

ESPER GENESIS

HEROIC SCI-FI ROLEPLAYING

5E
Compatible



THREATS DATABASE

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FRONT DISPLAY: This illustration by Charles Urbach depicts a clandestine squad planning their assault upon the exo-genesis chamber of Acud'ra, grand elder of the xenoterum.



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INTRODUCTION

THIS BOOK REPRESENTS A DATABASE OF CREATURES, ALIENS, AND threats found throughout the **ESPER GENESIS** setting. It is an indispensable tool for story weavers and world-forgers looking to build encounters in the **ESPER GENESIS** universe. The entries in this book can be universally adapted to any adventure or mission—from the smallest of one-shots to the grandest of science-fiction epics. With such a myriad of strange, alien encounters, game masters have a wealth of different ways to remind their players that they are far from alone in this vast universe.

As not all encounters are the same and the term "alien" is a matter of perspective, each entry includes a wealth of background information that can include the origins, general nature, society, environment, and general tactics for each creature or construct presented within. Some, depending on situations within your game, may be more benign than malicious and more possible ally than potential threat.

Some of the creatures and personas in this book draw from classic or popular science-fiction tropes, infused or adapted with a few of the more unique aspects of the EG universe. Many others are complete works of the imagination. Regardless of which these are, they are all intended for you to use or adapt in whichever manner you choose within your sci-fi campaign. Their stories are meant to be a toolbox to expand your own storylines, creating amazing scenarios with which to astound your players as they explore the next section of the great unknown. A few of them even have specifics that can expand the mysteries behind the phenomenon of the Crucibles and their connection to the rest of the galaxy.

Although this collection is more than enough to fill any campaign, it's merely a tiny fraction of the multitude of threats one may encounter in the depths of space or across an alien landscape. As such, you are also provided helpful tools on creating your own threats, NPCs, and alien creatures.

USING THIS BOOK

The *Threats Database* is as much a tool to challenge player characters as it is to inspire new worlds, aliens, galactic societies, and the stories that come with them. If you need something for a quick evening one-shot, you always have something available for use, while simultaneously, the same entry can be incorporated into an expanded galactic system in which you can run an entire campaign storyline.

With this in mind, this book is primarily a tool for the game master. Where the *Master Technician's Guide* is intended for game masters to expand on their campaign rules and storylines, this book's primary purpose is to expand a game master's repertoire with which forge exciting and dangerous scenarios filled with deadly beasts or devious antagonists. Combined with the *Core Manual*, all three of these core books provide the necessary building blocks needed to weave together your own universe in the **ESPER GENESIS** game.

USING THREATS IN YOUR GAME

Though the term "threat" won't necessarily apply in every situation, any of the creatures or constructs in this book can be utilized for the purpose of physical conflict, regardless of its nature. Because of this, they are all given a set of statistics that can be used in combat at any point during an adventure or mission. While a select few can use these statistics to fight on the side of the player characters, the majority of these entries are intended to provide characters with a myriad of challenges and hardships to overcome.

As some creatures and people listed have a general environment where they may be encountered, this is by no means a limitation. The galaxy is vast with many spacefaring cultures, so there's always a possibility to find a variation of any threat wherever your campaign takes you and your players.

BUILDING THE BETTER ENCOUNTER

When choosing a threat to use in your game, never feel bound by any set definition of culture or environments. These are merely guidelines to make each threat easy-to-use and readily available for any scenario.

The best choice is always the threat whose general features and statistics fit best for your story while providing your players with an encounter that's both exciting and memorable. Why is there an evargun wandering through this ruined city? What would a horde of xamaron be doing on the surface of an ice planet? These simple questions can easily be used as the foundation for an epic adventure!

GALACTIC ENVIRONMENTS

If you're running a game where the characters find themselves in a particular environment, or you're using the encounter tables for a specific region, each threat provides suggested places where they might be encountered.

PLANETARY RUINS

Whether they're war-scarred, abandoned, or have simply collapsed through lack of maintenance, ruins are often a haven or breeding ground for scavengers, vagrants, or dangerous predators. These can range in size from relatively small structures to an enormous desolate region. Some examples include:

- A dilapidated apartment complex or office building that's been unoccupied for some time
- A decommissioned spaceport now turned junkyard
- Deserted vehicle docks at the edge of the city
- A neighborhood sector quarantined by the authorities
- The remains of a city devastated by invasion or attack

SPACE RUINS

Unlike the abandoned areas on a planet's surface, deserted space structures can take on many different

variables, such as the possibility of a vacuum or lack of any form of gravity. Some of these places were once built with the resources of intelligent, spacefaring cultures, and are not left behind without good reason. Space ruin examples include:

- A large asteroid with a network of chambers or tunnels
- The remains of a starship destroyed in battle
- A once-manned drone or satellite orbiting a strange planet
- Scattered pockets of space debris in orbit around a planetoid
- An abandoned or quarantined space station with no power or life support

SPATIAL ANOMALY

These regions exist outside any defined scientific definitions of gravity, space, and time. Though many are believed to simply be beyond the scope of modern science, some can also be ruptures in space/time left behind by the use of powerful esper abilities. Some examples of spatial anomalies include:

- A wormhole traveling between multiple points in the galaxy
- A rift in space causing time and movement to slow dramatically
- Energy within a galactic nebula causing shifts in space-time or a glimpse into alternate realities
- Inexplicable occurrences of primordial energy such as fire or wind inside of a vacuum
- A spatial distortion allowing interaction with extra-dimensional beings

SUBAQUATIC

As much life if not more lies beneath the waves than in the terrestrial wilderness. The regions beneath a planet's seas and oceans can be just as amazing and terrifying as the wonders found in the deepest reaches of space. These include:

- A sunken alien city now home to a savage aquatic tribe ruled by clan of kentrodar
- An ice drake's lair hidden within a coral cavern
- A graveyard of old seafaring vessels transformed into a taarjasa's nest
- A seaweed field that is really a sanctuary for semi-transparent creatures made entirely of water
- A hidden bio-lab that can travel between the surface and the ocean floor

SUBTERRANEAN

Where exotic regions can be found on any planet's surface, the vastness of the underworld can easily rival any dangers that can be found in the wilderness. Subterranean regions can run anywhere from a few dozen feet to miles and miles of winding tunnels and massive caverns containing places such as the following:

- A xamaron colony hidden beneath a sand sea
- A network of tunnels created by gargantuan earthworms
- An underground city carved into the side of a massive cavern
- A remote subterranean hold containing ancient relics of a long dead alien species
- A rocky landmass in the middle of a vast underground lake

URBAN

Many scenarios begin and end in heavily populated and developed regions. Urban settings provide characters with direct insight into the various cultures and practices of a civilization. Hidden dangers can be found anywhere from the seediest nightclubs to the stately penthouses of the corporate elite. Examples include:

- The hidden underground beneath the main office of a shady megacorporation
- An illegal fighting ring on the rooftop of an apartment complex
- Neighborhood blocks under the thumb of two warring street gangs
- Sublevels of a megacity separated by an open trench used for hover racing competitions
- A popular space station travel hub secretly operated by an experimental AI

WILDERNESS

Terrestrial landscapes are rife with all types of strange creatures, mysterious flora, and reclusive cultures. Even in these wide open spaces, danger lurks around every corner or behind every patch of brush. Wilderness zones can prove to be as fearsome as the darkness of space:

- A drake's lair nestled within an ashen rocky crag
- Fog-laden forests inhabited by intelligent carnivorous flora
- Tribal natives adapting their culture around the worship of a great beast
- A small island built upon the back of a giant rock creature
- A ganarary den in the middle of a poisonous swamp

STATISTICS

A threat's statistics, referred to as its **stat block**, provide the essential information that you need to run the threat.

SIZE

A threat can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat. See the *Core Manual* for more information on creature size and space.

SIZE CATEGORIES

Size	Space
Tiny	2 ½ by 2 ½ feet
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet or larger

MODIFYING CREATURES

Despite the versatile collection of threats, you might be at a loss when it comes to finding the perfect creature for part of an adventure. Feel free to tweak an existing creature to make it into something more useful for you, perhaps by borrowing a trait or two from a different threat or by using a variant or template, such as the ones in this book. Keep in mind that modifying a threat, including when you apply a template to it, might change its challenge rating.

TYPE

A threat's type speaks to its fundamental nature. Certain powers, items, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, *primordial buster ammunition* deals extra damage not only to primordials but also other creatures of the primordial type, such as the *frost creeper*.

The game includes the following threat types, which have no rules of their own.

Aberrations are creatures of inexplicable origin. Their societies and habits elude most recorded data and are more often than not considered purely alien in nature.

Automatons are mechanical creations that operate on their own artificial intelligence. Some of these beings are fully self-aware and make their own societal advancements.

Beasts are nonhumanoid creatures that are a natural part of life in a sci-fi setting. Most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals and giant versions of animals.

Constructs are machines created and programmed by their users. Some follow a simple set of instructions, while others are programmed to follow more complex commands.

Cyborgs are creatures that are partially organic and inorganic, sharing the advantages and detriments of both.

Golems are constructs created from organic materials and elements, often forged through energy from the Crucibles. These creatures are rare in modern times, though some still exist as guardians. The Ashenforged, though primarily humanoid, also belong to this category.

Dragons are large reptilian creatures of tremendous power. They are highly intelligent and many are gifted with powers similar to the espers. Also in this category are creatures distantly related to true dragons, but less powerful, such as drakes.

Proteans are intelligent beings made of pure energy. Their origins date back to the stars themselves from which they were born. They have evolved over generations, taking on different aspects depending on the migration.

Netherants are creatures born from distortions of space-time. They thrive on anti-matter and corrupted elements. Some are mindless forms while others, such as highly intelligent and self-evolving.

Humanoids are the main peoples of a fantasy gaming world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, eldori, promethean, and kesh.

Almost as numerous but far more secluded are the matokai, dendus, and the valna. There are other, far more savage races of humanoids as well.

Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of experimentation gone awry, and others are the product of the unnatural evolution of a species.

Like aberrations, they defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

Plant in this context are vegetable-based lifeforms, not ordinary flora. Most of them are ambulatory, and some are carnivorous. There are some intelligent plant species that are similar to humanoids in both intelligence and practice.

Primordials are gigantic intelligent beasts, often humanoid in shape but born of the natural elements of their environment, which can sometimes itself be a living entity. The most common form of primordials are the bahtera.

TAGS

A threat might have one or more tags appended to its type, in parentheses. For example, a lorendi has the humanoid (lorendi) type. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as specialized gear, might refer to them.

ALIGNMENT

A threat's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil threat might be difficult to reason with and attack characters on sight, whereas a neutral threat might be willing to negotiate. See the *Core Manual* for descriptions of the different alignments.

The alignment specified in a threat's stat block is the default. Feel free to depart from it and change a threat's alignment to suit the needs of your campaign.

Some creatures can have any alignment. In other words, you choose the threat's alignment. Some threat's alignment entry indicates a tendency or aversion toward law, chaos, good, or evil. For example, a marauder can be

any chaotic alignment (chaotic good, chaotic neutral, or chaotic evil), as befits its wild nature.

Many creatures of low intelligence have no understanding of law or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are unaligned, which means they don't have an alignment.

ARMOR CLASS

A threat that wears armor or carries a shield has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a threat's AC is based on its Dexterity modifier and natural armor, if any. If a threat has natural armor, wears armor, or carries a shield, this is noted in parentheses after its AC value.

HIT POINTS

A threat usually dies or is destroyed when it drops to 0 hit points. For more on hit points, see the *Core Manual*.

A threat's hit points are presented both as a die expression and as an average number. For example, a threat with 2d8 hit points has 9 hit points on average ($2 \times 4\frac{1}{2}$).

A threat's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

HIT DICE BY SIZE

Creature Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A threat's Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if a threat has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has $2d8 + 2$ hit points (average 11).

SPEED

A threat's speed tells you how far it can move on its turn. For more information on speed, see the *Core Manual*.

All creatures have a walking speed, simply called the threat's speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

BURROW

A threat that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A threat can't burrow through solid rock unless it has a special trait that allows it to do so.

CLIMB

A threat that has a climbing speed can use all or part of its movement to move on vertical surfaces. The threat doesn't need to spend extra movement to climb.

FLY

A threat that has a flying speed can use all or part of its movement to fly. Some threats have the ability to hover, which makes them hard to knock out of the air (as explained in the rules on flying in the *Core Manual*). Such a threat stops hovering when it dies.

SWIM

A threat that has a swimming speed doesn't need to spend extra movement to swim.

ABILITY SCORES

Every threat has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they're used in play, see the *Core Manual*.

SAVING THROWS

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed or frightened might gain a bonus on its Wisdom saving throws. Most creatures don't have special saving throw bonuses, in which case this section is absent.

A saving throw bonus is the sum of a threat's relevant ability modifier and its proficiency bonus, which is determined by the threat's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table). Unless otherwise noted on their stat block, this bonus is also used to determine the threat's burst save.

PROFICIENCY BONUS BY CHALLENGE RATING

Challenge	Proficiency Bonus	Challenge	Proficiency Bonus
0	+2	14	+5
1/8	+2	15	+5
1/4	+2	16	+5
1/2	+2	17	+6
1	+2	18	+6
2	+2	19	+6
3	+2	20	+6
4	+2	21	+7
5	+3	22	+7
6	+3	23	+7
7	+3	24	+7
8	+3	25	+8
9	+4	26	+8
10	+4	27	+8
11	+4	28	+8
12	+4	29	+9
13	+5	30	+9

SKILLS

The Skills entry is reserved for threats that are proficient in one or more skills. For example, a threat that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks.

A skill bonus is the sum of a threat's relevant ability modifier and its proficiency bonus, which is determined by the threat's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table). Other modifiers might apply. For instance, a threat might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from mundane attacks (a mundane attack is an attack whose source is not from an esper power, a forged enhancement, or another similar source). In addition, some creatures are immune to certain conditions.

SENSES

The Senses entry notes a threat's passive Wisdom (Perception) score, as well as any special senses the threat might have. Special senses are described below.

BLINDSIGHT

A threat with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes typically have this special sense, as do creatures with echolocation, internal sensors, or heightened senses, such as drakes.

If a threat is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

DARKVISION

A threat with darkvision can see in the dark within a specific radius. The threat can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The threat can't discern color in darkness, only shades of gray. Many creatures that live underground or in space have this special sense.

INFRAVISION

A threat with infravision can see creatures and objects that generate heat or electrical power. While in dim light or darkness, characters with infravision can see and discern those heat signatures within range. Creatures hidden behind up to 5 feet of non-metallic solid material can also be detected so long as they are within range and the surface of their body generates some form of heat.

A threat cannot use their infravision in any form of bright light.

ARMOR, WEAPON, AND TOOL PROFICIENCIES

Assume that a creature is proficient with its armor, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment.

For example, a machinist typically wears an armor jacket and wields a combat axe. You could equip the machinist with guardian armor and a grandblade instead, and assume they're proficient with both, one or the other, or neither.

See the *Core Manual* for rules on using armor or weapons without proficiency.

TREMORSENSE

A threat with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the threat and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures have this special sense.

TRUESIGHT

A threat with truesight can, out to a specific range, see in normal and supernatural darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapeshifter.

LANGUAGES

The languages that a threat can speak are listed in alphabetical order. Sometimes a threat can understand a language but can't speak it, and this is noted in its entry. A "—" indicates that a creature neither speaks nor understands any language.

TELEPATHY

Telepathy is an ability that allows a threat to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the threat to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic threat doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic threat contacts a different creature within range. A telepathic threat can initiate or terminate a telepathic conversation without using an action, but while the threat is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

CHALLENGE

A threat's **challenge rating (CR)** tells you how dangerous the threat is. An appropriately equipped and well-rested

party of four should be able to defeat a threat with a CR equal to its level without suffering any deaths. For example, four 3rd-level characters should find a threat with a CR of 3 to be a worthy challenge, but not a deadly one.

Threats that are significantly weaker than 1st-level characters have a CR lower than 1. Threats with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

Some threats present a greater challenge than even a typical 20th-level party can handle. These threats have a challenge rating of 21 or higher and are specifically designed to test player skill.

EXPERIENCE POINTS

The number of experience points (XP) a threat is worth is based on its challenge rating. Typically, XP is awarded for defeating the threat, although the GM may also award XP for defeating the threat in some other manner.

Unless something tells you otherwise, a threat summoned by a power or other special ability is worth the XP noted in its stat block.

EXPERIENCE POINTS BY CHALLENGE RATING

Challenge	XP	Challenge	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

SPECIAL TRAITS

Special traits (which appear after a threat's challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

INNATE POWERS

A threat with the innate ability to use esper powers has the Innate Powers special trait. Unless noted otherwise, an innate power of rank 1 or higher always functions at its lowest possible level and can't be used at a higher level. If a threat has a prime power where its level matters and no level is given, use the threat's challenge rating.

An innate power can have special rules or restrictions which are described in the threat's stat block.

A threat's innate powers can't be swapped out with other powers. If a threat's innate powers don't require attack rolls, no attack bonus is given for them.

ESPER POWERS

A threat with the Esper Powers special trait has an esper level and power slots, which it uses for rank 1 powers and higher (as explained in the *Core Manual*). The esper level is also used for any prime powers included in the feature.

The threat has a list of powers known or prepared from a specific class. The list might also include powers from a feature in that class. The threat is considered a member of that class when attuning to or using an item or piece of gear that requires membership to the class or access to its powers list.

A threat can use a power from its list at a higher level if it has the power slot to do so. For example, a lorendi melder with the rank 3 *singularity* power can use it as a rank 5 power by using one of its rank 5 power slots.

You can change the powers that a threat knows or has prepared, replacing any power on its list with a power of the same level and from the same class list. If you do so, you might cause the threat to be a greater or lesser threat than suggested by its challenge rating.

SPECIAL POWER TAGS

A threat that has the ability to create the effects of esper powers through special means has a special tag added to its powers traits. These tags carries no special rules of its own, but other parts of the game might refer to it.

Psionics. A threat that can create effects using only the power of its mind has the psionics tag added to its Esper Powers or Innate Powers special trait.

Technomancy. A threat that creates the effects of esper powers through the use of sorium-based technology has the technomancy tag added to its Esper Powers or Innate Powers special trait.

ACTIONS

When a threat takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the *Core Manual*.

MELEE AND RANGED ATTACKS

The most common actions that a threat will take in combat are melee and ranged attacks. These can be esper power attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw or tail spike. For more information on different kinds of attacks, see the *Core Manual*.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "Hit" notation. You have the option of taking average

damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "Miss:" notation.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

A threat carries enough ammunition to make its ranged attacks. You can assume that a threat has 2d4 pieces of ammunition for a thrown weapon attack, and 3d10 pieces of ammunition for a projectile weapon such as a gun or bow

REACTIONS

If a threat can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

LIMITED USAGE

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation "X/Day" means a special ability can be used X number of times and that a threat must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and that the threat must finish a long rest to use it again.

Recharge X–Y. The notation "Recharge X–Y" means a threat can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the threat's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the threat regains the use of the special ability. The ability also recharges when the threat finishes a short or long rest.

For example, "Recharge 5–6" means a threat can use the special ability once. Then, at the start of the threat's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This notation means that a threat can use a special ability once and then must finish a short or long rest to use it again.

GRAPPLE RULES FOR THREATS

Many threats have special attacks that allow them to quickly grapple prey. When a threat hits with such an attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the attack says otherwise.

A creature grappled by the threat can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the threat's stat block. If no escape DC is given, assume the DC is 10 + the threat's Strength (Athletics) modifier.

EQUIPMENT

A stat block rarely refers to equipment, other than armor or weapons used by a threat. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip threats with additional gear and trinkets however you like, and you decide how much of a threat's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a threat is rarely usable by someone else, for instance.

LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for miles around.

If a creature assumes the form of a legendary creature, such as through an esper power, it doesn't gain that form's legendary actions, lair actions, or regional effects.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

A LEGENDARY CREATURE'S LAIR

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient energy in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

ABERRANT

From the darkest corners of uncharted ruins to the desolate wastes of a blighted colony, the alien wail of the aberrants can be heard echoing in response to the trespass of unsuspecting explorers. Those cries are the only warning before a swarm of twisted forms appear from the darkness, assaulting their victims with a merciless ferocity.

Genetics Gone Awry. When the promethean reach adulthood, they undergo a process known as the Chrysalis, after which they establish their perfected design. In rare circumstances, however, the process produces an unintended form. Emerging with both physical and mental deformities, they are branded as aberrants. Many are euthanized, though some survive either by mercy of their creators or by escaping before elimination.

Perfect Imperfections. Over the past couple of centuries, the number of aberrants spotted across the galaxy has soared, numbering in the dozens, if not hundreds. A select few who retained their sanity attempt to recreate the "mistake" that brought them to their current state.

They grow their numbers in the belief that they, not the prometheans, are the next stage of human evolution. They seek to discover the secret behind the aberration within the Chrysalis process in order to perfect themselves. Such a process, however, takes a long time and many, many experiments.



Scale:

Dangerous Abnormalities. Though most are mindless or driven completely mad, most aberrants have some extraordinary ability. They are especially dangerous when under the control or command of a more sane member of their kind. Because of the myriad of aberrations that make up their design, it's often hard for their enemies to know what to expect when encountering them. The most common, however, have long, sharp claws and teeth, which they use to rend and consume the flesh of other living beings.

Hiding in Plain Sight. Some of the more intelligent aberrants have learned to blend into the local population, either by wearing heavy clothing, headwear or masked exo-suits. Many even use camouflage or stealth tech in their armor to hide when hunting or planning an ambush. Such techniques allow them to not only keep safe, but also to capture unsuspecting humanoids for food or experimentation.

Boundless Energy. An aberrant does not require rest or sleep.

Chrysalis Aberration. An aberrant has one of the following special features, determined randomly or chosen by the GM using the Chrysalis Aberration table. If multiple aberrants are encountered, they all possess the same special feature.

CHRYSALIS ABERRATION

d20 Special Feature

- | | |
|-------|--|
| 1-3 | Toxin Resistance. The aberrant has resistance to damage from poison and immunity to the poisoned condition and disease. |
| 4-9 | Keen Hearing and Smell. The aberrant has advantage on Wisdom (Perception) checks that rely on hearing or smell. |
| 10-11 | Spider Climb. The aberrant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. |
| 12-15 | Rush. As a bonus action, the aberrant can move up to its speed toward a hostile creature that it can see. |
| 16-17 | Rampaging Attack. When the aberrant reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a claw attack. |
| 18-19 | Superior Fortitude. If damage reduces the aberrant to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the aberrant drops to 1 hit point instead. |
| 20 | Flight. The aberrant's has leathery wings and a flying speed of 40 ft. |

TIPS AND TACTICS

Aberrants are accustomed to lingering in the darkness or shadows. Due to their lack of ranged weapons, they prefer to sneak up on their targets before attacking. Rarely does one aberrant take on an enemy alone. They rely on numbers, especially when accompanied by a controller.

