

# ABDUCT

conjunction



**Casting Time** 1 minute

**Range** 100 miles

**Duration** 1 hour

**Components** V, S, M



# ABDUCT

conjunction



**Casting Time** 1 minute

**Range** 100 miles

**Duration** 1 hour

**Components** V, S, M

This spell teleports a creature within range to your location. An unwilling creature can make a **Charisma saving throw** to resist this effect. Moreover, you must know the target's precise location when you cast this spell. If the target is more than 100 feet from its supposed location, it has advantage on its saving throw. If it is more than 500 feet away, the spell fails. On a failed save, the target is placed at a location of your choice within 30 feet of you. You choose if the target is sitting, standing, prone, or bound with nearby restraints. At the end of the spell's duration, you can choose whether the target remains at your location or is teleported back to the location from which it was abducted.

**Material Components:** A silver saucer

# ANTIVIRUS

abjuration (ritual)



**Casting Time** 1 action

**Range** Touch

**Duration** 24 hours

**Components** V, S



# ANTIVIRUS

abjuration (ritual)



**Casting Time** 1 action

**Range** Touch

**Duration** 24 hours

**Components** V, S

You ward a device that you touch from digital interlopers. For the duration, this device can't be disabled by magical effects, such as the *technical difficulties* or *logic bomb* spells, and it can't be infected by the N-Virus. Additionally, creatures have disadvantage on Intelligence (Data) checks made to hack this device.



# ARCANES ANOMALY

abjuration



**Casting Time** 1 action

**Range** Self (30-ft. radius)

**Duration** 1 hour, Conc.

**Components** V, S, M



# ARCANES ANOMALY

abjuration



**Casting Time** 1 action

**Range** Self (30-ft. radius)

**Duration** 1 hour, Conc.

**Components** V, S, M

You spread cracks in the magical energy that suffuses the multiverse. For the duration, whenever a spell is cast within range, roll a d6. On a 1, the spell casting fails, expending a spell slot as normal, but not consuming expensive material components.

**Material Components:** A broken mirror

# ARCANÉ CAPACITOR

evocation

LV  
6

**Casting Time** 1 action

**Range** Touch

**Duration** Instantaneous

**Components** V, S, M



# ARCANES CAPACITOR

evocation



**Casting Time** 1 action

**Range** Touch

**Duration** Instantaneous

**Components** V, S, M

You channel a wave of arcane power into your fingertips, but recycle the leftover energy into a new spell slot. Make a **melee spell attack** against a creature you can reach. On a hit, the target takes **5d10** force damage. Whether you hit or miss, you then regain one expended 1st-level spell slot.

**At Higher Levels.** When you cast this spell using a 7th level spell slot, you instead regain an expended 2nd level spell slot. If you cast it using a 9th level spell slot, you instead regain an expended 3rd level spell slot.

**Material Components:** A potato





# ASTEROID CLUSTER

conjuraton (mega)

LV  
2

**Casting Time** 1 action      **Range** 20,000 feet

**Duration** 1 minute, Conc.    **Components** V, S, M



# ASTEROID CLUSTER

conjunction (mega)



**Casting Time** 1 action

**Range** 20,000 feet

**Duration** 1 minute, Conc. **Components** V, S, M

You create a cluster of asteroids that fills a 2,000-foot cube. Each ship and mega creature is slowed in this area; every foot of movement in that space costs one extra foot. Additionally, any mega creature or ship inside the cluster that didn't take Evasive Maneuvers takes **2d8** mega bludgeoning damage at the beginning of its turn.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the size of the cube increases by 500 feet and the damage increases by 1d8 mega points for each slot level above 2nd.

**Material Components:** A lump of rock



# ASTROGATION

divination

LV  
7

**Casting Time** 1 action

**Range** Self

**Duration** 1 minute, Conc. **Components** V, S, M



# ASTROGATION

divination



**Casting Time** 1 action

**Range** Self

**Duration** 1 minute, Conc. **Components** V, S, M

By burning rare spices and incense, you can briefly determine your course through the universe. If you perform a void jump while this spell is in effect, you automatically make a perfect jump.

**Material Components:** Rare spices and incense worth at least 100 gp, which the spell consumes

# AUTOPILOT

enchantment (ritual)

LV  
1

**Casting Time** 1 action

**Range** Touch

**Duration** 1 hour

**Components** V, S, M



# AUTOPILOT

enchantment (ritual)



**Casting Time** 1 action

**Range** Touch

**Duration** 1 hour

**Components** V, S, M

You touch a spaceship, granting it a limited ability to operate without active control by its crew. For the duration, the ship can make ability checks and saving throws that would be made by its pilot, engineer, or gunner, even if there is no one in those roles. The ship's ability scores are treated as being 10 for each ability, and it has no proficiencies.

Additionally, when you cast this spell, you can choose a speed and direction within the ship's cone of movement for the ship to travel when there is no creature in the Pilot role. The ship moves automatically at the beginning of the initiative order. This automatic movement ends whenever a creature enters the Pilot role.

A ship can't be commandeered while it is under the influence of this spell.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the duration increases to 8 hours.

**Material Components:** a quartz crystal



# CHEAT

divination



**Casting Time** 1 bonus action **Range** Self

**Duration** 1 round

**Components** S, M



# CHEAT

divination



**Casting Time** 1 bonus action **Range** Self

**Duration** 1 round

**Components** S, M

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this spell could influence a game of poker, but not the result of a *Deck of Many Things*.

**Material Components:** A weighted die



# CIRCUIT BREAKER

evocation

LV  
2

**Casting Time** 1 reaction

**Range** Self (5-ft. rad)

**Duration** Instantaneous

**Components** V, S



# CIRCUIT BREAKER

evocation



**Casting Time** 1 reaction    **Range** Self (5-ft. rad)

**Duration** Instantaneous    **Components** V, S

You let out a burst of electricity, shocking those nearby and temporarily overloading devices. Each creature within 5 feet of you must make a **Dexterity saving throw** or take **3d8** lightning damage, or half as much on a successful save. Each piece of magical technology within range is also disabled until the end of your next turn.

**Casting Time:** 1 reaction, which you take in response to being damaged by a creature within 5 feet of you that you can see

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



# COMET STRIKE

evocation (mega)

LV  
5

**Casting Time** 1 action    **Range** 15,000 feet

**Duration** Instantaneous    **Components** V, S, M



# COMET STRIKE

evocation (mega)



**Casting Time** 1 action    **Range** 15,000 feet  
**Duration** Instantaneous    **Components** V, S, M

You create a chunk of rock and ice that strikes a target within range. The target (or the pilot, if the target is a ship) must make a **Dexterity saving throw**. If the target is a ship and there is no creature in the Pilot role, the save automatically fails. The target takes **4d10** mega bludgeoning damage and **4d10** mega cold damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the cold damage increases by 1d10 mega points for each slot level above 5th.  
**Material Components:** A small glass sphere



# COMMANDER WEAPON

enchantment (mega)

LV  
3

**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 min, Conc.

**Components** V, S, M



# COMMANDEER WEAPON

enchantment (mega)



**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 min, Conc.

**Components** V, S, M

Choose a ship weapon mounted on a spaceship you can see within range. A gunner operating the weapon must make a **Constitution saving throw**. If there is no creature controlling that weapon, the save automatically fails. On a failed save, you gain control of that weapon for the duration, and can use your action to fire it as if you were a gunner. Meanwhile, no gunner on the target ship can fire the weapon. If a gunner is controlling the commandeered weapon at the end of their turn, they can reattempt the saving throw, ending the effect on a success.

**Material Components:** A piece of frosted glass

# CONJURE HARDLIGHT AVATAR

LV  
8

conjunction

**Casting Time** 1 minute    **Range** 90 feet

**Duration** 15 hours, Conc.    **Components** V, S, M



# CONJURE HARDLIGHT AVATAR

LV  
8

conjuration

**Casting Time** 1 minute    **Range** 90 feet  
**Duration** 15 hours, Conc.    **Components** V, S, M

You conjure into being all the shimmering gears, pistons, plates, and motors of a sophisticated hardlight construct. Your choice of a *hardlight etherolus* or a *hardlight juggernautus* (see the *Dark Matter Monsters* chapter for statistics) appears in an unoccupied space within range. The construct disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the construct, which has its own turns. As a bonus action, you can mentally command the construct if it is within 500 feet of you. You decide what action the construct will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the construct only defends itself against hostile creatures. Once given an order, the construct continues to follow it until its task is complete.

No magic can restore the construct's hit points, as hardlight always evaporates away with time.

**Material Components:** An emerald ring worth 30 gp





# CONJURE NEBULA

conjuration (mega)



**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 hour, Conc.

**Components** V, S



# CONJURE NEBULA

conjuration (mega)



**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 hour, Conc.

**Components** V, S

You create a 1,000-foot radius sphere of gas and dust centered on a point within range. The area of the sphere is heavily obscured.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the radius of the cloud increases by 1,000 feet for each slot level above 1st.



