EFFECTS

The region containing a legendary rust dragon's lair is devastated by its magic, causing one or more of the following effects:

- All nonmagical, not actively used metal within 6 miles of the dragon's lair rusts at a supernatural rate.
- Water sources within 6 miles of the dragon's lair taste of metal and can cause a degenerative disease that slowly metalicizes one's insides.
- The earth within 6 miles of a rust dragon's lair regularly rumbles with earthquakes.



## RUST DRAGON WYRMLING

Medium dragon, chaotic neutral

**Armor Class** 14 (Natural Armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	8 (-1)	8 (-1)

**Saving Throws** STR +4, DEX +4, CON +4

**Skills** Intimidation +1, Perception +1

**Senses** Blindsight 10 ft., darkvision 30 ft., passive Perception 11

**Languages** Draconic

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Iron Scent.** The dragon can pinpoint by scent the location of ferrous metal within 30 feet of it.

**Rust Metal.** Any nonmagical weapon made of metal that hits the dragon 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 that hits the dragon is destroyed after dealing damage.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 3 (1d4) acid damage.

**Steam Breath (Recharge 5 – 6).** The dragon exhales corrosive gas in a 30-foot cone. Any nonmagical items within this area are affected by this ability.

If an affected object isn't being worn or carried, the gas destroys a 1-foot cube of it. If an affected object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the gas.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object touched is a held metal weapon, it rusts as described in the Rust Metal trait.



## YOUNG RUST DRAGON

Large dragon, chaotic neutral

**Armor Class** 16 (Natural Armor)

**Hit Points** 144 (17d10 + 51)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** STR +6, DEX +6, CON +6

**Skills** Intimidation +3, Perception +3

**Senses** Blindsight 20 ft., darkvision 60 ft., passive Perception 13

**Languages** Draconic

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Iron Scent.** The dragon can pinpoint by scent the location of ferrous metal within 60 feet of it.

**Rust Metal.** Any nonmagical weapon made of metal that hits the dragon 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 that hits the dragon is destroyed after dealing damage.

## Actions

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage plus 5 (2d4) acid damage.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Steam Breath (Recharge 5 — 6).** The dragon exhales corrosive gas in a 40-foot cone. Any nonmagical items within this area are affected by this ability.

If an affected object isn't being worn or carried, the gas destroys a 1-foot cube of it. If an affected object is being worn or carried by a creature, the creature can make a DC 14 Dexterity saving throw to avoid the gas.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object touched is a held metal weapon, it rusts as described in the Rust Metal trait.



# ADULT RUST DRAGON

*Huge dragon, chaotic neutral*

**Armor Class** 18 (Natural Armor)

**Hit Points** 178 (17d12 + 68)

**Speed** 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

**Saving Throws** STR +8, DEX +8, CON +8

**Skills** Intimidation +5, Perception +5

**Senses** Blindsight 30 ft., darkvision 90 ft., truesight 10 ft., passive Perception 15

**Languages** Draconic

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

**Iron Scent.** The dragon can pinpoint by scent the location of ferrous metal within 90 feet of it.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Rust Metal.** Any nonmagical weapon made of metal that hits the dragon 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 that hits the dragon is destroyed after dealing damage.

## Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage plus 7 (3d4) acid damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of it

and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Corroding Breath (Recharge 5 – 6).** The dragon exhales corrosive gas in a 40-foot cone. Any nonmagical items within this area are affected by this ability.

If an affected object isn't being worn or carried, the gas destroys a 1-foot cube of it. If an affected object is being worn or carried by a creature, the creature can make a DC 14 Dexterity saving throw to avoid the gas.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

## Legendary Actions

The dragon can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Rust Item (Costs 2 Actions).** The dragon corrodes a nonmagical ferrous metal object it can see within 30 feet of it. If the object isn't being worn or carried, the effect destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 16 Dexterity saving throw to avoid the effect.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object is a held metal weapon, it rusts as described in the Rust Metal trait.



# ANCIENT RUST DRAGON

*Gargantuan dragon, chaotic neutral*

**Armor Class** 20 (Natural Armor)

**Hit Points** 341 (22d20 + 110)

**Speed** 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	14 (+2)	14 (+2)	14 (+2)

**Saving Throws** STR +11, DEX +11, CON +11

**Skills** Intimidation +8, Perception +8

**Senses** Blindsight 40 ft., darkvision 120 ft., truesight 20 ft., passive Perception 18

**Languages** Draconic

**Challenge** 18 (20,000 XP)

**Proficiency Bonus** +6

**Iron Scent.** The dragon can pinpoint by scent the location of ferrous metal within 120 feet of it.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Rust Metal.** Any nonmagical weapon made of metal that hits the dragon 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 that hits the dragon is destroyed after dealing damage.

## Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 10 (4d4) acid damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of it and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Corroding Breath (Recharge 5 – 6).** The dragon exhales corrosive gas in a 60-foot cone. Any nonmagical items within this area are affected by this ability.

If an affected object isn't being worn or carried, the gas destroys a 1-foot cube of it. If an affected object is being worn or carried by a creature, the creature can make a DC 19 Dexterity saving throw to avoid the gas.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

## Legendary Actions

The dragon can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Rust Item (Costs 2 Actions).** The dragon corrodes a nonmagical ferrous metal object it can see within 30 feet of it. If the object isn't being worn or carried, the effect destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 19 Dexterity saving throw to avoid the effect.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object is a held metal weapon, it rusts as described in the Rust Metal trait.



# GIGA RUST DRAGON

*Colossal dragon, chaotic neutral*

**Armor Class** 24 (Natural Armor)

**Hit Points** 505 (26d20 + 154)

**Speed** 80 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	24 (+7)	18 (+4)	18 (+4)	18 (+4)

**Saving Throws** STR +14, DEX +14, CON +14

**Skills** Intimidation +11, Perception +11

**Senses** Blindsight 60 ft., darkvision 180 ft., truesight 40 ft., passive Perception 21

**Languages** Draconic

**Challenge** 24 (62,000 XP)

**Proficiency Bonus** +7

**Iron Scent.** The dragon can pinpoint by scent the location of ferrous metal within 180 feet of it.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Rust Metal.** Any nonmagical weapon made of metal that hits the dragon 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 that hits the dragon is destroyed after dealing damage.

## Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 14 (4d6) acid damage.

**Claws.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of it and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Corroding Breath (Recharge 5 – 6).** The dragon exhales corrosive gas in an 80-foot cone. Any nonmagical items within this area are affected by this ability.

If an affected object isn't being worn or carried, the gas destroys a 1-foot cube of it. If an affected object is being worn or carried by a creature, the creature can make a DC 22 Dexterity saving throw to avoid the gas.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

## Legendary Actions

The dragon can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Rust Item (Costs 2 Actions).** The dragon corrodes a nonmagical ferrous metal object it can see within 30 feet of it. If the object isn't being worn or carried, the effect destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 22 Dexterity saving throw to avoid the effect.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object is a held metal weapon, it rusts as described in the Rust Metal trait.



# TITANIUM DRAGON

Titanium dragons are considered to be walking, breathing war machines and extremely alien creatures, believed to have come from the stars in strange capsules that grow into their lairs. Titanium dragons are loud, boisterous, and very naturally curious, often “adopting” settlements or towns. Recently, the small lumber camp of Drammyn in Bigby’s Vale was adopted by a titanium dragon calling themselves Ginnywinx.

Far longer and more serpentine than lizard-like, titanium dragons have massive sail-like wings that are more akin to gliders. Their tails are much longer than their bodies, and they grow large fan-like frills on them. Their shadows have become familiar sights across Haven, many using the moniker “Titanium shadow, good fortune tomorrow.” When a titanium dragon grows to full maturity, it leaves its lair and journeys into the stars.

## A TITANIUM DRAGON'S LAIR

When offworld, titanium dragons bend the stars themselves to create their lairs. On-world, it is not so different. A titanium dragon’s lair solidifies solar rays into walls, floors, and roofs. This allows them to hide their lairs wherever there is color.

## LAIR ACTIONS

On initiative count of 20 (losing initiative ties), the titanium dragon may take a lair action to cause one of the following effects; the same lair action may not be taken two rounds in a row:

- The walls within the lair flare up. Each creature of the dragon’s choice within the lair must succeed on a DC 20 Constitution saving throw or be blinded until the end of their next turn.
- Beams of light shine from the walls of the lair. Each creature of the dragon’s choice within 60 feet of it must make a DC 20 Dexterity saving throw or take 18 (4d8) radiant damage or half that damage on a successful save.

- The floor burns hot. Each creature of the dragon’s choice within the lair must make a DC 20 Constitution saving throw or be set on fire for 1 minute. Creatures set on fire by this take 7 (2d6) fire damage at the start of each of their turns. They may repeat this saving throw as a bonus action, ending the effect.

## REGIONAL EFFECTS

The region containing a legendary titanium dragon’s lair is benefited by its magic, causing one or more of the following effects:

- The sun grows brighter, causing warmer days year-round.
- Water sources within 6 miles of the dragon’s lair are purified, allowing people to drink from them with no risks.
- The earth within 6 miles of a titanium dragon’s lair is softened and perfected for farming.



## TITANIUM DRAGON WYRMLING

Medium dragon, chaotic good

**Armor Class** 16 (Natural Armor)

**Hit Points** 51 (6d8 + 24)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	14 (+2)	11 (+0)	16 (+3)

**Saving Throws** STR +7, DEX +2, CON +6, WIS +2

**Skills** Perception +4

**Damage Immunities** Radiant

**Senses** Truesight 15 ft., darkvision 60 ft., passive Perception 14

**Languages** Draconic, telepathy 120 ft.

**Challenge** 3 (700 XP)

**Proficiency Bonus** +3

**Vacuform.** The dragon can survive in the vacuum of space.

### Actions

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

**Breath Weapons (Recharge 5 — 6).** The dragon uses one of the following breath weapons.

**Plasma Beam.** The dragon exhales super-heated plasma in a 30-foot line. Each creature in the area of effect must make a DC 13 Dexterity saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much on a success.

**Blinding Beam.** The dragon exhales a blinding burst of starlight in a 15-foot cone. Each creature in the area of effect must make a DC 13 Constitution saving throw or be blinded for 1 minute.

## YOUNG TITANIUM DRAGON

Large dragon, chaotic good

**Armor Class** 19 (Natural Armor)

**Hit Points** 172 (15d10 + 90)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+5)	10 (+0)	22 (+6)	16 (+3)	11 (+0)	19 (+4)

**Saving Throws** STR +10, DEX +4, CON +10, WIS +4

**Skills** Perception +8, Stealth +4

**Damage Immunities** Radiant

**Senses** Truesight 20 ft., darkvision 120 ft., passive perception 18

**Languages** Draconic, telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Spaceflight.** While in the vacuum of space, the dragon's flying speed increases to 1,000 feet.

**Vacuform.** The dragon can survive in the vacuum of space.

### Actions

**Multiattack.** The dragon makes three attacks, one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Breath Weapons (Recharge 5 — 6).** The dragon uses one of the following breath weapons.

**Plasma Beam.** The dragon exhales super-heated plasma in a 60-foot line. Each creature in the area of effect must make a DC 16 Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save, or half on a success.

**Blinding Beam.** The dragon exhales a blinding burst of starlight in a 30-foot cone. Each creature in the area of effect must make a DC 16 Constitution saving throw or be blinded for 1 minute.



## ADULT TITANIUM DRAGON

Huge dragon, chaotic good

**Armor Class** 20 (Natural Armor)

**Hit Points** 262 (21d12 + 126)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	16 (+3)	11 (+0)	24 (+7)

**Saving Throws** STR +15, DEX +6, CON +12, WIS +6

**Skills** Perception +12, Stealth +6

**Damage Immunities** Radiant

**Senses** Truesight 60 ft., darkvision 120 ft., passive Perception 22

**Languages** Draconic, telepathy 240 ft.

**Challenge** 17 (18,000 XP)

**Proficiency Bonus** +6

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Spaceflight.** While in the vacuum of space, the dragon's flying speed increases to 1 lightyear.