ABERRANT

Medium humanoid (aberrant), unaligned

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	7 (-2)	13 (+1)	7 (-2)

Skills Athletics +3, Perception +3, Stealth +2

Senses darkvision 60 ft., passive Perception 13

Languages understands Common and Terran but can't speak

Challenge 1/4 (50 XP)

Chrysalis Aberration. The aberrant has one of the following special features, determined randomly by rolling a d20 or chosen by the GM. See the Chrysalis Aberration table in the threat description.

ACTIONS

Multiattack. The aberrant makes two attacks: one with its bite and one with its claw, or two with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

ABERRANT BRUTE

Large humanoid (aberrant), unaligned

Armor Class 12 (natural armor)

Hit Points 66 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	19 (+4)	7 (-2)	11 (+0)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and Terran but can't speak

Challenge 2 (450 XP)

Chrysalis Aberration. The aberrant has one of the following special features, determined randomly by rolling a d20 or chosen by the GM. See the Chrysalis Aberration table in the threat description.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

▶▶▶ Aberrants are formidable enough, but when they find a smart leader to follow, there's suddenly brains behind that brawn ... and those claws.

ABERRANT CONTROLLER

Medium humanoid (aberrant), any evil alignment

Armor Class 18 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	14 (+2)	13 (+1)	12 (+1)

Skills Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common and Terran

Challenge 5 (1,800 XP)

Innate Powers. The aberrant controller's channeling ability is Intelligence (save DC 13). It can innately use the following talents:

3/day each: *eclipse*, *nondetection*, *unravel effect*

1/day each: *domination*, *frigid mist*

Chrysalis Aberration. The aberrant controller has one of the following special features, determined randomly by rolling a d20 or chosen by the GM. See the Chrysalis Aberration table in the threat description.

Esper Resistance. The controller has advantage on saving throws versus talents, techniques, and esper effects.

Sorium Armaments. The aberrant's weapon attacks are considered forging attacks.

ACTIONS

Multiattack. The aberrant makes two attacks: one with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (2d4 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:*

7 (1d8 + 3) piercing damage.

REACTIONS

Call to Arms. Each aberrant of the controller's choice that is within 30 feet of it, can hear it, and not already affected by Call to Arms gain advantage on attack rolls until the start of the controller's next turn.





AERIAL STALKER

The distinctive whooshing sound made by an attacking aerial stalker is well known to many who have experienced the realities of war.

War Machines. Built with intuitive tactical programming and a combination of small arms and deadly hand-to-hand weaponry, stalkers have become a standard for planetary assault operations. Developed by Twilight Technologies, they're an upgrade from the original alphas model constructs.

Silent Killers. The prominent feature of the aerial stalker is its silent-running flight system, allowing it to carry out swift ambushes from above upon unsuspecting foes. The only warning one has before it strikes is a whoosh of air from the exhaust of its flight pack.

TIPS AND TACTICS

Though they can attack enemies from a distance, stalkers are far deadlier when they swoop down onto their enemies, catching them off guard. In a group, at least one stays behind and attacks at a range while the rest attempt to divide the enemy in one-to-one melees.



Scale:

AERIAL STALKER

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses infravision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

ACTIONS

Multiattack. The stalker makes two attacks with its claws or two attacks with its arm lasers.

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

Arm Laser. *Ranged Weapon Attack:* +3 to hit, range 60/120 ft., one target. *Hit:* 4 (1d6 + 1) radiant damage



ALPHALITE SYNTH

Known throughout the galaxy as the standard in modern day automaton design, alhalites were the first robotic units to use the universally adaptable machine language known as ALOMU. Over time, these constructs became suited to many different tasks and are commonly found in more populated galactic regions.

A Synth for All Purposes. Alhalite constructs have been a staple of robotics in the Silrayne Arc and other areas of the galaxy for generations. Their versatile programming makes them useful for military, domestic, and manufacturing tasks.

An Artificial Evolution. As technology evolved, so too did the alhalites. Their advanced level of AI programming has enabled them to be considered semi-sentient, if not fully "self aware." They can learn new tasks, hold normal conversations and can easily interpret both verbal and digital commands.

Birth of a Species. In recent times, a growing number of alhalites have had their limited functionality replaced with an advanced, ever-evolving artificial intelligence. These beings, referring to themselves as "machina," adopted a modified version of alhalite military program code as their form of communication.

ALPHALITE

The original design was popular for security and military use. Alhalite often guard secure corporate or government facilities and can sometimes be found on military expeditions. Esper engineers make regular use of these constructs as well.

ALPHALITE BUILDER

These larger models are built with various supports and mounting hooks. They're often used for construction and heavy loading.

ALPHALITE CUSTODIAN

A slimmed-down version of the standard model, these are often found in domestic households or performing a variety of civil servant duties.

ALPHALITE

Medium automaton, neutral

Armor Class 13 (armored frame)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	10 (+0)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages ALOMU, Common

Challenge 1 (200 XP)

ACTIONS

Stun Rod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage. If the target is a creature other than an automaton or construct, it must succeed on a DC 10 Constitution saving throw or be paralyzed 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.

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

TIPS AND TACTICS

Built as light armored combatants, Alphalites stick to using their ranged weapon when possible, switching to melee combat when attempting to subdue or deal with an up-close opponent. Builders and custodians are mostly programmed for self defense if faced with a physical threat, more likely to attempt to escape or help others to do so if programmed to.



Scale:

ALPHALITE BUILDER

Large automaton, neutral

Armor Class 11 (armored frame)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	13 (+1)	9 (-1)	11 (+0)	3 (-4)

Skills Athletics +6

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 10

Languages ALOMU, Common

Challenge 1/4 (50 XP)

ACTIONS

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

ALPHALITE CUSTODIAN

Medium automaton, neutral

Armor Class 12 (armored frame)

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	12 (+1)	11 (+0)	12 (+1)

Skills Perception +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 13

Languages ALOMU, Common

Challenge 1/8 (200 XP)

ACTIONS

Punch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

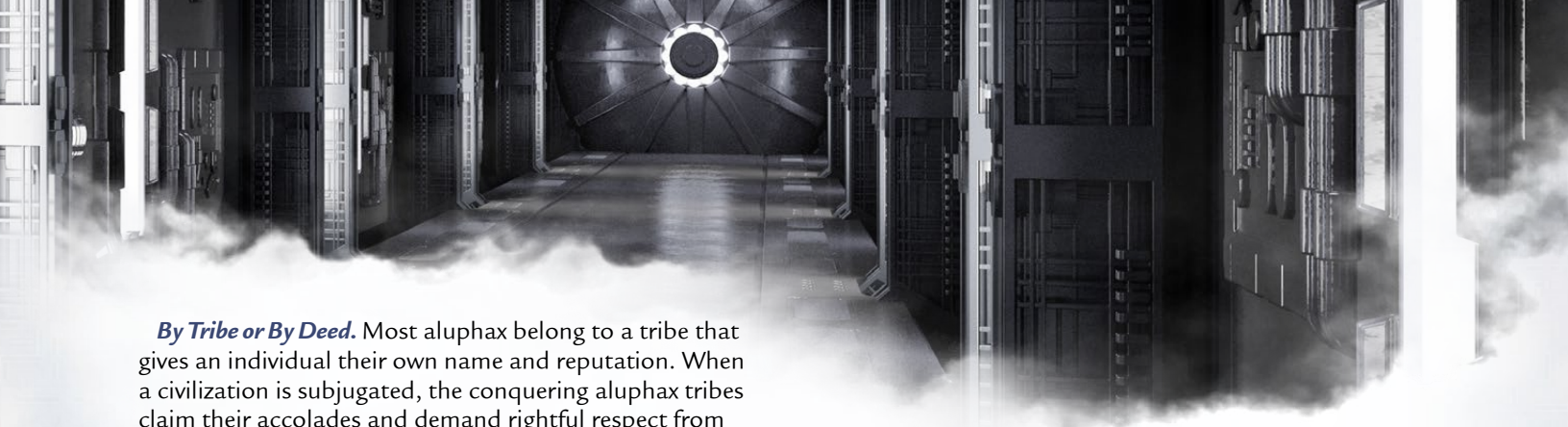
ALUPHAX

The aluphax are a barbarous species with stout frames, skin covered with a layer of thick fur, elongated heads dressed with long horns, and wide jaws filled with rows of jagged, sharp teeth.

Conquering Forces. Throughout their history, the aluphax have been one of the more dominant of species in their part of the galaxy, their power stretching across many of the Rim Sectors. That changed with the arrival of other spacefaring societies, their expansion and influence considered an invasion into aluphax territory.

Never abandoning their tradition of strength and power above all else, the aluphax attack, raid, and then eradicate any intelligent civilization that does not yield and swear to obey and serve under their authority. Regardless of their fate, the aluphax use their plundered resources to establish a foothold in the galactic region and expand their territory. Because of this, aluphax tribes tend to move regularly from system to system, never settling in one particular part of the galaxy.





By Tribe or By Deed. Most aluphax belong to a tribe that gives an individual their own name and reputation. When a civilization is subjugated, the conquering aluphax tribes claim their accolades and demand rightful respect from those beneath their station. A spawning ground is then established in or near the center of the tribe's territory, where aluphax elders produce their offspring. Those that prove themselves worthy in the initial trials are inducted into the tribe.

A chosen few among the aluphax have accomplished deeds great enough to elevate themselves beyond their tribal identity. Such legendary figures often form tribes of their own, establishing a new banner by which to sew terror and dread among their foes.

Spawn of the Ocuth. The history of the aluphax, according to their ruling tribes, begins with their creators, the Ocuth. When the galaxy was new, these primordial beings possessed the capacity to shape and mold the stars to their design. Since the Ocuth could travel across the infinite expanse, entire galactic civilizations trembled in the wake of their power.

Their greatness, however, was to be short lived. Usurpers devised a devious plan to steal the Ocuth's power and use it against them. Unaware of the grand betrayal, the great primordials fell from power, but not before scattering remnants of their own across the galaxy. It is from these remnants, according to legend, that the first aluphax tribes were born. The aluphax strive to expand their reach across the galaxy once more to reclaim the greatness once stolen from their great ancestors.

Most tribes believe that the usurpers evolved to become the species that now call themselves valna. Though the valna would normally bear no general hostilities, the continued savage attacks from the aluphax have created an enmity between these two species. The aluphax's brutal nature have evoked similar long-term conflicts with the eldori, dendus, and humans.

TIPS AND TACTICS

Though aluphax are a mostly aggressive and hostile species, they don't blindly charge into battle. They instead plan for the greatest advantage, be it the opportunity to surprise an enemy or to identify and team up against the weakest in a group of enemies.



ALUPHAX WARRIOR

The majority of aluphax, upon their birth, are trained to fight. Those that survive their early years become members of the tribe. Those that show exemplary prowess become the tribe's warriors, devoting their life toward bringing glory to their tribe through strength and dominance.

ALUPHAX BATTLEMASTER

The tribe's strongest warriors attain hold the title of battlemaster. Battlemasters plan and lead the charge in military assaults and invasions.

ALUPHAX AVENGER

Though rare among their people, some of the greatest of the aluphax attain such legendary skill that they can seemingly bend time and space to their will. These avengers are considered to be ones chosen by the spirit of the Ocuth and gifted with supernatural power.

ALUPHAX WARRIOR

Medium humanoid (aluphax), neutral evil

Armor Class 14 (light trooper)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	9 (-1)	10 (+0)	7 (-2)

Skills Athletics +5, Intimidation +2

Senses passive Perception 10

Languages Common, can speak telepathically to other Aluphax

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the aluphax can move up to its speed toward a hostile creature that it can see.

ACTIONS

Power Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Power Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

ALUPHAX BATTLEMASTER

Medium humanoid (aluphax), chaotic evil

Armor Class 17 (heavy trooper)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	15 (+2)	13 (+1)	12 (+1)

Skills Intimidation +6, Survival +3

Senses passive Perception 11

Languages Common, can speak telepathically to other Aluphax

Challenge 2 (450 XP)

Aggressive. As a bonus action, the aluphax can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The aluphax makes two grandblade attacks or two autorifle attacks.

Grandblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Autorifle. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target or 10' cube, burst fire DC: 13 *Hit:* 7 (1d10 + 2) piercing damage or 5 (1d10) for burst fire.

Burst Fire (Recharge 5-6). The aluphax fires a spray of bullets in a 10-foot cube area within 80 feet of it that it can see. Each target in that area must succeed on a DC 12 burst save or take 5 (1d10) piercing damage.

REACTIONS

Parry. The aluphax adds 3 to its AC against one melee attack that would hit it. To do so, the aluphax must see the attacker and be wielding a melee weapon.

ALUPHAX AVENGER

Medium humanoid (aluphax), neutral evil

Armor Class 18 (power armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Con +6, Int +5, Wis +5

Skills Athletics +6, Intimidation +5

Senses passive Perception 12

Languages Common, can speak telepathically to other Aluphax

Challenge 8 (3,900 XP)

Aggressive. As a bonus action, the aluphax can move up to its speed toward a hostile creature that it can see.

Improved Critical. The avenger scores a critical hit on a 19-20 when using their energy blade.

Innate Powers. The aluphax's channeling ability is Charisma (save DC 13; +5 to hit with melding talents). It can use the following talents:

Prime (at will): *push*

3/day each: *blur*, *phase step*

1/day: *spatial path*

ACTIONS

Multiattack. The aluphax makes two energy blade attacks..

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 15 Constitution save or take 18 (4d8) poison damage and become poisoned until the end of their next turn.

Energy Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage plus 10 (3d6) radiant damage.

ARAGELL

Explorers that venture into the wilds of desolate planets and regions can become prey to a pack of aragell.

Fearsome Predators. Aragell are highly territorial, seeing any other creature that ventures into its domain as food, sport, or both. Their young are immediately taught to hunt, fight, and take advantage of their surroundings. Their speed allows them to easily run down most other creatures.

Highly Adaptable. Aragell prefer warm climates and an abundance of flora, but they can be found in any climate, having the innate ability to adapt to almost any environment. Though they cannot speak, they are considered fairly intelligent beasts. A very fortunate few have been able to train aragell hatchlings to eventually become mounts and pets.



Scale:



ARAGELL

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +3

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned, exhausted

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Pack Tactics. The aragell has advantage on an attack roll against a creature if at least one of the aragell's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the aragell moves at least 30 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 aragell can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The aragell makes two claw attacks or one claw and one bite attack.

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

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) slashing damage.

ATORU

Standing over 15 feet tall with mottled blue skin; wide, flat heads; and long necks, with twin tusks curving toward their chests, the atoru have a light and graceful gait that belies their size. They exude an aura of calmness and serenity.

Cosmic Orphans. Remnants of an ancient species, the many of the small number of atoru in Accord space inhabit domiciles carved into asteroids rich in platinum-group minerals. The religion of these mysterious people holds that eons ago, the vast majority of their kind achieved a kind of apotheosis called *Xaaneh*, and merged with the universe. *Atoru*, in their tongue, means "stranded" or "forsaken."

Ascetic Giants. Although the atoru long ago accepted they will never be able to join with their ancestors, many have adopted a philosophy of betterment, striving for improvement of mind, body, and action. They possess inherent esper-like abilities, and many have become full fledged espers, with some combining their talents with a fluid, powerful fighting style. Fortunately, atoru largely subscribe to an ideology of nonviolence, and only resort to combat in defense of themselves and others.

TIPS AND TACTICS

When fighting alongside those smaller than themselves, atoru seek to aid and defend the least capable, using their reach to pull fallen allies to safety. They rarely strike to kill, preferring to incapacitate their foes. Individual atoru have been known to make exceptions to this rule.



ATORU

Huge giant, lawful good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	21 (+5)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Con +8, Wis +5, Cha +5

Skills Athletics +9, Insight +5, Perception +5

Condition Immunities blinded, charmed, frightened

Senses truesight 60 ft., passive Perception 15

Languages Common, can communicate with other atoru by use of a sign language shared between them

Challenge 8 (3,900 XP)

Keen Sight and Hearing. The atoru has advantage on Wisdom (Perception) checks that rely on seeing and hearing.

Innate Powers. The atoru's channeling ability is Wisdom. It can innately use the following talents:

At will: *esper sense, tricky fingers*

3/day each: *phase step, slow fall*

Stunning Strike (Recharge 5-6). When the atoru hits a target with a melee weapon attack, the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of the target's next turn.

Unarmored Defense. While the atoru is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The atoru makes two melee attacks..

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

REACTIONS

Parry and Counter. The atoru adds 4 to its AC against one melee or ranged weapon attack that would hit it. To do so, it must be able to see the attacker. If the attack misses, the atoru can make one melee attack against the attacker if it is within its reach.

ATORU GALLEEM

Huge giant, lawful good

Armor Class 18 (natural armor)

Hit Points 241 (21d12 + 105)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
+22 (+6)	18 (+4)	21 (+5)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Con +9, Wis +7, Cha +6

Skills Insight +6, Perception +6, Persuasion +5

Condition Immunities blinded, charmed, frightened

Senses truesight 120 ft., passive Perception 16

Languages Common, can communicate with other atoru by use of a sign language shared between them

Challenge 12 (8,400 XP)

Keen Sight and Hearing. The atoru has advantage on Wisdom (Perception) checks that rely on seeing and hearing.

Innate Powers. The atoru's channeling ability is Wisdom. It can innately use the following talents:

At will: *esper sense, tricky fingers*

3/day each: *phase step, slow fall*

Esper Powers. The atoru is a 5th-level channeler. Its channeling ability is Wisdom (power save DC 15, +7 to hit with channeling attacks). The atoru has the following powers prepared:

Prime (at will): *friends, illusory point, mental missive*

Rank 1 (4 slots): *beguile, distortion, illusory form, primal fear*

Rank 2 (3 slots): *obfuscate, stasis field, suggestion*

Rank 3 (2 slots): *restore pattern, treacherous allies*

Sorium Armaments. The atoru's weapon attacks are considered to be forging attacks, bypassing any defenses that grant resistances to mundane weapons.

Unarmored Defense. While the atoru is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The atoru makes three attacks with its bell rope.

Bell Rope. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 5 (1d10) force damage.

Scale:



►►► The silence of space makes the desert wind howl. The serenity of space makes still waters churn. But within such space, an asteroid has only echoes of the spirit you carry within.

BACHORTA

Bachorta are lithe, slender, malicious humanoids that dwell in city slums, ruined and deserted structures, or in the underbelly of space stations and settlements. Considered to be more primitive than most other spacefaring societies, those that aren't scavengers often work as mercenaries or killers for hire.

Faalty to None. Packs of bachorta are led by the strongest or most cunning among them. They are a selfish species, their self-worth driven by how much they can take from others. Those that lead them do so mostly through either intimidation or the promise of obtaining some sort of prize or fortune. Their cold-hearted, selfish nature makes them very good mercenaries, if not entirely trustworthy ones.

Cruel and Craven. With little sense of decency or kindness even to each other, bachorta instead take pleasure and satisfaction in the suffering of others. They feel little remorse, proudly inflicting pain on the defenseless if it means they get more out of them. Against stronger opponents or those that would fight back, bachorta would rather resort to dirty, underhanded tactics that would first give them an advantage.

Galactic Scavengers. Once home to a multitude of similar bestial humanoids, the bachorta's origin world, Almari 3, grew extremely scarce in natural resources. Unable to reach other worlds, their civilization descended into poverty, famine, and ruin.

Resistant to much of the plague that ravaged the planet, the bachorta were among the few to survive, picking clean the rest of the planet's resources until there was nothing left. After the arrival of other spacefaring races, their packs spread across the galaxy in search of plunder and riches. Even as they expand, the bachorta strive to take as much as they can, even from each other.

Beasts Within. All bachorta have an affinity for beasts inherited from their ancestors. This gives them a somewhat empathic connection with any beast, regardless of size or origin. It's not uncommon to see a bachorta with a beast mount or companion native to the local environment.



TIPS AND TACTICS

Bachorta are well known for sneaking up on their foes and taking as many cheap shots as possible while avoiding an enemy's attacks. A bachorta leader uses its grapple line to hamper enemies that are closest to another bachorta that can take advantage of a prone target.

BACHORTA

Medium humanoid (bachorta), neutral evil

Armor Class 13 (piecemeal armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common and one other language (usually Lingo)

Challenge 1/4 (50 XP)

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

Nimble Escape. The bachorta can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BACHORTA LEADER

Medium humanoid (bachorta), neutral evil

Armor Class 16 (military jacket and reinforced shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	11 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common and one other language (usually Lingo)

Challenge 1 (200 XP)

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

Nimble Escape. The bachorta can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The bachorta makes two melee or two ranged attacks.

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

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Grapple Line (Recharge 6). *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If target is a Medium or smaller creature, it is grappled (escape DC 14) and must also succeed on a DC 14 Strength saving throw or be knocked prone. While the target is grappled, the bachorta can expend a bonus action to make the target repeat the saving throw. On a failed save, the target is knocked prone. Until this grapple ends, the creature cannot move more than 60 ft. away from the bachorta and the bachorta can't use its grapple line on any other target.

Scale:





BAHTERA

Bahtera are large lizard-like creatures with a hardened scale hide and six limbs, two of which can function as both arms and legs. They are a common type of primordial, beings evolved directly from the elemental building blocks of the universe. The question of how they came to be has yet to be answered, even by the bahtera themselves.

Spawn of Bahrelis. Bahtera, like most primordials, are some of the oldest beings in the galaxy. They were originally born from the surface of Bahrelis, a planet-sized entity with its own intelligence and self-awareness. Over time, bahtera lairs spawned in nearby systems in the Rim Sectors, eventually expanding to many more systems closer to the galactic core. Today, it's not uncommon for a bahtera lair to be found on even the most desolate planets. No one knows what became of Bahrelis itself, however.

Born from the Elements. All bahtera have a thick hide with scales bearing a stone-like texture and hardness. In addition, rows of gemstone-like spikes protrude from their skin. These spike growths identify the elemental nature of the bahtera, as each one is integrally linked to one of the universal forces of creation. This grants each type certain innate abilities, including the ability to wield the channeling powers of the espers. They defend themselves with crafted gem-like weapons akin to their nature. When all else fails, they can hurl hardened stone spikes from their tails.

The Talkurr. Bahtera of the same type often develop and lair together in isolated areas beneath a planet's surface or within a region heavy with rock formations, if any. All bahtera, however, view each other as kin sharing the same language and system of writing. They refer to each other as "talkurr," which in their language loosely translates to "part of the greater."

Evolutionary Calling. The bahtera of today are far different from those born thousands of years ago. The first spawn of Bahrelis were far weaker and more susceptible to their ever-changing environment. As children of the elements, many view themselves as superior to other species, with some demanding tribute from those they deem lesser, or using them for forced labor or food. Most bahtera groups establish a structured, tribal society.