# CREATE VACUUM

conjunction

LV  
3

**Casting Time** 1 action

**Range** 60 feet

**Duration** 10 minutes, Conc.

**Components** V, S, M



# CREATE VACUUM

conjunction



**Casting Time** 1 action

**Range** 60 feet

**Duration** 10 minutes, Conc. **Components** V, S, M

You create a spherical area nearly devoid of air centered on a point within range for the duration. The sphere can have any radius you choose, up to a maximum of 30 feet. Any creature in the area that breathes air must hold its breath or begin suffocating. If the point you choose is on an object you are holding or one that isn't being worn or carried, the sphere is centered on the object and moves with it. Airborne substances such as poisonous gas, smoke, or fog can't enter the sphere, and any such substances already within the sphere's area are destroyed. If such a substance is created by a spell of a higher level than this one, it is unaffected.

**Material Components:** A bit of kindling

# CRYPTOGRAM

conjunction



**Casting Time** 1 action    **Range** Unlimited  
**Duration** Instantaneous    **Components** V, S, M



# CRYPTOGRAM

conjunction



**Casting Time** 1 action    **Range** Unlimited  
**Duration** Instantaneous    **Components** V, S, M

You send a small scroll with a short message to a creature of your choice. The recipient must be a creature known to you and also be on the same plane of existence as you. This scroll will hover in front of the recipient, drop into their pocket, or appear sitting on something nearby. The scroll's message can be up to 8 characters long (spaces count as characters). You can send only one scroll to a single target each day.

**Material Components:** A small written message

# DARK ANCHOR

abjuration (mega)

LV  
2

**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 10 minutes, Conc. **Components** V, S



# DARK ANCHOR

abjuration (mega)



**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 10 minutes, Conc. **Components** V, S

Choose a spaceship you can see within range. The target's engineer must make a **Wisdom saving throw**. If there is no creature in that role, the save automatically fails. On a failed save, the target ship can't initiate a void jump for the duration. If the ship has already initiated a void jump, the jump can't commence until this spell is ended. If the target's engineer is at their station and not incapacitated, they can attempt the saving throw again at the end of each of their turns, ending the effect on a success.





# DELAY

transmutation

LV  
2

**Casting Time** 1 action

**Range** 60 feet

**Duration** Instantaneous

**Components** V, S, M



# DELAY

transmutation



**Casting Time** 1 action

**Range** 60 feet

**Duration** Instantaneous

**Components** V, S, M

You briefly slow time for a creature of your choice that you can see within range. The target must succeed on a **Wisdom saving throw** or be moved to last place in the initiative order from the beginning of the next round onwards.

**Material Components:** An octagonal sign



# DESTRUCT

evocation (mega)

LV  
9

**Casting Time** 1 action    **Range** 1,000 feet

**Duration** Instantaneous    **Components** V, S



# DESTRUCT

evocation (mega)



**Casting Time** 1 action    **Range** 1,000 feet

**Duration** Instantaneous    **Components** V, S

Bringing all your magical powers to bear, you conjure a wave of destructive energy and unleash it at a ship. Make a **ranged spell attack** against a ship you can see within range. On a hit, the ship takes **10d20 + 40** mega force damage.



# DIRE MUTATION

transmutation

LV  
6

**Casting Time** 1 action

**Range** 10 feet

**Duration** 10 minutes

**Components** V, S, M



# DIRE MUTATION

transmutation



**Casting Time** 1 action

**Range** 10 feet

**Duration** 10 minutes

**Components** V, S, M

You scramble the genetics of a Large or smaller beast (or a summoned creature that has the shape of a beast) within range, transforming it into a hulking abomination. An unwilling beast must succeed on a **Constitution saving throw** to resist this spell. This spell has no effect on shapechangers or other creatures which are transformed by a spell or other magical effect. On a failed save, the beast becomes a monstrosity and its statistics change in the following ways:

- The target's current and maximum hit points increase by 40.
- The target's Armor Class increases by 2.
- The target's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category.
- The target gains the Multiattack trait, allowing it to make two melee weapon attacks. If the target already has this trait, it can attack one additional time on its turn.
- The target's attacks can use your spell attack bonus to hit, if it would be higher than their normal attack bonus.
- The target is hostile to you and your companions, unless it is a creature summoned by you.

The spell ends and the target reverts to its normal form if it drops to 0 hit points. When the spell ends, the creature's statistics return to normal and its hit points return to the number it had before being transformed.

**Material Components:** A sample of radium

# DISRUPTION FIELD

abjuration (mega)

LV  
2

**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 minute, Conc. **Components** V, S, M



# DISRUPTION FIELD

abjuration (mega)



**Casting Time** 1 action      **Range** 5,000 feet  
**Duration** 1 minute, Conc.      **Components** V, S, M

You disrupt the flow of energy around one ship you can see within range. The target's engineer must make a **Wisdom saving throw**. If there is no creature in that role, the save automatically fails. On a failed save, the target's shield generator is disabled for the duration. If there is a creature in the Engineer role that isn't incapacitated, it can attempt the saving throw again at the end of each of their turns, ending the effect on a success.

**Material Components:** A crystal tuning fork





# EARTH-SHATTERING KABOOM

evocation

LV  
4

**Casting Time** 1 action

**Range** 120 feet

**Duration** 1 round

**Components** V, S, M



# EARTH-SHATTERING KABOOM

LV  
4

evocation

**Casting Time** 1 action

**Range** 120 feet

**Duration** 1 round

**Components** V, S, M

Streams of arcane energy pour from your hands and coalesce into a great unstable ball at a point you can see within range. At the end of this spell's duration, when the mass of arcane energy is at its zenith, you rupture the ball of energy, causing a massive detonation. When this happens, roll a d20. On a 1, the ball fizzles into nothingness. On any other roll, each creature in a 30-foot radius sphere centered on that point must make a **Dexterity saving throw**. A creature takes **5d8** thunder damage plus **5d8** radiant damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the thunder damage or the radiant damage (your choice) increases by 1d8 for each slot level above 4th.

**Material Components:** A red button

# EYE OF ANUBIS

necromancy



**Casting Time** 1 action    **Range** 60 feet

**Duration** Instantaneous    **Components** M



# EYE OF ANUBIS

necromancy



**Casting Time** 1 action    **Range** 60 feet  
**Duration** Instantaneous    **Components** M

A beam of tenebrous moonlight streaks from your left eye toward a creature within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** necrotic damage and can't take the Disengage action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your right eye. Your first beam's damage increases by 1d8 (**2d8**) when you reach 11th level, and your second beam's damage increases by 1d8 (**2d8**) when you reach 17th level.

**Material Components:** A holy symbol



# EYE OF RA

evocation



**Casting Time** 1 action    **Range** 60 feet  
**Duration** Instantaneous    **Components** M



# EYE OF RA

evocation



**Casting Time** 1 action    **Range** 60 feet  
**Duration** Instantaneous    **Components** M

A beam of furious radiance erupts from your right eye, directed at a creature you can see within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d8** radiant damage and can't take the Hide action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your left eye. Your first beam's damage increases by 1d8 (**2d8**) when you reach 11th level, and your second beam's damage increases by 1d8 (**2d8**) when you reach 17th level.

**Material Components:** A holy symbol

# FINGER GUNS

evocation



**Casting Time** 1 bonus action **Range** Self

**Duration** 1 minute

**Components** V, S



# FINGER GUNS

evocation



**Casting Time** 1 bonus action **Range** Self  
**Duration** 1 minute **Components** V, S

You extend your forefinger and thumb, a dangerous gesture mimicking a gun. For the duration, you can use your action to make a **ranged spell attack** against one creature you can see within 60 feet, dealing **1d8** force damage on a hit.

Your finger gun is considered to be a blaster (but not magical technology) for spells and effects which influence blasters.

The spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).





# FLAWED RECONSTRUCTION

transmutation

LV  
1

**Casting Time** 1 action

**Range** Touch

**Duration** Instantaneous

**Components** V, S, M



# FLAWED RECONSTRUCTION

transmutation



**Casting Time** 1 action

**Range** Touch

**Duration** Instantaneous

**Components** V, S, M

You stitch together the wounds of a willing creature you touch, which regains **4d6** hit points. However, the mending is imperfect, and the target's maximum hit points is decreased by the same amount until it finishes a long rest. A creature that regains hit points due to this spell will be left with some permanent scars.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing and maximum hit point reduction increases by 1d6 for each slot level above 1st.

**Material Components:** A needle and thread



# GEODESIC SHIELD

conjunction

LV  
2

**Casting Time** 1 action

**Range** Touch

**Duration** 10 minutes, Conc. **Components** V, S



# GEODESIC SHIELD

conjunction



**Casting Time** 1 action

**Range** Touch

**Duration** 10 minutes, Conc. **Components** V, S

Translucent, triangular plates of force assemble to form a 15-foot radius spherical dome around you, centered on a point you touch. The dome contains clean, breathable air, and airborne substances, such as poisonous gas, smoke, or fog can't penetrate within it. The dome insulates those inside it from extreme temperatures, regardless of the outside environment. Creatures can walk freely into or out of the dome, but the dome blocks ranged attacks, spells, and other effects.