**Vacuform.** The dragon can survive in the vacuum of space.

### Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage.

**Claws.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of it and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Corroding Breath (Recharge 5 – 6).** The dragon uses one of the following breath weapons.

**Plasma Beam.** The dragon exhales super-heated plasma in a 90-foot line. Each creature in the area of effect must make a DC 21 Dexterity saving throw, taking 66 (12d10) radiant damage on a failed save, or half on a success.

**Blinding Beam.** The dragon exhales a blinding burst of starlight in a 60-foot cone. Each creature in the area of effect must make a DC 21 Constitution saving throw or be blinded for 1 minute.

### Legendary Actions

The dragon can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



# ANCIENT TITANIUM DRAGON

*Gargantuan dragon, chaotic good*

**Armor Class** 23 (Natural Armor)

**Hit Points** 533 (26d20 + 260)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	16 (+3)	11 (+0)	28 (+9)

**Saving Throws** STR +17, DEX +7, CON +17, WIS +7

**Skills** Arcana +10, Perception +14, Stealth +7, Survival +7

**Damage Immunities** Radiant

**Senses** Truesight 60 ft., darkvision 120 ft., passive Perception 24

**Languages** Draconic, telepathy 480 ft.

**Challenge** 24 (62,000 XP)

**Proficiency Bonus** +7

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Spaceflight.** While in the vacuum of space, the dragon's flying speed increases to 1 lightyear.

**Vacuform.** The dragon can survive in the vacuum of space.

## Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage, plus 14 (4d6) radiant damage.

**Claws.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of it and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Corroding Breath (Recharge 5 – 6).** The dragon uses one of the following breath weapons.

**Plasma Beam.** The dragon exhales super-heated plasma in a 120-foot line. Each creature in the area of effect must make a DC 24 Dexterity saving throw, taking 71 (13d10) radiant damage on a failed save, or half on a success.

**Blinding Beam.** The dragon exhales a blinding burst of starlight in a 90-foot cone. Each creature in the area of effect must make a DC 24 Constitution saving throw or be blinded for 1 minute.

## Legendary Actions

The dragon can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



# GIGA TITANIUM DRAGON

Umber dragon (300 ft. tall 1028 ft. long), chaotic good

**Armor Class** 25 (Natural Armor)

**Hit Points** 758 (37d20 + 370)

**Speed** 150 ft., fly 320 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	22 (+6)	11 (+0)	28 (+9)

**Saving Throws** STR +19, DEX +9, CON +19, WIS +9

**Skills** Arcana +15, Perception +18, Stealth +9, Survival +9

**Damage Immunities** Radiant; bludgeoning, slashing, and piercing from non-magical weapons

**Senses** Truesight 240 ft., darkvision 480 ft., passive Perception 28

**Languages** Draconic, telepathy 10 miles

**Challenge** 30 (155,000 XP)

**Proficiency Bonus** +9

**Infused Attacks.** The dragon's weapon attacks are magical.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Spaceflight.** While in the vacuum of space, the dragon's flying speed increases to 10 lightyears.

**Sundip.** The dragon can spend up to 10 minutes bathing in the body of a star. While bathing, it is immune to any damage it would take from the star. For every minute spent bathing, the dragon gains 34 temporary hit points. These temporary hit points stack up to an amount equal to half of its maximum hit points.

If the dragon spends the full 10 minutes bathing, it gains the ability to use both effects of its breath weapon at once. When it does so, it can choose between the cone or line areas of effect.

**Vacuform.** The dragon can survive in the vacuum of space.

## Actions

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 130 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage, plus 35 (10d6) radiant damage.

**Claws.** *Melee Weapon Attack:* +19 to hit, reach 85 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

**Tail.** *Melee Weapon Attack:* +19 to hit, reach 170 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage, plus 16 (3d10) thunder damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 480 feet of it and aware of it must succeed on a DC 26 Wisdom saving throw or become frightened and paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Corroding Breath (Recharge 5 – 6).** The dragon uses one of the following breath weapons.

**Plasma Beam.** The dragon exhales super-heated plasma in a 1,030-foot line. Each creature in the area of effect must make a DC 26 Dexterity saving throw, taking 110 (20d10) radiant damage on a failed save, or half on a success.

**Blinding Beam.** The dragon exhales a blinding burst of starlight in a 770-foot cone. Each creature in the area of effect must make a DC 26 Constitution saving throw or be blinded for 1 minute.



## Legendary Actions

The dragon can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 85 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 24 (4d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to its flying speed.





# CHAPTER EIGHTEEN

## BRODDINGNAGIANS

Once ruled over by the Titan Queen Shekmetorek, the kaiju of Adelphos are guardians, protectors, and sentinels against the reach of the Exarchs upon their creator's land. The kaiju all possess great intelligence, either wandering and slumbering around the world, some merging with the very forests and oceans they pass through, waiting until they are awoken.

### CR TITAN

Similar to our earlier sidebar on sizes, CRs are often confusing and sometimes seem arbitrary. Which is why for our kaiju we invented the CR TITAN category. These are massive monsters, some towering as tall as small mountains. That isn't a CR, that is an act of the cosmos. You are fighting LITERAL GOD BEINGS of the environment and of space. IT IS GOING TO BE FRUKKING HARD. Hence, CR TITAN.



# A NEW LEGACY

Today, the kaiju are led by Shekmetorek's mate, a bitter and wrathful beast named Klokotok. He resembles a titanic otter, his fur a deep azure blue around which storm clouds and lightning form and blossom. A great crown of stone floats above his brow, and his tail ends in a massive, bony club. Many individuals have searched for the King of the Kaiju, but those who have returned tell stories of his horrific rage and anger

There have been many stories, artifacts, and records describing tales of the kaiju. Amongst those stories were tales of the great battles between kaiju and Exarch. The Exarch Atu Vel lunged at thunder-crested Sarrox, who retaliated in turn with a thrashing of crystalline horns. Rorion tore mercilessly at Ura Tamu, the silver swarm, and noxious vapors erupted from beneath the titanic Exarch's armor plating. Elu An, momentarily draining the baleful fire of Etrig, countered Kukrael's beams of prismatic energy before both plummeted into the gaping volcano of Ascension's End. Many think these stories to be fanciful tales of a lost people.

Since the arrival of the homesteaders, Klokotok has attempted to command the kaiju under him to crush these newcomers. Yet, thus far, the kaiju have been unwilling, hopeful the new arrivals will bring a favorable future to Adelphos. Klokotok watches from within the heart of the storm where his beloved was killed, and his subjects have grown wary of their grief-stricken king. Below are details on several kaiju that dwell upon or near Adelphos - all dangerous and all powerful.

## ADELPHAN TARRASQUE

The tarrasque of Adelphos is believed by some to be the very core of the planet. It sleeps beneath thousands of layers of earth for thousands of years. Many believe that when earthquakes or great sparkstorms wrack Adelphos, the Adelphan tarrasque -- or Corerattler as it is often nicknamed -- is stirring in its slumber. Others see the creature as the Bringer of the Second Sunder, an event prophesied in ancient carvings of Haven archaeological sites. A small, isolated religious following of the Adelphan tarrasque has even cropped up in Driftwood.

The Adelphan tarrasque resembles a regular tarrasque, only much larger and with a deep gray hide. Massive runestones jut from its body in place of its spines, and its tail is longer, ending in a huge fan used to collect spark energy that can be routed into a terrifying spark beam.

## THE ADELPHAN TARRASQUE'S LAIR

This one of a kind creature has no true lair. While below the earth, it hides within a cocoon of the hardest stone. When it roams the above-world — though it does so rarely — the very land surrounding it becomes its lair. Cities, mountains, and forests are all the same to the Adelphan tarrasque and everything within 10 miles of the tarrasque is considered part of its lair.

## LAIR ACTIONS

On initiative count of 20 (losing initiative ties), the tarrasque may take a lair action to cause one of the following effects; the same lair action may not be taken two rounds in a row:

- The ground shakes. Each creature of the tarrasque's choice that it can see within 120 feet of it must make a DC 20 Dexterity saving throw or be knocked prone. Creatures already prone take 17 (5d6) bludgeoning damage on a failed save.
- Gravity shifts towards the tarrasque. Each creature of the tarrasque's choice that it can see within 120 feet of it must make a DC 20 Strength saving throw or be pulled up to 30 feet towards the tarrasque.
- Rubble crashes around the lair. Creatures of the tarrasque's choice that it can see within 120 feet of it must make a DC 20 Dexterity saving throw or take 14 (4d6) bludgeoning damage.



# ADELPHAN TARRASQUE

Colossal monstrosity (titan), unaligned

**Armor Class** 25 (Natural Armor)

**Hit Points** 676 (33d20 + 330)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	3 (-4)	16 (+3)	6 (-2)

**Saving Throws** STR +19, CON +19, INT +5  
WIS +12, CHA +7

**Skills** Athletics +19, Perception +12

**Damage Immunities** Cold, fire, poison;  
bludgeoning, piercing, and slashing from  
nonmagical attacks

**Senses** Blindsight 120 ft., passive Perception  
22

**Challenge** TITAN

**Proficiency Bonus** +9

**Legendary Resistance (3/Day).** If the tarrasque fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The tarrasque has advantage on saving throws against spells and other magical effects.

**Reflective Carapace.** Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

**Regeneration.** The tarrasque regains 20 hit points at the start of its turn if it has 1 or more hit point.

**Supermassive Lifeform.** The gravity within 20 feet of the tarrasque increases to 4 gravs. The gravity within 5 feet of the tarrasque increases to 5 gravs.

**Innate Spellcasting.** The tarrasque's innate spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dispel magic*, *lightning bolt*

2/day each: *earthquake*, *prismatic spray*

## Actions

**Multiattack.** The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its swallow instead of its bite.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 49 (6d12 + 10) magical piercing damage. If the target is a creature, it is grappled (escape DC 27). Until this grapple is ended, the target is restrained, and the tarrasque can't bite another creature.

**Claws.** *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 37 (6d8 + 10) slashing damage.

**Horns.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 43 (6d10 + 10) piercing damage.

**Tail.** *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target. *Hit:* 31 (6d6 + 10) bludgeoning damage, and the target is knocked prone.

**Swallow.** The tarrasque 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 tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 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 tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.



## REGIONAL EFFECTS

The region containing a legendary Adelphan tarrasque's lair is devastated by its magic, causing one or more of the following effects:

- The earth within 6 miles of the tarrasque's lair regularly shakes with earthquakes.
- The air within 6 miles of a tarrasque becomes heavy with its magic and should creatures within that radius gain a level of exhaustion, the number of levels gained is doubled.
- Resting becomes difficult. The amount of time required to benefit from a short or long rest is doubled when within 6 miles of the tarrasque's lair.
- Natural disasters plague the land within 6 miles of the tarrasque's lair — tornadoes, tsunamis, and the like.

### Reactions

**Monster Out of Time.** When the tarrasque is reduced to half its maximum hit points or lower for the first time in a day, it can cast the time stop spell as a reaction.