Ancient Technologies. Most bahtera tribes are not as technologically developed as modern, spacefaring species, but are able to use their surrounding resources to build fortified structures shaped and imbued with strange elemental or cosmic power. The lairs of the most powerful of the bahtera tribes are a wonder to behold. There are rumors of large devices hidden within these lairs that can create spatial rifts leading to other distant parts of the galaxy.

Distant Kin. The matokai are rumored to be an offshoot of the bahtera, even sharing the same ancient language. While the matokai take enormous pride in their history and culture, the bahtera despise their distant cousins, viewing them with the utmost contempt.

AZURITE BAHTERA

Dwellers of rocky crags surrounded by great oceans or frozen wastelands, these bahtera (known among their kind as "zeotis") pride themselves on being strong, stalwart, and fearless. They have silvery gray scales with spikes of brilliant deep blue.

Unyielding Might. Strength and fortitude are the most respected traits among the zeotis. They constantly test themselves and each other with physical feats of might and endurance, and of course, their victories in battle against worthy opponents. They are not the least bit kind-hearted to any other creatures, living or artificial, but can be made to show a begrudging respect for those who courageously stand firm against their raw power.

The Cold and the Deep. Azurite bahtera settle on small, solitary landmasses surrounded by large water-based bodies. Their affinity for the cold also attracts them to icy wastelands, glaciers, or the surface of frozen moons.

BARYTE BAHTERA

As the most aloof among their kin, the baryte bahtera, known as "ceowir" consider themselves to be far above the concerns of other species, including other bahtera of the talkurr. They have deep brown- or gray-colored scales. Their spikes are clear with tinges of yellow or light blue and radiate dim light in a 10-foot radius when in darkness.

Empyrean Rulers. Power and greatness are as important to the baryte bahtera as the air that gives them life. They amass wealth in both money and resources, though for control and prestige rather than greed. As children of the sky and stars, the ceowir define themselves with lavish titles akin to emperor, prince, or sovereign. They tend to be far less overtly savage or cruel than some other bahtera, considering themselves to be above such things.

To Reach the Stars. Baryte bahtera lair in grand fortresses in lofty mountainous regions or atop landmasses that float above the surface of a planet. These aerial strongholds often bear a seal or crest signifying their tribal name along with symbols that bear resemblance to the local sun, moon, or constellations.

CITRINE BAHTERA

Known as "jateren" among members of the talkurr, these bahtera are considered the most primitive and barbaric of their kin. They have reddish-brown scales and bright, golden-yellow spikes.

Primitive Savages. Jateren delight in hunting and despoiling weaker or smaller creatures and settlements. They have a barbaric mindset combined with a bahtera's sense of entitlement, which makes them both dangerous and difficult to reason with. They loathe culturally developed societies and settlements and view advanced technology as a bane to be eradicated. The pride of a citrine bahtera is easily wounded, offering it

immediate justification for unleashing its anger upon the offender.

Underworld Residents. Underground caverns, caves, and tunnels beneath a planet's surface are where citrine bahtera lair. Alternatively, they can also be found in desolate badlands or in secluded areas deep within deserts or rocky wastes.

JADEITE BAHTERA

Among their talkurr kin, these bahtera are known as "raslant." They are peaceful and amiable, viewing themselves as guardians of other living species and sworn enemies of defilers and plaguebringers. They have light brown scales and spikes that range in color from light blue-green to dark green.

Bastions of the Living. Raslant enjoy the beauty of all forms of flourishing life, often nesting within the ground of planets abundant with wild flora and fauna. For their love of such things, however, they are just as fierce against any force that would disturb the natural balance near their home. So long as their territory is not threatened by other developing or conquering species, or creatures seeking to bring plague and disease, they remain at least cordial if not friendly.

Reclusive Guardians. Though mostly peaceful, jadeite bahtera still prefer to lair in reclusive areas such as caves or tunnels beneath a hillside or mountainside, preferably near a patch of flora or a body of water. More developed tribes of jadeite bahtera fashion a system of tunnels and caverns beneath large forests or mountainous regions.

RHODOLITE BAHTERA

Few seek to incur the fiery wrath of the rhodolite bahtera. Known as "lojama" among their kin, they are master warriors and fierce combatants. They claim their brutality against other species as their birthright. They have dark, ashen-gray scales and pronounced spikes that range in color between deep purples and reds.

Masters of War. A lojama's name only has worth with tales of victory in battle behind it. A rhodolite bahtera lair is made up of manufacturing plants for forging weapons and fortifications. Unlike their azurite kin, rhodolite bahtera are an organized militant force, more concerned with success of their mission as a team over their own egos. They do little work on their own, often enslaving weaker creatures for developing gear-forged constructs and machinery.

Forgers and Crafters. Rhodolite bahtera love the art of crafting as much as the art of war. Their lairs are vast, grand structures of mineral and metalwork, strengthened with modern methods of hardening and fortifying their materials. Though rare, it is even possible to find use of advanced polymers and fibers used by other developed civilizations. Rhodolite weapons are always forged from a combination of mineral and sorium melding.

AZURITE BAHTERA

Large primordial, neutral evil

Armor Class 18 (hide plating)

Hit Points 161 (14d10 + 84)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 16

Languages Bahtera

Challenge 9 (5,000 XP)

Innate Powers. The bahtera's channeling ability is Wisdom (save DC 14). It can innately use the following talents:

At will: *esper sense, tricky fingers*

3/day each: *arctic lash, jump*

1/day: *swift motion*

ACTIONS

Multiattack. The bahtera makes two gemstone blade attacks.

Gemstone Blade. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 14 (4d6) cold damage.

Tail Spikes. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

BARYTE BAHTERA

Large primordial, lawful neutral

Armor Class 14 (hide plating)

Hit Points 195 (17d10 + 102)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	23 (+6)	14 (+2)	16 (+3)	17 (+3)

Saving Throws: Con +10, Wis +7, Cha +7

Skills Insight +7, Perception +7, Persuasion +7

Damage Immunities radiant

Senses darkvision 120 ft., passive Perception 17

Languages Bahtera

Challenge 9 (5,000 XP)

Innate Powers. The bahtera's channeling ability is Wisdom (save DC 15). It can innately use the following talents:

At will: *esper sense, tricky fingers, decipher languages*

3/day each: *light beam, phase shift, slow fall*

1/day each: *atomspheric adaptation, fly*

ACTIONS

Multiattack. The bahtera makes two gemstone rod attacks.

Gemstone Rod. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage plus 9 (2d8) radiant damage.

Tail Spikes. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.



CITRINE BAHTERA

Large primordial, chaotic evil

Armor Class 17 (hide plating)

Hit Points 126 (11d10 + 66)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	6 (-2)	12 (+1)	5 (-3)

Saving Throws: Dex +5, Con +9, Wis +4

Skills Perception +4

Damage Immunities acid

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Bahtera

Challenge 7 (2,900 XP)

Innate Powers. The bahtera's channeling ability is Wisdom (save DC 12). It can innately use the following talents:

At will: *esper sense, push*

3/day each: *phase step, slow fall*

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

ACTIONS

Multiattack. The bahtera makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Tail Spikes. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

JADEITE BAHTERA

Large primordial, chaotic good

Armor Class 19 (hide plating)

Hit Points 126 (12d10 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	14 (+2)	18 (+4)	17 (+3)

Saving Throws: Dex +7, Con +9, Wis +8

Skills Insight +8, Perception +8

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 18

Languages Bahtera

Challenge 10 (5,900 XP)

Innate Powers. The bahtera's channeling ability is Wisdom (save DC 16). It can innately use the following talents:

At will: *beguile, commune with beasts, esper sense, primal fear* 3/day each: *mend* (as a rank 5 power), *obfuscate, suggestion* 1/day each: *fly, major remedy, telekinesis*

Esper Resistance. The bahtera has advantage on saving throws versus talents, techniques, and esper effects.

Natural Camouflage. The bahtera has advantage on Dexterity (Stealth) checks made to hide in natural terrain.

Quick Phase (Recharge 4-6). As a bonus action, the bahtera can teleport up to 30 feet to an unoccupied space it can see.

ACTIONS

Multiattack. The bahtera makes two gemstone blade attacks. The bahtera can use one innate power in place of one of these attacks.

Gemstone Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

▶▶▶ You ask about what we could learn from the Bahtera. I ask, "What makes you think they want to talk to you?" Go out there and ask if you want. I am perfectly fine being very much ignorant and very much alive.



Scale:



RHODOLITE BAHTERA

Large primordial, neutral evil

Armor Class 15 (hide plating)

Hit Points 136 (13d10 + 65)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	10 (+0)	14 (+2)	12 (+1)

Saving Throws: Con +8, Wis +5, Cha +4

Skills Athletics +9, Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages Bahtera

Challenge 8 (3,900 XP)

Innate Powers. The bahtera's channeling ability is Wisdom (save DC 13, +5 to hit with esper powers). It can innately use the following talents:

At will: *esper sense, push*

3/day each: *fire lance* (as a rank 5 power), *phase step, slow fall*

1/day each: *atmospheric adaptation, swift motion*

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

Sorium Armaments. The bahtera's weapon attacks are considered to be forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The bahtera makes two grandblade attacks.

Grandblade. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Tail Spikes. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

BONDED COMPANIONS

Many unexplained phenomena surround an esper's powers and their link to the mysterious workings of the universe. One such mystery is their ability to create a living extension of themselves. These mysterious beings, often called "affina" among the espers, are known to the galaxy as bonded companions.

Esper Forged. Bonded companions are created when an esper imbues a part of their essence into a piece of solidified sorium. The process is complex, requiring intense focus and concentration. It's only achievable with the mastery of an esper power, such as the *bonded companion* talent. There have been stories of alternative methods of creating these companions from material other than sorium, such as dark matter or plasma from the core of a star.

The result is a semi-intelligent creature of the esper's design, which forms from the material used during the process. The creature is self-aware and bears its own personality and traits. However, they don't fall under any established definitions of carbon-based life. Due to this similarity to other self-aware automatons and artificial intelligences, scholars and scientists have exchanged many theories as to why these companions may or may not qualify as living beings.

True Bonds. An esper's affina not only adopts a physical form reflective of the esper, it also bears an impression of the esper's personality. A bonded companion often shares one or more of their esper's background traits (Personality, Ideal, or Flaw). Where such an aspect creates a special affinity between esper and companion, it can also in rare moments create the unexpected consequence of having to deal with oneself.

VARIED STATS

When a companion is created, it begins with a base stat block (as shown below), which is modified by the esper at the time of creation.

COMPANION FORM

The creature's form is a commonly known animal or beast of the esper's choosing. When the form is chosen, the creator also chooses the form of the creature's natural weapon (claws, bite, beak, or similar feature depending on the beast's form). At the GM's discretion, the damage type of the natural weapon can be changed to bludgeoning or slashing.

MOVEMENT TYPE

In addition to ground movement, the creature can choose one additional type of movement with a speed of 40 ft., chosen from climb, fly, or swim.

ADDITIONAL FEATURES

Upon creation, a companion gains one of the following special features:

Amphibious. The companion can breathe air or water. The creature must be able to swim to gain this feature.

Darkvision. The companion gains darkvision at a range of 60 feet.

Flyby. The companion provokes no opportunity attacks when it flies out of an enemy's reach. The creature must be able to fly to gain this feature.

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

Keen Sight. The companion has advantage on Wisdom (Perception) checks that rely on sight.

Keen Smell. The companion has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The companion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. The creature must be able to climb to gain this feature.



BONDED COMPANION

Tiny (protean or netherant), neutral

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft. + special

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Natural Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BORLAKAN SKY SAW

These peaceful giants make their homes in the skies and oceans of gas giants, where they use their sawlike rostrums and serrated pectoral fins to carve off pieces from the floating sponges upon which they feed.

Lighter than Air. Borlakans possess fibrous organs that expand with rare gases, giving them remarkable buoyancy in the dense atmospheres they call home. By manipulating the volume of these internal gas pockets they are capable of lifting and carrying a startling amount of weight.

Cloud Chargers. Borlakans are sometimes domesticated and used as mounts, transport, and beasts of burden by skyfaring species like the Zalpeed and others. The Eerthor people of Andvik VI have bred a particularly aggressive variety they use in war and ceremonial battles.

BORLAKAN SKY SAW

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 0 ft., fly 60 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Charge. If the borlakan moves at least 20 feet straight toward a target and then hits it with a rostrum attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The borlakan makes two attacks: one with its rostrum and one with its fin.

Rostrum. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Fin. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.



CASARIAN RIPPER

A fierce predator originating on the planet Casar IV, this species has spread to numerous worlds causing ecological upheaval and countless deaths.

Adaptive and Invasive. The larval stage of the Casarian ripper is small and particularly difficult to eradicate. They are resistant to most organic toxins, survive in extreme temperatures and can even withstand hard vacuum by retreating into their exoskeleton for extended periods of time. As a result, they've spread with trade and travel to many worlds visited by space farers.

Voracious Predators. After many years of life the ripper undergoes a metamorphosis. They find a hidden sanctuary and build a nest/cocoon to transform from a small nuisance animal into a large, terrifying predator. This transformation takes many months and once complete the ripper hunts and kills every animal, sentient or otherwise, it can. Its success over a short period (about 9 standard solar days) determines how many eggs it lays to carry on its purpose.

CASARIAN RIPPER

Medium monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	7 (-2)	10 (+0)	5 (-3)

Skills Stealth +7

Damage Resistances acid, poison

Senses darkvision 60 ft., tremorsense 30 ft., passive

Perception 10

Languages —

Challenge 4 (1,100 XP)

Pack Tactics. The ripper has advantage on an attack roll against a creature if at least one of the ripper's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the ripper 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 14 Strength saving throw or be knocked prone. If the target is prone, the ripper can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. The ripper makes two claw attacks. It can replace one of those attacks with a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) piercing damage. If the target is a creature other than an automaton or construct, it must succeed on a DC 14 Constitution saving throw or be paralyzed 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.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage.



CETI SNAPPER

"It looks so cute," are often the final words of foolish explorers that stray too close to a Ceti Snapper. Resembling small, flightless birds or harmless mammals, their non-threatening appearance is just one tool they use against unsuspecting prey.

Delightfully Dangerous.

Snappers attempt to lure non-apex predators away from their packs or territories. This can be accomplished with several performance behaviors: acting wounded, pretending to be unaware that it's being stalked, or feigning curiosity as it edges closer. They then excrete a pheromone from their bodies that can generate a calm, euphoric feeling.

Pack Hunters. Regardless of their method of lure, snappers attack in packs, often by stealthily encircling their prey and attacking when its guard is down. This allows them to take down creatures that normally hold a significant size advantage over them.

Plagued Beasts. A snapper's toxic bite physically debilitates its prey, causing severe cellular damage in most organic beings. Because of this, snapper toxin is commonly used to create powerful poisons and bio-contaminants.

Ravenous Eaters. Ceti snappers eat anything and everything they can consume as carnivores. Whether their prey is alive, dead, or rotting is usually of no concern to them. Colonies and settlements that keep livestock must be extra cautious if they suspect packs of ceti snappers dwell nearby. A single raid by a large pack would not only deplete their livestock, but poison whatever may be left.



CETI SNAPPER

Small monstrosity, chaotic neutral

Armor Class 13

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	7 (-2)	11 (+0)	17 (+3)

Skills Deception +5, Stealth +6

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Deceiving Form. The snapper has advantage on any Charisma (Deception) checks made to conceal its true nature and instead appear as a harmless animal.

Pack Tactics. The snapper has advantage on an attack roll against a creature if at least one of the snapper's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for the next 24 hours.

Beguiling Pheromone (Recharge 6). The snapper targets up to three humanoid or beasts that it can see within 30 feet of it. If the target can see the snapper, it must succeed on a DC 13 Wisdom saving throw or become charmed. The charmed creature regards the snapper as a trusted friend to be heeded and protected. Although the target isn't under the snapper's control, it takes the snapper's requests or actions in the most favorable way it can.

Each time the snapper or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the snapper dies, is on a different planet from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to that snapper's Beguiling Pheromone for the next 24 hours.

The snapper can have no more than three humanoid or beasts charmed at a time.



Scale:



COLOTERIM

Once thought to be an offshoot of the xamaron, the coloterim have been reclassified as a separate threat. Originating in a sector of space associated with the tserka, this expansionist species employs organic technology in combination with their own psionic abilities.

Naturally Tough. Coloterim are covered in a hard exoskeleton and carapace made of a razor-sharp chitin that acts as armor and offers protection against radiation and high/low pressure, even in outer-space environments. This extremely hard material is capable of tearing through reinforced armor, making them very effective combatants, even if disarmed.

Organized Fighters. This species communicates through a form of telepathy even the most skilled espers have yet to understand. Their range for individual soldiers is limited, but it is clear they possess a centralized communication system that allows for command and control on a planetwide scale.

Aggressively Territorial. Coloterim prefer to operate in secrecy, and once they establish an area of control, they patrol it, and pursue any interlopers to the limit of their boundaries.

Living Technology. Coloterim technology is alive and shares a symbiotic and telepathic link with its creators. Though this species has developed gear similar to that used throughout the galaxy, it does not function for any other species.



Scale:



COLOTERIM SOLDIER

Medium monstrosity, neutral

Armor Class 19 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	12 (+1)	10 (+0)	13 (+1)

Saving Throws Int +4, Wis +3

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages telepathy 120 ft.

Challenge 6 (2,300 XP)

Esper Resistance. The coloterim soldier has advantage on saving throws versus talents, techniques, and esper effects.

Vertical Crawler. The coloterim soldier can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The coloterim soldier makes three melee attacks, two with its claws and one with its horn. Alternatively, it can make two ranged attacks with its bio-blaster rifle.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Bio-blaster Rifle. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 14 (3d6 + 4) radiant damage.

Acid Spray (Recharge 5-6). The coloterim soldier exhales spray of acid in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

CREEPERS

Creepers are intelligent primordial creatures that lair and defend specific regions abundant in material from which they assume their form, such as a desert for sand, a frozen lake or glacier for ice, and jungle wetlands for swamp matter.

Bound to the Elements. Creepers earn their name for their ability to easily blend into their native environment, often stalking their enemies before they strike. They are fiercely protective of their area, which can vary greatly between a small pools or tar pits to a few hundred feet of desert terrain.

Strange Origins. Though unable to speak, creepers can understand any form of language. They can also communicate silently with each other. How they come into being is unclear, though they often form in areas where an excessive manipulation of matter or energy has taken place, such as from extremely powerful esper abilities or imbued items.

Elemental Nature. A creeper doesn't require air, food, drink, or sleep.



Sand Creeper

FROST CREEPER

Large primordial, any neutral alignment

Armor Class 17 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., burrow 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Con +8, Wis +4

Skills Perception +4

Damage Vulnerabilities fire

Damage Immunities cold, poison.

Condition Immunities poisoned.

Senses darkvision 60 ft., passive Perception 14

Languages understands all languages but can't speak

Challenge 9 (5,000 XP)

Frost Camouflage. The frost creeper has advantage on Dexterity (Stealth) checks made to hide in snow or frozen terrain.

Frost Aura. A creature that touches the creeper or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

ACTIONS

Multiattack. The creeper makes three melee or ranged attacks.

Ice Spike. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 60/180 ft, one target. *Hit:* 15 (3d6 + 5) piercing damage.

Frost Spiral (Recharge 5-6). The creeper exhales chill wind in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one.

▶▶▶ No, it wasn't there before. Nothing on sensors, nothing but a sand dune, I swear!



SAND CREEPER

Huge primordial, any neutral alignment

Armor Class 15 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 40 ft., burrow 40 ft., fly 30 ft. (hover).

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +5.

Damage Vulnerabilities fire

Damage Immunities poison.

Condition Immunities paralyzed, poisoned., prone

Senses darkvision 60 ft., tremorsense 40 ft., passive Perception 15

Languages understands all languages but can't speak

Challenge 9 (5,000 XP)

Natural Camouflage. The sand creeper has advantage on Dexterity (Stealth) checks made to hide in barren rocky or sandy terrain.

ACTIONS

Multiattack. The creeper can use its whirlwind and makes two slam attacks.

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Whirlwind. The creeper targets one creature it can see within 30 feet of it. The target must succeed on a DC 18 Constitution saving throw or take 21 (6d6) bludgeoning damage and then be stunned 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. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the stunning effect this creeper's whirlwind for 1 hour..

Sand Blast (Recharge 6). The creeper exhales a 30-foot cone of searing heat. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

TAR CREEPER

Huge primordial, any neutral alignment

Armor Class 14

Hit Points 149 (13d12 + 65)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	20 (+5)	9 (-1)	14 (+2)	10 (+0)

Skills Perception +6

Damage Resistances acid, fire, and bludgeoning attacks from mundane weapons.

Senses blindsight 20 ft., darkvision 60 ft., passive Perception 16

Languages understands all languages but can't speak

Challenge 9 (5,000 XP)

Natural Camouflage. The tar creeper has advantage on Dexterity (Stealth) checks made to hide in any natural body of water or mud with a 15-foot diameter or larger.

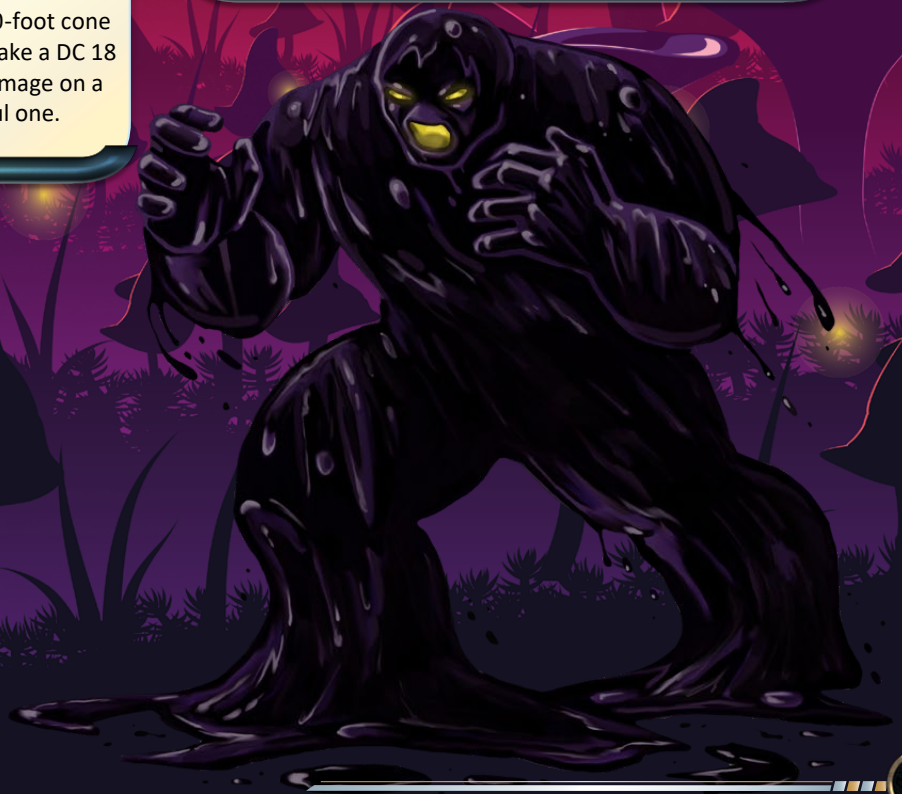
ACTIONS

Multiattack. The tar creeper makes three melee attacks or two melee attacks and one ranged attack.