The dome has AC 10 and 20 HP. The spell ends when the dome is reduced to 0 HP.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the dome's AC increases by 1 and its HP increases by 10 for each slot level above 2nd.



# GREATER MENDING

transmutation (ritual)

LV  
3

**Casting Time** 1 action

**Range** 120 feet

**Duration** Instantaneous

**Components** V, S, M



# GREATER MENDING

transmutation (ritual)



**Casting Time** 1 action

**Range** 120 feet

**Duration** Instantaneous

**Components** V, S, M

This spell repairs breaks, tears, and other damage in an object you can see within range, such as a smashed control panel, ripped radiation plating, a corrupted keycard, or a jammed turbine. As long as the damaged object is no larger than 10 feet in any dimension, you mend it, leaving no trace of the former damage and restoring it to full working order. Note that this spell can't restore lost hit points to a damaged ship.

This spell can repair a magic item or construct as long as the object's magic was present at the time it was broken. The spell does not, however, restore lost charges.

**Material Components:** Two lodestones

# HACK SYSTEM

transmutation (mega)

LV  
3

**Casting Time** 1 action

**Range** 10,000 feet

**Duration** 1 minute, Conc.

**Components** V, S, M



# HACK SYSTEM

transmutation (mega)



**Casting Time** 1 action      **Range** 10,000 feet

**Duration** 1 minute, Conc.      **Components** V, S, M

Choose a spaceship you can see within range. The target's engineer must make a **Wisdom saving throw**. If there is no creature in that role, the save automatically fails. On a failed save, choose two of the target's systems: those systems are disabled for the duration. If there is a creature in the Engineer role that isn't incapacitated, it can attempt the saving throw again at the end of each of their turns, ending the effect on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can affect one additional system for each slot level above 3rd.

**Material Components:** A crystal lockpick worth at least 25 gp





# HALO OF FLAME

evocation

LV  
2

**Casting Time** 1 action    **Range** Self (10-ft. rad.)

**Duration** Instantaneous    **Components** V, S



# HALO OF FLAME

evocation



**Casting Time** 1 action    **Range** Self (10-ft. rad.)

**Duration** Instantaneous    **Components** V, S

A ring of flame ignites above your head, and then springs outward, coming to rest in a burning circle. The circle is composed of a 5-foot wide line of flame, curving to form a 10-foot radius ring around you. Each creature you choose within the area must make a **Dexterity saving throw**. On a failed save, a creature takes **4d6** fire damage, or half as much on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.



# HARDLIGHT BLASTER

conjunction



**Casting Time** 1 action

**Range** 10 feet

**Duration** Instantaneous

**Components** V, S, M



# HARDLIGHT BLASTER

conjunction



**Casting Time** 1 action

**Range** 10 feet

**Duration** Instantaneous

**Components** V, S, M

You wave your hand and conjure a sophisticated arcane weapon, constructed of brilliant compressed light, which hovers in the air in an unoccupied space within 10 feet of you. The weapon fires a crackling beam of energy at a target you choose within 60 feet of it, making a **ranged spell attack** using your spell attack bonus. The weapon is the point of origin for this attack; therefore, the attack can target a creature that isn't within your line of sight, as long as it is within the weapon's line of sight. On a hit, the target takes **3d6** force damage. After this attack, this weapon dissipates.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you deal an additional 1d6 force damage for each slot level above 1st.

**Material Components:** An emerald ring worth 30 gp



# HARDLIGHT CONSTRUCTION

LV  
3

conjuraton

**Casting Time** 1 action

**Range** 30 feet

**Duration** 10 minutes

**Components** V, S, M



# HARDLIGHT CONSTRUCTION

LV  
3

conjuraton

**Casting Time** 1 action

**Range** 30 feet

**Duration** 10 minutes

**Components** V, S, M

You compress waves of light into a solid, shimmering structure composed of hardlight within range. You can create a Huge or smaller object (contained within a 15-foot cube, or 27 connected 5-foot cubes) which persists for the duration. For example, you can build a bridge crossing a chasm, a tower to see over a treeline, or a patch for the hull of a starship. This object can't have moving parts or directly harm anyone. No matter what object you build, it has AC 10 and HP equal to 30 + your spellcasting modifier. The object collapses into nothingness and the spell ends if it drops to 0 hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, its HP increases by 10 per slot level above 3rd. If you cast this spell using a spell slot of 6th level or higher, you can use your action to change the object created into any other object you choose which fits the criteria. Doing so doesn't restore the object's HP.

**Material Components:** An emerald ring worth 30 gp

# HARDLIGHT FRAME

conjunction

LV  
5

**Casting Time** 1 action

**Range** Self

**Duration** 10 minutes, Conc.

**Components** V, S, M



# HARDLIGHT FRAME

conjunction



**Casting Time** 1 action

**Range** Self

**Duration** 10 minutes, Conc. **Components** V, S, M

Plates of shimmering compressed light swarm your body, landing in the precise positions to form an intricate suit of power armor. For the duration, you gain the following benefits:

- Your AC equals 16, if it was lower.
- You gain 40 temporary hit points. If these temporary hit points are reduced to 0, the spell ends. If any of them remain when the spell ends, they are lost.
- Your size becomes Large, if it was smaller.
- You have advantage on Strength checks and saving throws.
- The armor confers the benefits of a life suit.
- The armor has two integrated battlefists. You have proficiency with these weapons. When you attack with them, you make a **melee spell attack** against a target within 10 feet of you. On a hit, the battlefists deal force damage equal to **2d12 + your spellcasting ability modifier**.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the temporary hit points bestowed by the spell increases by 10 points for each slot level above 5th.

**Material Components:** An emerald ring worth 30 gp



# HARDLIGHT GAUNTLET

LV  
3

evocation

**Casting Time** 1 action

**Range** Touch

**Duration** Instantaneous

**Components** V, S, M



# HARDLIGHT GAUNTLET

LV  
3

evocation

**Casting Time** 1 action

**Range** Touch

**Duration** Instantaneous

**Components** V, S, M

You conjure a scintillating gauntlet composed of compressed energy and unleash a barrage of strikes. Make **three melee spell attacks** against a single target. On the first hit, the target takes **1d12** force damage, on the second hit, it takes **2d12** force damage, and on the third hit, it takes **3d12** force damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can make 1 additional attack; the fourth hit deals 4d12 force damage. If you cast this spell using a spell slot of 7th level or higher, you make 2 additional attacks; the 5th hit deals 5d12 force damage.

**Material Components:** An emerald ring worth 30 gp

# HARDLIGHT NAILS

conjunction

LV  
2

**Casting Time** 1 action

**Range** 60 feet

**Duration** 10 minutes, Conc.

**Components** V, S, M



# HARDLIGHT NAILS

conjunction



**Casting Time** 1 action

**Range** 60 feet

**Duration** 10 minutes, Conc. **Components** V, S, M

Thousands of bright, minuscule spikes of compressed light form in a 10-foot square on a surface you choose within range. This area becomes difficult terrain for the duration. When a creature moves within the area, it takes **2d6** force damage for every 5 feet it travels.

As a reaction when a creature moves in front of the area of spikes, you can cause them to explode outward, peppering the target with spikes and ending the spell. Each creature within 30 feet of the spikes must make a **Dexterity saving throw**, taking **4d6** force damage, or half as much on a successful save.

**Material Components:** An emerald ring worth 30 gp

# HARDLIGHT NEEDLE

conjunction



**Casting Time** 1 action

**Range** 60 feet

**Duration** Instantaneous

**Components** V, S, M



# HARDLIGHT NEEDLE

conjunction



**Casting Time** 1 action    **Range** 60 feet  
**Duration** Instantaneous    **Components** V, S, M

You condense light into a razor-sharp pinpoint that you can effortlessly guide. A target you can see within range takes **3** piercing damage.

This spell's damage increases by 3 when you reach 5th level (**6**), 11th level (**9**), and 17th level (**12**).

**Material Components:** An emerald ring worth 30 gp



# HOLD SHIP

enchantment (mega)

LV  
3

**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 minute, Conc. **Components** V, S, M



# HOLD SHIP

enchantment (mega)



**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 minute, Conc. **Components** V, S, M

Choose a spaceship you can see within range. The target's engineer must make a **Wisdom saving throw**. If there is no creature in that role, the save automatically fails. On a failed save, the target's speed and maneuverability are reduced to 0 for the duration, and any weapons mounted on it can't be fired. If the target's engineer is at their station and not incapacitated, they can attempt the saving throw again at the end of each of their turns, ending the effect on a success.