### Legendary Actions

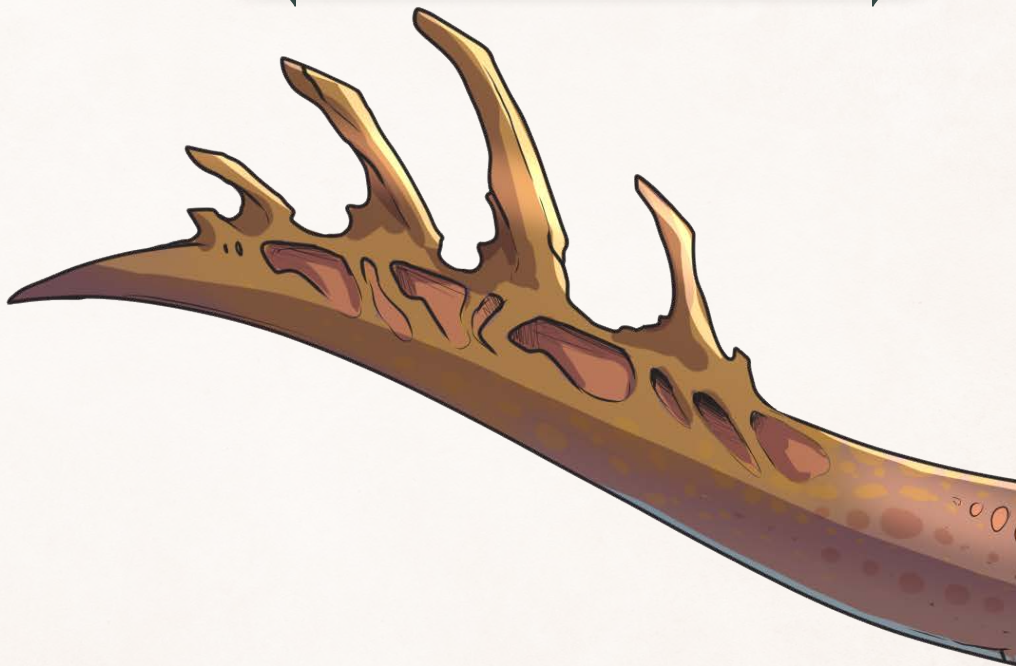
The tarrasque can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The tarrasque regains spent legendary actions at the start of its turn.

**Cast.** The tarrasque casts a spell it knows.

**Move.** The tarrasque moves up to half its speed.

**Tail.** The tarrasque makes one tail attack.

**Chomp (Costs 2 Actions).** The tarrasque makes one bite attack or uses its swallow.





# ADELPHOS SUPERORGANISM

Often seen separately as large collections of creatures composed of fungus, the Adelphos superorganism can unify into one colossal creature. The stories of its origin are wide and varied, but one vein is often repeated: the superorganism was a remnant of an ancient Asketri superweapon bio-engineered to fight the Exarchs attacking Adelphos. Massive sprawling network of fungus-like organisms crisscross underneath the landscape and even drift upon the very air around the Superorganism's lair. To this day, no one approaches within 20 miles of the Superorganism's lair lest the great beast be awakened and coalesce into its titanic centaur-like appearance and wreak havoc.

## THE ADELPHOS SUPERORGANISM'S LAIR

The Adelphos superorganism is massive, and generally speaking, it is in and of itself its own lair. The land the superorganism occupies sprawls for miles and miles. It is an area many consider a "no-go zone" A journey into the lair might include

spelunking into caves below the superorganism, or trekking through mountains within its terrain. The Adelphos superorganism might allow visitors to stay within this lair for some time before making itself known and attacking -- or it might immediately quash any life daring to enter the lair.





# ADELPHOS SUPERORGANISM

*Titanic aberration, unaligned*

**Armor Class** 24 (Natural Armor)

**Hit Points** 717 (35d20 + 350)

**Speed** 245 ft., burrow 250 ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	30 (+10)	8 (-1)	12 (+1)	11 (+0)

**Saving Throws** STR +17, INT +8, WIS +10

**Skills** Intimidation +9, Perception +10, Survival +10

**Damage Resistances** Acid

**Damage Immunities** Bludgeoning, slashing, and piercing from non-magical weapons

**Condition Immunities** Charmed, frightened, paralyzed

**Senses** Blindsight 1,000 ft., passive Perception 20

**Languages** --

**Challenge** TITAN

**Proficiency Bonus** +9

**Awe-Inspiring.** Any creature that starts its turn within 60 feet of the superorganism must make a DC 18 Wisdom saving throw or become frightened of the superorganism until the beginning of its next turn. A creature frightened in this way must use their turn to move as far from the superorganism as possible. Creatures piloting mechs or starships are immune to this effect.

**Fungal Network.** While on Adelphos, the superorganism regains 20 hit points at the end of its turn.

**Legendary Resistance (3/Day).** When the superorganism fails a saving throw, it can choose to succeed instead.

**Living Landslide.** When the superorganism moves through the space of a Medium or smaller creature, the creature must make a DC 25 Constitution saving throw or be reduced to 0 hit points.

**Megaton Punch.** When the superorganism hits with a mighty slam attack, all creatures in a 120 foot cone behind the target must make a DC 25 Dexterity saving throw or take 33 (6d10) bludgeoning damage from the resulting shockwave.

**Overwhelming Strength.** Once per turn, when the superorganism misses with an attack, it can use its Strength score in place of the attack roll, potentially causing the attack to hit.

## Actions

**Multiattack.** The superorganism makes four melee attacks then uses its Noxious Breath if it is able.

**Mighty Slam.** *Melee Weapon Attack:* +17 to hit, reach 55 ft., one target. *Hit:* 41 (6d10 + 8) bludgeoning damage. On a hit, the creature must make a DC 25 Dexterity saving throw or take an additional 16 (3d10) bludgeoning damage and be restrained until the end of its next turn.

**Ram.** *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 47 (6d12 + 8) piercing damage.

**Tail Whip.** *Melee Weapon Attack:* +17 to hit, reach 120 ft., one target. *Hit:* 35 (6d8 + 8) slashing damage, plus 19 (3d12) thunder damage.

**Noxious Breath (Recharge 5-6).** The superorganism breathes a cloud of poisonous spores in a 360-foot cone in front of it. Each creature in the area of effect must make a DC 25 Constitution saving throw. On a failure, the creature is poisoned and takes 52 (8d12) poison damage. On a success, the creature takes half damage and is not poisoned. Affected creatures can repeat the saving throw on subsequent turns, ending the effect on a success or taking a further 26 (4d12) poison damage on a failure. Creatures who are reduced to 0 hit points by this poison damage rise on their next turn as a joined one under the superorganism's control.

The cloud of noxious spores, although not poisonous, still persists 1d4 rounds after its use, heavily obscuring the previous area of effect.



## Legendary Actions

The superorganism can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The superorganism regains spent legendary actions at the start of his turn.

**Attack.** The superorganism makes one mighty slam attack.

**Get Go.** The superorganism either burrows up to its speed to a place it can see or moves up to half its speed, both without provoking opportunity attacks.

**Enenom (Costs 3 actions).** The superorganism attempts to recharge its Noxious Breath. If it fails, every creature within 40 feet of it takes 18 (4d8) poison damage.

## LAIR ACTIONS

On initiative count of 20 (losing initiative ties), the Adelphos superorganism may take a lair action to cause one of the following effects; the same lair action may not be taken two rounds in a row:

- Fungi bloom in the lair. Creatures within 60 feet of the Adelphos superorganism must succeed on a DC 20 Constitution saving throw or take 36 (8d8) poison damage and become poisoned for 1 minute or take half as much damage on a successful save.
- The Adelphos superorganism produces allies. 1d4 floating fungi and 1d4 sporiors appear, each within an unoccupied location within 90 feet of the Adelphan superorganism. These creatures act on their own initiative.
- Fungi grow to blind the superorganism's prey. Each creature within 90 feet of the Adelphos superorganism must succeed on a DC 20 Wisdom saving throw or be blinded until their next turn.

## REGIONAL EFFECTS

The region containing the Adelphos superorganism's lair is the superorganism and can devastate the land, causing one or more of the following effects:

- Fungal life within 6 miles of the lair has its growth rate and maximum size tripled.
- Creatures of Medium size or smaller who die within 6 miles of the lair become infested with spores and are revived 24 hours later as a joined one.
- All terrain within 6 miles of the lair counts as difficult terrain.



# FAUSTIX THE BROOD MOTHER

Faustix the Brood Mother is a kajju that is jealous of the Exarchs and longs to transform herself into such a being capable of wielding the power of the Lumin Order. To her, the violence and primal nature of the kajju is disgusting and painful to bear. She once resembled a massive, wasp-like humanoid, but after centuries of ingesting spark, she has unlocked her Ascendant form, a gargantuan humanoid wasp entombed in runic armor and wielding something approximating crude Exarch technology. She is cruel and violent and will do anything to reach her goal.

## FAUSTIX'S LAIR

Faustix's lair lies deep within a veritable graveyard of ships, mechs, and other technology ranging from magical to the mundane. A journey into her lair is a dangerous one. Creatures will become exhausted at an increased rate due to the area's latent magic and recovery from rest has decreased. Faustix herself feeds on any magic in the area, causing magic item-related mishaps.

## LAIR ACTIONS

On initiative count of 20 (losing initiative ties), Faustix may take a lair action to cause one of the following effects; the same lair action may not be taken two rounds in a row:

- Faustix may choose to increase or decrease the gravs in the area by 1 grav five times per day.
- The swarm attacks. Each player within 70 feet of Faustix must succeed on a DC 20 Dexterity saving throw or take 17 (5d6) piercing damage or half that on a successful save.
- Faustix absorbs spark from her enemies. Each creature within 90 feet of Faustix must make a DC 20 Constitution saving throw. Faustix gains 1 Evo Point for each creature who fails this save.

## REGIONAL EFFECTS

Faustix's lair wreaks havoc on natural magic in the surrounding region, causing one or more of the following effects:

- Magical items within 6 miles of Faustix's lair cannot regain charges.
- Creatures within 6 miles of Faustix's lair only regain half the spell slots and half the hit points they normally would after a short or long rest.
- Creatures within 6 miles of Faustix's lair gain one level of exhaustion for every four hours they spend while not resting.



# FAUSTIX THE BROOD MOTHER

*Umber monstrosity, chaotic neutral*

**Armor Class** 21 (Natural Armor)

**Hit Points** 445 (24d20 + 192)

**Speed** 100 ft., fly 450 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	26 (+8)	18 (+4)	22 (+6)	19 (+4)

**Saving Throws** STR +14, INT +15, CHA +13

**Skills** Acrobatics +15, Intimidation +13, Stealth +15

**Damage Resistances** Force, psychic

**Damage Immunities** Bludgeoning, slashing, and piercing from non-magical weapons; fire; lightning; thunder

**Condition Immunities** Charmed, frightened, paralyzed

**Senses** Truesight 600 ft., passive Perception 16

**Languages** Understands Common but cannot speak

**Challenge** TITAN

**Proficiency Bonus** +9

**Apex Predator.** Faustix has advantage on attack rolls against creatures smaller than herself.

**Energy Syphon.** Whenever Faustix would have taken fire, lightning, or thunder damage, she instead regains 10 hit points. If the damage she would have taken exceeds 30, then she instead gains 1 Evo Point.

**Insidious Evolution (Optional Trait).** If Faustix has 15 or more Evo points, she can use an action to undergo a rapid evolution, using a combination of spark and magic to ascend to a higher form. If this happens, she uses the Faustix Ascendant stat block.

**Legendary Resistance (3/Day).** When Faustix fails a saving throw, she can choose to succeed instead.

**The Swarm.** Faustix has a swarm of medium-sized broodlings on and around her. Any creature that starts its turn within 70 feet of Faustix takes 17 (5d6) piercing damage.

## Actions

**Multiattack.** Faustix makes four melee attacks then uses either her Cementing Paste or Conductive Goop actions.

**Mashing Mandibles.** *Melee Weapon Attack:* +15 to hit, reach 25 ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage.

**Shredder Pincers.** *Melee Weapon Attack:* +15 to hit, reach 35 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage and creature is grappled (escape DC 23).

**Stinger Tail.** *Melee Weapon Attack:* +15 to hit, reach 45 ft., one target. *Hit:* 20 (4d6 + 6) piercing damage. On a hit, the creature must make a DC 23 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target takes 1 level of exhaustion at the end of each of their turns. An affected creature can repeat the saving throw at the end of its turns, ending the effect on a success.

**Conductive Goop.** Faustix vomits up a viscous goo that she sprays in a 240-foot cone in front of her. Creatures in the area of effect must make a DC 21 Dexterity saving throw or be covered in this goop. While covered, whenever a creature takes fire, lightning, or thunder damage, they must repeat the saving throw, taking an extra 55 (10d10) of the triggering damage type on a failure and half on a success. Creatures covered in this goop must use two actions to wipe themselves clean or submerge themselves in water for 1 round.