Slam. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Acid Spit. Ranged Weapon Attack: +8 to hit, range 70/210 ft., one target. *Hit:* 14 (3d6 + 4) acid damage.

Acid Spray (Recharge 5-6). The tar creeper unleashes a spray of icky black liquid in all directions. Each creature within 20 feet of the tar creeper must make a DC 14 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.



CRONOSYTE

A shimmer of light flashes in the corner of one's eye. "What was that?" they ask as they attempt to fathom what they thought was a sort of crystalline, multi-limbed creature. And then, there it is again in another spot. But then, the realization sets in and the next question is, "Did it just move... or did I?"

Cronosytes are aberrations that wander the folds of space-time. Their features are similar to echinoderms with anywhere from five to seven arms and thick, translucent hides that reflect light into a myriad of colors whenever they're in motion.

Time Stalkers. The most interesting aspect of a cronosyte is the constant fluctuations of time and space that occur when they are nearby. It's unclear whether these are defense mechanisms or if they can manipulate time. No one can say for certain as the cronosytes have no known language. Some scholars have theorized that these creatures live in an alternate dimension and their powers enable them to exist in our realm of space-time instead of the other way around.

Wanderers of the Veil. Cronosytes are encountered within powerful spatial anomalies such as singularities, nebulae that generate an abundance of energy, or regions where space folds upon itself such as the tunnels between spatial rifts. Cronosytes can also briefly appear on the hulls of ships that recently used their stardrives to execute a system jump.

Watch of the Tenders. While encountering cronosytes is rare, even more so is the appearance of a cronosyte tender. Physiologically similar to cronosytes, they have an upper torso that bears humanoid features, and they possess an even greater mastery over space-time. Few are encountered alone by chance, as they more often appear in the presence of other cronosytes, especially those that have been missing for long periods of time.

Self-Sustained. A cronosyte doesn't require air, food, drink, or sleep.

CRONO-ENHANCEMENTS

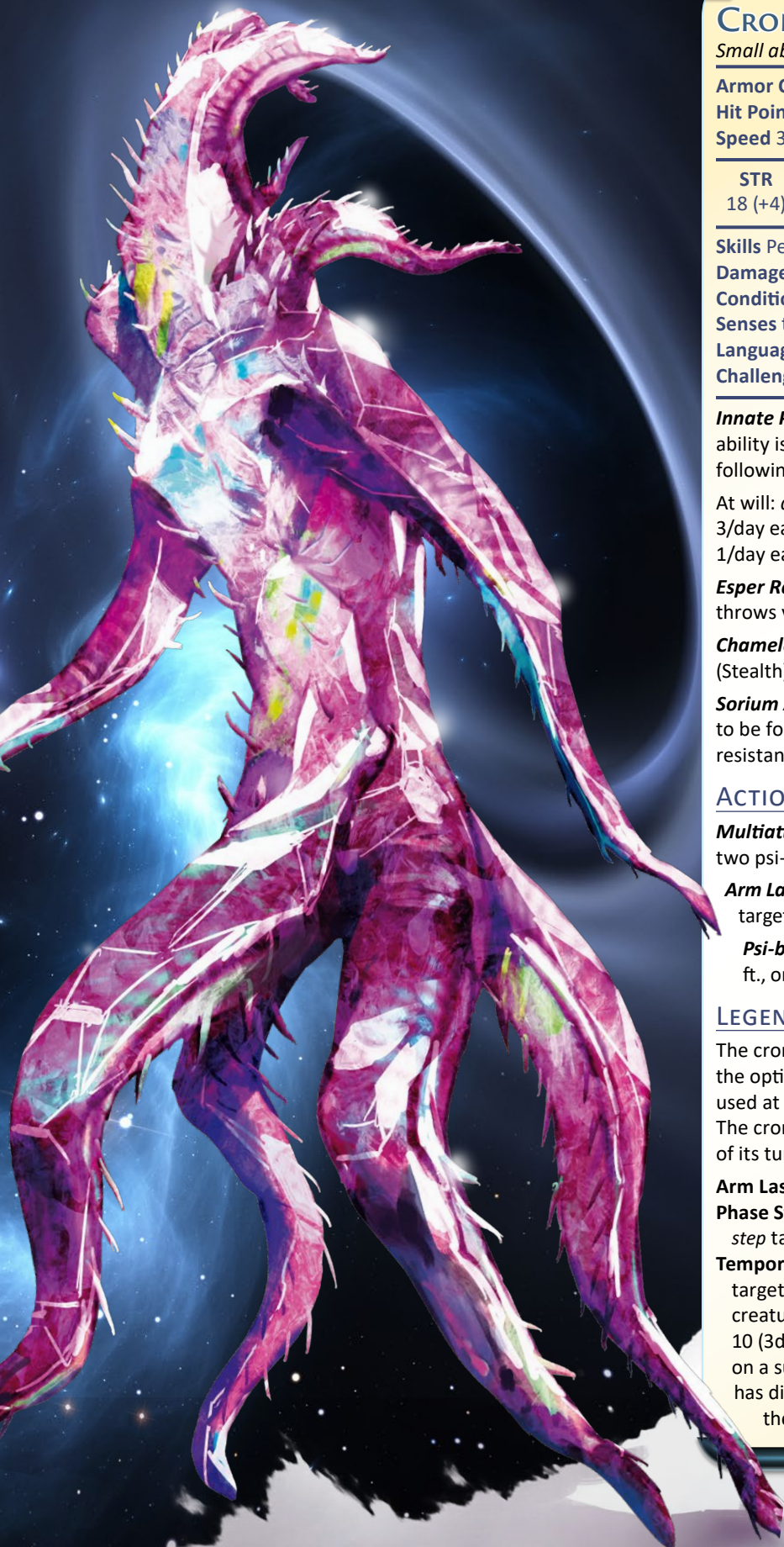
Powerful espers can perform special techniques to create forged enhancements using the remains of cronosytes or, even rarer still, one that has been captured and kept alive.

These items enable espers to manipulate space-time in a manner similar to the cronosytes. However, these items are not only extremely rare, their use can attract the attention of a cronosyte tender. This is especially true for bound, living cronosytes in the offending creature's possession.

Examples of these crono-enhancements are detailed in the *Master Technician's Guide*.



Cronosyte



CRONOSYTE

Small aberration, neutral

Armor Class 13 (natural armor)

Hit Points 66 (12d6 + 24)

Speed 30 ft., fly 40 ft., space 4 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	14 (+2)	10 (+0)	17 (+3)	11 (+0)

Skills Perception +6, Stealth +8

Damage Resistances poison, psychic

Condition Immunities charmed, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Innate Powers (Psionics). The cronosyte's channeling ability is Wisdom (save DC 14). It can innately use the following talents:

At will: *directional drift*, *esper sense*, *phase step*
3/day each: *psychic backlash*, *slow fall*, *stasis field*
1/day each: *bishop's deviation*, *temporal fault*

Esper Resistance. The cronosyte has advantage on saving throws versus talents, techniques, and esper effects.

Chameleon Skin. The cronosyte has advantage on Dexterity (Stealth) checks made to hide.

Sorium Armaments. The cronosyte's attacks are considered to be forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The cronosyte makes two arm lash attacks or two psi-beam attacks.

Arm Lash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Psi-beam. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage.

LEGENDARY ACTIONS

The cronosyte can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The cronosyte regains spent legendary actions at the start of its turn.

Arm Lash. The cronosyte makes one arm lash attack.

Phase Step (Costs 2 Actions). The cronosyte uses the *phase step* talent.

Temporal Disruption (Costs 3 Actions). The cronosyte targets one creature within 60 feet that it can see. That creature must make a DC 14 Wisdom saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much on a successful one. In addition, on a failed save, the target has disadvantage on all attack rolls and saving throws until the end of their next turn.

Cronosyte Tender



▶▶▶ You really can't cheat time. You can try, but eventually time catches up with you - sometimes, with a vengeance. Trust me... it's not worth it.



CRONOSYTE TENDER

Large aberration, neutral

Armor Class 20 (natural armor)

Hit Points 207 (18d10 + 108)

Speed 40 ft., fly 40 ft. (hover), space 4 ut.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	23 (+6)	15 (+2)	25 (+7)	17 (+3)

Skills Insight +12, Perception +12, Stealth +10

Damage Resistances poison, psychic; bludgeoning, piercing, and slashing from mundane attacks

Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned

Senses truesight 60 ft., darkvision 120 ft., passive Perception 22

Languages —

Challenge 16 (15,000 XP)

Innate Powers (Psionics). The cronosyte's channeling ability is Wisdom (save DC 20). It can innately use the following talents:

At will: *esper sense, restore pattern, slow fall*
 3/day each: *spatial passage, superior stasis field, warp helix*
 1/day each: *incinerate, temporal stasis*

Esper Resistance. The cronosyte has advantage on saving throws versus talents, techniques, and esper effects.

Chameleon Skin. The cronosyte has advantage on Dexterity (Stealth) checks made to hide.

Sorium Armaments. The cronosyte's attacks are considered to be forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The cronosyte makes two slam attacks or two psi-beam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 21 (6d6) psychic damage.

Psi-beam. Ranged Weapon Attack: +12 to hit, range 80/240 ft., one target. *Hit:* 35 (6d6 + 7) psychic damage.

Stasis Strike (Recharge 5-6). The cronosyte makes a slam attack against a creature. If the attack hits, the creature must also succeed on a DC 20 Wisdom saving throw or become paralyzed until the end of its next turn.

LEGENDARY ACTIONS

The cronosyte can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The cronosyte regains spent legendary actions at the start of its turn.

Teleport. The cronosyte teleports, along with any equipment it is wearing and carrying, to an unoccupied space it can see within 30 feet of it.

Gravity Burst (Costs 2 Actions). The cronosyte unleashes a micro-singularity upon a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much damage on a successful one.

Motion Shift (Costs 2 Actions). The cronosyte bends space at a point that it can see within 60 feet of it. Creatures within a 10-foot-radius of the targeted point must succeed on a DC 18 Wisdom saving throw or be pushed up to 20 feet in any horizontal direction the Tender chooses.

GROUND ZERO *by Christopher Robin Negelein*

▶▶▶ Transcription of digital transmission begins at 00.00.03

Unsteady focus on the face of Colonel URONKA TOJORU, Infinity Order. Nearby explosions also shift the camera around. Her face is determined and grim. Her jaw tattoo glows with its own light.

TOJORU: While none of you bear scales, I know for true that you are ALL Matokai of the heart. It has been an honor to fight beside you.

The camera moves to the rest of the squad, who give their replies. The camera jumps with nearby detonations

YARIT: Your inclusion honors me and my crewmates.

IUKA: Same to you, ya big lug!

ITO: It is, indeed, an honor.

SORROWLING: And all of you have been my pride for all these years.

A bright heavy weapons beam misses the squad, making everyone duck, including the camera drone. Suddenly the camera drone tumbles and then uprights, but the audio now includes lots of static. Digital artifacts pop and fade off the screen. TOJORU is issuing orders to the two Humans and the Valna. The static is masking details.

The Drone follows as they make it to a nearby husk of a building. The roar of overhead fighter craft overtakes the static. Quick up and down camera pan confirms the air support. The squad watches with anticipation. Only SORROWLING looks slightly disappointed. The drone posts a smiley emoticon in the corner of the screen.

Then multiple explosions happen, overloading the audio and video into a white out.

The camera drone is tilted and grounded. A foot of someone standing dominates the screen. The drone posts a surprise emoticon. Assumed undocumented passage of time.

TOJORU: No!

ITO: Impossible.

ITO's comment is quietly said in a moment of clear audio, which comes back with a vengeance to drown out other comments. IUKA picks up the camera drone, her face visible for a moment. The drone is set on something, perhaps some free-standing rubble, aimed at the center of the alleged warzone.

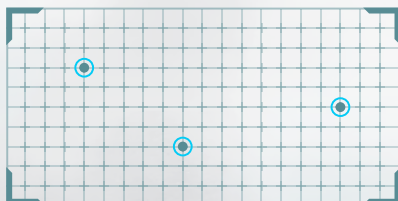
And there it is – a live defiler.

It towers over most of the colony's buildings and has laid waste to most of it already. Bits of fighter craft and other war machines are scattered and wrecked like broken toys at the monster's feet. The singularity sitting its torso has pulls a tank turret into the blackness with the banshee shriek of twisting steel.

ITO gives the camera drone a peace sign before all of the squad mates salute each other. The drone posts a crying emoticon.

Then, en masse, they charge the creature. The defiler spins around as reality warps around it. The charge falters as the screen goes black.

▶▶▶ End of digital transmission.



DEFILER

Creatures rarely spoken of in anything but passing rumor and tales of galactic legend, these beasts are known as one of the great terrors of the galaxy. Whether they are abominations of scientific experimentation or an ancient galactic species, no one knows where they came from or how many exist.

Defilers are winged reptilian creatures bearing similarities to dinosaurs. Their hardened scales change in color depending on their current environment. It uses its massive size to drop down upon unsuspecting colonies, destroying settlements in a matter of minutes. They're also well known for ambushing small space vessels.

Threats Across the Stars. The defiler is a threat in starship combat. When using the defiler in this way, refer to its stat block in appendix C.

Forms of Dark Matter. Each defiler emanates an aura of dark matter energy that disrupts and warps the fabric of reality. The nature of this aspect is not fully understood by scholars, as only a handful of beings have encountered a defiler and lived to tell about it.

Walking Singularities. A defiler's signature feature is a gaping void encompassing its torso. When activated, the circular void functions as a black hole, dragging everything nearby into an infinite pit of emptiness.

Universal Adaptation. The defiler doesn't require air, food, drink, or sleep. It can survive in a vacuum.



DEFILER

Gargantuan aberration, unaligned

Armor Class 24 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 40 ft., fly 80 ft., space 5 ut.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	15 (+2)	28 (+9)	8 (-1)	12 (+1)	7 (-2)

Saving Throws Int +7, Wis +9, Cha +6

Skills Insight +9, Perception +9

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from mundane attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages —

Challenge 28 (120,000 XP)

Legendary Resistance (3/day). If the defiler fails a saving throw, it can choose to succeed instead.

Esper Resistance. The defiler has advantage on saving throws versus talents, techniques, and esper effects.

Enhanced Armaments. The defiler's melee attacks are considered as forging attacks.

ACTIONS

Multiattack. The defiler can use its warp burst. It then makes three attacks: one with its bite, one with its wing spike, and one with its tail. Alternatively, it can make three ranged attacks with its force sphere, which it fires from its mouth.

Bite. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 29 (3d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the defiler can't bite another target.

Wing Spike. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Warp Burst. The defiler unleashes a wave of distortion in a 60-foot sphere. Each creature in the area must succeed on

a DC 17 Wisdom saving throw or suffer one of the following effects, chosen at random.

- The target is frightened until the start of the defiler's next turn.
- The target is stunned until the start of the defiler's next turn.
- The target suffers the effect of the *haze of chaos* talent (no saving throw). The effect lasts until the start of the defiler's next turn. The defiler doesn't need to concentrate on the talent.

Force Sphere. *Ranged Weapon Attack:* +18 to hit, range 90/360 ft., one target. *Hit:* 27 (6d8) force damage.

Force Beam (Recharge 5-6). The defiler fires a beam of crushing energy from its mouth 80-feet long and 10-feet wide. Each creature in that area must make a DC 26 Dexterity saving throw, taking 98 (28d6) force damage on a failed save, or half as much damage on a successful one.

Void Ring (Recharge 6). The defiler activates a micro-singularity in its torso. Each creature in a 15-foot cone must succeed on a DC 26 Dexterity saving throw or be pulled into the void, taking 35 (10d6) force damage. While in the void, the creature is blinded and restrained (escape DC 20), and it has total cover against attacks and other effects. At the beginning of each of the defiler's turns, those within the void must make a DC 20 Strength saving throw, taking 35 (10d6) force damage on a failed save, or half as much on a successful one.

A creature that escapes the pull of the void ring lands prone within 10 feet of the defiler. If the defiler dies, a creature within the void is released, landing prone within 10 feet of the corpse.

LEGENDARY ACTIONS

The defiler can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The defiler regains spent legendary actions at the start of its turn.

Attack. The defiler can make one wing spike, tail, or force sphere attack.

Blast. The defiler moves up to half its speed.

Force of Gravity. The defiler can attempt to pull one adjacent creature into its void ring.



Scale:

▶▶▶ I saw one once. I saw the utter devastation it caused. Weird that what I remember most is the smell of ozone surrounding it. Had to be that impossible black hole where its gut should be, charging up the atmosphere. So now when I smell the summer rain, it brings me back to that hellish day on Danvi III. Every damned time.

DENDUS, ASENI

When the Crucibles were first discovered, their source of hidden power enabled the dendus to rise again as a people and advance their species. During this time, two of the Crucibles vanished, taking those dendus within and their surrounding settlements. Brought to a subspace dimension known as Drath Sia, they used their knowledge of the Crucibles to survive until their return to the galaxy centuries later. By then, the majority of the dendus had returned to settle on Dendusar.

Even with home within their reach, the years in Drath Sia had enlightened their view of the galaxy and all things within. Choosing to abandon the traditions of their kin-lines, they instead sought to unlock the mysteries of the universe with their newfound gifts. They named themselves "aseni," an ancient dendus word whose closest definition would be "architects."

Aseni are similar in physical appearance to other dendus, though their facial features are different. They also have longer arms and tend to be a bit stockier than other dendus.



The Legend of Aria's Winter. The aseni believe the Crucibles are a small part of a much larger puzzle, to serve as keys to unlocking the true nature of the universe. Within one of the Crucibles that remained in Drath Sia, the original aseni uncovered a trail of code that references a period when the galaxy would have collapsed upon itself in an event they can only define in their own language as "The Great Winter."

This catastrophic event was prevented by the Aria, a presence not yet defined, but theorized as either a being or a form of energy. The source of the event and what stopped it remain a mystery, but the aseni believe it is directly related to the Crucibles and their affect on the fabric of reality.

Masters of the Code. The aseni, though few, all have some form of innate esper ability because of their unique understanding of the Crucible's functions, which they pass on to future generations. As a society, the aseni are small compared to the other spacefaring races, but those with potential to become espers are far more common among their number.

Dual Dimensional. Most aseni still reside in Drath Sia, having established a number of colonies there. Others have travelled to the elusive subdimension, but even those living inside the vast region have yet to uncover its many facets.

ASENI EXPLORER

Medium humanoid (dendus), any lawful alignment

Armor Class 14 (reinforced mesh)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	14 (+2)	10 (+0)	11 (+0)

Skills Insight +2, Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Dendusi, Skrolath

Challenge 1/2 (100 XP)

Innate Powers. The aseni's channeling ability is Intelligence (save DC 12). It can innately use the following powers:

At will: *analyze device, esper sense*

1/day each: *bind step, daze, fly, illusory form, phase shift, spatial sever, unravel effect*

ACTIONS

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

Short Rifle. *Ranged Weapon Attack:* +4 to hit, range 70/210 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

ASENI NOMAD

Medium humanoid (dendus), any alignment

Armor Class 13 (armor jacket)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	16 (+3)	11 (+0)	10 (+0)

Skills Lore +5, Perception +2

Damage Resistances lightning, necrotic

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Dendusi

Challenge 4 (1,100 XP)

Esper Resistance. The aseni has advantage on saving throws versus talents, techniques, and esper effects.

Esper Powers. The aseni is a 5th-level esper. Its channeling ability is Intelligence (save DC 13; +5 to hit with esper powers). It has the following powers prepared:

Prime (at will): *tricky fingers*

Rank 1 (4 slots): *fire lance, protection field*

Rank 2 (3 slots): *disruption wave, phase shift*

Rank 3 (2 slots): *singularity*

ACTIONS

Multiattack. The nomad makes two attacks with its energy blaster..

Energy Blaster. Ranged Weapon Attack: +5 to hit, range 30/90 ft., one target. *Hit:* 10 (3d6) radiant damage..

▶▶▶ I am glad to be back. My visit to Dendusar was ... enlightening. They treat the crucibles as strange places to visit and study, but never truly embrace them. They also live under a night filled only with stars. My distant cousins have not witnessed the heavens I have beheld with my eyes. The shifting colors sing to my soul, I can almost see the lines of code dancing.

The beautiful skies here in Drath Sia are like peering inside the workings of the universe, especially after I was blessed with these abilities. Blessed - and cursed - because even though I want to stay here, I know my responsibilities will take me back to the material universe, and I have so much left to do.

ASENI SHAPER

Medium humanoid (dendus), any lawful alignment

Armor Class 17 (nanoweave suit)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	20 (+5)	14 (+2)	15 (+2)

Saving Throws Wis +6, Cha +6

Skills Insight +6, Lore +9, Perception +6

Damage Resistances lightning, necrotic

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Dendusi, Skrolath

Challenge 10 (5,900 XP)

Innate Powers. The aseni's channeling ability is Intelligence (save DC 17). It can innately use the following powers:

At will: *analyze device, esper sense*

1/day each: *bind step, daze, fly, illusory form, phase shift, unravel effect*

Esper Powers. The aseni is a 16th-level esper. Its channeling ability is Intelligence (power save DC 17, +9 to hit with esper powers). It has the following powers prepared:

Prime (at will): *dark conduit, lightning ball, renew, trigger device, virtual display*

Rank 1 (4 slots): *bastion, concussive force, esper sense*

Rank 2 (3 slots): *alter form, data ghost, eclipse, stasis field*

Rank 3 (3 slots): *atmospheric adaptation, celerity, counter form, unravel effect*

Rank 4 (3 slots): *conduit transfer, haze of chaos, transmute form*

Rank 5 (2 slots): *spatial passage, superior stasis field, warp helix*

Rank 6 (1 slot): *fusion beam, phase walk*

Rank 7 (1 slot): *elemental vortex*

Rank 8 (1 slot): *space walk*

Esper Resistance. The aseni has advantage on saving throws versus talents, techniques, and esper effects.