**Material Components:** A small, straight piece of iron



# INTENSIFY GRAVITY

transmutation

LV  
4

**Casting Time** 1 action      **Range** 100 feet

**Duration** 1 minute, Conc.    **Components** V, S, M



# INTENSIFY GRAVITY

transmutation



**Casting Time** 1 action

**Range** 100 feet

**Duration** 1 minute, Conc. **Components** V, S, M

This spell intensifies gravity in a 50-foot radius, 100-foot high cylinder centered on a point within range. Each creature in this area must spend two feet of movement for every foot moved, including flying, jumping, and climbing movement. This can be combined with difficult terrain to slow movement to a quarter of normal speed. If a prone creature wishes to stand up, it must succeed on a Strength check against your spell save DC. On a failure, it can't move at all on its turn.

Objects in the area, including those being worn or carried, weigh double their usual weight, which may cause creatures to become encumbered or cause load-bearing spells like levitate to fail. Any ranged weapon attacks that pass into, out of, or through the area have disadvantage, and any falling damage dealt within the spell's area is doubled.

**Material Components:** A lodestone and iron filings



# LOGIC BOMB

enchantment



**Casting Time** 1 action

**Range** 30 feet

**Duration** 1 minute, Conc. **Components** V, S, M



# LOGIC BOMB

enchantment



**Casting Time** 1 action

**Range** 30 feet

**Duration** 1 minute, Conc. **Components** V, S, M

Circuits of arcane energy reach out from your fingertips and embed themselves in nearby technology, afflicting everything they touch with a magical virus. Unattended magical technology you choose within range is disabled for the duration. Each creature you choose that is wearing or carrying magical technology (or has embedded or integrated technology on their person) must succeed an **Intelligence (Technology) check** against your spell save DC at the beginning of each of its turns or be unable to use this technology. On a successful check, the spell ends for this target.

Each construct you choose within range must make a **Wisdom saving throw**. Living constructs, such as vect, make this saving throw with advantage. On a failed save, a construct can't move and is incapacitated, even if it would otherwise be immune to being incapacitated, for the duration. At the beginning of each of its turns, an affected construct can repeat this saving throw, ending the effect on itself on a success.

**Material Components:** A functioning construct core



# MAGIC MIC

transmutation

LV  
0

**Casting Time** 1 action

**Range** Self

**Duration** 1 minute

**Components** V, S



# MAGIC MIC

transmutation



**Casting Time** 1 action

**Range** Self

**Duration** 1 minute

**Components** V, S

You conjure into existence a spectral microphone, which can hover in front of you or be held in one hand. Speaking through the microphone amplifies your voice to a booming level and allows you to distort your voice. This distortion can change your voice's pitch, cause an echo, make it sound metallic, add a layer of static noise, or any other simple audio effect. It can't be used to completely duplicate another person's voice. You can change the mic's volume and change the nature of the distortion on your turn (no action required). Your voice also projects through radio waves allowing you to be heard on comm sets and communication systems within 10 miles.

You can use your action to shout into the mic. When you do so, each creature you choose within 10 feet of you must make a **Constitution saving throw** or take **1d4** thunder damage.

The spell's damage increases when you reach 5th level (**2d4**), 11th level (**3d4**), and 17th level (**4d4**).



# MEGA IMAGE

illusion (mega)

LV  
3

**Casting Time** 1 action      **Range** 10,000 feet

**Duration** 1 minute, Conc.      **Components** V, S, M



# MEGA IMAGE

illusion (mega)



**Casting Time** 1 action      **Range** 10,000 feet

**Duration** 1 minute, Conc.      **Components** V, S, M

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 1,000-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, temperatures, and cosmic signals appropriate to the thing being depicted. You can't, however, create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature.

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. Similarly, you can cause the image to make different sounds at different times.

Physical interaction with the image reveals it to be an illusion, because objects pass through it. The image does, however, fool sensor systems. A creature that uses its action to examine the image can determine that it is an illusion with a successful **Intelligence (Investigation) check** against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through it and the image's other sensory qualities become faint for that creature.

**Material Components:** A sheep skin





# MEMORIZE

enchantment (ritual)



**Casting Time** 1 action

**Range** Touch

**Duration** Instantaneous

**Components** V, S, M



# MEMORIZE

enchantment (ritual)



**Casting Time** 1 action

**Range** Touch

**Duration** Instantaneous

**Components** V, S, M

While casting this spell, your eyes pass over the words on the page, which are committed to your memory. For the next year, you exactly remember the details of all information on this page. After that time, you have advantage on all Intelligence checks you make to recall this information.

**Material Components:** A page of written text and a length of silver string worth 10 gp, tied in a knot, which the spell consumes



# METEOROID SHOWER

LV  
3

evocation (mega)

**Casting Time** 1 action    **Range** 10,000 feet

**Duration** Instantaneous    **Components** V, S, M



# METEOROID SHOWER



evocation (mega)

**Casting Time** 1 action    **Range** 10,000 feet  
**Duration** Instantaneous    **Components** V, S, M

You create a barrage of asteroids at a point you choose within range. Mega creatures and the pilots of any ships in a 1,000-foot radius centered on that point must make a **Dexterity saving throw**. If there is no creature in that role, the save automatically fails. A target takes **8d6** mega bludgeoning damage on a failed save, or half as much damage on a successful one.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 mega points for each slot level above 3rd.

**Material Components:** A lump of rock



# ORBITAL HARDLIGHT CANNON

LV  
9

conjunction

**Casting Time** 1 action

**Range** 500 feet

**Duration** 3 rounds, Conc.

**Components** V, S, M



# ORBITAL HARDLIGHT CANNON

LV  
9

conjuraton

**Casting Time** 1 action

**Range** 500 feet

**Duration** 3 rounds, Conc.

**Components** V, S, M

You focus an aurora of light into an immense hard-light construct: an orbital cannon positioned 1 mile above your head. The cannon fires a blinding beam of energy, which lands in a 15-foot radius, 1-mile high cylinder centered on a point within range.

When a creature enters the spell's area for the first time on a turn or starts its turn there, it is scorched by the beam's energy, and it must make a **Dexterity saving throw**. It takes **20d10** radiant damage on a failed save, or half as much damage on a successful one. The spell ignites flammable nonmagical objects in the area that aren't being worn or carried.

On each of your turns after you cast this spell, you can use an action to move the beam up to 60 feet in any direction.

**Material Components:** An emerald ring worth 30 gp

# PARADOX

transmutation

LV  
9

**Casting Time** 1 action

**Range** 60 feet

**Duration** Instantaneous

**Components** V, S



# PARADOX

transmutation



**Casting Time** 1 action

**Range** 60 feet

**Duration** Instantaneous

**Components** V, S

By twisting the flow of time into knots, you cause one action of your choice taken within range within the last round to be undone. Reality then reasserts itself, recoiling from the damage caused by removing an event from time. The direct effects of that action, such as damage dealt by an attack or spell, are undone, but the indirect effects, such as creatures choosing to move to different locations, are not. The creature that took the action takes **10d8** psychic damage, as it copes with its history being modified.





# PERCEPTION HACK

illusion

LV  
2

**Casting Time** 1 action

**Range** 15 feet

**Duration** 1 hour, Conc.

**Components** V, S, M



# PERCEPTION HACK

illusion



**Casting Time** 1 action

**Range** 15 feet

**Duration** 1 hour, Conc.

**Components** V, S, M

This spell filters your presence from the minds of machines. Choose up to five willing creatures of your choice within range. These targets become silent and invisible to constructs. This spell ends for a target that attacks or casts a spell. Living constructs, such as vect, that would see or hear you can make a **Wisdom saving throw** to resist the effect of this spell.

**Material Components:** A polished mirror

# PERFORATING SMITE

evocation

LV  
2

**Casting Time** 1 bonus action   **Range** Self  
**Duration** 1 minute, Conc.   **Components** V



# PERFORATING SMITE

evocation



**Casting Time** 1 bonus action   **Range** Self  
**Duration** 1 minute, Conc.   **Components** V

The next time you make an attack with a blaster before this spell ends, the shot is charged with an incredible amount of power. Instead of making an attack roll against a single target, the shot becomes a 5-foot wide line that extends from you out to the weapon's normal range. Each creature in that line must make a **Dexterity saving throw**. A creature takes the weapon's normal damage on a failed save, or half as much damage on a successful one.



# POLYBRACHIA

conjunction

LV  
3

**Casting Time** 1 action

**Range** Touch

**Duration** 10 minutes, Conc.

**Components** V, S, M



# POLYBRACHIA

conjuraton



**Casting Time** 1 action

**Range** Touch

**Duration** 10 minutes, Conc.

**Components** V, S, M

Two muscular arms consisting of brilliant arcane energy appear on a willing creature that you touch. These arms are fully functional and can be used to hold weapons and shields (allowing the target to hold 2 two-handed weapons, or 4 one-handed weapons), perform somatic components of spells, and perform other actions, though the arms themselves don't grant the target additional actions. For the duration, the target has advantage on Strength (Athletics) checks made using the additional arms. Also, if the arms are used to carry weapons, the target can use a bonus action to make an additional melee weapon attack using the arms.