**Cementing Paste (Recharge 5 -- 6).** Faustix vomits up a thick quick-drying paste that she can apply to any creature that is in range of her mashing mandible attack. A Large or smaller creature that is flying has its flying speed reduced to 0 as the cement weighs them down. Regardless of flight or not, a creature that has this paste applied to them is restrained. The cementing paste has an AC of 18 and 25 hit points. A creature ceases to be restrained when the cementing paste is reduced to 0 hit points. A creature killed while restrained by the cementing paste is slowly converted over the next 1d4 days into a broodling hive.



## Legendary Actions

Faustix can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Faustix regains spent legendary actions at the start of her turn.

**Attack.** Faustix makes one shredder pincer or mashing mandible attack.

**Scatter (Costs 2 actions).** Faustix breaks apart into a gargantuan swarm of broodlings, gaining an additional 150 feet of flying speed and immunity to all damage except fire, which she gains vulnerability to. Then Faustix flies up to her speed. She reforms back into her original form at the beginning of her next turn.

**Devour Spark (Costs 3 actions).** Faustix makes a mashing mandible attack against a mech or starship. On a successful hit, the target must make a DC 21 Constitution saving throw. On a failure, the mech or starship loses power as if it had been subjected to an Anti-Magic Pulse and Faustix gains 1 Evo Point.



## FAUSTIX ASCENDANT

Terrestrial monstrosity (construct),  
chaotic neutral

**Armor Class** 23 (Natural Armor)

**Hit Points** 629 (34d20 + 272)

**Speed** 100 ft., fly 950 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	26 (+8)	18 (+4)	22 (+6)	19 (+4)

**Saving Throws** STR +14, INT +13, CHA +13

**Skills** Stealth +15, Acrobatics +15,  
Intimidation +13

**Damage Resistances** Force, psychic

**Damage Immunities** Bludgeoning, slashing,  
and piercing from non-magical weapons; fire;  
lightning; thunder

**Condition Immunities** Charmed,  
frightened, paralyzed

**Senses** Truesight 600 ft., passive Perception  
16

**Languages** Understands Common but  
cannot speak

**Challenge** TITAN

**Proficiency Bonus** +9

### **The Marriage of Spark and Magic.**

Faustix is a creature of blood, magic, and spark. Faustix counts as a monstrosity for the purposes of effects that target constructs, and vice versa for effects that target constructs. Additionally, Faustix gains a bonus to her damage rolls equal to her Charisma modifier.

**Legendary Resistance (3/Day).** When Faustix fails a saving throw, she can choose to succeed instead.

**Propulsion Systems.** Faustix can take the Dash action as a bonus action while flying. Additionally, opportunity attacks against her are made at disadvantage as long as she is flying.

**Innate Spellcasting.** Faustix's innate spellcasting ability is Charisma (spell save DC 21; +13 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *blink*, *lightning bolt*, *resilient sphere*

3/day each: *chain lightning*, *cloudkill*,  
*globe of invulnerability*

1/day each: *antimagic field*, *power word stun*,  
*prismatic spray*

## Actions

**Multiattack.** Faustix makes four attacks. She can replace any of these attacks with a use of her Spark Pulse.

**Nano-Edge Scythe Pincers.** *Melee Weapon Attack:* +15 to hit, reach 70 ft., one target. *Hit:* 32 (4d10 + 10) slashing damage. This attack ignores AC conferred by non-magical armor.

**Phase Stinger.** *Melee Weapon Attack:* +15 to hit, reach 90 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage, plus 18 (4d8) force damage. On a hit, the target must make a DC 21 Constitution or Strength saving throw (target's choice) or be grappled (escape DC 25).

**Spark Burst.** *Ranged Spell Attack:* +13 to hit, range 350/750 ft., one target. *Hit:* 31 (6d8 + 4) lightning damage.

**Spark Pulse (Recharge 6).** Faustix overloads her spark drives and emits a pulsing beam of spark energy in a 500-foot line in front of her that is 50 feet wide. Creatures in the area of effect must make a DC 25 Dexterity saving throw. On a failure, the creature takes 182 (52d6) lightning damage and is affected as if it had been struck by an EMP. On a failure, the creature takes half damage and is not affected.

**Evo Virus (1/day).** Faustix deigns it appropriate to share her apotheosis with everyone, exuding a gas cloud in a 240-foot radius. Every creature in the area of effect must make a DC 25 Constitution saving throw. On a failure, the creature is poisoned, takes 1 level of exhaustion, and continues to take an additional level of exhaustion at the end of its subsequent turns. Creatures who die by this inflicted exhaustion rise 1d4 rounds later as ascendant broodlings.



## Legendary Actions

Faustix can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Faustix regains spent legendary actions at the start of her turn.

**Attack.** Faustix makes one nano-edge scythe pincer attack.

**Warp (Costs 2 actions).** Faustix warps time and space, teleporting up to 1 mile in a direction she can see, taking one creature of size Huge or smaller with her.

**Shatterstar (Costs 3 actions).** Faustix makes two nano-edge scythe pincer attacks. If both of these attacks hit, the target must make a DC 21 Constitution saving throw. On a failure, the target takes radiant damage equal to half its maximum hit points.

# SCARTHAX, HATRED INCARNATE

A being of sheer, uncompromising hatred and wrath, Scarthax has lain dormant in the center of the planet Dwalli for millenia. Despite being technically asleep, his malice is still felt on the surface in the form of intense heat and gravity. Whether or not Scarthax is capable of complex thought is still highly debated among xenobiologists, but everyone agrees that, should he be awakened, everyone on planet Dwalli is doomed.



## SCARTHAX

*Titanic elemental, chaotic evil*

**Armor Class** 24 (Natural Armor)

**Hit Points** 717 (35d20 + 350)

**Speed** 250ft., burrow 150ft., fly 100ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	30 (+10)	8 (-1)	12 (+1)	27 (+8)

**Saving Throws** STR +17, INT +8, CON +17

**Skills** Athletics +17, Intimidation +17, Perception +10

**Damage Resistances** Bludgeoning, piercing, and slashing damage from nonmagical weapons

**Damage Immunities** Cold, fire

**Condition Immunities** Charmed, frightened, paralyzed

**Senses** Blindsight 1,000 ft., passive Perception 20

**Languages** --

**Challenge** TITAN

**Proficiency Bonus** +9

**Aura of Rage.** The gravity within 1,000 feet of Scarthax increases by 1 grav. Additionally, any creatures within 1,000 feet of Scarthax take 28 (8d6) fire damage at the start of Scarthax's turn.

**Final Explosion.** When Scarthax drops to 0 hp, his body starts overheating and flashing, making it obvious that he's going to explode. At the end of a 5 minute countdown, all creatures within 5,000 feet of Scarthax must make a DC 30 Constitution saving throw or take 165 (30d10) fire damage, or half as much on a successful save.

**Force of Will.** Scarthax is immune to the effects of any enchantment spells below 6th level.

**Legendary Resistance 3/day.** When Scarthax fails a saving throw, he can choose to succeed instead.

**Unstoppable Flame.** When Scarthax deals fire damage, the target's fire damage immunities are instead treated as resistance.

**Innate Spellcasting.** Scarthax's innate spellcasting ability is Charisma (spell

save DC 25, +17 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *flame strike* (6th level), *wall of fire*  
1/day each: *earthquake*, *meteor swarm*

## Actions

**Multiattack.** Scarthax makes four melee attacks then can cast one spell.

**Mighty Slam.** *Melee Weapon Attack:* +17 to hit, reach 55 ft., one target. *Hit:* 41 (6d10 + 8) bludgeoning damage. On a hit, the creature must make a DC 25 Dexterity saving throw or take an additional 16 (3d10) fire damage and be restrained.

**Stomp.** *Melee Weapon Attack:* +17 to hit, reach 120 ft., one target. *Hit:* 35 (6d8 + 8) bludgeoning damage, and all creatures within 45 feet of the attack must make a DC 25 Dexterity saving throw or take 32 (5d12) thunder damage.

## Legendary Actions

Scarthax can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Scarthax regains spent legendary actions at the start of his turn.

**Attack.** Scarthax makes one mighty slam attack.

**Stomp.** Scarthax can cast one of his spells from his Innate Spellcasting feature.

**Gravity Burst.** The gravity within 1,000 feet of Scarthax increases by 2 gravs until the start of the next round, after which the gravity returns to its previous level. All creatures within 1,000 feet of Scarthax must make a DC 25 Constitution saving throw or take 32 (5d12) force damage

**Gravity Bind.** A creature within 100 feet of Scarthax must make a DC 25 Charisma saving throw or be subject to the effects of 5 gravs until the end of Scarthax's next turn.



# THE TITAN TWINS

When one first witnesses the Titan Twins in battle, one has to stop and think why. Why did the universe come together to create two strange and alien gargantuan creatures and choose to

make them powerful hand-to-hand combatants worthy to be watched by all? Tierna resembles a titanosaurus made of great craggy stone with bright blue streaks rippling across their stony body; while Lania resembles a strange hybrid between armadillo, bat, mole, and ankylosaur

## TIERNA

Gargantuan beast, chaotic neutral

**Armor Class** 17, 19 (Flutter Kick)

**Hit Points** 340 (23d20 + 93)

**Speed** 150 ft., 75 ft. climb

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	18 (+4)	11 (+0)	17 (+3)	23 (+6)

**Saving Throws** Str +13, Dex +12, Int +8

**Skills** Acrobatics +12, Performance +15, Athletics +13

**Damage Immunities** bludgeoning, slashing, and piercing from non-magical weapons

**Condition Immunities** stunned, charmed, frightened

**Senses** darkvision 120 ft., passive Perception 13

**Languages** All (Thrill of the Crowd)

**Challenge** 25 (75,000 XP; +8 proficiency)

**Thrill of the Crowd.** Tierna can speak all languages, and gains advantage on performance checks if she speaks a creature's native language.

**Legendary Resistance 3/day.** When Tierna fails a saving throw, she can choose to succeed instead.

**Off the Top Ropes.** If Tierna falls at least 50 ft. before hitting a creature with a melee attack, she can choose to knock it prone.

**Reactive Wrestler.** Tierna can take three reactions a round.

## Actions

**Multiattack.** Tierna makes two punch attacks and one flutter kick attack, then uses her Initiate Tag Team ability.

**Punch.** *Melee weapon attack:* +13 to hit, reach y ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage plus 9 (2d8) force damage.

**Flutter Kick.** *Melee weapon attack:*

+13 to hit, reach 15 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage plus 9 (2d8) force damage. On a hit, Tierna gains +2 to her AC until the end of her next turn.

**Elbow Drop.** *Melee weapon attack:* +13 to hit, reach 10 ft., one target thrown by Lania. *Hit:* 40 (10d6 + 5) bludgeoning damage and the creature must make a DC 21 Constitution saving throw or be stunned until the end of it's next turn.

**Initiate Tag Team.** Tierna initiates a tag team move, choosing from the three options below:

**Closetline:** Tierna attempts to grapple a creature. If she succeeds, she throws the creature 100 ft. in a straight line.

**High n' Low:** Tierna leaps 50 ft. into the air, coming hurtling down onto a creature within 30 ft. of her starting point with a vicious flying flutter kick (see

**Aided Dropkick:** Tierna makes a shove attack against a creature with 15 ft. then drops to one knee, preparing to launch Lania.

## Reactions

**Reciprocate Tag Team.** When Lania uses her Initiate Tag Team ability, Tierna can use her reaction to reciprocate, creating the following effects:

**Alley Oop:** Tierna leaps up to 60 ft. towards the thrown creature, performing an Elbow Drop attack against the creature if she reaches the creature with her movement.

**Poetry in Motion:** Tierna moves up to her speed towards Lania, upon reaching her she launches herself at the target creature, making a flutter kick attack against the creature. On a hit, the damage is resolved as normal and the creature's speed is halved until the end of it's next turn.