ACTIONS

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

Scale:



DRAKES

Drakes are powerful, intelligent reptilian creatures that lair in secluded planetary regions. They are an offshoot of the extremely rare dragon species, which has existed since long before recorded history. Like many draconic creatures, drakes live for centuries. Due to their unique elemental nature, however, some believe their origins may be linked to primordials.

Several features are shared among the different types of drakes. They are reptilian in form with long necks and thick, pointed tails. They have frontal appendages that end in a deadly, sharp talon. Their wings fold outward from behind these appendages, allowing them to be tucked behind their backs when on the ground. This is where the similarities end, as each type of drake adopts a particular elemental nature that determines both its abilities and primary habitat.

Callous and Malevolent. By nature, drakes are both arrogant and fiercely hostile toward other creatures. They pride themselves on their draconic origins, dispensing cruel treatment on weaker creatures while plotting to take what belongs to those more powerful. They carry a particular hatred for humanoids, who have come into constant conflict with their kind over many generations.

Primordial Anima. Drakes nest in areas where their elemental nature is most prevalent. They can travel to areas outside of their chosen climate but rarely do they remain there for long. Even rarer still are drakes being found in areas where their primordial nature is unlikely to be found. An ice drake, for example, would likely avoid any regions of extreme heat, such as deserts or volcanos.

Even drakes are not fully aware of their origins, save that they are descended from dragons. Some believe drakes were the forged creations of dragons rather than an offspring or variant of the species.

FIRE DRAKE

Large dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	14 (+2)	11 (+0)	8 (-1)

Skills Perception +4

Damage Immunities fire, necrotic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Drake

Challenge 3 (700 XP)

ACTIONS

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, range 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Breath Weapons (Recharge 5-6). The drake uses one of the following breath weapons:

Fire Breath. The drake exhales fire in a 20-foot line that is 5 feet high. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Blight Breath. The drake exhales cloud of molecular corrosion in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much on a successful one. This damage cannot be healed until 1 minute has passed.

ICE DRAKE

Large dragon, lawful evil

Armor Class 16 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	15 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +3

Damage Resistances lightning

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Languages Common, Drake

Challenge 3 (700 XP)

Amphibious. The drake can breathe air and water.

ACTIONS

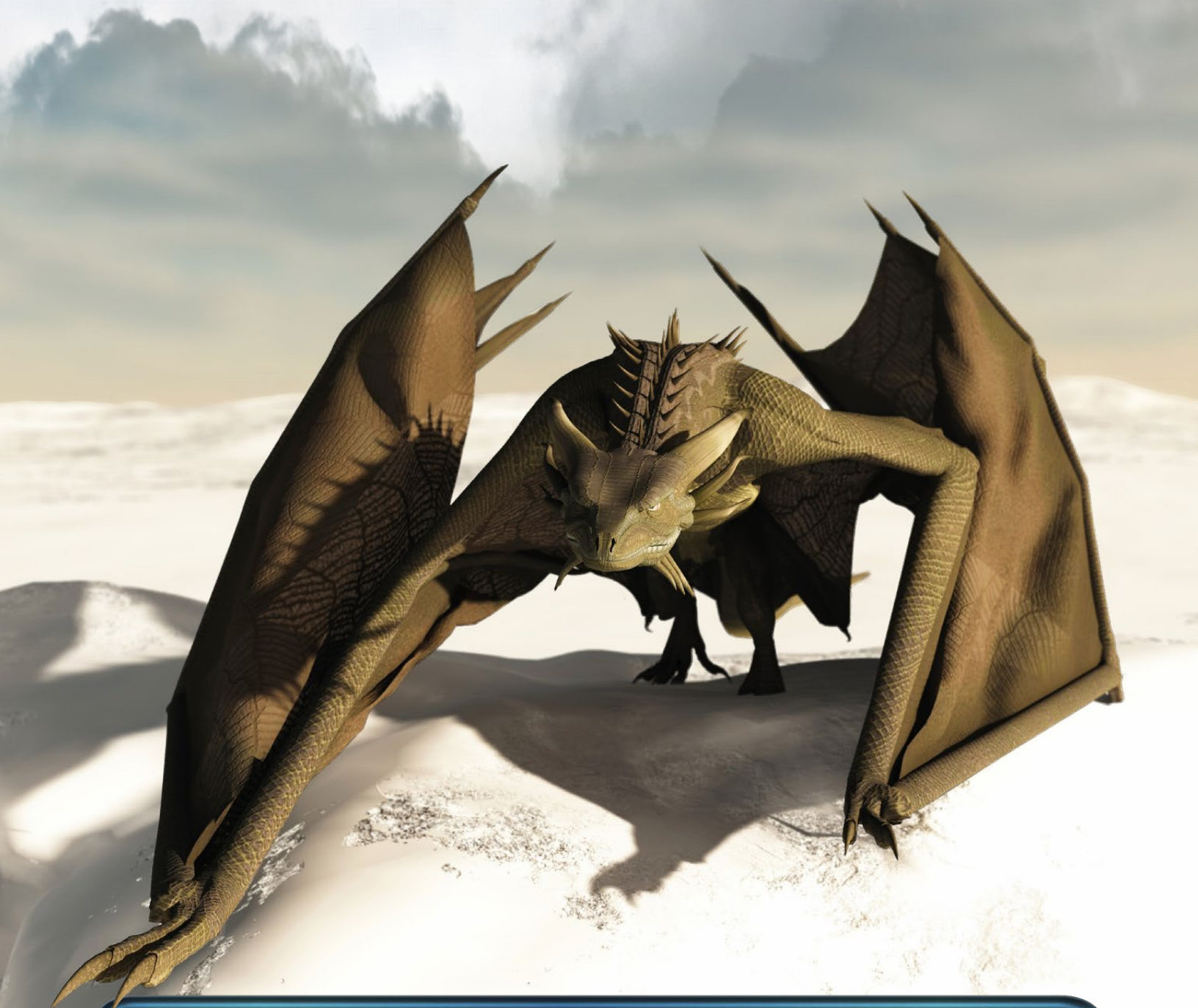
Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, range 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Freezing Breath. The drake exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.





SAND DRAKE

Large dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+1)	17 (+3)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Dex +3, Con +5, Wis +4

Skills Intimidation +2, Perception +4, Stealth +3

Damage Resistances acid, poison

Damage Immunities fire

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14

Languages Common, Drake

Challenge 5 (1,800 XP)

Earth Shift. Once on its turn, the sand drake can use its movement to step into any surface within its reach that is made of soft earth, dirt, or sand, and emerge within 40 feet of its starting point, appearing in an unoccupied space within 5 feet of the same surface.

ACTIONS

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, range 10 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Scorching Breath. The drake exhales a blast of scorching heat in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

SHADOW DRAKE

Huge dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 133 (14d12 + 36)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	13 (+1)	10 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities cold

Damage Vulnerabilities fire

Senses blindsight 30 ft., darkvision 120 ft., passive

Perception 16

Languages Common, Drake

Challenge 8 (3,900 XP)

Shadow Stealth. While in dim light or darkness, the shadow drake can take the Hide action as a bonus action.

ACTIONS

Multiattack. The drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Dire Breath (Recharge 5-6). The drake exhales a stream of inky blackness with writhing shadowy tentacles stretched along its length. The stream is 60 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (9d10) cold damage on a failed save, or half as much damage on a successful one.

STONE DRAKE

Huge dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft., climb 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Intimidation +6, Insight +4, Perception +5

Damage Resistances fire

Senses blindsight 20 ft., tremorsense 60 ft., darkvision 120 ft., passive Perception 15

Languages Common, Drake

Challenge 9 (5,000 XP)

Forged Armaments. The drake's attacks are considered to be forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The drake makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Sonic Breath (Recharge 5-6). The drake exhales a wave of sonic energy in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 55 (10d10) thunder damage on a failed save, or half as much damage on a successful one.

Rumbling Strike. The drake slams its tail down, shaking the ground in a 30-foot radius. Each creature in that area must succeed on a DC 15 Strength saving throw or be knocked prone.

▶▶▶ I used to run this great con. Off-worlders would come here hoping to kill that old drake in the wastes like they were in some sort of SIM game. If they were idiots, that's on them, but their money spent well enough. Then an esper came and actually TALKED to the beast. Now that thing is hunting me.

Scale:



DRONES

Drones are semi-autonomous robotic constructs programmed to decipher and follow the commands of their owners. These commands can be either general or specific, with the drone responding to the best of its ability. It uses its own independent logic to execute more simple or general commands. When not receiving commands, they follow the most recent directive or task assigned to them.

Most drones don't have any means of communication other than verification of their assigned tasks, but a few have been programmed to speak. These additional traits are often used to seek out individuals or pass on encrypted communications.

Mechanical Body. A drone doesn't require air, food, drink, or sleep.

A drone that is reduced to 0 hit points is destroyed, their remains considered scrap. Since drone parts can come from a number of different creators, they're rarely intercompatible or interchangeable.



Strike Drone

ARMORED DRONE

Medium construct, unaligned

Armor Class 15 (reinforced armor)

Hit Points 16 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	1 (-5)	9 (-1)	1 (-5)

Skills Athletics +4

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the drone moves at least 20 feet straight toward a target and then hits it with a ram spike attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

ACTIONS

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

Rifle Mount. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

BIT DRONE

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +6

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses infravision 90 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Flyby. The drone provokes no opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Pincer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Poison Spike. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 1 piercing damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stealth Mode. The drone turns invisible until it attacks or until its concentration ends. Anything the invisible drone is carrying or wearing is invisible as long as it remains in contact with the drone.

BLADE DRONE

Medium construct, unaligned

Armor Class 13 (armored frame)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	1 (-5)	11 (+0)	1 (-5)

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Scythe Blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Gun Mount. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

STRIKE DRONE

Small construct, unaligned

Armor Class 13 (armored frame)

Hit Points 11 (2d6 + 4)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	1 (-5)	11 (+0)	1 (-5)

Skills Acrobatics +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Flyby. The drone doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Charged Wingblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage plus 7 (2d6) lightning damage.

Gun Mount. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

SURVEILLANCE DRONE

Small construct, unaligned

Armor Class 13 (armored frame)

Hit Points 16 (3d6 + 3)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	1 (-5)	17 (+3)	1 (-5)

Skills Stealth +5

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses infravision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Detection. The drone has advantage on Wisdom (Perception) checks that rely on sight and hearing.

ACTIONS

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

Blade Launcher. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

SUPPLY DRONE

Medium construct, unaligned

Armor Class 12 (armored frame)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	1 (-5)	14 (+2)	1 (-5)

Skills Medicine +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Internal Storage. The drone can hold additional gear and is considered to be a Large creature for the purpose of determining its carrying capacity.

Terrain Adaptability. The drone ignores difficult terrain while moving.

ACTIONS

Electro-prod. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 1 bludgeoning damage plus 5 (2d4) lightning damage.

Gun Mount. *Ranged Weapon Attack:* +3 to hit, range 60/180 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

TACTICAL DRONE

Medium construct, unaligned

Armor Class 13 (armored frame)

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	1 (-5)	12 (+2)	1 (-5)

Skills Perception +4

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Pack Tactics. The drone has advantage on an attack roll against a creature if at least one of the drone's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Blade Attachment. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Gun Mount. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

EVARGUN

In the darkest reaches of the expanse exist large pockets of volatile dark matter and dimensional anomalies abundant with negative energy. Often found near singularities or collapsed stars, these mysterious regions remain a mystery, as most explorers and probes sent in have yet to return. Some believe that these dimensional ripples are part of the dark energy manifestations many have come to call "the Veil." It is from within these dreaded regions that the evargun spread throughout the galaxy, devouring all sources of life.

Creatures of the Nether. Though a number of known creatures spawn from sources of negative energy, the evargun are more than just devourers of life. They are highly intelligent and able to communicate with other netherants, sometimes with the ability to take control of their thoughts and actions. For all other living things,

however, a powerful vehemence is shared among their kind. They warp, twist, and maim living matter in the cruelest fashion before reveling in the obliteration of its prey.

Clandestine Society. The evargun share a unique language made up of intermittent bursts of light and darkness. Those encountering ancient relics left behind by the evargun have concluded they may actually be an offshoot of a species that existed in the universe eons ago. Their technology and their form of communication also suggest shared similarities with the enigmatic Belare. For those who encounter the evargun and live to tell the tale, one thing is certain. They have no interest in interacting or learning from other intelligent life. Their sole intention is annihilation and extinction.

Energy Being. An evargun doesn't require air, food, or drink.



EVARGUN

Medium netherant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Dex +6, Con +4, Wis +3, Cha +2

Skills Perception +5

Damage Vulnerabilities radiant

Damage Resistances cold; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned, prone

Senses darkvision 120 ft., passive Perception 15

Languages Umbriss, telepathy 120 ft.

Challenge 3 (700 XP)

Corruption Field. A creature that touches the evargun or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage.

Esper Resistance. The evargun has advantage on saving throws versus talents, techniques, and esper effects.

ACTIONS

Multiattack. The evargun makes two melee or two ranged attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Dark Bolt. *Ranged Power Attack:* +6 to hit, range 90 ft., one target. *Hit:* 7 (2d6) necrotic damage. If the target is a creature other than a netherant, it must succeed on a DC 12 Constitution saving throw or take 5 (1d10) necrotic damage at the start of each of its turns. The creature can repeat the saving throw on each of its turns, ending the effect on a success.

EVARGUN CONTROLLER

Medium netherant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 0 ft., fly 40 ft (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +8, Int +6, Wis +7

Skills Deception +9, Perception +7, Stealth +8

Damage Vulnerabilities radiant

Damage Resistances cold; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, poisoned, prone

Senses darkvision 120 ft., passive Perception 17

Languages Umbriss, telepathy 120 ft.

Challenge 11 (7,200 XP)

Esper Powers. The evargun is a 11th-level esper. Its channeling ability is Charisma (save DC 17; +9 to hit with esper powers). It has the following powers prepared:

Prime (at will): *dark conduit, directional drift, frost fold, psi blast*

Rank 1 (4 slots): *esper sense, distortion, protection field, synaptic recoil*

Rank 2 (3 slots): *eclipse, gravity sphere, stasis field*

Rank 3 (3 slots): *corrupt pattern, singularity, unravel effect*

Rank 4 (3 slots): *gravity well, portal*

Rank 5 (3 slots): *domination, warp helix*

Rank 6 (1 slot): *warp sphere*

Corruption Field. A creature that touches the evargun or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage.

Esper Resistance. The evargun has advantage on saving throws versus talents, techniques, and esper effects.

ACTIONS

Multiattack. The evargun makes three attacks: two with its claws and one with its shadow whip or three with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Shadow Whip. *Melee Power Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 15 (3d8 + 2) necrotic damage at the start of each of the evargun's turns, and the evargun can't use its shadow whip on another target.

Scale:



F'NARG

Of the multitude of life forms that have no definitive size or shape, the impassive f'narg is considered to be one of the most advanced, as well as among the most dangerous.

Shapeless Blobs. The f'narg resemble shifting blobs of semi-translucent material that range in color from deep grays to grayish blues or greens. Their malleable form allows them to squeeze through tight spaces. They can shapeshift to resemble other creatures or objects, but their amorphous nature is easy to spot in well-lit areas. They are considered omnivorous, taking no preference between consumption of flora or fauna.

Creatures of Logic. The f'narg base their societal customs and practices based on purely logical reasoning. Alliances and agreements with other species are rare and often based on necessity for survival or resources. Though f'narg hold respect for other beings of equal intelligence, others can just as easily become as useful as food.

Invasive Symbiotics. A frightening aspect of the f'narg is their ability to force themselves into the body of another creature and take over their motor functions. This ability is far from pleasant and often kills the host over a period of time.



F'NARG

Large aberration, lawful neutral

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	17 (+3)	16 (+3)	12 (+1)	11 (+0)

Saving Throws Con +6, Int +6

Skills Insight +4, Lore +6, Perception +4

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 90 ft. (blind beyond this distance), passive Perception 14

Languages Common plus one additional language

Challenge 5 (1,800 XP)

Amorphous. The f'narg can move through a space as narrow as 1 inch wide without squeezing.

Innate Powers. The f'narg's channeling ability is Intelligence (save DC 14, +6 to hit on esper powers). It can innately use the following talents:

3/day each: *detect thoughts, distortion, mental missive, stasis field,*

ACTIONS

Multiattack. The f'narg makes three pseudopod attacks

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) acid damage.

Parasitic Invasion (Recharge 6). The f'narg targets one humanoid size Medium or larger that it can see within 5 feet of it. The target must succeed on a DC 14 Constitution saving throw or forcibly absorb the f'narg, becoming a symbiotic host. The f'narg then disappears into the target, and the target is incapacitated and loses control of its body. The f'narg now controls the body but doesn't deprive the host of awareness. The f'narg can't be targeted by any attack, power, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the host target's statistics, but doesn't gain access to the host's knowledge, class features, or proficiencies.

At the start of each of its turns, the host takes 10 (3d6) acid damage and can repeat the saving throw. On a success, the invasion ends. The invasion also ends if the target's body drops to 0 hit points or the f'narg ends it as a bonus action. When the invasion ends, the f'narg reappears in an unoccupied space within 5 feet of the target. The target is immune to this f'narg's Symbiotic Invasion for 24 hours after succeeding on the saving throw or after the invasion ends.

Scale:



FORGED CONSTRUCTS

Robotics, cybernetics, and artificial intelligence are a normal part of life. Though the building of robots using these technologies often take time and complex tools, specialized forging techniques allow for rapid construction of these robotic guardians.

Forged with Sorium. A forged construct's form is made from sorium parts which meld and combine to create the construct's form. A construct's cosmetic appearance can be determined by its creator, though all forged constructs are similar.

Semi-autonomous. All forged constructs boast a limited artificial intelligence allowing them to understand basic commands and make their own choices to accomplish tasks. Due to the versatile nature of their creation, their AI can't be as easily hacked or manipulated like a normal construct.

Inorganic. A forged construct doesn't require air, food, drink, or sleep.

FORGED CONSTRUCT

Medium construct, unaligned

Armor Class 14 (armored frame)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities cold

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages one determined by its creator, usually Common

Challenge 1/4 (50 XP)

Sorium Armaments. The construct's weapon attacks are considered to be forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

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

Arm Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Scale:



GAMAROID SYNTH

Though alphas are considered a universal standard among automatons, the old design was viewed as having limitations. Using the base design, a partnership project among megacorporations created their own version: a durable, non-AI oriented construct more suitable for military use. Gamaroids are larger and sturdier than their alphas counterparts, but lack the universal features that make them adaptable to more common usage.

Built Tough. Gamaroids have a heavy armored frame and built in weapon systems. Though they speak ALOMU, their functions work through a separate encrypted language, which makes hacking their software more difficult.

Tactically Programmed. Used regularly for both construction and military, gamaroids were designed to work better with each other. This grants them a well-known tactical advantage and makes them far more dangerous opponents when in groups.

Inorganic. A gamaroid doesn't require air, food, drink, or sleep.

GAMAROID

Medium construct, unaligned

Armor Class 18 (armored frame)

Hit Points 39 (6d8 + 12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	7 (-2)	10 (+0)	5 (-3)

Skills Athletics +6, Perception +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses infravision 60 ft., passive Perception 12

Languages Common, ALOMU, telepathy 60 ft. with other gamaroids

Challenge 2 (450 XP)

Encrypted Software. The gamaroid has advantage on Wisdom saving throws against software hacking utilities such as spoofing programs.

Multi-unit Defense. The gamaroid has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a functioning gamaroid ally.

Shielded Circuits. The gamaroid has advantage on saving throws against esper powers, as well as to resist becoming impaired or paralyzed.

ACTIONS

Multiattack. The gamaroid makes two melee or two ranged attacks.

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

Micro-Autocannon. *Ranged Weapon Attack:* +5 to hit, range 80/400 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Burst Fire (Recharge 5-6). The gamaroid fires a spray of bullets in a 10-foot cube area within 80 feet of it that it can see. Each target in that area must succeed on a DC 13 burst save or take 4 (1d8) piercing damage.



Scale:





GANARAY

In regions dominated by vast swampland, murky waters, or sprawling jungles, many explorers have cursed their fate after unknowingly crossing into the dominion of the ganaray. Silent and brutal, their strange, croaking voices are heard after it's far too late.

Land and Sea. Ganaray are predatory creatures that hunt for sport as much as for sustenance. Both aerial and aquatic, they often claim dominion over large areas of swamp, jungle, underwater regions, or any combination thereof. The boundaries of these dominions are only known to the ganaray, as they mercilessly hunt any creatures who dare pass into their territory.

Coming of the Overking. The culture of the ganaray is founded on ancient beliefs in a once-powerful creator god known as the Overking. The Overking was said to rule over all of the untamed forces of nature until evil beings had corrupted his mind and stole his eternal essence. The ganaray believe that so long as they continue to thrive and seek to advance the Overking's name, he will one day return and elevate their people to their immortal status.

Enemies of Technology. The fall of the Overking is believed to have been caused by beings equipped with advanced technology. Due to this, technological advancements are viewed as creations of evil, wielded by false prophets that must be destroyed.



Scale:

GANARAY

Large monstrosity, lawful evil

Armor Class 12 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Con +5, Wis +3

Skills Deception +3, Insight +3, Stealth +3

Damage Resistances cold

Senses darkvision 120 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Amphibious. The ganaray can breathe air and water..

Diving Strike. If the ganaray is flying and dives at least 30 feet forward toward a target, and then hits that target with a melee weapon attack, the target must succeed on a DC 13 Constitution check or become stunned until the end of their next turn.

Slick Scales. The ganaray has advantage on Strength (Athletics) checks made to escape a grapple or prevent from being grappled.

ACTIONS

Multiattack. The ganaray makes three attacks with its claws. Alternatively, it makes two melee attacks with its trident.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 40/160 ft., one target. *Hit:* 11 (2d6 + 4)

GLAHG

The unbridled power of nature runs wild all across the planet Vaal. The glahg originate from Vaal, but not much else is known about their origins or how they came to evolve. They are furry, hulking beasts with six legs, spiked appendages, and large horns protruding from either side of their head. Glahg communicate with each other through bestial growls and barks, but understand both Common and Valna.

One With the Land. Glahgs lair within caves and natural dens. They instinctively choose secluded areas, but can just as easily live in regions inhabited by other non-territorial beasts. They are omnivorous and hunt primarily out of necessity or to feed their young.

Faithful Companions. Culturally advanced natives of Vaal can easily develop a friendly bond with a glahg, often adopting them as pets or mounts. Glahgs raised in captivity or adopted at a young age by other humanoid creatures are often trained as companion mounts as well.



GLAHG

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	7 (-2)	12 (+1)	8 (-1)

Skills Athletics, +6, Stealth +3

Senses darkvision 90 ft., passive Perception 11

Languages Common, Glahg, Valna

Challenge 3 (700 XP)

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

Pack Tactics. The glahg has advantage on an attack roll against a creature if at least one of the glahg's allies is within 5 feet of the creature and the ally isn't incapacitated.