**Material Components:** A pair of arm-bands

# PSYCHEDELICS

illusion

LV  
1

**Casting Time** 1 action

**Range** Self (60-ft. rad)

**Duration** 1 hour

**Components** V, S, M



# PSYCHEDELICS

illusion



**Casting Time** 1 action

**Range** Self (60-ww rad)

**Duration** 1 hour

**Components** V, S, M

For a moment, the colors around you shift in a rainbow swirl, before coming to rest far from their original hues. The colors of all creatures and objects you choose within range change randomly and remain brightly and unnaturally colored for the duration. Additionally, each affected creature you choose must make a **Dexterity saving throw**. On a failed save, a creature has disadvantage on attack rolls until the end of its next turn.

**Material Components:** A mushroom



# REPULSOR RING

abjuration

LV  
2

**Casting Time** 1 action

**Range** 5 feet

**Duration** 1 minute, Conc. **Components** V, S, M



# REPULSOR RING

abjuration



**Casting Time** 1 action

**Range** 5 feet

**Duration** 1 minute, Conc. **Components** V, S, M

You outline a 5-foot diameter circle on the ground, which is warded against intruders. Only creatures you choose can step within the circle. Any ranged attack roll made against a target within the circle has disadvantage. If a hostile creature makes a melee attack against a target within the circle, the attacker is pushed back 10 feet immediately after the attack.

**Material Components:** A piece of chalk



# RIFT

transmutation (mega)

LV  
2

**Casting Time** 1 action

**Range** 10,000 feet

**Duration** 10 minutes, Conc.

**Components** V, S, M



# RIFT

transmutation (mega)



**Casting Time** 1 action

**Range** 10,000 feet

**Duration** 10 minutes, Conc. **Components** V, S, M

You tear a rift in space at a point you choose within range. The rift is composed of 10 panels, each 200 feet long, 200 feet wide, and 25 feet thick. These panels can be arranged in any pattern you desire, but each panel must touch another panel and all panels must form a single, continuous wall. You can't place a panel in a space that is occupied by a creature or object.

The rift is impassable and blocks line of sight through it. It counts as an object with an AC of 15 and 90 mega hit points; the spell ends if the rift drops to 0 hit points.

If you maintain your concentration on this spell for its entire duration, the rift becomes permanent, though it can still be dispelled or destroyed. Otherwise, it disappears when the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the rift's area expands by 5 panels for each slot level above 2nd.

**Material Components:** A pinch of diamond dust



# SCRAMBLE TARGETING

LV  
1

enchantment (mega)

**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 minute, Conc. **Components** V, S, M



# SCRAMBLE TARGETING



enchantment (mega)

**Casting Time** 1 action

**Range** 5,000 feet

**Duration** 1 minute, Conc. **Components** V, S, M

Choose a spaceship you can see within range. The target's gunners must each make a **Wisdom saving throw**. On a failed save, a gunner has disadvantage on all attack rolls with ship-mounted guns for the duration. As long as a gunner isn't incapacitated, they can attempt the saving throw again at the end of each of their turns, ending the effect for themselves on a success.

**Material Components:** A piece of frosted glass

# SIMULATION

divination

LV  
5

**Casting Time** 10 minutes

**Range** Self

**Duration** Instantaneous

**Components** V, S, M



# SIMULATION

divination



**Casting Time** 10 minutes

**Range** Self

**Duration** Instantaneous

**Components** V, S, M

You create a comprehensive digital simulation of the next day's events, granting you insight into a probable future. The GM offers a summary of the likely events of the next 24 hours. Because you set the simulation's parameters based on information you know, the summary doesn't account for unknown information (such as an ambush awaiting you, or a traitor in your midst) or unlikely events (such as the gain or loss of a companion).

**Material Components:** A ship's computer or an arcane terminal



# SPACETIME DISTORTION

transmutation

LV  
1

**Casting Time** 1 action

**Range** 120 feet

**Duration** 10 minutes, Conc. **Components** V, S



# SPACETIME DISTORTION



transmutation

**Casting Time** 1 action

**Range** 120 feet

**Duration** 10 minutes, Conc. **Components** V, S

You warp spacetime around a creature you can see within range. An unwilling creature can make a Constitution saving throw to resist this effect. Creatures within 5 feet of the target are treated as if they are 10 feet away, and creatures 10 feet away are treated as if they are 5 feet away. Moreover, other creatures can move through the target's space, as long as they don't end their movement there.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can choose to exponentially distort space around the target. Creatures 5 feet away from the target are treated as if they are 60 feet away from the target, creatures 10 feet away from the target are treated as being 5 feet away, and creatures 15 feet away from the target are treated as being 10 feet away. Ranged attacks against this creature have disadvantage.

**Material Components:** A computer or an arcane terminal



# SPLICE

transmutation

LV  
7

**Casting Time** 1 action

**Range** 60 feet

**Duration** 1 hour

**Components** V, S, M



# SPLICE

transmutation



**Casting Time** 1 action

**Range** 60 feet

**Duration** 1 hour

**Components** V, S, M

With a pinprick beam of arcana, you steal a sample of genetic information from a target creature you can see within range and bestow that information upon a recipient creature you touch. The donor creature need not be alive or even whole, as long as you target part of a creature that has died within the last 10 days.

The recipient creature gains any of the following traits from the target creature that you choose: the target's movement speed and types of movement, all of the target's damage resistances, the target's special senses, or one of the target's special traits, such as a ghost's Stench trait. If selected, the GM decides which special trait, if any, the recipient gains from the target creature. The recipient doesn't gain any traits from the creature that do not result from its race or monster statistics.

The recipient's appearance changes to resemble a hybrid of the target creature and itself. These changes, as well as the traits gained by the recipient creature, last for the duration.

**Material Components:** A special glass syringe, worth 1,000 gp



# TECHNICAL DIFFICULTIES

transmutation

LV  
1

**Casting Time** 1 bonus action **Range** 60 feet

**Duration** 1 minute

**Components** V, S, M



# TECHNICAL DIFFICULTIES

transmutation



**Casting Time** 1 bonus action **Range** 60 feet

**Duration** 1 minute

**Components** V, S, M

This spell causes lights to flicker, blasters to malfunction, and arcane terminals to crash. Choose a piece of magical technology within range. The device malfunctions in unpredictable ways, such that it is unusable for the duration.

**Material Components:** A bit of frayed wire

# TECHNOMANCY

transmutation

LV  
0

**Casting Time** 1 action    **Range** 60 feet  
**Duration** Instantaneous    **Components** S



# TECHNOMANCY

transmutation



**Casting Time** 1 action    **Range** 60 feet  
**Duration** Instantaneous    **Components** S

With a complex input gesture, you can manipulate a technological device you can see within range. You can use this ability to perform any basic operation on the device, including, but not limited to, pressing an external button, entering a dozen keystrokes of data, performing an authorized operation (such as opening an unlocked door), dimming or brightening a screen, or muting a device that has a speaker. You can't disconnect or reconnect wires, or perform an unauthorized operation, such as crashing a device or changing its password without knowing the original.





# TELAROS'S SPEEDCYCLE

conjunction

LV  
4

**Casting Time** 1 minute

**Range** 30 feet

**Duration** 1 hour

**Components** V, S



# TELAROS'S SPEEDCYCLE

conjunction



**Casting Time** 1 minute

**Range** 30 feet

**Duration** 1 hour

**Components** V, S

A Large vehicle with two wheels and holographic circuits appears on the ground in an unoccupied space of your choice within range. The cycle has AC 10 and 10 hit points. It roars to life when its controls are grasped. For the duration, you or a creature you choose can operate the cycle, and one creature can ride as a passenger. The cycle has a speed of 100 feet and can travel 10 miles in an hour.

Wherever the cycle moves, it leaves behind a brightly chromatic, translucent wall of force behind it. The wall is 10 feet high and nothing can physically pass through it. It is immune to all damage, but a 20-foot long portion of it can be destroyed by a *dispel magic* or *disintegrate* spell. Portions of the wall that the rider creates by moving the cycle vanish at the end of the rider's next turn.

The spell ends if you use an action to dismiss it, if the cycle drops to 0 hit points or more points, or if the cycle collides with its walls or another substantial obstacle. The walls of force vanish when the spell ends. If the spell ends as a result of taking damage or a collision, the rider and passenger both fall prone.



# TELAROS'S TERRIFIC TRANSPORT

conjunction

LV  
6

**Casting Time** 10 minutes **Range** Touch

**Duration** 1 hour

**Components** V, S, M



# TELAROS'S TERRIFIC TRANSPORT

LV  
6

conjuraton

**Casting Time** 10 minutes **Range** Touch

**Duration** 1 hour

**Components** V, S, M

A Huge shuttle with glowing, holographic circuits on its surface appears in front of you. The shuttle has room for 9 Medium creatures (a pilot and eight passengers) and can carry up to 2,000 pounds of cargo. The shuttle is enclosed and contains clean, breathable air. It can fly at a speed of 100 feet per round, or up to 1,500 feet per round in a vacuum. The shuttle can carry its passengers into space by flying vertically for 5 minutes on most planets and can enter a planet's atmosphere by descending for the same amount of time. The shuttle has life support and sensors, and is designed to dock with larger ships in the same way a fighter-sized ship can.