**Whirlwind Attack:** Tierna spins with Lania, making a punch attack against every creature within 10 ft.



with a ruddy red hide and thick maroon plating. Both wear elaborate metallic fighters' masks, etched with powerful primordial sigils that seem

to constantly change and move. Wherever the two go, there will always be a fight, and it will be amazing to behold.

## LANIA

Gargantuan beast, chaotic neutral

**Armor Class** 21 (natural armor)

**Hit Points** 360 (23d20 + 93)

**Speed** 75 ft., 150 ft. swim

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	11 (+0)	17 (+3)	23 (+6)

**Saving Throws** Str +12, Dex +14, Int +8

**Skills** Acrobatics +12, Performance +15

**Damage Immunities** bludgeoning, slashing, and piercing from non-magical weapons

**Condition Immunities** stunned, charmed, frightened

**Senses** darkvision 120 ft., passive Perception 13

**Languages** All (Thrill of the Crowd)

**Challenge** 25 (75,000 XP; +8 proficiency)

**Thrill of the Crowd.** Lania can speak all languages, and gains advantage on performance checks if she speaks a creature's native language.

**Legendary Resistance 3/day.** When Lania fails a saving throw, she can choose to succeed instead.

**Elemental Battery.** Whenever Tierna takes fire, lightning, acid, or cold damage, she instead gains 10 temporary hit points as she absorbs the elemental energy to strengthen herself.

**Reactive Wrestler.** Lania can take three reactions a round.

## Actions

**Multiattack.** Lania makes two claw attacks and one tail attack, then uses her Initiate Tag Team ability.

**Claw.** *Melee weapon attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 9 (2d8) force damage.

**Tail.** *Melee weapon attack:* +14 to hit, reach 20 ft., one target. *Hit:* 18 (4d6 + 6) bludgeoning damage plus 9 (2d8) force damage..

**Shoulder Rush.** *Melee weapon attack:*

+14 to hit, reach 5 ft., one target. *Hit:* 41 (10d6 + 6) bludgeoning damage and the next weapon attack against the creature is made with advantage.

**Initiate Tag Team.** Lania initiates a tag team move, choosing from the three options below:

**Alley Oop:** Lania attempts to grapple a creature within 15 ft. of her. On a success, she hurls the creature 60 ft. towards Tierna.  
**Poetry in Motion:** Lania makes a shove attack against a creature within 10 ft. of her, shoving it 10 ft. back on a success. Lania then drops to all fours in preparation to launch Tierna.

**Whirlwind Attack:** Lania grabs Tierna's arm and spins, making a tail attack against every creature of her choice within 15 ft. of her. .

## Reactions

**Reciprocate Tag Team.** When Tierna uses her Initiate Tag Team ability, Lania can use her reaction to reciprocate, creating the following effects:

**Closetline:** Lania charges forward and closetlines the creature, dealing 25 (5d10) bludgeoning damage and forcing the creature to make a DC 22 Strength saving throw or be knocked prone and stunned until the end of the creature's next turn.

**High n' Low:** Lania moves up to her speed towards the target creature, making a shoulder rush attack against the creature if she reaches the creature.

**Aided Dropkick:** Lania moves up to her speed and launches herself towards the creature, making a Tail attack against the creature. On a hit, the attack's damage is resolved as normal, and the creature is launched 50 ft. in a straight line away from Lania. If the creature's movement is impeded by an object or other creature both the creature and the obstacle takes 26 (4d12) bludgeoning damage.





# CHAPTER NINETEEN

## EXARCHS

### ANCIENT OVERLORDS

Under Opus Nyn, the Exarchs were roughly organized, held together by their fear of the power carried by their leader in the Scepter of Ascension. However, after Opus Nyn's disappearance, the Exarchs fragmented into factions and spread out across the galaxy. The greatest of these were known as the Lumin Order. These Exarchs were creator-level individuals, capable of making entire planets on their own. Opus Nyn was one of the Lumin Order, who became "The Creator" after he was chosen by the Scepter of Ascension.

Only eight individuals could exist within the Lumin Order at a time. Beneath the Lumin Order sit the Charters, numerous smaller titan-level and deity-level Exarchs waiting for a chance to

jump up into the ranks of the Lumin. Below the Charters are the Throngs, a wild collection of Exarchs of varying power, yet none able to control things like nature or create species like the titan- or deity-level Exarchs.

To be an Exarch is to be in constant flux, always seeking to kill and destroy one of your kin or enough of your followers to rise in the ranks and elevate yourself to a new level. Many Exarchs go thousands of years before even seeing the glimmer of a chance to rise in station among their peers.

Today, many of the lower-level Exarchs dwell hidden across numerous worlds (including Adelphos), having seen what the peoples of the various conquered worlds did to their "loving" titan or deity level Exarch Rulers. As for the Lumin Order, none have been seen for millenia.



## KING OF THE FOREST

Gargantuan construct, chaotic evil

**Armor Class** 22 (Exarch Plate)

**Hit Points** 629 (34d20 + 272)

**Speed** 50 ft., climb 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	27 (+8)	17 (+3)	23 (+6)	15 (+2)

**Saving Throws** STR +16, INT +12, WIS +15, CHA +11

**Skills** Acrobatics +15, Athletics +16, Nature +12, Perception +15, Stealth +15, Survival +15

**Damage Resistances** Bludgeoning, slashing, or piercing from magical weapons

**Damage Immunities** Bludgeoning, slashing, or piercing from nonmagical damage

**Condition Immunities** Blinded, charmed, deafened, frightened, paralyzed, restrained

**Senses** blindsight 1 mile, passive Perception 23

**Languages** Simbast, Telepathy planet-wide

**Challenge** TITAN

**Proficiency Bonus** +9

**Exarch's Might.** King of the Forest gains the following benefits as long as he is within Araximixalia's atmosphere:

- He adds 1d10 to his initiative rolls and cannot be surprised by any means.
- He cannot be affected by spells of level 6 or lower unless he wishes to be.
- Any advantage he possesses cannot be negated by disadvantage.
- As a bonus action, he can forgo his movement speed to instead teleport anywhere on the surface of Araximixalia.

**Magic Weapons.** King of the Forest's weapon attacks are magical.

**Vicious.** King of the Forest has advantage on melee weapon attacks against creatures that have fewer than their maximum hit points.

**Wild Thing.** Beasts that are native to Araximixalia have disadvantage on attack rolls and saving throws while within 120 feet of King of the Forest.

## Actions

**Multiattack.** King of the Forest makes three melee attacks and uses his Corner ability.

**Gore.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. If King of the Forest moves at least 25 feet before making this attack, it deals an additional 38 (7d10) bludgeoning damage.

**Spear of New Forest.** *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage plus 17 (5d6) poison damage.

**Stomp.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 26 (4d8 + 7) bludgeoning damage. If the target is Medium or smaller, then King of the Forest can choose to knock the creature prone and grapple them (escape DC 20).

**Corner.** King of the Forest targets one creature within 30 feet of him that he can see, forcing it to make a DC 20 Wisdom saving throw. On a failure, the creature is teleported up to 1 mile within the range of King of the Forest's blindsight.

**Exarch Beam (Recharge 6).** King of the Forest fires a beam of pure spark energy in a 240-foot line in front of him that is 50 feet wide. Each creature in the line must make a DC 23 Dexterity saving throw. On a failure, the target takes 101 (2d100) lightning damage and is stunned for 1 minute. On a success, the target takes half damage and is stunned until the end of its next turn. Creatures that fail the saving throw can repeat the saving throw on subsequent turns, ending the effect on a success.



# KING OF THE FOREST

The ancient ruler of the simbast, the King of the Forest was tyrannical and arrogant. This arrogance led to his eventual downfall and death at the hands of the simbast. However, there are rumors that all those years ago, a group of loyalists saved his soul-core and hid it, moving it from world to world in hopes of eventually resurrecting him. The stories describe the King of the Forest as a massive knight with great antlers rising from its helmet, with roots and branches growing from its shoulders and back.



## Legendary Actions

King of the Forest can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. King of the Forest regains spent legendary actions at the start of his turn.

**Attack.** King of the Forest makes one spear of new forest or stomp attack.

**Duck and Weave.** King of the Forest moves up to his speed without provoking opportunity attacks.

**Disrupt Spark (Costs 2 actions).** King of the Forest reaches out and twists the spark of any mech or vehicle he sees within 200 feet of him. The mech or vehicle must make a DC 20 Constitution saving throw or have one of its weapon systems or mods (King of the Forest's choice) disabled until King of the Forest uses this legendary action again.



# WANRI, EXARCH OF FARWANDERING

Medium aberration, chaotic neutral

**Armor Class** 22 (Natural Armor)

**Hit Points** 850 (68d8 + 544)

**Speed** 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	30 (+10)	26 (+8)	19 (+4)	21 (+5)	15 (+2)

**Saving Throws** DEX +19, CON +17, WIS +14

**Skills** Intimidation +11, Perception +23, Stealth +28

**Damage Immunities** Bludgeoning, piercing, and slashing from nonmagical attacks; psychic

**Condition Immunities** Charmed, frightened, exhaustion, stunned

**Senses** Truesight 240 ft., passive Perception 32

**Languages** All

**Challenge** TITAN

**Proficiency Bonus** +9

**Anti-Magic Aura.** Wanri emanates an aura of anti-magic, as in the spell anti-magic field, in a 10-foot radius around him.

**Incorporeal Body.** Unless a creature is on the Astral Plane, it makes weapon and spell attacks against Wanri with disadvantage.

**Innate Spellcasting.** Wanri's innate spellcasting attribute is Wisdom (spell save DC 22; +14 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *absorb elements* (5th level), *misty step*, *shield*

3/day: *branding smite* (6th level), *conjure volley*, *swift quiver*

1/day: *blade barrier*, *flesh to stone*, *prismatic wall*.

## Actions

**Multiattack.** Wanri makes six Chromatic Arbalest attacks.

**Gore.** *Melee Weapon Attack:* +19 to hit, range 1 mile, one target. *Hit:* 88 (12d12 + 10) of any damage (Wanri's choice). Depending on the damage, one of these effects occur:

- **Fire.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Cold.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Force.** If the target is a creature, it must succeed on a DC 16 Strength saving throw, or Wanri moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of Wanri's next turn.
- **Poison.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This has no effect on constructs and undead.
- **Lightning.** The targeted creature must succeed on a DC 16 wisdom saving throw or be paralyzed until the end of Wanri's next turn.
- **Acid.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

**Sucking Chest Wound (1/day).** Wanri makes one Chromatic Arbalest attack against a creature that he can see. On a hit, the creature takes damage as normal and must make a DC 21 Constitution saving throw. On a success, the creature loses a limb (roll a 1d4 assigning a number to each limb). On a failure, the creature dies and rises as a revenant on its next turn under Wanri's control.



# WANRI, EXARCH OF FAR WANDERING

This Exarch, once part of the Lumin Order but thrown from it because of his lust to explore and conquer, journeys through space and time looking for a place and people to reign over. Over the eons his physical body has vanished, leaving only his head and a body of pure astral energy, at the center of which sits a black hole. Often hailed as a herald of destruction, Wanri has been present at the death of many worlds, most by his hand.