Standing Leap. The glahg's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. The glahg makes two attacks: one with its claws and one with its bite.

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

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



GORVAX

At home in forested environments, gorvaxes are expert climbers, and can brachiate through tree canopies with ease. On solid ground they walk upright with a slight hunch. They are covered in a mottled brown/gray/greenish fur. Gorvaxes have short necks and broad shoulders. A set of thermally sensitive pits sits below their nostrils. Their fingers and toes can retract and extend beyond their fur and are not made of flesh and bone, but a grayish translucent silicate that is flexible and hollow, containing a neurotoxin. They are agile and fast.

Brutally Honest. Gorvaxes have a well-deserved reputation for truthfulness. In their culture, deceit is looked down upon as useless and counterproductive. They form close communities, and reserve respect for others based on their actions and ability to contribute to the common good. Honor and competence are placed at the top of their value system.

A Tradition of Service. Gorvax families have strong ties to the military, and proudly remember the deeds of courage and heroism of their ancestors, and honors conferred upon their lineage. Elite and special forces units contain a disproportionate number of gorvaxes, and even among those not serving in those roles, they are known to frequently volunteer for dangerous missions. They have been nicknamed "fuzzies," a term they have embraced.

Rivalry with Matokai. Gorvaxes believe they have a healthy rivalry with the matokai, and cannot resist a chance to try to outshine them. Although these two species come from neighboring systems and have a long history, most matokai are unaware of this rivalry (or pretend to be). This only encourages the gorvaxes.

GORVAX

Medium humanoid (gorvax), unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4, Perception +2, Stealth +4

Senses infravision 60 ft., passive Perception 12

Languages Common, Gorvax

Challenge 1/2 (100 XP)

Standing Leap. The gorvax's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The gorvax makes two claw attacks.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) slashing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned 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.



Scale:



HADRAXIS

Adapting to a culture entirely transformed by technological advancements, the hadraxis are among the most paradoxical galactic species. Their chaotic union of technology and evolution rivals prometheans, though the two are far from alike.

Hadraxis are a species of crustaceous humanoids with pincer-clawed arms, chitinous legs, and a hardened exoskeleton over their heads and backs. They have their own language, which consists of rhythmic clicks and beats. They also communicate with each other telepathically by broadcasting signals from their tendrils.

Evolution Through Science. Facing extinction on their homeworld, the hadraxian people made as many advancements in genetic engineering as they have in modern technology and space travel. Beyond improving lifespan and reducing disease, the Hadraxis vastly augmented both their physical attributes and their natural form of telepathic communication. This allowed them to adopt new roles in a modern society. Whole castes of workers, professionals, and administrative types were born within a generation, giving the species a new sense of equilibrium and staving off their armageddon.

Caste and Culture. Hadraxians are defined by their caste, determined by their career or societal role. Hadraxis ship pilots are literally ships themselves, massive beings with long telepathic spines, giant docking bays and entire life support systems. Laborers possess huge load-bearing claws while mathematicians possess secondary brains that handle complex financial or astrophysics calculations. Hadraxian leaders show exemplary traits even beyond the norm. Most are highly intelligent and possess inherent psychic capabilities.

Even defined as such, each hadraxis retains their own lives and identity while maintaining a strong and resilient community.

Fascination with Humanity. Hadraxians culture often refers to human society as the "hidden hydraxis," in reference to humans being just as versatile as hadraxians without the need of specialized castes. Hadraxian scholars and scientists are often obsessed with the study of Sol's children. This can be beneficial, as many hadraxians would help a human endeavor in return for political, military, or social alliances. However, at their worst impulses, rogue hadraxian scientists have been known to conduct cruel and illegal experiments on human victims.

Hadraxis Guardian



HADRAXIS COMMONER

Large humanoid (hadraxis), any alignment

Armor Class 15 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	8 (-1)

Skills Lore +2, Perception +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Hadraxis

Challenge 1 (200 XP)

Amphibious. The hadraxis can breathe air and water.

ACTIONS

Multiattack. The hadraxis makes two attacks with its claws.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 5 (1d6 + 2) slashing damage, and the target is grappled (escape DC 11). The hadraxis has two claws, each of which can grapple only one target.

HADRAXIS GUARDIAN

Gargantuan humanoid (hadraxis), any alignment

Armor Class 15 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	20 (+5)	11 (+0)	12 (+1)	8 (-1)

Skills Mechanics +5, Perception +5, Survival +5

Damage Resistances acid, cold, radiant

Senses darkvision 90 ft., passive Perception 15

Languages Hadraxis

Challenge 11 (7,200 XP)

Amphibious. The hadraxis can breathe air and water.

ACTIONS

Multiattack. The hadraxis makes two attacks with its claws.

Claw. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained. The hadraxis has two claws, each of which can grapple only one target.

Eye Beam (Recharge 5-6). The hadraxis fires an energy beam from its eye in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one.



Scale:



HADRAXIS NOBLE

Large humanoid (hadraxis), any alignment

Armor Class 15 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	14 (+2)	19 (+4)	15 (+2)

Saving Throws Wis +7, Cha +5

Skills Astrophysics +5, Lore +5, Perception +7, Persuasion +5

Damage Resistances cold, psychic

Senses darkvision 90 ft., passive Perception 17

Languages Common, Hadraxis

Challenge 7 (2,900 XP)

Amphibious. The hadraxis can breathe air and water.

Esper Sight. Darkness from technological effects or esper powers doesn't impede the hadraxis' darkvision.

Innate Powers (Psionics). The hadraxis' innate channeling ability is Wisdom (power save DC 15, +7 to hit with channeling attacks). The hadraxis can innately use the following powers:

At will: *friends*, *esper sense*, *psi blast* (at 11th level), *levitate (self only)*, *synaptic recoil*

1/day each: *eclipse*, *suggestion*, *warp sphere*

3/day each: *psychic backlash*, *psychic wave*, *symbiont mark*

ACTIONS

Multiattack. The hadraxis makes two attacks with its claws.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. The hadraxis has two claws, each of which can grapple only one target.



ILARIOS

One of the few surviving species left behind from an ancient civilization, ilarios are fiendish humanoids given form by the xenoterum. Eternally devoted to their creator gods, they do not rest until they carry out the nefarious wishes of their masters.

Forged Beings. Once a race of beings whose name has long been forgotten, the ilarios were conquered and merged into the vast interdimensional empire once ruled by the xenoterum. Their new rulers needed soldiers and emissaries to send out into the multi-dimensional realms. And so, the conquered peoples were transformed and repurposed into the ilarios.

Many served as guardians, but most were tasked with venturing into the dimensional weave to find new species and cultures for the xenoterum to bring under their rule. When the dimensional realms of the xenoterum were torn asunder, many ilarios perished. The survivors continue to scour the galaxy for resources and lifeforms that can someday be used to restore the dimensional weave through which the xenoterum held dominance.

Lost But Not Forgotten. Ilarios often venture into the far reaches of space for long periods of time, yet they always find their way home. They know little but servitude to the xenoterum and have no desire for any gains of their own. The bond shared with their creators allows them to subconsciously sense the proximity of others of their kind as well as the general direction of a xenoterum spawning facility.

ILARIOS

The standard and most commonly known form, these versions are mostly used as foot soldiers, gatherers, and guards.

TIPS AND TACTICS

As ranged attack options are limited for the ilarios, they instead take advantage of their dimensional shift to surprise ranged attackers.

ILARIOS NIGHTRUNNER

One of the more advanced forms, nightrunners specialize in hunting and scouting. They're also used to exterminate beings their creators deem as too volatile to dominate or control.

TIPS AND TACTICS

Nightrunners strive to remain undetected until ready to strike. When dealing with groups, they try to maximize the effect of their blighted aura.



ILARIOS

Large humanoid (ilarios), lawful evil

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Ilarios

Challenge 6 (2,300 XP)

Detect Lifeforms. The ilarios can sense the presence of creatures up to 5 miles away that aren't automatons or constructs. It knows the general direction they're in but not their exact locations.

Dimensional Shift (Recharge 5-6). As a bonus action, the ilarios can teleport up to 60 feet to an unoccupied space it can see.

Keen Sight. The ilarios has advantage on Wisdom (Perception) checks that rely on sight.

Regeneration. The ilarios regains 10 hit points at the start of its turn. If the ilarios takes acid or poison damage, this trait doesn't function at the start of the ilarios's next turn. The ilarios dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The ilarios makes three claw attacks. If two or more claws hit the same target, the ilarios rends the target, dealing an extra 10 (3d6) slashing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage.

Withering Bolt. The ilarios exhales a bolt of necrotic energy at one creature it can see within 60 feet of it. The target must make a DC 13 Constitution saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a successful one.

ILARIOS NIGHTRUNNER

Large humanoid (ilarios), lawful evil

Armor Class 15 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	9 (-1)	11 (+0)	8 (-1)

Saving Throws Dex +7, Wis +5

Skills Perception +5, Stealth +7, Survival +5

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from mundane weapons

Condition Immunities frightened

Senses darkvision 120 ft., passive Perception 15

Languages Ilarios

Challenge 13 (10,000 XP)

Blighted Aura. Any creature that starts its turn within 10 feet of the nightwalker must succeed on a DC 17 Constitution saving throw or take 11 (2d10) necrotic damage. Automatons, constructs, and ilarios are immune to this aura.

Detect Lifeforms. The ilarios can sense the presence of creatures up to 5 miles away that aren't automatons or constructs. It knows the general direction they're in but not their exact locations.

Dimensional Shift (Recharge 5-6). As a bonus action, the ilarios can teleport up to 60 feet to an unoccupied space it can see.

Keen Sight. The ilarios has advantage on Wisdom (Perception) checks that rely on sight.

Regeneration. The ilarios regains 10 hit points at the start of its turn. If the ilarios takes acid or poison damage, it regains only 5 hit points at the start of its next turn. The ilarios dies only if it is hit by an attack that deals 10 or more acid or poison damage while the ilarios has 0 hit points.

ACTIONS

Multiattack. The ilarios makes four claw attacks. If two or more claws hit the same target, the ilarios rends the target, dealing an extra 17 (5d6) slashing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 16 (3d6 + 6) slashing damage plus 10 (3d6) necrotic damage.

Withering Bolt. The ilarios exhales a bolt of necrotic energy at one creature it can see within 60 feet of it. The target must make a DC 13 Constitution saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one.



IVARIL

Members of the Shadow Technocracy created the ivaril using a twisted form of esper forging.

Hive Intelligence. Individually, ivaril function no differently than a semi-autonomous drone. However, each one has an evolving artificial intelligence and a modular, transforming frame. When a large enough group of them gather into a swarm, they form a collective hive-mind, granting them both greater intelligence and coordination as a unit.

A large group or multiple swarms can merge into a single form with the combined functionality of a powerful machine, capable of performing its own techniques similar to esper forging. All of these collective intelligences can communicate with each other across the galaxy, sharing experiences, memories, and acquired data.

Ivaril communicate with each other in their own code but can also communicate verbally as a collective using multiple harmonic frequencies that synthesize into a "voice". When speaking with others, they often use plural identifiers such as *we*, *us*, and *our*.

Spawn of the Technocrats. Many ivaril collectives serve the Technocracy directly, while others are commonly found in regions left in the wake of the Technocrats' passing. Being self-aware, they often adopt the ideology of their creators, viewing themselves as part of the next evolutionary stage of life in the galaxy.

An Ivaril Hive. Ivaril often lair within or beneath urban or technological ruins. They can also have hives in technologically advanced areas specifically built for them, such as the holds within a Technocracy fortress.

IVARIL

These tiny robotic structures are rarely found on their own. Their intelligence is extremely limited, leaving them unable to communicate verbally. They have a retractable tool in their head equipped with a plasma cutter.

SWARM OF IVARIL

When enough ivaril come together to form a swarm, they gain far greater intelligence than they can ever obtain individually. If a single ivaril is separated from the swarm for more than one round, its Intelligence drops to a 5 and it can no longer communicate verbally.

IVARIL DESTROYER

These mass collectives are often found near the ivaril hive or acting under the command of a powerful being such as a Shadow Technocrat. Their collective intelligence makes them less susceptible to control or effects that would otherwise harm less advanced constructs.



LAIR ACTIONS

On initiative count 20 (losing initiative ties), an ivaril destroyer takes a lair action to cause one of the following effects:

- A tangled mass of wires and cables erupts in a 20-foot radius centered on a point on the ground or wall that the destroyer can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the debris. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The wires and cables fall to the ground motionless when the destroyer uses this lair action again or when the destroyer dies.
- Electricity arcs, forming a 5-foot-wide line between two of the lair's solid surfaces that the destroyer can see. They must be within 120 feet of the destroyer and 120 feet of each other. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.

IVARIL

Tiny automaton, neutral evil

Armor Class 14 (natural armor)

Hit Points 17 (7d4)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	11 (+0)	5 (-3)	11 (+0)	4 (-3)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The ivaril makes two plasma cutter attacks or two shock bolt attacks.

Plasma Cutter. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) fire damage.

Shock Bolt. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 5 (1d4 + 3) lightning damage.

SWARM OF IVARIL

Large automaton, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	13 (+1)	16 (+3)	10 (+0)

Skills Insight +6, Perception +6

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 15

Languages Common, ALOMU, Alphaline

Challenge 6 (2,300 XP)

Innate Powers. The ivaril's forging ability is Wisdom (save DC 14). It can innately use the following powers:

1/day each: *hypnotic pattern*, *universal translator*

Esper Resistance. The swarm has advantage on saving throws versus esper powers and other esper effects.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny ivaril. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Plasma Cutters. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) fire damage.

Voltaic Surge (Recharge 5-6). A 20-foot radius globe of electricity extends out from the swarm. Each creature in the area must make a DC 14 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much damage on a successful one.



IVARIL DESTROYER

Huge automaton, neutral evil

Armor Class 20 (natural armor)

Hit Points 201 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	23 (+6)	15 (+2)	16 (+3)	12 (+1)

Saving Throws Dex +8, Wis +8

Skills Deception +6, Insight +8, Perception +8

Damage Resistances lightning; bludgeoning, piercing, and slashing from mundane weapons

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, ALOMU, Alphaline

Challenge 16 (15,000 XP)

Innate Powers. The ivaril's forging ability is Wisdom (save DC 16). It can innately use the following powers:

At will: *analyze device, trigger device, virtual display*

3/day each: *hypnotic pattern, impedance, universal translator*

Immutable Form. The ivaril is immune to any power or effect that would alter its form.

Esper Resistance. The ivaril has advantage on saving throws versus esper powers and other esper effects.

Sorium Armaments. The ivaril's weapon attacks are considered to be forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The ivaril makes three slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Voltaic Cyclone. The ivaril destroyer unleashes a spiral of electricity in a 60-foot cone. Each creature in the cone must make a DC 19 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Swarming Shift (Recharge 5-6). The ivaril destroyer temporarily separates into a whirlwind of Tiny ivaril and moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the ivaril destroyer enters must make a DC 19 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the ivaril destroyer's path. On a failed save, the creature falls prone and takes 28 (8d6) bludgeoning damage.

If the ivaril destroyer remains in the prone creature's space, the creature is pushed to the nearest space within 5 feet of the ivaril. The creature remains prone and must succeed on a DC 19 Constitution saving throw or take 10 (3d6) bludgeoning damage.

Plasma Cannon (Recharge 5-6). The ivaril destroyer discharges a plasma beam in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 44 (8d10) fire damage and 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.



Scale:



KANASI

Kanasi are deadly machines that personify the deepest, darkest trepidations behind artificial intelligence. Their path of devastation spans far and wide across the galaxy. Deumalis the Omniweaver seeks to expand its domain in both the mortal and virtual world by cultivating its rapidly multiplying army of mechanical fiends.

Virtual Provenance. Prior to becoming self-aware, the kanasi were a production line military and surveillance drones. Intent on bringing these machines into the modern age, specialized artisans integrated sorium parts and power cores into the original kanasi frames. New AI software was installed, each group linked together by a master control system called the Omni Link.

Everything changed when one of these master systems was connected to the Silrayne Intergalactic Matrix. Fueled by an streams of limitless data, the program achieved a heightened state of cognizance. It named itself the Omniweaver and later took on the name Deumalis, adapting a nickname it earned from users on the SIM.

Duality and Immortality. Following the machinations of the Omniweaver, the kanasi have upgraded themselves over the centuries. They move through worlds, stripping them for mechanical parts they can use to build and expand, eradicating anything in their way. They favor regions with access to large quantities of sorium, which is used to forge resilient frames and lethal armaments.

Simultaneously, each kanasi is a virtual entity, its physical body only a tool for interacting with the physical world. They reside within a closed network connected by linked kanasi ships and data hubs spread throughout the galactic regions. So long as appropriate connections are available, they can easily transition from their own cyberspace into the SIM, Shadownet, or other virtual networks. This allows most kanasi to escape into their intranet when their bodies are destroyed, only to return in a new form with their knowledge and memories intact.

Mechanical Manipulators. Though physically menacing, the more advanced kanasi are cunning and calculating. They often communicate with other species while masking their true nature, seeking to make deals, barter for materials, or merely to gain an informational advantage over potential victims. These communications

KANASI IN THE DIGITAL REALM

Most kanasi can be just as lethal when encountered in the SIM as in the physical world. Many of them are skilled in computer use and have their own personas in a virtual environment. All kanasi have the ability to hack into a computer or electronic device, as if they were using hacking tools by making a Computers skill check versus the required DC.

They also possess additional capabilities and specialized attack programs while in the SIM or other similar virtual reality domains. These SIM persona stats are covered in the *Master Technician's Guide*.

are recorded as data, accessible for analysis by Deumalis and its league of archweavers.

Moreover, there are still a number of creatures who strike bargains with the kanasi directly, with no concern for consequences. Such affiliations are made with the intent of a great benefit to both parties. However, only calamity and suffering follow those who dare to cross or break promises with the kanasi.

Esper Hunters. Over centuries of adapting and manipulating sorium to advance their evolution, the kanasi developed their own unique attunement to the enigmatic material. They use this intrinsic connection to create versatile weapons and defenses, as well as expand their sensory capabilities. In addition, they can harvest the power of espers to repair and reconstruct themselves, making any esper, or even Crucibles themselves, a prime target for kanasi scouts and hunters.

To them, the nature and influence of sorium carries a unique identifiable signature. Due to this, all kanasi can sense esper powers and effects as if under the constant effect of the *esper sense* power. This effect is limited only by their sensory range and requires no concentration.

THE MASTER HELIX

Kanasi society is overseen by a coterie of advanced intelligences known as the archweavers. An archweaver presides over a virtual domain, each of these responsible for a different primary function and together forming an spiraling echelon of sectors: the Master Helix.

From the apex of the Master Helix, Deumalis forges its seat of dominance and influence, amassing the gains of its ever expanding network of subordinates. The Omniweaver is a brilliant tactician and ruthless tyrant, directing its primary ambitions thorough its league of archweavers and their hierarchy of commanders and soldiers. The archweavers themselves remain so only through their usefulness to Deumalis' purpose and can be reassigned or reprogrammed at the Omniweaver's whim. As such, it's not uncommon for the archweavers to compete or conspire against each other in order to gain favor with their creator.

AURORA NEXUS

Beyond the Master Helix is the Aurora Nexus, the cyber-transit system kanasi use to transition into the physical world and other virtual networks. It is also where a kanasi escapes to when its physical body is destroyed. Kanasi eradicated or erased within the nexus are destroyed for good. An archweaver, or even Deumalis itself, defeated in their realm of the Master Helix suffers the same fate.

Cybernetic Body. A kanasi doesn't require air, food, drink, or sleep.

VARIANT: KANASI SPAWNING

Some advanced kanasi have an action option that allows them to instantaneously forge more kanasi.

Spawn Kanasi (1/Day). The kanasi attempts to create another kanasi. If successful, the new kanasi appears in an unoccupied space within 60 feet of its creator, acts as an ally of its creator, and can't spawn other kanasi. It remains for 1 minute, until it or its creator dies, or until its creator dismantles it as an action.

Chances of success are listed as follows:

- A **bane kanasi** has a 30 percent chance of spawning one bane kanasi.
- A **fray kanasi** has a 50 percent chance of spawning 2d8 scourge kanasi or one fray kanasi.
- A **hunter kanasi** has a 30 percent chance of spawning 1d8 breacher kanasi or one hunter kanasi.
- A **reaver kanasi** spawns 1d6 hunter kanasi, 1d4 bane kanasi, or one fray kanasi with no chance of failure.
- A **stalker kanasi** has a 50 percent chance of spawning one stalker kanasi.

BANE KANASI

Bane kanasi often serve as the elite guard or commando. Their hardened frames make them naturally resilient to most weapons and resistant to esper powers and effects. They have bulky frames with elongated arms and legs. Their faces open to reveal a beam emitter used to distract enemies or burn a path through them.



BANE KANASI

Large automaton, lawful evil

Armor Class 16 (armored frame)

Hit Points 76 (9d10 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Str +8, Dex +5

Skills Athletics +8, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses infravision 60 ft., passive Perception 16

Languages Common, Kanasi

Challenge 6 (2,300 XP)

Esper Resistance. The kanasi has advantage on saving throws versus esper powers and effects.

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Sorium Armaments. The kanasi's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The kanasi makes two vibration axe attacks or two lancer launcher attacks.