The shuttle has AC 10 and 8 mega hit points. The spell ends if the shuttle drops to 0 hit points. When the spell ends, the shuttle gently descends to the ground (if there is a substantial planetoid nearby), giving the passengers time to exit.

**Material Components:** A starship's launch button

# TURBULENCE

evocation (mega)



**Casting Time** 1 action      **Range** 10,000 feet

**Duration** 1 minute, Conc.      **Components** V, S



# TURBULENCE

evocation (mega)



**Casting Time** 1 action      **Range** 10,000 feet

**Duration** 1 minute, Conc.    **Components** V, S

Choose a spaceship you can see within range. The target's pilot must make a **Dexterity saving throw**. On a failed save, the ship's speed is halved for the duration. If there is a creature in the Pilot role that isn't incapacitated, it can attempt the saving throw again at the end of each of their turns, ending the effect on a success.



# VOIDLIGHT

conjunction

LV  
0

**Casting Time** 1 action

**Range** 120 feet

**Duration** Instantaneous

**Components** V, S



# VOIDLIGHT

conjunction



**Casting Time** 1 action    **Range** 120 feet  
**Duration** Instantaneous    **Components** V, S

For the briefest possible instant, you open a portal into the Void, revealing the hideous lights beyond. Choose one creature you can see to make a **Constitution saving throw**. The target has advantage on this roll if it can't see you. On a failed save, the target takes **1d8** radiant damage. If you roll an 8 on any damage die, you can roll an additional **d8** and add its damage to the total, rolling again if this die is also an 8, and so on. You can roll a total number of damage dice for this cantrip equal to twice the number of damage dice you initially rolled.

This spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).





# VOIDWIND

evocation

LV  
3

**Casting Time** 1 action

**Range** 30 feet

**Duration** Instantaneous

**Components** V, S



# VOIDWIND

evocation



**Casting Time** 1 action    **Range** 30 feet  
**Duration** Instantaneous    **Components** V, S

A sudden stream of radiation erupts in a line 60 feet long and 10 feet wide. The blast originates from a point you choose which you can see within range and is aimed in a direction you choose. Each creature within the line must make a **Dexterity saving throw**. On a failed save, a creature takes **4d8** radiant damage, or half as much on a successful save. If you roll an 8 on any damage die, you can roll an additional **d8** and add its damage to the total, rolling again if this die is also an 8, and so on. You can roll a total number of damage dice for this spell equal to twice the number of damage dice you initially rolled. Additionally, a creature that failed its saving throw is pushed back by 5 feet for each die which rolled an 8.

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



# WHITE DWARF

conjunction

LV  
8

**Casting Time** 1 action

**Range** 1 mile

**Duration** 1 hour, Conc.

**Components** V, S, M



# WHITE DWARF

conjunction



**Casting Time** 1 action

**Range** 1 mile

**Duration** 1 hour, Conc.

**Components** V, S, M

A brilliant 20-foot radius artificial star, complete with its own solar heat and gravitational pull, appears at an unoccupied location you choose within range. When you cast this spell, you can choose any number of creatures to be unaffected by the star while they are further than 30 feet from it.

Any creature that comes within 120 feet of the star for the first time on a turn or starts its turn there, must make a **Constitution saving throw**. A creature within 30 feet of the star automatically fails this save. On a failed save, a creature takes **4d12** radiant damage, or half as much on a successful save.

If a creature comes within 30 feet of the star for the first time on a turn or starts its turn there, it must make a **Strength saving throw** or be pulled 10 feet closer to the star by its gravitational field. Medium or smaller objects weighing less than 2,000 pounds in this area that aren't being worn or carried are pulled into the star. If a creature or object touches the star, it takes **8d12** fire damage plus **8d12** radiant damage and is blinded until the end of its next turn.

The star sheds bright light in a 1-mile radius sphere and dim light for an additional mile. If any of this star's bright light overlaps with an area of darkness created by a spell of 8th level or lower, the spell that created the darkness is dispelled.

**Material Components:** A pair of spectacles made from darkened glass



# WORLDSEEK

divination (ritual)

LV  
1

**Casting Time** 1 action

**Range** Self

**Duration** 1 hour, Conc.

**Components** V, S, M



# WORLDSEEK

divination (ritual)



**Casting Time** 1 action

**Range** Self

**Duration** 1 hour, Conc.

**Components** V, S, M

This spell reveals the path to the nearest planet to you. For the duration, you know the direction and the distance to the nearest planet, planetoid, or moon. If you cast this spell while you're on a planet, planetoid, or moon, the spell fails.

**Material Components:** A spyglass

# ZONE OF ATMOSPHERE

LV  
2

conjunction

**Casting Time** 1 action

**Range** 60 feet

**Duration** 1 hour

**Components** V, S, M



# ZONE OF ATMOSPHERE

LV  
2

conjunction

**Casting Time** 1 action

**Range** 60 feet

**Duration** 1 hour

**Components** V, S, M

You create a spherical area of clean, breathable air centered on a point within range for the duration. The sphere can have any radius you choose to a maximum of 30 feet. If the point you choose is on an object you are holding or one that isn't being worn or carried, the sphere is centered on the object and moves with it.

Airborne substances such as poisonous gas, smoke, or fog can't enter the sphere, and any such substances already within the sphere's area are destroyed. If such a substance is created by a spell of a higher level than this one, it is unaffected.

The area's temperature is comfortable, regardless of the outside environment.

**Material Components:** A glass fish bowl worth 10 gp



# DEAD MAGIC ZONE

hazard



# DEAD MAGIC ZONE

hazard

Where the edges of space wear thin, the fabric of magic has torn, leaving immense Dead Magic Zones in space where no arcana can exist. These regions behave much like *antimagic fields* and influence magical technology in the same way as magic items. Additionally, constructs within the zones are paralyzed, even if they would otherwise be immune to this condition.

Vect, as living constructs, are not fully disabled within a Dead Magic Zone, but develop stutters in their voices and movement, and gain a level of exhaustion which can't be removed while they remain in the zone.

Ships can no longer move, and all their systems and weapons are fully disabled. Thankfully, even void crystals fall inert, or the resulting shutdown of the ship's Dark Matter engine would be catastrophic. Gnomish technology, which is built on scientific principles, can operate normally in Dead Magic Zones.



# EXTREME TEMPERATURE

hazard



# EXTREME TEMPERATURE

## hazard

Few places in the galaxy are a comfortable temperature for organic life. The Black is an endless icy nothingness, whereas stars are universally scorching hellscapes; the friendly bands between these extremes, where organic life can comfortably exist, are few and far-between. Very hot and very cold terrestrial temperatures generally call for creatures to make Constitution saving throws (the DC varying based upon the temperature) to avoid exhaustion and other hazards, such as frostbite and sunburns. However, extreme temperatures, such as those found in space, are immediately life threatening.

At the beginning of its turn, an unprotected creature exposed to extreme cold or extreme heat takes 1d6 cold or fire damage, respectively. If still exposed at the beginning of its next turn, the creature takes 2d6 damage, and 3d6 damage at the beginning of the turn following that, and so on, up to a maximum of 10d6. Even more extreme temperatures will begin damage with a higher number of damage dice, at the GM's discretion.



# N-VIRUS

hazard



# N-VIRUS

hazard

If a construct comes in physical contact with a construct infected with the virus or uses an arcane terminal or other device infected with it, it must make a DC 16 Constitution saving throw or become infected. Symptoms are minor at first, consisting of malfunctions and instances of faulty logic, but as the virus moves to dominate the construct's core, the virus reveals its true nature. The virus intelligently delays its progression, lying dormant for up to 30 days, until more constructs are infected or the infected construct has escaped quarantine.

An infected character's alignment becomes chaotic evil, and it gains the following ideal: "I will spread the N-Virus at all costs." The GM can take control of the character until the virus is removed.

Additionally, an infected construct gains the ability to instill faults within machines, gaining the following trait:

**Innate Spellcasting.** The infected construct's innate spellcasting ability is Intelligence (spell save DC equals 8 + its proficiency bonus + its Intelligence modifier). The construct can innately cast the following spells, requiring no material components:

At will: *technomancy*

3/day each: *circuit breaker*, *perception hack*, *technical difficulties*

The N-Virus can be prevented with the *antivirus* spell. It can be cured with the *lesser restoration* spell while it lays dormant, but once it progresses, it can only be cured with a *greater restoration* spell, or similar magic, or if the character is killed and returned to life.



# RADIATION

hazard



# RADIATION

hazard

Even brief exposure to hazardous radiation can kill, as evidenced by the bursts of radiant energy produced by blasters, but prolonged exposure can be just as deadly. A creature that spends one minute exposed to radiation must make a DC 15 Constitution saving throw or be poisoned for one hour. While poisoned, the creature's hit point maximum is decreased by 5. Each subsequent failed saving throw against radiation while the creature is poisoned increases the duration the creature is poisoned by an additional hour and decreases its hit point maximum by an additional 5. If a creature's hit point maximum is reduced to 0, it dies.