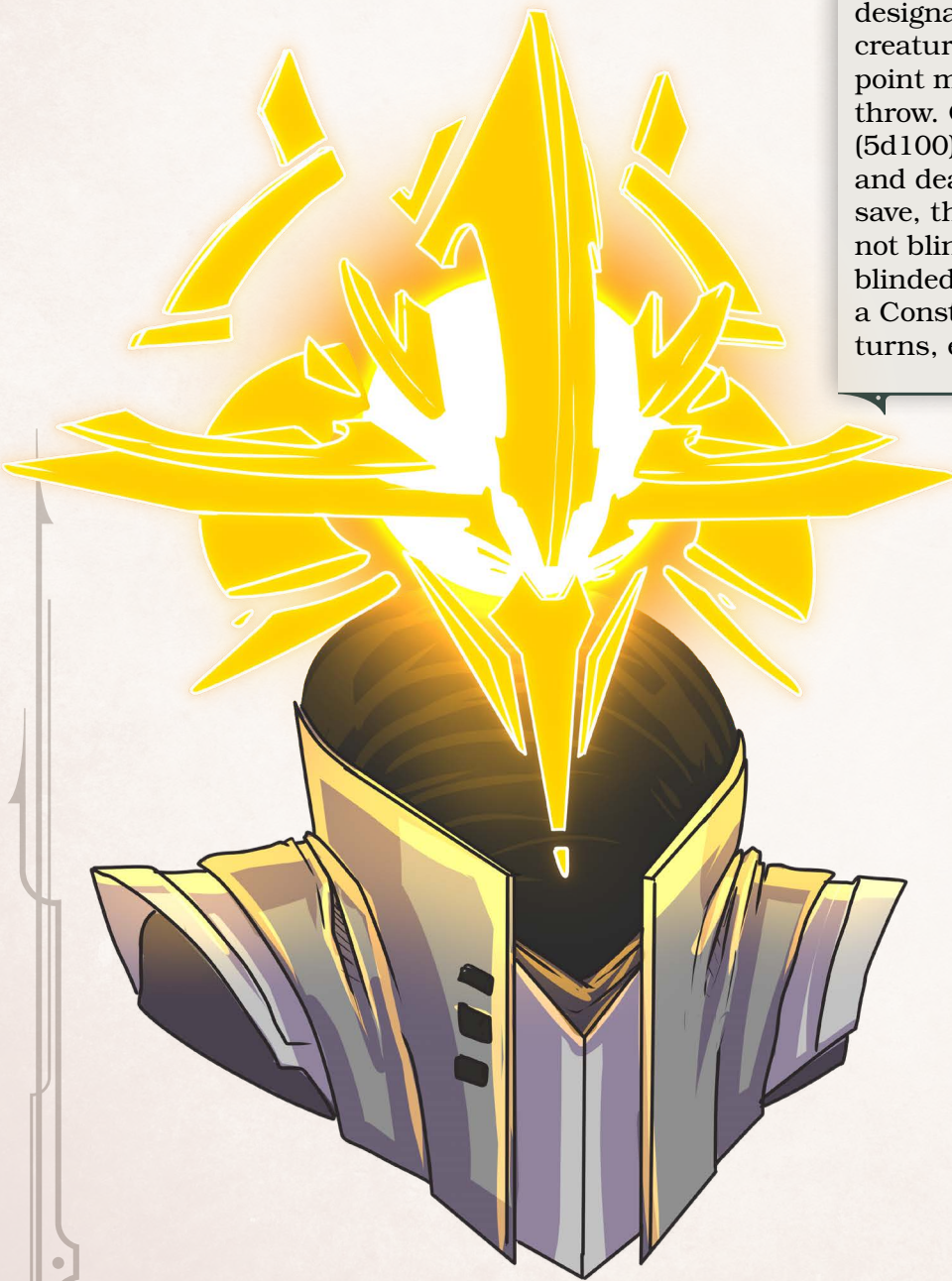
## Legendary Actions

Wanri can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Wanri regains spent legendary actions at the start of his turn.

**Attack.** Wanri makes one Chromatic Arbalest attack.

**Chage the Battlefield.** Wanri and every creature within 1,000 ft of him shifts to another planet in the galaxy.

**Darken the Sky (Costs 2 actions).** Wanri designates a point he can see. Every creature within a 30-foot radius of that point must make a DC 21 Dexterity saving throw. On a failure, the creature takes 252 (5d100) thunder damage and is blinded and deafened for 1 hour. On a successful save, the creature takes half damage and is not blinded or deafened. Creatures that are blinded or deafened by this ability can make a Constitution saving throw on subsequent turns, ending the effects on a success.





# APPENDIXES

## APPENDIX 1: THE POLITICS OF LUMBER PART A: MONSTERS

### RUST DRAGON WYRMLING

Medium dragon, chaotic neutral

**Armor Class** 14 (Natural Armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	8 (-1)	8 (-1)	8 (-1)

**Saving Throws** STR +4, DEX +4, CON +4

**Skills** Intimidation +1, Perception +1

**Senses** Blindsight 10 ft., darkvision 30 ft., passive Perception 11

**Languages** Draconic

**Challenge** 2 (450 XP)

**Proficiency Bonus** +2

**Iron Scent.** The dragon can pinpoint by scent the location of ferrous metal within 30 feet of it.

**Rust Metal.** Any nonmagical weapon made of metal that hits the dragon 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 that hits the dragon is destroyed after dealing damage.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 3 (1d4) acid damage.

**Steam Breath (Recharge 5 – 6).** The dragon exhales corrosive gas in a 30-foot cone. Any nonmagical items within this area are affected by this ability.

If an affected object isn't being worn or carried, the gas destroys a 1-foot cube of it. If an affected object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the gas.

If an affected object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If an affected object touched is a held metal weapon, it rusts as described in the Rust Metal trait.



# PART B: MAGIC ITEMS

## MESSENGER HEADSET

*Wonderous Item (uncommon)*

This item can be mounted on a person's ear and connected to one other Messenger Headset within 10ft, this connection can be dismissed as an action. For as long as the connection remains, each headset can transmit the voices of one wearer to another, activated by either wearer as a free action.

## SPELL SCRAP

*Wonderous Item (uncommon)*

These common shards of old magic items can be found in ruined areas everywhere. On their own, they provide little power, but a skilled user can combine them into a makeshift magical item. A single shard allows a user to cast one cantrip up to level 3, chosen by the DM, while holding it, the list of cantrips for each type of scrap is determined by material. Have your DM choose the cantrip when you find the scrap or allow you to pick the cantrip contained.

Crystal: Sorcerer

Wood: Druid

Stone: Cleric

Glass: Wizard

Shards can be combined by those who know how (make a Arcana check DC 13 to recall this technique), allowing one holding it to cast a 1st level spell once per short rest. The spell is chosen when the item is fused, selected from a class spell list based on the fusion as shown below. Each shard used in the fusion still provides access to one cantrip as described above, but you may change the scrap's selected cantrip when a new item is crafted:

Stone/Wood: Ranger

Stone/Crystal: Paladin

Glass/Wood: Bard

Crystal/Glass: Warlock

Any combination of the same type of shard keeps its original spell list (two glass shards allow one to cast a 1st level wizard spell, for instance)

Combining more than two of the same shard types allow higher level spells to be cast,. You may choose a spell of a level equal to the total number of shards -1 (a combo with 6 Glass shards can cast a 5th level wizard spell). A shard combo can only have as many as two different types used to build it typically.

## LOCKET OF TRUE FEELINGS

*Wonderous Item (rare)*

This little heart shaped locket can provide insight into the emotions of others. As a bonus action, you can select a creature you can see within 50ft. You get a general overview (one or two words) of the target's feelings towards you and you have advantage on Insight and Persuasion checks against the target until the next dawn.

While wearing this locket, you can also cast calm emotions once per day without expending a spell slot or requiring material components.

Purity Waterskin

*Wonderous Item (uncommon)*

This waterskin, inlaid with a unique design on its leather exterior, can clean any water left inside it for at least 1 minute, making it safe to drink.

## RUST DRAGON SCALE MAIL

*Armor, scale (rare)*

This scale mail was fashioned from the scales of a young Rust Dragon, providing a +1 bonus to AC while wearing this armor.. In addition, while wearing this armor when you are struck with an attack from a nonmagical metal weapon, you may force the attacker to succeed on a DC 14 Dexterity saving throw or have the attacker's weapon begin to rust. If an attacker's weapon fails this saving throw 3 times, the weapon rusts away and is unusable.



# APPENDIX 2: BIG TROUBLE FOR LITTLE SPORIERS

## PART A: MONSTERS & NPCs

### FLYING FLOWER

*Small plant, unaligned*

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	14 (+2)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

**Saving Throws** DEX +4

**Skills** Acrobatics +4, Perception +3

**Senses** passive Perception 13

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

#### Actions

**Multiattack.** Ranged Weapon Attack: +4 to hit, reach 15 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage.

### GASBAG

*Large beast, unaligned*

**Armor Class** 12 (Natural Armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	6 (-2)	8 (-1)	10 (+0)

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** Blindsight 60 ft., passive

Perception 12

**Languages** --

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Gas Propulsion.** While flying, the gasbag can Dash as a bonus action.

#### Actions

**Tendril.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

**Expulsion (Recharge 6).** The gasbag expels the toxic gas in its gas sack in a 30-foot cone in front of it. Every creature in the area of effect must make a DC 11 Constitution saving throw or take 10 (3d6) poison damage and be poisoned for 1 minute. Affected creatures can repeat the saving throw at the end of their subsequent turns, ending the effect on a success. After using this feature, the gasbag's flight speed is reduced to 0 until the end of its next turn.



## GREATER GASBAG

*Huge beast, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 60 (8d12 + 8)

**Speed** 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	6 (-2)	16 (+3)	9 (-1)

**Damage Immunities** Lightning, Poison

**Condition Immunities** Poisoned

**Senses** Darkvision 60 ft., passive Perception 9

**Languages** --

**Challenge** 3 (450 XP)

**Proficiency Bonus** +4

**Gas Propulsion.** While flying, the gasbag can Dash as a bonus action.

### Actions

**Multiattack.** The greater gasbag makes two tendrils, or one tendril and one bite attack per round.

**Bite.** Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 1) bludgeoning damage plus 7 (2d6) electric damage.

**Tendril.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d8 + 3) bludgeoning damage plus 4 (1d6) electric damage.

**Expulsion (Recharge 5-6).** The gasbag expels the toxic gas in its gas sack in a 30-foot cone in front of it. Every creature in the area of effect must make a DC 14 Constitution saving throw or take 14 (4d6) poison damage and be poisoned for 1 minute. Affected creatures can repeat the saving throw at the end of their subsequent turns, ending the effect on a success. After using this feature, the gasbag's flight speed is reduced to 0 until the end of its next turn.

### Reactions

**Light Pulse.** Light from inside the gasbag pulses rapidly, dazzling creatures nearby. Each creature within 10 feet of the gasbag that can see it must succeed on a DC 13 Constitution saving throw or be blinded until the end of the gasbag's next turn.



## SPORIER

*Tiny plant, unaligned*

**Armor Class** 8

**Hit Points** 5 (2d4)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	6 (-2)	10 (+0)	2 (-4)	16 (+3)	6 (-2)

**Saving Throws** DEX +0

**Skills** Perception +5

**Senses** passive Perception 15

**Challenge** 1/8 (25 XP)

**Proficiency Bonus** +2

**Aura of Spores.** Non-plant creatures within 10 feet of the sporier have disadvantage on saving throws.

**Notify Plants.** If the sporier knows the location of creatures within 10 feet of it, plants within 30 feet of it know those creatures' location as well.

**Swarming Rush.** A sporier adds 1d4 to its weapon damage rolls while within 5 feet of another, conscious sporier.

### Actions

**Multiattack.** The sporier makes two club attacks.

**Club.** *Melee Weapon Attack:* -3 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

**Dart.** *Ranged weapon attack:* -1 to hit, range 20/60 ft., one target. *Hit:* 1 (1d4 -2) piercing damage.

## POSSESSED

### SPORIER

*Tiny plant, unaligned*

**Armor Class** 8

**Hit Points** 5 (2d4)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	2 (-4)	16 (+3)	6 (-2)

**Saving Throws** DEX +2

**Skills** Perception +5

**Senses** passive Perception 15

**Challenge** 1/2 (25 XP)

**Proficiency Bonus** +2

**Aura of Spores.** Non-plant creatures within 10 feet of the sporier have disadvantage on saving throws.

**Notify Plants.** If the sporier knows the location of creatures within 10 feet of it, plants within 30 feet of it know those creatures' location as well.

### Actions

**Bramble Arrows.** *Ranged Weapon Attack:* +3 to hit, range 20/60, one target. *Hit:* 5 (1d8 +1) piercing damage. The arrows carry a neurotoxin which requires a DC 11 Constitution saving throw or induce paralysis. *target. Hit:* 1 (1d4 -2) piercing damage.