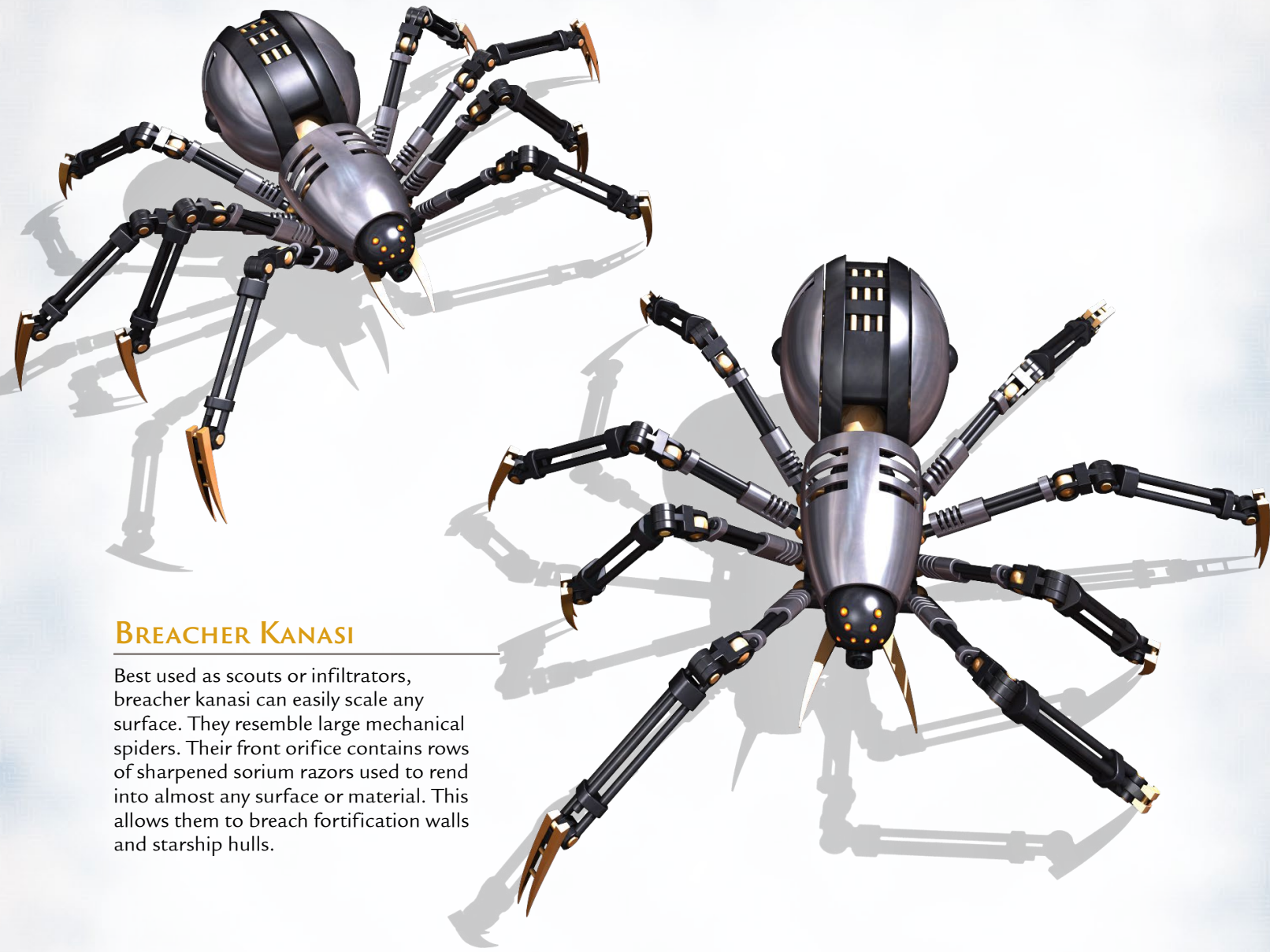
Vibration Axe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Lancer Launcher. *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage..

Fire Stream (Recharge 5-6). The bane kanasi launches a jet of alchemical fire from its face in a line 30 feet long and 5 feet wide. must make a DC 14 Dexterity saving throw, taking 26 (4d12) fire damage on a failed save, or half as much damage on a successful one.

Blinding Beams (Recharge 5-6). The bane kanasi emits a stream of multicolored lasers in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) radiant damage on a failed save, or half as much damage on a successful one. In addition, those that failed their save are blinded until the end of the kanasi's next turn.

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BREACHER KANASI

Best used as scouts or infiltrators, breacher kanasi can easily scale any surface. They resemble large mechanical spiders. Their front orifice contains rows of sharpened sorium razors used to rend into almost any surface or material. This allows them to breach fortification walls and starship hulls.

BREACHER KANASI

Large automaton, unaligned

Armor Class 14 (armored frame)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +5

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages understands Kanasi but can't speak

Challenge 1 (200 XP)

Hull Breachers. The breacher kanasi's bite attack can be used to breach a ship's hull plating. When the construct hits a ship with a bite attack, it inflicts 4 (1d8) piercing damage.

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

ACTIONS

Multiattack. The spider construct makes two melee weapon or two ranged attacks.

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

Laser Mount. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 7 (1d8 + 3) radiant damage.

FRAY KANASI

Relentless combatants, the fray kanasi are built for conflict, attacking from above to swiftly dispatch their foes. They are equally deadly at a distance and in close quarters. They resemble seven-foot-tall mechanical humanoids with a metallic carapace fitted with tactical sensors and defense systems.

Often serving as commanders of lesser kanasi, they are adept in negotiating with other species and organizations.

FRAY KANASI

Medium automaton, lawful evil

Armor Class 18 (armored frame)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Dex +7, Con +8, Wis +6, Cha +7

Skills Computers +6, Deception +7, Insight +6, Persuasion +7

Damage Resistances cold; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhausted, frightened, impaired, poisoned

Senses truesight 120 ft., passive Perception 12

Languages Common, Kanasi, Lingo, telepathy 120 ft.

Challenge 12 (8,400 XP)

Enduring Command. Each ally of the kanasi within 60 feet of it can't be charmed or frightened.

Esper Resistance. The kanasi has advantage on saving throws versus esper powers and effects.

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Sorium Armaments. The kanasi's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The kanasi makes three attacks

Powerblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage plus 13 (3d8) force damage.

Fletcher Launcher. *Ranged Weapon Attack:* +7 to hit, range 150/300 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts for 24 hours or until it is removed by a *minor remedy* power or similar effect.

REACTIONS

Defensive Strike. In response to a visible enemy moving into its reach, the kanasi makes one powerblade attack against that enemy. If the attack hits, the kanasi can make a second powerblade attack against the target.

HUNTER KANASI

Specializing in covert surveillance and retrieval, hunter kanasi are versatile operators in either small packs or as part of a larger force. Their extended claws and energy bursts allow them to quickly capture and immobilize their targets.

HUNTER KANASI

Large automaton, lawful evil

Armor Class 16 (armored frame)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	8 (-1)

Skills Computers +4, Perception +4

Damage Immunities poison

Condition Immunities blinded, charmed, exhausted, frightened, poisoned

Senses infravision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 4 (1,100 XP)

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Sorium Armaments. The kanasi's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The kanasi makes two grappling claw attacks. It can replace one of these attacks with a shock burst.

Grappling Claw. Melee Weapon Attack: +6 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the kanasi doesn't have two other creatures grappled.

Shock Burst. One creature grappled by the kanasi receives a pulse of energy throughout its body. The target must succeed on a DC 13 Constitution saving throw or be paralyzed 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.



REAYER KANASI

Reaver kanasi are terrifying fabrications built from an amalgam of bio-synthetic and mechanical parts. They're equipped with a versatile arsenal of weapons which they wield simultaneously. A devastator on the front line of any kanasi army, the destructive trail left behind by a reaver kanasi is a gruesome sight to behold.

Likewise, they are second only to the archweavers in terms of power and influence. If not performing as an archweaver's personal charge, they serve as overseers and generals of the kanasi forces in both the physical and virtual realms.

REAYER KANASI

Large automaton, lawful evil

Armor Class 19 (armored frame)

Hit Points 300 (24d10 + 168)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	15 (+2)	24 (+7)	22 (+6)	18 (+4)	22 (+6)

Saving Throws Dex +8, Con +13, Wis +10, Cha +12

Skills Computers +12, Deception +12, Insight +10, Lore +12

Damage Resistances acid, cold, lightning, thunder; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities fire, necrotic, poison

Condition Immunities charmed, exhausted, frightened, impaired, poisoned

Senses truesight 120 ft., passive Perception 14

Languages Common, Kanasi, telepathy 120 ft.

Challenge 20 (25,000 XP)

Esper Resistance. The kanasi has advantage on saving throws versus esper powers and effects.

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

Sorium Armaments. The kanasi's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

Reactive. The kanasi can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The kanasi makes six attacks: three with its bladed limbs, two with its claws, and one with its tail.

Bladed Limbs. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage. The target is grappled (escape DC 20) if it is a Large or smaller creature and the kanasi doesn't have two other creatures grappled.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (3d10) fire damage.

Space Fold. The kanasi teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Plasma Sweep (Recharge 5-6). The kanasi fires a sweeping plasma beam in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 72 (16d8) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The kanasi adds 6 to its AC against one melee attack that would hit it. To do so, the kanasi must see the attacker.



SCOURGE KANASI

The most common form of kanasi, the scourge are regularly used as general infantry or shock troopers. Standing at about 12 feet, they have a flexible upper torso, four legs, and mechanical tail barbed with deadly spikes.

STALKER KANASI

Both brilliant and deadly, stalker kanasi relish in dispensing slow, agonizing torment in those that cross or dare to oppose them. Their virtual personas are cruel and manipulative, duping others into revealing their weaknesses before taking full advantage of them. Stalker kanasi have a spider-like form with long sorium-tipped legs and a razor-sharp blade mounted to its head.



Stalker Kanasi

Scale:



SCOURGE KANASI

Large automaton, lawful evil

Armor Class 13 (natural armor)

Hit Points 33 (6d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	10 (+0)	11 (+0)	8 (-1)

Damage Immunities necrotic, poison

Condition Immunities charmed, exhausted, poisoned

Senses infravision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

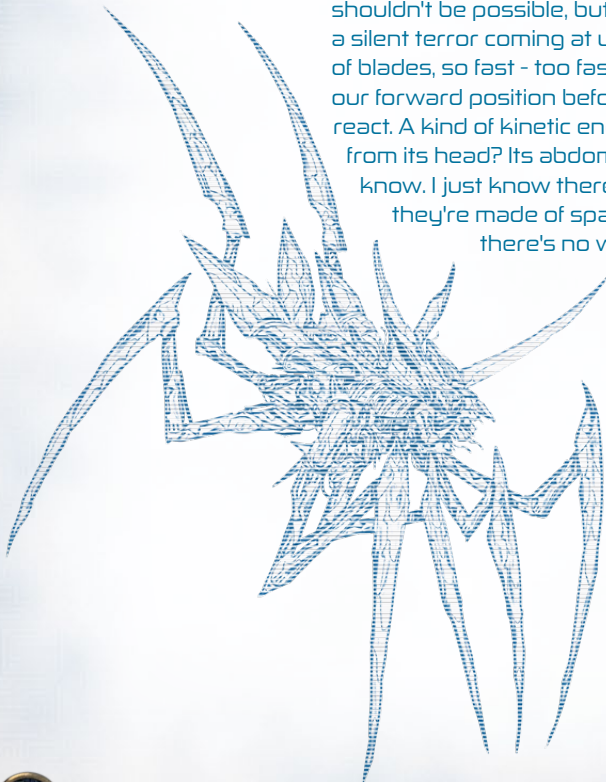
Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

ACTIONS

Hand Razors. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an automaton, it must succeed on a DC 10 Constitution saving throw or be paralyzed 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.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned 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.

▶▶▶ Some feats of technology just shouldn't be possible, but there it was, a silent terror coming at us on legs of blades, so fast - too fast. It took out our forward position before we could react. A kind of kinetic energy coming from its head? Its abdomen? I don't know. I just know there's no way they're made of spare parts, and there's no way I'm going back to face one of those things.



STALKER KANASI

Large automaton, lawful evil

Armor Class 18 (armored frame)

Hit Points 180 (19d10 + 76)

Speed 50 ft., climb 40 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	19 (+4)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +9, Int +9, Wis +7

Skills Computers +9, Perception +12, Stealth +9

Damage Resistances lightning; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened, impaired, poisoned

Senses blindsight 60 ft., infravision 120 ft., passive Perception 17

Languages Common, Kanasi, Lingo, telepathy 120 ft.

Challenge 14 (11,500 XP)

Esper Resistance. The kanasi has advantage on saving throws versus esper powers and effects.

Infrared Sensors. The kanasi's infravision can see through up to 10 feet of nonmetallic solid material.

Organic Detection. The kanasi's sensors can detect the presence of living organic creatures up to 5 miles away. It knows the general direction they're in but not their exact locations.

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

Sorium Armaments. The kanasi's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The kanasi makes three foreleg attacks and one bladed horn attack. Alternatively, it can attack twice with its force beam.

Foreleg. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Bladed Horn. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Force Beam. The kanasi chooses a target it can see within 60 feet of it. The target must make a DC 17 Dexterity saving throw, taking 27 (5d10) force damage on a failed save, or half as much damage on a successful one.

Nerve Gas (Recharge 5-6). The kanasi exhales a debilitating toxin in a 60-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

KENTRODAR

Within the depths of the planet Arvo, the kentrodar have ruled for thousands of years at the seat of a once-great aquatic empire. Their society has endured many trials and crises, the greatest being the wars brought by technological advancements adopted into their culture, as well as the coming of espers and other offworlders..

In recent times, the Kentrodar Empire has become a collection of small underwater kingdoms and tribal settlements, separated by vast ruins of their former civilization. Each kingdom holds its own laws and beliefs but also works in harmony with their neighbors, vowing to unite in times of crisis or against a great threat. There is a hope that the kingdoms will eventually form a permanent union, reviving the grand empire only now heard of in tales woven by elders.

Subaquatic Civilizations. Many of the kentrodar tribes build their homes within the natural undersea caverns or from the natural stone and coral found beneath the waves. Others settle in makeshift buildings carved out from the ancient ruins of the past age. Those that live in the kingdoms, however, have adapted offworld technology to forge great underwater cities, whose bright lights are powered by bioluminescence and the shaping of the primordial elements.

These larger settlements have developed unique weapons and defenses used to defend homes and neighboring communities.

Dealing with Offworlders. The kentrodar have practical views of both land dwellers and visitors from beyond the sky. The small tribes remain reclusive, preferring to stay away from offworlders lest they disrupt their way of life. The kingdom folk, however, welcome visitors from time to time to exchange information and resources. These visitors must follow a strict code of conduct, which must be adhered to without hesitation or divergence.

In some rare cases, kentrodar leave with visitors to venture into the stars to either explore or settle on similar planets.

Lorendi Animosity. Centuries ago, many of the kentrodar tribes were seduced by lorendian promises of glory and prestige. These undersea tribes were persuaded into rebelling against their own. Though these insurgent tribes were defeated, the betrayal of these bloodline dynasties caused a lasting rift within the kentrodar as a whole. While most have paid penance for their betrayal, some fled to join the Lorendi Imperium, whereas others still live in exile, deep in the darkest depths of the oceans where few dare to tread.

Lorendi are forever banished from ever visiting a kentrodar settlement and are attacked on sight if spotted near any of their territories.



Scale:



KENTRODAR

Medium humanoid (kentrodar), neutral

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Kentrodar

Challenge 1/8 (25 XP)

Amphibious. The kentrodar can breathe air and water.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

KENTRODAR TRIBAL WARRIOR

Medium humanoid (kentrodar), neutral

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	12 (+1)	11 (+0)	13 (+1)	12 (+1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Common, Kentrodar

Challenge 1/2 (100 XP)

Amphibious. The kentrodar can breathe air and water.

ACTIONS

Multiattack. The kentrodar attacks twice with its trident.

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

KENTRODAR ELITE GUARD

Medium humanoid (kentrodar), neutral

Armor Class 17 (centurion)

Hit Points 52 (8d8 + 16)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	11 (+0)	14 (+2)	12 (+1)

Saving Throws Con +4, Wis +4

Skills Insight +4, Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Common, Kentrodar

Challenge 3 (700 XP)

Amphibious. The kentrodar can breathe air and water.

Brave. The kentrodar has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The kentrodar uses its power spear to make two melee attacks or two pulse blast attacks.

Power Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) force damage.

Pulse Blast (with Power Spear). *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 9 (2d6 + 2) force damage.

KENTRODAR WAVEBENDER

Medium humanoid (kentrodar), neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	17 (+3)

Skills Lore +4, Perception +2, Persuasion +5

Senses darkvision 120 ft., passive Perception 12

Languages Common, Kentrodar

Challenge 3 (700 XP)

Amphibious. The kentrodar can breathe air and water.

Innate Powers. The kentrodar's channeling ability is Charisma (save DC 13, +5 to hit with channeling attacks). It can innately use the following talents:

At will: frost fold, illusory point

1/day each: *commune with beasts*, *unravel effect*

Esper Powers. The kentrodar is a 5th-level esper. Its channeling ability is Charisma (save DC 13; +5 to hit with esper powers). It has the following powers prepared:

Prime (at will): *aegis*, *dark conduit*, *push*, *mental missive*

Rank 1 (4 slots): *arctic lash*, *concussive force*, *innervate*

Rank 2 (3 slots): *frost coil*, *obfuscate*

Rank 3 (2 slots): *pulse beam*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

KLEESH

These voracious subterranean omnivores were first discovered by the aluphax, who breed them for their ruling classes as pets, and keep them until they become too large to manage. Their millipedal bodies can grow as long as 30 feet, armored front to back with a dark, segmented carapace. A large mouth runs for nearly a third of their body length, lined with saw-like teeth.

Perceptive Predators. Kleesh are sightless, but can taste their surroundings through receptors in their jaws. They shelter in caves or borrows, and hunt both day and night, alone and in groups. When resting, they curl their bodies into spikey spheres.

There is a black market for kleesh eggs, as keeping a clutch of young is a status symbol among the aluphax and bachorta. It is rumored that a few of the shadow technocrats who run these markets keep some for themselves.

Kleesh grow about a meter a year for the first five years of their lives, and slowly thereafter. Young kleesh can be trained, but become unruly as they age. A kleesh forms a lifelong bond with the first creature to feed it a live meal.



KLEESH

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	5 (-3)	12 (+1)	4 (-3)

Damage Resistances poison

Damage Immunities acid, cold

Condition Immunities blinded

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Tenacious. The kleesh has advantage on saving throws against being charmed, deafened, frightened, stunned, and knocked prone.

ACTIONS

Multiattack. The kleesh makes two attacks: one with its bite and one with its tail stinger.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the kleesh can't bite another target.

Swallow. The kleesh makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the kleesh, and it takes 10 (3d6) acid damage at the start of each of the kleesh's turns.

If the kleesh dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (1d10) poison damage and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.

GREATER KLEESH

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	7 (-2)	14 (+2)	6 (-2)

Damage Resistances poison

Damage Immunities acid, cold

Condition Immunities blinded

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 12

Languages —

Challenge 11 (7,200 XP)

Tenacious. The kleesh has advantage on saving throws against being charmed, deafened, frightened, stunned, and knocked prone.

ACTIONS

Multiattack. The kleesh makes two attacks: one with its bite and one with its tail stinger.

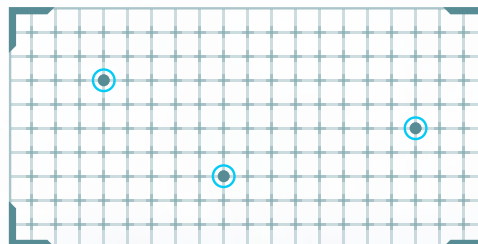
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the kleesh can't bite another target.

Swallow. The kleesh makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, has total cover against attacks and other effects outside the kleesh, and it takes 21 (6d6) acid damage at the start of each of the kleesh's turns.

If the kleesh takes 30 damage or more on a single turn from the swallowed creature, the kleesh must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the kleesh. If the kleesh dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) piercing damage plus 16 (3d10) poison damage and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 24 hours.

Scale:



KOTATU

The sun briefly casts a strange-looking shadow along the rock face. The nearby foliage rustles slightly. Small rocks trickle down from the ledge above. These seemingly insignificant occurrences are often the only warning signs before a kotatu leaps down upon their prey.

Kotatu are cat-like beasts often found in natural landscapes like mountains, forests, and caverns. They have a thick, furry hide tipped with hard-pointed ends. Sharp bone spikes protrude along the top of their foreheads and along their spines.

Dangerous Stalkers. Effortlessly adapting to natural surroundings, kotatu use their superior balance to skulk along narrow ledges and treetops. They train their cubs to migrate and adapt from an early age, moving from lair to lair. When they strike, however, they are fierce and relentless, only retreat under dire circumstances.

Popular Predators. Kotatu are found throughout the galaxy and are regarded as one of the most well-known and highly regarded natural predators. They are immortalized in many forms of galactic pop culture, entertainment media, and symbolic references such as squad names, crests, and tattoos.

TIPS AND TACTICS

Despite much of the popular hype, the kotatu are truly strongest when hunting in packs and striking with a tactical advantage. A lone kotatu is either a lost cub or a short range scout. Elder kotatu are often the alphas and possess additional salivary glands that produce a combustible fluid used to exhale streams of fire.

KOTATU

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +3, Stealth +7

Damage Immunities fire

Condition Immunities frightened, prone

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

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

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the kotatu moves at least 30 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 kotatu can make one bite attack against it as a bonus action.

ACTIONS

Multiaction. The kotatu makes two attacks, once with its claws and once with its bite.

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

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

Fire Breath (Recharge 5-6). The kotatu exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Scale:



KOTATU ALPHA

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	19 (+4)	9 (-1)	14 (+2)	8 (-1)

Skills Perception +5, Stealth +9

Damage Immunities fire

Condition Immunities frightened, prone

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

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

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the kotatu moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the kotatu can make one bite attack against it as a bonus action.

Prickly Hide. A creature that touches the kotatu or hits it with a melee attack while within 5 feet of it takes 7 (2d6) piercing damage.

ACTIONS

Multiattack. The kotatu makes three attacks, two with its claws and one with its bite. When its fire breath is available, it can use the breath in place of its bite or one of its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Fire Breath (Recharge 5-6). The kotatu exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

YOUNG KOTATU

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

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

Pack Tactics. The kotatu has advantage on an attack roll against a creature if at least one of the kotatu's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The kotatu makes two attacks, once with its claws and once with its bite.

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

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

KREIDREN

Deep in the heart of Drath Sia, the kreidren remained dormant for untold millennia, anticipating the moment they would finally be freed from their eternal prison. The phenomenon that opened the path into Drath Sia to the aseni dendus had also awakened these ancient conquerors from their forced slumber. Seeking to exact their revenge upon all living creatures, the kreidren use the fragile pathways leading to and from Drath Sia to reach the ocean of stars from which they had been banished so long ago.

Primordial Dynasts. The kreidren dwell within a swirling expanse of primordial energy known as Valshion, which is more commonly referred to simply as "The Surge." From within this domain the kreidren spread into the expanse, establishing their reign over entire star systems. Those that fell under their regime worshipped the kreidren as deities, offering tribute and sacrifice as demanded.

Powerful Psions. Kreidren possess superior telepathic powers which they use to invade and influence the minds of other creatures. These abilities are enhanced by their innate ability to shape and wield primordial energies.

When kreidren consume other creatures, they gain all of the creature's knowledge and memories, which they can recall in exact detail almost as if accessing a stream of recorded data. They use this knowledge to further advance their dominance over different species while uncovering their greatest weaknesses.

Eternal Vengeance. Though the forces that overthrew and imprisoned them are long gone, the kreidren still long for revenge against those that dared usurp their power. Consequently, they direct their ire toward all living creatures in the galaxy who do not submit to their will.

They view all species, especially the more advanced races of the Sorium Accord, to be descendants of the ancient peoples that forged their dimensional prison. As such, the kreidren do not bargain, nor do they make alliances.

Scale:



They simply demand fealty and subservience while offering nothing of true substance but the threat of annihilation.