Lastly, when a creature that has been poisoned due to radiation recovers from being poisoned, roll a d20. On a 1, the creature suffers a severe side effect from the poisoning: an aneurysm or a cancerous growth. The creature's hit point maximum is halved until it is healed by a *greater restoration* spell or similar magic.





# ROACH ADDICTION

hazard



# ROACH ADDICTION

hazard

Long term consumption of *Ocoulori Radavitis*, also known as "roaches", is addictive and dangerous. Roaches are sentient and psychic creatures, and their violent deaths gradually wear down the psyche of those who eat them. When a creature consumes a roach, it must make a DC 13 Wisdom saving throw. On a failed save, it becomes addicted and gains one randomly-determined Indefinite Madness trait. While addicted, it gains a level of exhaustion whenever it goes longer than 7 days without consuming a roach. Each time it fails this Wisdom save, it gains an additional Indefinite Madness trait and the time before exhaustion sets in decreases by 1 day, to a minimum of 1 day. Addiction can be ended by a remove curse spell and its lingering madness traits can be cured by a *greater restoration* spell or similar magic.



# VACUUM

hazard



# VACUUM

hazard

The vacuum of space is the apex of hazards; its extreme temperature and complete absence of air are universally lethal. No creature can hold its breath in a vacuum. Upon entering a vacuum without a breathing apparatus, a creature can survive a number of rounds equal to  $1 + \text{its Constitution modifier}$  (minimum 2 rounds). At the start of its next turn, it drops to 0 hit points and is dying.

A creature with a breathing apparatus might still be subject to Extreme Temperature if it doesn't have other protective equipment.

Casting a spell with a verbal component is impossible in a vacuum.



# ZERO GRAVITY

hazard



# ZERO GRAVITY

hazard

Whenever a ship loses its life support system while in the Black or someone decides to go on a spacewalk, they experience zero gravity. In zero gravity environments, creatures and objects hang in the air until they are moved. A creature in zero gravity can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. Its speed is otherwise reduced to zero. Once a creature or object is set into motion, it can't stop moving until it collides with an obstacle. A creature automatically continues its movement at the same speed at the beginning of its turn, and an object set in motion moves with the same speed each round after it was moved.



# LOW GRAVITY

hazard



# LOW GRAVITY

hazard

Planetoids, asteroids, and moons with any sort of gravity will have low gravity, which only tenuously draws objects to the surface after allowing them to linger in the air for some time.

In low gravity, the weight of all creatures and objects is halved. A creature in low gravity can jump twice the normal height and distance. Additionally, a creature takes half damage from falling in low gravity.





# HIGH GRAVITY

hazard



# HIGH GRAVITY

hazard

High gravity conditions are common in the 'verse, as it is the default environment for large and dense planets, though it also occurs whenever a ship strays too close to a massive object, such as a star or a black hole.

Each creature in an area of high gravity area must spend two feet of movement for every foot moved, including flying, jumping, and climbing movement. This can be combined with difficult terrain, so that each foot of movement costs three feet. If a prone creature wishes to stand up, it must succeed a DC 12 Strength check. On a failure, it can't move at all on its turn.

Objects in the area, including those being worn or carried, weigh double their usual weight, which therefore may cause creatures to become encumbered or cause load-bearing spells like *levitate* to fail. Creatures and objects take double damage from falling.



# EXTREME GRAVITY

hazard



# EXTREME GRAVITY

hazard

While high gravity can be tolerated for some time, extreme gravity is outright lethal. Extreme gravity carries all the penalties of high gravity, but a creature makes all Strength and Dexterity ability checks and saving throws with disadvantage. Additionally, at the beginning of its turn, a creature in extreme gravity takes bludgeoning damage based on its size: a Small creature takes 1d4 bludgeoning damage, a Medium creature takes 1d6 bludgeoning damage, a Large creature takes 1d8 bludgeoning damage, a Huge creature takes 1d10 bludgeoning damage, and a Gargantuan creature takes 1d12 bludgeoning damage.



# CAPTAIN

ship role

As the captain, you roll initiative for the entire ship. The entire party acts on that turn in the initiative order while you are captain, and you can choose in which order the crew members take their turns.

**Boarding Party.** When the conditions for Boarding are met, you can use your action as the captain to form a boarding party (which you can choose to be a part of) and deploy the umbilicus.

**Brace for Impact.** You can use your action to brace the ship for damage. Each time your ship takes damage before the beginning of your next turn, you can roll 1d6 and subtract the number rolled from the mega damage your ship takes, to a minimum of 1.

**Deep Scan.** If your ship is equipped with sensors, you can use your action to order a deep scan of a specific object of interest within range of the sensors. This allows you to make an Intelligence (Investigation) check to examine that object.



# CAPTAIN

ship role

**Fire at Will.** You use your action to declare a barrage. One gunner of your choice can then use its reaction to make one attack with a ship weapon.

**Full Speed Ahead.** You use your action to push the engines. The pilot can then use its reaction to move the ship half its movement within the cone of movement.



# DOGFIGHTER

ship role

You deploy in a lighter, more maneuverable vessel to disable enemy fighters and target the vital locations of hostile ships. You can use your action to launch your fighter-sized ship from the main ship or to dock with it while you are adjacent to it. You can only switch roles while your fighter is docked with the main ship.

Once launched, you can move your fighter's entire speed on its turn and use your action to fire its weapons. Movement and weapon attacks follow the same rules as the Pilot's **Move** action and the Gunner's **Open Fire** action, except that moving your fighter doesn't require an action. You can also take the Pilot's **Dogfighting** action.

If your fighter drops to 0 hit points and is destroyed, you can use your reaction to eject from the craft in a life pod to survive the explosion.



# DOGFIGHTER

ship role

**Targeted Attack.** While you are within 1,000 feet of another ship, you can use your action to attempt to disable one of that ship's systems. When you do so, make an attack targeting the ship with disadvantage. On a hit, you deal damage directly to a system of your choice, a weapon of your choice, or the ship's impulse engines. If the attack is blocked by a shield, the damage is subtracted from the target ship's shield points before it damages any system. Systems, weapons, and engines have 10 mega hit points each. Damage to systems is also deducted from the target ship's hit points.

If a system or weapon drops to 0 hit points, it is disabled. Any creature operating a weapon when it is destroyed takes normal damage (as opposed to mega damage) equal to the damage dealt. If the engines drop to 0 hit points, the ship is crippled and can only move at half speed.





# ENGINEER

ship role

As the engineer, you can direct power around the ship and position the ship's directional shield. By default, the shield is forward-facing and active. The ship's shield covers only one of the ship's four sides. As a bonus action, you can switch the direction the shield faces. If an attack hits the ship on its shielded side, damage is subtracted from the ship's shield points, rather than its hit points. At the beginning of the initiative order, the shield regains half its maximum shield points, rounded up.

As an engineer, you have the following actions available to you:

**Directing Power.** You can use your action to deactivate the shield and direct its power elsewhere: either to the impulse engines or into one of the ship's weapons. If you invest the power in the ship's engines, the ship's movement speed increases by half until the beginning of your next turn. If you invest the power in one of the ship's weapons, a gunner can make one additional attack using that weapon when they take the Open Fire action.

Alternatively, you can draw power from the ship's weapons and invest it in the ship's shields. When you do so, until the beginning of your next turn, the ship's shields cover two of its consecutive sides, instead of only one, and it regains all of its shield points at the beginning of the initiative order, instead of only half. In exchange, each gunner makes one weapon attack fewer than normal when they take the Open Fire action.



# ENGINEER

ship role

**Overcharge.** If you are a spellcaster, you can use your action to expend a spell slot with a level greater than or equal to the Dark Matter engine's class to overcharge the engine. The shield recharges completely, and until the beginning of your next turn, power is invested in the ship's engines (increasing the ship's movement speed by half) and every gun (allowing each gunner to make one additional attack using that weapon when they take the Open Fire action on their turn). Once you use this ability, you can't use it again for 1 minute.

**System Repair.** You can use your action to repair a ship system or weapon that has 0 hit points and is deactivated. When you do so, make a DC 15 Intelligence (Technology) check. On a success, the system or weapon regains 1 mega hit point and reactivates at the beginning of your next turn.

**Void Jump.** You can begin the charging process for a void jump. Once a Dark Matter engine has begun to charge, it will jump in 1 minute. No intervention can stop or slow this process; once it is begun, nothing short of destroying the ship can interrupt the jump. The pilot is responsible for guiding the ship on the jump itself and rolls on the Blind Jump table when the jump begins.



# GUNNER

ship role

Acquiring targets and calculating ranges, you fire the shipboard weapons on hostile targets. Many ship weapons don't have any facing rules, but those which do are normally mounted to the front or to one of the sides of the ship. If a weapon has the Facing property, it can only be fired in a 90-degree cone in the direction in which it was mounted.