## SPORIER SWARM

*Large swarm of tiny plants*

**Armor Class** 16

**Hit Points** 52 (8d10+8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	2 (-4)	16 (+3)	6 (-2)

**Damage Resistances** bludgeoning  
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Saving Throws** DEX +2

**Skills** Perception +5

**Senses** passive Perception 15

**Challenge** 4 (25 XP)

**Aura of Spores.** Non-plant creatures within 10 feet of the sporier have disadvantage on saving throws.

**Notify Plants.** If the sporier knows the location of creatures within 10 feet of it, plants within 30 feet of it know those creatures' location as well.

### Actions

**Multiattack.** The swarm makes one attack against each creature whose space it occupies.

**Tiny Fists.** *Melee Weapon Attack*, +4 to hit. One target in the swarm's space. *Hit* 7 (2d6) bludgeoning damage.

## VINE MONGREL

*Medium plant, unaligned*

**Armor Class** 13 (Natural Armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

**Skills** Acrobatics +4, Perception +3

**Saving Throws** DEX +4

**Senses** passive Perception 13

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

### Actions

**Multiattack.** The vine mongrel makes two attacks, one with its bite and one with its whipvine.

**Tiny Fists.** *Melee Weapon Attack*: +2 to hit, reach 5 ft., one target. *Hit*: 2 (1d4) piercing damage.

**Whipvine.** *Melee Weapon Attack*: +4 to hit, reach 30 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage, and the target is pulled up to 10 feet towards the vine mongrel.



## BABY SAC LEAF

Large plant, unaligned

**Armor Class** 14 (Natural Armor)

**Hit Points** 32 (4d10 + 12)

**Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	4 (-3)	11 (+0)	5 (-3)

**Skills** Athletics +3, Perception +1

**Condition Immunities** Blinded, deafened

**Senses** Tremorsense 30ft., passive  
Perception 10

**Challenge** 2 (2,300 XP)

**Consume Radiance.** Whenever the sac leaf is dealt radiant damage, it instead takes no damage and gains temporary hit points equal to half the amount of radiant damage dealt. Native Vegetation. The sac leaf ignores any difficult terrain while in forests, mountains, or swamps.

### Actions

**Multiattack.** The sac leaf makes two impale attacks. One attack can be replaced by its deposit attack.

**Impale.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (3d8 + 2) piercing, and the target is grappled (escape DC 13).

**Deposit.** The sac leaf deposits a grappled creature into its central sac, and the grapple ends. The deposited creature is restrained, has total cover against attacks and other effects outside the leaf, and takes 10 (3d6) acid damage at the start of each of the sac leaf's turns. The sac leaf can have only one small-sized or smaller creature deposited at a time.

The central sac has an AC of 10 and 30 hit points. Destroying the sac releases all restrained creatures. Additionally, if the sac leaf dies, a deposited creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

## PART B: ITEMS

### ZAI RUNESTONE

Wondrous item, rarity varies

These runestones use the power of the *zai* sigil to store raw spark and release it as an extremely potent form of energy. Almost all *zai* runestones are made of metal and at least the size of the average person's head, and they give off a faint scent of fresh rain until drained.

A *zai* runestone can be bonded to a target object, vehicle, or building by spending 1 hour holding the runestone against the target and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes magically bonded to the target.

Once bonded, a *zai* runestone releases a steady flow of raw spark into the bonded target, fully powering all magic and/or tech attached to the target for a duration that's determined by the rarity of the runestone and the size of the bonded target. See the Power Duration table below.

### POWER DURATION

RARITY	POWER DURATION (FOR LARGE TARGET)
Uncommon	25 days
Rare	100 days
Very Rare	1,000 days
Legendary	10,000 days
Artifact	100,000 days

The *zai* runestone's power duration is doubled for each size category below Large the bonded target is. For each size category above Large, the duration is halved.

If a *zai* runestone is bonded to a creature, raw spark floods their body, and they take damage as if affected by a runestone explosion. They take the damage again at the end of each minute until they die or are separated from the runestone. If the creature is reduced to 0 hit points by this damage, it is disintegrated, and a runestone explosion is triggered. This runestone explosion has its damage and area halved, and the *zai* runestone isn't destroyed.



## WEHZOK RUNESTONE

*Wondrous item, uncommon*

This runestone uses the power of the wehzok sigil to produce effects associated with transformation and adaptation. The sigil is inscribed on a gold band embedded in a stone that changes its size, color, and weight each day, though no one can see it doing so. The runestone has the following properties while you are holding it:

**Passive.** You can breathe normally in any environment.

**Active.** You can use your action to touch a willing creature with the runestone to give them one of the following benefits for 1 hour: blindsight out to 15 feet, darkvision out to 60 feet, water breathing, a swim speed of 30 feet, a climb speed of 30 feet, or a fly speed of 20 feet. Once you have used this ability, you can't use it again until you finish a long rest.

**Bonding.** You can bond this runestone to a creature or piece of equipment by spending 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Creature.** The runestone vanishes into the creature, which gains the ability to cast *alter self* at will.

**Armor.** This armor automatically adapts to protect you. After you take damage, you gain resistance against that damage type. You can have two damage resistances at a time in this way. If you gain a damage resistance and already have two, you lose the oldest resistance.

**Weapon.** This weapon is a +1 magic weapon. It ignores all environmental effects and all damage resistances and immunities. When you damage a creature or object with this weapon, if it has a damage vulnerability, this weapon deals that type of damage or changes its form if necessary. For example, it might deal fire damage or transform into a weapon made of silver.

**Focus.** When you cast a spell using this as a focus, you can use a reaction to change all of the damage dealt by that spell to a different type of your choice.

**Clothing.** While wearing this item of clothing, you gain a +1 bonus to your armor class and saving throws. Additionally, you can use an action to change the style, color, material, and quality of the bonded clothing.



# APPENDIX 3: RUNESALT SALVAGERS

## PART A: NPCS

### CAIGON

Large dragon, neutral evil

**Armor Class** 21 (Natural Armor)

**Hit Points** 152 (16d8 + 80)

**Speed** 30 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	20 (+5)	15 (+2)	15 (+5)	14 (+2)

**Saving Throws** STR +10, DEX +10, CON +9, WIS +6

**Skills** Perception +6, Stealth +10

**Damage Immunities** Fire

**Damage Vulnerabilities** Cold

**Senses** Truesight 60 ft., darkvision 120 ft., passive perception 16

**Languages** Draconic

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Ambusher.** Caigon has advantage on attack rolls against any creature it surprises.

**Natural Camouflage.** Caigon has advantage on Dexterity (Stealth) checks made while underwater.

**Legendary Resistance (3/day).** If Caigon fails a saving throw, he can choose to succeed instead.

**Semiaquatic.** Caigon can hold his breath for an hour underwater.

### Actions

**Multiattack.** Caigon can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Frightful Presence.** Each creature of Caigon's choice that is within 120 feet of Caigon and aware of him must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Caigon's Frightful Presence for the next 24 hours.

**Steam Breath (Recharge 5 -- 6).** Caigon exhales steam in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater does not grant resistance to this damage.

### Legendary Actions

Caigon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Caigon regains spent legendary actions at the start of his turn.

**Detect.** Caigon makes a Wisdom (Perception) check.

**Tail Attack.** Caigon makes a tail attack.

**Tail Slam (Costs 2 Actions).** Caigon slams his tail down, sending a shockwave through the ground and/or water. Each creature within 10 feet of Caigon must make a DC 16 Constitution saving throw or be stunned until the end of their next turn.



## SKYR ROCKWILT

Small humanoid (odontos), true neutral

**Armor Class** 16 (expeditionary plate)

**Hit Points** 36 (10d6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Cha +5 Dex +4

**Skills** Deception +5, History +4, Performance +5, Persuasion +5

**Senses** blindsight 15ft, passive Perception 11

**Languages** ommon, Aquan, Odontee

**Challenge** 2

**Proficiency Bonus** +2

**Ambusher.** Skyr has advantage on checks related to the repair or maintenance of modern machinery. He is proficient and equipped with tinkers' tools, smiths' tools, thieves' tools, and mechanists' tools.

**Natural Camouflage.** Skyr is a 4th-level spellcaster . His spellcasting ability is Charisma (+5 to hit with spell attacks, spell save DC 13). He has the following bard spells prepared:

At will: *dancing lights*, *vicious mockery*  
1st level (4 slots): *detect magic*, *healing word*, *sleep*, *thunderwave*  
2nd level (3 slots): *detect metal\**, *see invisibility*, *shatter*  
\*see spellcasting, chapter 3

### Actions

**Multiattack.** Skyr makes two weapon attacks..

**Harpoon Shocker.** Ranged Weapon Attack: +4 to hit, range 40/80 ft., one target. Hit: 4 (1d4+2) piercing damage plus 5 (2d4) lightning damage and the target must succeed on a DC 14 Strength saving throw or be surrounded by lightning. While surrounded by lightning the creature takes 5 (2d4) lightning damage at the start of its turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

**Rapier.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

**Diagnostic Pulse.** Skyr can to send a pulse through a Huge or smaller object or an area of material up to a 15 foot square that he touches with his forehead. By doing so he learns any physical properties and of any significant impurities, faults, or damage in the object or material. He pairs this with smelting tools and tinkerer's tools to enact repairs at advantage.

### Reactions

**Cutting Words.** When a creature Skyr can see within 60 feet of him makes an attack roll, ability check, or damage roll, Skyr subtracts 4 (1d8) from the result. This has no effect if the creature can't hear Skyr or is immune to being charmed.



# PART B: MAGICAL ITEMS

## CROCODRAGON ARMOR

*Armor (leather), uncommon (requires attunement)*

This armor is crafted from the leathery hide of crocodragons, and while wearing it, you gain +1 to your AC, resistance to fire damage, and a swimming speed of 20 feet. Once per day, you can use an action to tune your senses to spark, learning the location of the closest crocodragon horde within 10 miles. You cannot use this special action until dawn of the next day.

## FELKO RUNESTONE

*Wondrous item, very rare*

This runestone uses the power of the *felko* sigil to produce effects associated with fire and heat. It's made of two stones connected with metal wire and is the size of a closed fist. It always feels comfortably warm. The runestone has the following properties while you are holding it:

**Warm Body.** You have resistance to fire damage.

**Combust.** You can use an action to ignite a creature or flammable object you can see within 30 feet of you. The target bursts into flames and takes 1d4 fire damage at the start of each of its turns until a creature uses their action to put out the fire.

**Bonding.** You can bond this runestone to a piece of equipment. You must spend 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying both the equipment and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Armor.** When you bond the runestone to this piece of armor, you gain your choice of resistance to cold or fire damage. When a creature hits you with a melee attack while you're wearing the armor, you can use your reaction to deal 1d6 fire damage to that creature.

**Weapon.** As a bonus action, you touch the runestone and cause the weapon to burst into flame. It sheds bright light for 20 feet and dim light for an additional 20 feet. While aflame, the weapon deals an additional 3d4 fire damage on a hit, and a creature of your choice within 5 feet of

the target takes 1d4 fire damage. The flames last until you dismiss them as a bonus action.

**Focus.** When you cast a spell using this as a focus, you can use your reaction to gain one of the following effects of your choice:

- All damage dealt by the spell changes its type to fire damage.
- If the spell deals fire damage, you may treat it as having been cast using a spell slot of one level higher than you expended.

If you cast a spell affected by one of these effects and it misses its attack roll or all targets successfully save against the spell, you take 1d6 fire damage.

**Cloak.** You can use an action to envelop yourself with a cloak of flames and cast polymorph on yourself, no components required. This version of the spell turns you into a fire elemental for 10 minutes.

Once you have used this ability, you can't do so again until you finish a long rest.