While you are in the Gunner role, you can only operate one of the ship's weapons at a time. You can use a bonus action on your turn to switch between weapons.

You add your proficiency bonus and Dexterity modifier to an attack roll you make with a ship's weapon, but you don't add any ability modifier to the weapon's damage rolls. Weapon entries in the Example Ships section include an example attack bonus, to be used only if the GM controls the ship as an NPC.



# GUNNER

ship role

**Open Fire.** You can take the Attack action on your turn to attack with one of the ship's weapons. You can make multiple attacks with this weapon if you have a feature, such as Extra Attack, that gives you extra attacks. If you score a critical hit on a ship, you randomly disable one of the target ship's systems.

**Readied Attack.** You can use your action to ready an attack with a ship's weapon, just as you would ready an attack with a normal weapon. Often, this readied action is used to target deployed weapons, such as neutron torpedoes, the moment they are launched, or to strike another ship the moment it opens fire.



# PILOT

## ship role

As the pilot, you navigate and direct the ship's movement. Each ship has a given speed in hundreds of feet per turn, and a maneuverability score, which is given in degrees. Additionally, each ship faces a particular direction, which is normally in 45-degree intervals, and can be approximated using the eight cardinal directions. To approximate momentum, each ship's movement is limited to a cone of movement, which extends in the direction your ship is facing and is as wide as the ship's Maneuverability score, measured in degrees.

**Move.** You use your action to move the ship up to its speed within the ship's cone of movement. Once you have finished moving, you can rotate the direction your ship is facing by up to its maneuverability score.

**Evasive Maneuvers.** If your ship is Corvette-sized or smaller, you can use your action to perform evasive maneuvers instead of moving normally. When you do so, until the beginning of your next turn, you add your Dexterity modifier to the ship's AC and have advantage on Dexterity saving throws you make on behalf of the ship.



# PILOT

## ship role

**Dogfighting.** If your ship is Corvette-sized or smaller and a ship of the same size classification is behind you within 1,000 feet, you can use your action to perform a complex maneuver. Make a Dexterity (Piloting) check, contested by the other ship. On a success, following several tight turns, you switch places with that ship. The direction both ships face remains the same.

**Hard Turn.** If your ship is Corvette-sized or smaller, you can use your action to pull a hard turn, rotating your ship almost on the spot. You move your ship 500 feet in any direction and rotate to face any way you choose.

**Match Speed.** Your ship attempts to move at the same rate and direction as another ship instead of moving normally. Choose one ship that you can see. Until the beginning of your next turn, your ship moves when that ship does and attempts to maintain the same distance from it and angle to it. If the target ship moves faster, is more maneuverable, or uses Hard Turn to perform a movement you are not normally capable of, this effect ends.

**Ram.** If your ship is Frigate-sized or smaller (and you feel particularly foolhardy), you can ram your ship directly into a target by moving up to your speed within your cone of movement and entering a ship or mega creature's space. Your ship and the target each take 2d10 mega bludgeoning damage. Larger ships deal and take more damage in a ram: Transport ships deal 3d10, Corvettes and Frigates deal 4d10.



# MECHANICAL SPIDER

CR  
0

Small construct, unaligned



Dark Matter

Mage Hand Press

# MECHANICAL SPIDER

CR  
0

Small construct, unaligned

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Death Burst.** When a mechanical spider dies, it explodes in a burst of fire. Each creature within 5 feet of it must make a **DC 13** Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

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

## ACTIONS

**Carry.** The spider can pick up and carry or drop a single object weighing no more than 10 pounds.

**AC**  
13

**HP** 3  
(1d4 + 1)

**SPEED** 20 ft.,  
climb 20 ft.

**STR**  
6 (−2)

**DEX**  
16 (+3)

**CON**  
12 (+1)

**INT**  
2 (−4)

**WIS**  
5 (−3)

**CHA**  
1 (−5)



# PSI-WORM

Tiny monstrosity, unaligned

CR

0



# PSI-WORM

Tiny monstrosity, unaligned

CR  
0

**Damage Resistances** psychic

**Condition Immunities** frightened, prone

**Senses** truesight 120 ft., passive Perception 11

**Languages** —

**Alien Movement.** The psi-worm can writhe more quickly over rough ground, moving 2 feet in difficult terrain for every 1 foot of movement it expends.

## ACTIONS

**Infest.** *Melee Weapon Attack: +4 to hit*, reach 5 ft., one creature. *Hit: 1* piercing damage. A creature that has been hit by this attack must make a **DC 13** Constitution saving throw or be infested by the psi-worm, which crawls within the creature's body. While infesting a creature, the psi-worm can't be directly damaged or targeted by effects. If the infected creature is willing, it or another creature can use its action to deal **5** piercing or slashing damage to the infected creature, surgically killing the worm inside it. The worm can also be killed by *lesser restoration*, or any other effect which cures disease.

An infested creature takes 2 (**1d4**) necrotic damage at the start of each of its turns until it dies or the psi-worm is killed. An infested humanoid that dies rises 1 round later as a worm walker.

**AC**  
12

**HP** 2  
(1d4)

**SPEED**  
10 ft.

**STR**  
3 (−4)

**DEX**  
14 (+2)

**CON**  
10 (+0)

**INT**  
4 (−3)

**WIS**  
12 (+1)

**CHA**  
3 (−4)

# SOFTWARE BUG

Tiny monstrosity, unaligned

CR  
0



# SOFTWARE BUG

Tiny monstrosity, unaligned



**Senses** passive Perception 11

**Languages** —

**Antiviral Presence.** When a software bug is within a device such as an arcane terminal or a ship's computer, that device is under the effect of the *antivirus* spell until the software bug leaves or dies.

**Incorporeal Movement.** The software bug can move through other creatures and objects as if they were difficult terrain. It takes 1 force damage if it ends its turn inside an object.

## ACTIONS

**Bite.** *Melee Weapon Attack: +4 to hit*, reach 5 ft., one target. *Hit: 1* lightning damage.

**AC**  
12

**HP** 1  
(1d4 - 1)

**SPEED** 10 ft.,  
fly 30 ft.

**STR**  
3 (-4)

**DEX**  
15 (+2)

**CON**  
8 (-1)

**INT**  
1 (-5)

**WIS**  
12 (+1)

**CHA**  
2 (-4)

# THWIRREL

Tiny beast, unaligned

CR  
0



# THWIRREL

Tiny beast, unaligned

CR  
0

**Skills** Perception +4, Sleight of Hand +5, Stealth +5

**Senses** passive Perception 14

**Languages** —

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**Energy Siphon.** See *Dark Matter*

**Keen Hearing and Smell.** The thwirrel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Psychic Camouflage.** The thwirrel can take the Hide action even when it isn't in a heavily obscured area. Additionally, when a creature would normally see, hear, touch, or smell a thwirrel, it must make a **DC 12** Wisdom saving throw. On a successful save, the creature can perceive all thwirrels as normal for the next 10 minutes. On a failed save, the creature can't see, hear, feel, or smell any thwirrels for the same duration. In either case, the saving throw must be repeated every 10 minutes, or until the creature is no longer within visual range of any thwirrels. Creatures with truesight are immune to this trait.

## ACTIONS

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

**AC**  
12

**HP** 2  
(1d4)

**SPEED**  
35 ft.

**STR**  
3 (−4)

**DEX**  
16 (+3)

**CON**  
10 (+0)

**INT**  
4 (−3)

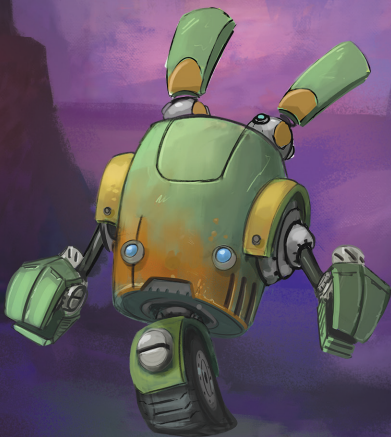
**WIS**  
14 (+2)

**CHA**  
12 (+1)

# WIZMO

Tiny construct, chaotic neutral

CR  
0



# WIZMO

Tiny construct, chaotic neutral

CR  
0

**Skills** Sleight of Hand +5

**Damage Immunities** poison

**Condition Immunities** blinded, deafened, exhaustion, paralyzed, petrified, poisoned

**Senses** blindsight 10 ft., passive Perception 9

**Languages** understands Common but can't speak

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**Scram.** Opportunity attacks against the wizmo have disadvantage.

## ACTIONS

**Hijinks.** The wizmo pulls a prank on one creature it can see within 5 feet, which must make a **DC 13** Wisdom saving throw. On a failed save, the creature has disadvantage on the next attack roll or ability check it makes before the end of its turn.

**AC**  
13

**HP** 5  
(2d4)

**SPEED** 20 ft.,  
climb 10 ft.

**STR**  
7 (−2)

**DEX**  
16 (+3)

**CON**  
10 (+0)

**INT**  
7 (−2)

**WIS**  
9 (−1)

**CHA**  
17 (+3)