## MUHUN RUNESTONE

*Wondrous item, uncommon*

This runestone uses the power of the *muhun* sigil to produce effects associated with liquid and water. It's made of a fist-sized lump of constantly-damp red pumice surrounded by a copper band inscribed with the *muhun* sigil. The runestone has the following properties while you are holding it:

**Talented Swimmer.** You gain a swim speed of 30 feet. If you already have a swim speed, it increases by 20 feet.

**Hydromancy.** While touching the runestone, you can use an action to cast create or destroy water at 1st level without expending a spell slot or material component.

**Bonding.** You can bond this runestone to a piece of equipment by spending 1 hour holding the runestone against the equipment and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already, wearing or holding it counts as holding the runestone, and it gains an effect based on its type:

**Armor.** This armor is constantly covered in condensation. While wearing it, fire damage you take is reduced by 1d4, and lightning damage deals an extra 1d4 damage to you. Additionally,



you can use a bonus action to end a grappled or restrained condition on yourself.

**Weapon.** This weapon ignores the effects of underwater combat. While this weapon is wet, whenever you deal damage with it and roll the highest number on its damage die, roll that die again and add the result to the total damage dealt.

**Focus.** When you cast a damaging spell using this as a focus, you can use your reaction to manifest it in a watery form. Damage dealt by the spell changes to bludgeoning damage, and any creature damaged by it must succeed on a Strength saving throw equal to your spell save DC or fall prone.

**Helm.** While wearing this helm, you can breathe normally in any liquid. Additionally, you can cast the water breathing spell once per long rest.

## TOOTH SPEAR

*Weapon (spear), uncommon*

Fashioned from the tooth of a crocodragon, the tooth spear is an advantageous weapon to have if you're dealing with crocodragons. When using this weapon, you gain a +2 to all attack rolls made against crocodragons. Each tooth spear makes the following weapon attack: reach 5 ft./range 20/60, one target. Hit: 5 (1d10) piercing one-handed or 6 (1d12) piercing two-handed.

## XESH RUNESTONE

*Wondrous item, rare*

This runestone uses the power of the *xesh* sigil to produce effects associated with darkness and voids. It's made of a perfectly spherical asteroid the size of a marble with a sigil only faintly visible as lines darker than the surrounding material. It cannot be illuminated, even by magical means, and casts no shadow. The runestone has the following properties while you are holding it:

**Eyes of Darkness.** You can see normally in both magical and nonmagical darkness out to 60 feet. If you already have darkvision, its range increases by 30 feet.

**Call Darkness.** You can use an action to cast darkness, no components required. Once you have cast the spell in this way, you can't do so again until you finish a short or long rest.

**Bonding.** You can bond this runestone to a piece of equipment by spending 1 hour holding the runestone against the equipment and

meditating on the meaning of its sigil. At the end of the hour, the runestone becomes bonded to the equipment and can't be removed without destroying the item and the runestone. The equipment becomes a magic item if it wasn't one already and gains an effect based on its type:

**Armor.** As a bonus action, you touch the *xesh* runestone, turning your armor into a void until the start of your next turn. For the duration, you are immune to damage and all spells and other magical effects as the void armor pulls magic and weapons through itself. Once you have used this feature, you can't use it again until you finish a long rest.

**Weapon.** This weapon has 9 charges and regains 1d8 + 1 charges daily at midnight. When you make an attack with this weapon, you can expend 1 charge to instead hurl damaging shadow discs from the weapon at a target you can see within 30 feet. Make a ranged weapon attack. On a hit, the target takes 3d8 necrotic damage.

**Focus.** The focus has 3 charges and regains all expended charges daily at midnight. When you cast a spell using this as a focus, you can use your reaction and expend 1 charge to cause tendrils of darkness to lash out at up to three creatures of your choice within 15 feet of you. Each creature must succeed on a Dexterity saving throw equal to your spell save DC or take 3d8 necrotic damage.

**Cloak.** You can use your action to speak a command word, causing the cloak to magically drain light and sound. You and each creature touching the cloak gain the benefits of the *pass without trace* spell. You can use this property for up to 1 hour, all at once or in short bursts, with each using a minimum of 1 minute from the duration. The cloak regains 10 minutes of its duration for every 12 hours it isn't in use.

## ZAI RUNESTONE

*Wondrous item, rarity varies*

These runestones use the power of the *zai* sigil to store raw spark and release it as an extremely potent form of energy. Almost all *zai runestones* are made of metal and at least the size of the average person's head, and they give off a faint scent of fresh rain until drained.

A *zai runestone* can be bonded to a target object, vehicle, or building by spending 1 hour holding the runestone against the target and meditating on the meaning of its sigil. At the end of the hour, the runestone becomes magically bonded to the target.



Once bonded, a *zai runestone* releases a steady flow of raw spark into the bonded target, fully powering all magic and/or tech attached to the target for a duration that's determined by the rarity of the runestone and the size of the bonded target. See the Power Duration table below.

## POWER DURATION

RARITY	POWER DURATION (FOR LARGE TARGET)
Uncommon	25 days
Rare	100 days
Very Rare	1,000 days
Legendary	10,000 days
Artifact	100,000 days

The *zai runestone*'s power duration is doubled for each size category below Large the bonded target is. For each size category above Large, the duration is halved.

If a *zai runestone* is bonded to a creature, raw spark floods their body, and they take damage as if affected by a runestone explosion. They take the damage again at the end of each minute until they die or are separated from the runestone. If the creature is reduced to 0 hit points by this damage, it is disintegrated, and a runestone explosion is triggered. This runestone explosion has its damage and area halved, and the *zai runestone* isn't destroyed.



# CREATOR BIOS

## PROJECT LEADS AND PRODUCERS

Cam is a social studies teacher by day and a game designer just about every other time of day he gets. Repping his New Hampshire pride hard, Cam is always striving to bring fun and exciting projects to life with an educational twist hidden somewhere in there. You can find him online at @daylightpub1066 on most social media or at his website <http://www.daylightpublications.com>.

Zac is the Creative Director for World of Game Design where he develops adventures filled with vile dungeons and derelict starships. You can find his name printed on projects like Scrap Rats, Knights of the Shadow Realm, and Evershift. You can find his body someplace cold, dark, and filled with Coke Zero.

## WRITERS

Lydia Van Hoy, the Mother of Goblins, is a best-selling TTRPG creative. They're best known for their work on DmsGuild titles such as The Half-Race Handbook and The Adventures Domestic Handbook. You can find them being chaotically queer on twitter @lydiavanhoy1, or follow their projects at motherofgoblins.gay

Joseph Vargas got his start writing and editing on a whim during the pandemic, and found the process to be quite fulfilling. His hobbies include playing the ukulele, meeting new people through Tabletop RPGs, playing with his three dogs, and singing karaoke.

Noah Simpson is the kind of person who likes to write things. Specifically, he likes to write fantasy things. This is one of those fantasy things he is writing for. You should buy it. And you should buy the other things he has written for.

Jack Lewis is the creator of such hits as Cryptids Inc and Titans of Faerun, and helped Daylight Publications to bring to life our first setting book Supers & Sorcery. When not writing you can find Jack either ranting about how to best out-box a kangaroo or the state of kaiju in RPG media.

Kai Linder is an ENnie-nominated editor and designer with a love for systems and flavourful mechanics. Some of his work includes the

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Magnus Laursen is a writer living in Copenhagen. Multiclassing in philosophy and game design, he hopes to one day understand why he can't let go of miniature wargames. Maybe it's that sweet scent of plastic glue?

Born and raised in Florida, Penny has played DND for 3 years, and been a bard-main for all of them. When she's not writing books, you can find her on DND tiktok, making memes and POVs.

## GUEST WRITERS

Chris Hopper is a collection of semi-sentient javascript produced by millions of front-end developers hacking thousands of libraries together with links from stack overflow. He specializes in algorithm-optimized content and keyword-specific statblocks and is available for writing & design via <https://linktr.ee/chrishopper>.

Griffin Fredette (they/them) is a New Hampshire based writer who's been working on 5e content for nearly 2 years and playing the game for 7 years. Griffin is a stretch goal writer, providing the Welcome to Tidetimmer adventure as well as some of the magic items, most of their writing so far has been on DMSGuild, where you can find the catalogue of character options they've made.

Shannon Roby is a Virginia-based performer. She is a Cast Member of and Community Manager for ParadiseRPG. IRL she teaches students with language-based learning differences like dyslexia and is training to become an Academic Language Therapist. She loves to cosplay, voice act, and play D&D!

Basil Wright is a Black & Indigenous autistic queer disabled writer. More of their written work can be found on their website, <https://www.towerofbasil.wordpress.com>. You can follow them on Twitter as well.



Julia Pluta is a librarian, mathematician, and freelance author, committed to always following her dreams.

## EDITORS

Cindy Butor (she/her) lives in Kentucky with her partner Sam and their beautiful monsters (i.e., cats) Dinah, Cicada, and Lottie. By day, she is a reference librarian stressed out about providing adequate services to the public, but by night she is a writer and crafter stressed out about meeting her deadlines. You can find her other works on the DMs Guild under her name, listen to her TTRPG shenanigans in the actual play podcast 4Ever GM, and follow along with her crafting at [twitch.tv/cindy\\_bee](https://twitch.tv/cindy_bee).

Joe Raso is a dad, a husband, and a long-suffering DM who's had the pleasure of gaming with the same group since his university days. He's now a freelance RPG creator and has written for Eldermancy, Ghostfire Gaming, Goodman Games, and Onyx Path Publishing, along with a host of independent creators. You can find his self-published works on the DMsGuild and DriveThruRPG. You can also follow his RPG exploits on Twitter @joe\_raso or on his occasionally updated blog <https://theschemingdm.wordpress.com/>.

## LAYOUT

David Barrentine is a frontend developer by day, D&D player and creator by night. David dabbles in many hobbies such as illustration, game design, writing, cartography, and layout. He uses these skills to create amazing adventures and unique supplements. His largest project to date, Knights of the Shadow Realm, is a campaign setting and full level 1-20 adventure set in the incredibly in-depth world of Oranth. David can be found on Twitter @DavidBarrentine.

## ORIGINAL ARTISTS

Alex Coggon is a professional illustrator specializing in fantasy art and character design. They have been working with the trpg community for a number of years and contributed to such projects as 'Into the Wyrld and Wild', 'Supers & Sorcery', and 'Sphinxes: The First of Sages' to name a few. Constantly inspired by nature they continue to push their artwork in new and unique ways to bring unseen worlds to life.

Natalie Poiré (Denece the Sylcoe) is a 24 year old paleontology student and freelance artist. She is the author and illustrator of the graphic novel The Sylcoe and a creature designer for Comets and Cockpits with Daylight Productions. Natalie Poiré is passionate about understanding the anatomy of modern and extinct organisms on a scientific level and on an artistic level to apply to fantastical creature designs.

Ross Setterfield is a commission artist who enjoys drawing spaceships and robots and cute creatures. His hobbies include juggling and playing musical instruments but not at the same time. It can be dangerous and it doesn't sound very good

David Frasheski is an illustrator and concept artist based in Wisconsin! He works as a freelancer in games and entertainment. Let him pet your doggo or kitten and he will be forever grateful.

Raul Volpato is a Brazilian pixel artist and 2d illustrator who has a degree in Graphic Design, and is trying to make the world a little bit better with his art.

Jeff Zugale, aka Starshipwright, is a concept designer, illustrator, cartoonist, painter, 3D modeler & printer, and maker of various things. He specializes in Sci-Fi, most especially spaceships, and has worked on more than a dozen video games, a few TV shows, and some TTRPGs: Project Mercenary, Blue Planet and Ironsworn: Starforged. He's now freelancing from his Los Angeles apartment! You can find him on Twitter & Instagram (@jeffzugale), his Patreon (<https://patreon.com/jeffzugale>) and peruse his many wares on the Starshipwright Store. (<https://starshipwright.com>)

## CARTOGRAPHY

Abbie Hines is a freelance concept artist and illustrator with a passion for TTRPGs and fantasy art. With a focus on maps and character design, she is most recognisable from other works with Daylight Publications, including Supers & Sorcery.

## ENCOUNTER MAPS

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