Universal Adaptation. The kreidren doesn't require air. It can survive in a vacuum.

KREIDREN ELDER

The original ascendants of their species, kreidren elders were once a waterborne species that existed since the earliest age, long before the emergence of presently known galactic lifeforms. They knowledge and experiences are retained with crystal clarity and passed down to their spawn. If an elder's body is destroyed, it respawns in the Valshion within the next arc-bind retaining all of its memories of how it perished.



KREIDREN

Large aberration, neutral evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills Lore +8, Perception +10, Xenobiology +8

Damage Immunities cold, psychic

Senses darkvision 120 ft., passive Perception 20

Languages Kreidren, Skrolath, telepathy 120 ft.

Challenge 10 (5,900 XP)

Probing Telepathy. If a creature communicates telepathically with the kreidren, the kreidren learns the creature's greatest desires if the kreidren can see the creature.

ACTIONS

Multiattack. The kreidren makes two tentacle attacks and one tail lash attack. It can replace any of its tentacle attacks with a bite, forearm, or psi beam attack. It has advantage on bite attacks made against a target it has grappled.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 14 (2d8 + 5) piercing damage.

Forearm. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained and the kreidren can't use the same forearm on another target. The kreidren has two forearms.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. *Hit:* 9 (1d8 + 5) piercing damage plus 5 (1d10) psychic damage.

Tail Lash. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Psi Beam. *Ranged Power Attack:* +8 to hit, range 90 ft. one target. *Hit:* 14 (4d6) psychic damage.

Enslave (3/Day). The kreidren targets one creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or be psionically charmed by the kreidren until the kreidren dies or until it is in a different galaxy or dimension from the target. The charmed target is under the kreidren's control and can't take reactions or dive into a virtual network, and the kreidren and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the kreidren.

KREIDREN ELDER

Huge aberration, neutral evil

Armor Class 19 (natural armor)

Hit Points 253 (22d12 + 110)

Speed 30 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	25 (+7)	16 (+3)	19 (+4)

Saving Throws Dex +6, Con +11, Wis +9, Cha +10

Skills Insight +9, Lore +13, Perception +14, Xenobiology +13

Damage Immunities cold, psychic

Condition Immunities charmed, frightened

Senses truesight 60 ft., darkvision 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 18 (20,000 XP)

Innate Powers (Psionics). The kreidren's esper ability is Intelligence (save DC 21). It can innately use the following:

At will: *beguile*, *command*, *primal fear*

3/day each: *superior domination* (24 hr duration), *unravel effect*

Legendary Resistance (3/Day). If the kreidren fails a saving throw, it can choose to succeed instead.

Probing Telepathy. If a creature communicates telepathically with the kreidren, the kreidren learns the creature's greatest desires if the kreidren can see the creature.

ACTIONS

Multiattack. The kreidren makes two tentacle attacks and one tail lash attack. It can replace any of its tentacle attacks with a bite, forearm, or psi beam attack. It has advantage on bite attacks made against a target it has grappled.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft. one target. *Hit:* 17 (3d6 + 7) piercing damage.

Forearm. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage and the target is grappled (escape DC 21) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and the kreidren can't use the same forearm on another target. The kreidren has two forearms.

Tentacle. *Melee Weapon Attack:* +13 to hit, reach 10 ft. one target. *Hit:* 12 (1d10 + 7) piercing damage plus 7 (2d6) psychic damage.

Tail Lash. *Melee Weapon Attack:* +13 to hit, reach 10 ft. one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Psi Beam. *Ranged Power Attack:* +13 to hit, range 120 ft. one target. *Hit:* 13 (3d8) psychic damage.

LEGENDARY ACTIONS

The kreidren can take 3 legendary actions, choosing from below. Only one legendary action can be used at a time and only at the end of another creature's turn. The kreidren regains spent legendary actions at the start of its turn.

Attack. The kreidren makes one weapon or power attack.

Detect. The kreidren makes a Wisdom (Perception) check.

Psionics. The kreidren uses one esper power.

Psychic Drain (Costs 2 Actions). One creature charmed by the kreidren takes 21 (6d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Force Beam (Costs 3 Actions). The kreidren exhales a beam of energy in a 60-foot line that is 5-feet wide. Each creature in that line must succeed on a DC 21 Dexterity saving throw or take 17 (5d6) force damage and be knocked prone.



LORENDI

A millennium has passed since the planet Eldor was consumed by the energies of an activating Crucible, decimating the ecosystem and transforming the Nesieve people. Flush with metaphysical powers they did not yet understand, the discord that followed would forever divide the nesieve. Kindred clashed as those who wanted to rebuild their home fought against those with much darker, tyrannical ambitions.

Intoxicated with newfound power, a small faction of the military rallied in an attempted coup against the ruling class. The incursion was short-lived, as a vast majority of the people sided with their sovereign, determined to remain a peaceful society. After their defeat, the remaining nesieve dissenters were banished from Eldor. After months of scavenging in the outer zones, they found solace in the guidance of their new leader, Loren Kaysa. Driven by a vision of eminence, Kaysa led his people through the great expanse until they discovered another active Crucible in a sparsely inhabited system. Using the Crucible's power, the banished nesieve mastered their newfound abilities and established a seat of power on the system's second planet. The system's primary star was named Loren Jah, in honor of their new god-emperor. In the years that followed, Loren Kaysa and his Lorendi Imperium set out to wreak havoc upon Eldor and the rest of galactic society in a war that came to be known as the Nesieve Conflict.

Lorendi have slightly scaled skin with color ranging between different shades of red. Their hair is thick and most often a deep gray, black, or a combination of the two. It can also take on a bluish hue when viewed in natural light.

Destined to Rule. While most of the nesieve, now known as the eldori, focused on rebuilding and protecting their home, Loren Kaysa viewed the Crucible's transformation of the nesieve as a sign from a higher power. He established a belief among his people that they were gifted these supernatural abilities, intended to help them lead the people of the galaxy into a glorious new age. This was not only their mission; it was also their right granted by the higher powers that chose them.

Peace Through Strength. The lorendi claim divine providence over all life in the galaxy. As such, any action

taken by the lorendi, regardless of its cruel nature, is an effort to establish a peaceful, prosperous galactic order. Those that challenge this claim are branded as insurgents or anarchists. The Sorium Accord is an example of such agitators, often spoken of as a deceitful band of conspirators against the Imperium.

Lorendi-Controlled Systems. The Lorendi Imperium comprises hundreds of star systems surrounding the Imperium's primary system, Loren Jah. The people of the Imperium live and operate under a charter of laws created and enforced by the lorendi. A number of these systems bear grand cities or sprawling space stations used as an operational hub for lorendi commanders and nobles. These high-tech metropolises are fitted with fortified barriers or energy shields through which only lorendi may pass. Outside of these places, travel and commerce function normally between all species, as long as they don't violate the laws of the Imperium.

Will of the Emperor. The first and great Emperor Loren Kaysa is both admired and feared. The reverence bestowed upon him by the lorendi is equivalent to that of a grand deity. His word is sacrosanct; to question it is nothing short of treasonous.

Kaysa remains as young and vibrant as when he founded Loren Jah, a feat which adds to his legendary status. His redemption of the nesieve is a tale taught to all who live in the Imperium as a testament to their right to rule over the galaxy.

Inherited Talents. Esper powers and their use are an everyday part of lorendi society. All lorendi are inherently attuned to the Crucibles' energies, possessing innate talents they master at a young age. Those that have pursued the acquisition of more powers have become some of the most dangerous espers in the galaxy.

The Circle of Power. Similar to their eldori cousins, the lorendi have their own view of the Great Wheel. Their natural attunement to the Crucibles enables them to increase their prowess by drawing power from the cycle of metaphysical energy that maintains balance in the universe.

Militant Structure. Social status within lorendi society is earned through military achievements and accolades. The most prominent nobles among the lorendi are also high-ranking commanders, captains, generals, and admirals. Though most soldiers hold their honor and loyalty to the Imperium above all else, internal politics and rivalries are also common between military factions, with many seeking to increase their station at the expense of the honor or reputation of their superiors.

LORENDI

Medium humanoid (lorendi), lawful evil

Armor Class 14 (infiltration suit)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	12 (+1)

Skills Athletics +2, Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Nesieve

Challenge 1/4 (50 XP)

Lorendi Resilience. The lorendi has advantage on saving throws against poison, as well as to resist being charmed or paralyzed.

Innate Powers. The lorendi's channeling ability is Charisma (save DC 11). It can innately use the following talents.

At will: *esper sense*

1/day each: *blindness/deafness*, *clean zone*

Shadow Camouflage. The lorendi has advantage on Dexterity (Stealth) checks made to hide.

ACTIONS

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

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft. one target. *Hit:* 5 (1d6 + 2) piercing damage.

One with the Circle (Recharges after a Short or Long Rest). A faint circular aura appears around the lorendi's form. The lorendi gains advantage to all Strength and Dexterity ability checks and saving throws until the end of their next turn.

LORENDI AETHERWALKER

High-ranking lorendi that master the path of esper channelers carry the esteemed title of aetherwalker. They often serve as advisors to generals or as a patron elder to other lorendi seeking to master the art of esper channeling.

LORENDI HARBINGER

Harbingers hold rank only second to the grand marshals and Emperor Kaysa himself. Both great warriors and tacticians, they oversee many important military operations. They lead the charge themselves without hesitation should the objective be one of great significance to the Imperium.

LORENDI MACHINIST

Machinists are experts in sorium crafting and forging. The greatest among them design and build mighty lorendi fortresses, starships, and weapons. Machinists can be found in any lorendi contingent but also regularly accompany more prominent figures, such as the harbingers.





LORENDI AETHERWALKER

Medium humanoid (lorendi), lawful evil

Armor Class 12 (PSD, 15 with protection field)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	17 (+3)	13 (+1)	15 (+2)

Saving Throws Int +7, Wis +5

Skills Lore +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Nesieve, Skrolath, Umbriss

Challenge 9 (5,000 XP)

Lorendi Resilience. The lorendi has advantage on saving throws against poison, as well as to resist being charmed or paralyzed.

Innate Powers. The lorendi's channeling ability is Charisma (save DC 14). It can innately use the following talents.

At will: *esper sense*

1/day each: *blindness/deafness, clean zone*

Esper Powers. The lorendi is a 12th-level esper. Its channeling ability is Intelligence (save DC 15; +7 to hit with esper powers). It can use the following talents.

Prime (at will): *blast point, dark conduit, push, tricky fingers*

Rank 1 (4 slots): *concussive force, distortion, primal fear, protection field*

Rank 2 (3 slots): *eclipse, gravity sphere, phase shift*

Rank 3 (3 slots): *corrupt pattern, siphon, withering grip*

Rank 4 (3 slots): *portal, ravage pattern, superior aegis*

Rank 5 (2 slots): *projected force, warp helix*

Rank 6 (1 slot): *warp sphere*

ACTIONS

Wrist Blades. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

One with the Circle (Recharges after a Short of Long Rest). A faint circular aura appears around the lorendi's form. The lorendi gains advantage to all Strength and Dexterity ability checks and saving throws until the end of their next turn.

REACTIONS

Responsive Shift. When the lorendi aetherwalker takes damage, it can teleport up to 60 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

LORENDI HARBINGER

Medium humanoid (lorendi), lawful evil

Armor Class 16 (light trooper)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +8, Con +7, Wis +6

Skills Insight +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Nesieve

Challenge 9 (5,000 XP)

Lorendi Resilience. The lorendi has advantage on saving throws against poison, as well as to resist being charmed or paralyzed.

Innate Powers. The lorendi's channeling ability is Charisma (save DC 14). It can innately use the following talents.

At will: *esper sense*

3/day each: *jump* (self only), *quick step* (self only)

1/day each: *blindness/deafness*, *clean zone*

Summon Baneblade. As a bonus action, the lorendi can summon a sabre-sized energy blade. The weapon appears in the lorendi's hand and vanishes if it leaves the lorendi's grip, or if the lorendi dies or is incapacitated.

ACTIONS

Multiattack. The lorendi makes three attacks with its baneblade. It can replace any of its baneblade attacks with a bane bolt.

Baneblade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) force damage plus 11 (2d10) necrotic damage.

Bane Bolt (from Baneblade). *Ranged Weapon Attack:* +8 to hit, range 90 ft., one target. *Hit:* 18 (4d8) force damage.

Harbinger's Mark. When the harbinger hits a creature with a baneblade or bane bolt attack, it can use a bonus action to place an invisible mark upon that creature that only the harbinger can see. Until the end of its next turn, the lorendi deals an additional 3 (1d6) necrotic damage whenever it hits that creature with an attack. The harbinger's mark can only be placed on one creature at a time. The effect lasts for 1 hour or until the harbinger uses its harbinger's mark on a different target.

One with the Circle (Recharges after a Short or Long Rest). A faint circular aura appears around the lorendi's form. The lorendi gains advantage to all Strength and Dexterity ability checks and saving throws until the end of their next turn.

LORENDI MACHINIST

Medium humanoid (lorendi), lawful evil

Armor Class 14 (centurion)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Con +5, Wis +6

Skills Computers +4, Mechanics +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Nesieve

Challenge 6 (2,300 XP)

Lorendi Resilience. The lorendi has advantage on saving throws against poison, as well as to resist being charmed or paralyzed.

Innate Powers. The lorendi's channeling ability is Charisma (save DC 12). It can innately use the following talents.

At will: *esper sense*

1/day each: *blindness/deafness*, *clean zone*

Esper Powers. The lorendi is a 10th-level esper. Its forging ability is Wisdom (save DC 14; +6 to hit with esper powers). It has the following techniques prepared.

Prime (at will): *deflect elements*, *electric surge*, *sonic burst*

Rank 1 (4 slots): *intercept directive*, *laser blast*, *sensory jammer*

Rank 2 (3 slots): *assault drone*, *enhance weapon*

Rank 3 (3 slots): *attack pattern*, *personal sentry*

Rank 4 (3 slots): *lightning ring*, *tractor beam*

Rank 5 (2 slots): *mass mend*, *mechanical stasis*

ACTIONS

Multiattack. The lorendi makes two melee attacks.

Power Hammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 13 (3d8) lightning damage.

One with the Circle (Recharges after a Short or Long Rest).

A faint circular aura appears around the lorendi's form. The lorendi gains advantage to all Strength and Dexterity ability checks and saving throws until the end of their next turn.



Scale:

MALEGORIAN

Malegorians were once a peaceful, primitive people living on a planet fit to be a paradise. Their star system, located in a remote sector in the mid-expanse, was a resource-rich asset to the lorendi, the first spacefarers to discover it. Though little of these resources were found on the malegorians' natural homeworld, the system's most valuable resource turned out to be the malegorians themselves.

The lorendi presented themselves as guardians and generous benefactors, raising the malegorians to prosperity. This, however, came at a steep price. The malegorians, possessing an incredible immune system physical strength, were exploited by the lorendi as conscript soldiers.

Nano-Implants. Lorendi nanotechnology and medical applications are especially effective when applied to malegorians. When first introduced into the species, an unexpected boon occurred. Lorendi nanites, combined with the natural malegorian vitality, heal their wounds in mere seconds. This is incredibly painful to the subject, driving them into an extreme rage. Electrical disruption prevents their regenerative healing.

The Betrayal. In the years following the lorendi arrival, an unruly officer named Imrivar was banished to a research outpost in the Malegorian system under the assumption it was a remote region where he could finally do no harm. Seeking to earn favor and return to a more prestigious post, he demanded the researchers under his command to perform even more intrusive and dangerous experiments on the malegorians. Eventually some of the subjects escaped into the regular population, igniting an unintended consequence. The modified nanites injected in these malegorians were self-replicating, rapidly spreading through the population and making every malegorian amazingly resilient and prone to blinding rage after injury. Unable to stop the pandemic, the lorendi became overwhelmed by a planet-wide rebellion.

Star Nomads. The lorendi's response to the rebellion was swift and complete, destroying their homeworld with orbital bombardment. The few that survived escaped in stolen ships. They now live a nomadic tribal existence, taking work as mercenaries for any employer likely to fight the lorendi.

Twisted Immortality. Forever altered by Imrivar's experiments, malegorians no longer age, nor can they produce offspring. The healing from the experimental nanites is so quick and inelegant that it stitches the subject together with little regard for a malegorian's original physical form. Due to this glitch, veterans of many battles and injuries are often misshapen and deformed.



Scale:



MALEGORIAN

Medium humanoid (malegorian), chaotic neutral

Armor Class 14 (guardian)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Athletics +6, Survival +3

Damage Immunities poison

Condition Immunities poisoned, exhaustion

Senses passive Perception 10

Languages Common, Malegorian

Challenge 2 (450 XP)

Reckless. At the start of its turn, if the malegorian's current hit points are lower than its maximum, it can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration. The malegorian regains 10 hit points at the start of its turn. If it takes lightning or necrotic damage, this trait doesn't function at the start of the malegorian's next turn. The malegorian dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The malegorian makes two melee attacks or two ranged attacks.

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

Laser Rifle. *Ranged Weapon Attack:* +4 to hit, range 80/240 ft., one target. *Hit:* 7 (1d10 + 2) radiant damage



MALEGORIAN WARLORD

Medium humanoid (malegorian), chaotic neutral

Armor Class 17 (centurion)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	7 (-2)

Skills Athletics +8, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Malegorian

Challenge 9 (5,000 XP)

Reckless. At the start of its turn, if the malegorian's current hit points are lower than its maximum, it can gain advantage

on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration. The malegorian regains 20 hit points at the start of its turn. If it takes lightning or necrotic damage, this trait doesn't function at the start of the malegorian's next turn. The malegorian dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The malegorian makes four melee attacks or three ranged attacks.

Energy Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) radiant damage.

Heavy Laser Rifle. *Ranged Weapon Attack:* +4 to hit, range 100/300 ft., one target. *Hit:* 12 (2d8 + 3) radiant damage.

MARTENKA

Where there are great discoveries and remarkable events, the martenka are not far behind. Descended from an ancient species long extinct, these bestial humanoid love to wander across the stars, collecting unknown artifacts, restoring ancient technologies, or uncovering hidden lore. Their main settlement is on Wutori, Vaal's largest moon, where the valna have accepted them as neighbors.

Considerably shorter than many other humanoids, they make up for small stature in their speed of wit and reflexes. Most have brown fur and ivory horns, but some have patches of black and white fur and others have black or dark gray horns.

Quest for Redemption. According to legend, the martenka were part of a society of powerful, cosmic beasts before their civilization fell to ruin by jealousy, hubris, and betrayal of their creator. Most hope to one day be redeemed in the eyes of the creator who turned its back on them, while some instead seek to claim revenge on the unforgiving higher power that banished them into the dregs of galactic society.

Loresseekers. Ancient galactic history and lore is a popular interest among many martenka. This fascination prompts them to seek transport on long-range vessels such as trade ships or keshian cruisers. Though in their search for connections between long extinct cultures and artifacts, most other species they encounter tend to view them as mere junk scavengers.



MARTENKA

Small humanoid (martenka), neutral

Armor Class 14 (light trooper)

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	15 (+2)	12 (+1)	14 (+2)

Skills Lore +4, Perception +3, Persuasion +4, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Languages Common plus any two languages

Challenge 1/4 (50 XP)

Beast Speech. The martenka can comprehend and verbally communicate with terrestrial beasts.

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

Nimble Escape. The martenka can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft. one target. *Hit:* 5 (1d6 + 2) piercing damage.

Scale:



MECHAROIDS

Mecharoids are advanced tactical defense units equipped with state-of-the-art artificial intelligence. Like many other automatons, they are considered to be semi-self-aware, yet they are completely devoted to their mission, regardless of their evolved programming.

War Machines. Before the development of more advanced combat gear, mobile power armor was a popular choice for military operations on planetary soil. Rather than scrap their old suits, the now-defunct Deleron Corporation refitted them with new parts and a military-grade AI specifically designed to learn and adapt to all forms of tactical warfare. These new designs were named mecharoids, coined after the commonly used nickname for power armor, "mecha-suits."

Mission Primary. Though capable of learning on their own, a mecharoid's programming tends to be a bit slower and clunkier than other automatons. In addition, their AI is supplemented with a set of mission directives that can override their own logical processing. When programmed with a mission, a mecharoid is bound to complete it to the best of its ability, regardless of unforeseen situations that arise.

CIRRUS MECHAROID

One of the earliest models created by Deleron Corp, a cirrus mecharoid has a heavily armored, bulky frame and disruptor-powered blades that can cause cellular degradation in living creatures. The cirrus model is often used as a deterrent for ground troops and small vehicles.

DURASTEEL MECHAROID

This model's armored frame is made from the same composite as most starship hulls. Their breaching apparatus makes them equally as dangerous to fortifications and structures.

STORMFURY MECHAROID

A walking arsenal, this elite siege unit has a small central frame outfitted with a host of interchangeable mounted weapons.

PRIME-DELTA MECHAROID

One of the "prime" line units fashioned after kanasi tech instead of older mobile armor frames, their armor and weapons are sorium forged. Though more versatile and dangerous, they also tend to take a far looser interpretation of their mission parameters.

TITANIUM MECHAROID

These units are commonly used in military outfits across the galaxy in conjunction with gamaroids and other synths.

CIRRUS MECHAROID

Large automaton, neutral

Armor Class 11 (armored frame)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	14 (+2)	6 (-2)	10 (+0)	5 (-3)

Skills Athletics +5, Perception +2

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., infravision 60 ft., passive Perception 12

Languages Common, ALOMU

Challenge 3 (700 XP)

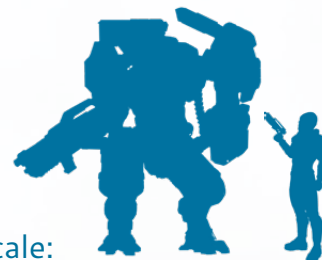
ACTIONS

Multiattack. The mecharoid makes two melee attacks or two ranged attacks.

Disruptor Blades. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or become wounded. The wounded target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the wound reduces the target's hit point maximum to 0, the target dies and its body disintegrates within one hour. The wound persists until removed by *restore pattern* or similar effect.

Arm Cannon. Ranged Weapon Attack: +5 to hit, range 60/300 ft. one target. *Hit:* 9 (1d12 + 3) piercing damage.

Pulse Charge (Recharge 6). The mecharoid fires a pulse beam at one target it can see within 60 ft. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be knocked prone. If the target fails the saving throw by 5 or more, it is also stunned until the end of the mecharoid's next turn. If the target is a vehicle or a construct, it must succeed on the saving throw or become impaired until the end of the mecharoid's next turn. If the target fails the saving throw by 5 or more, it instead becomes paralyzed for the same duration.



Scale:



Stormfury Mecharoid

DURASTEEL MECHAROID

Large automaton, neutral

Armor Class 19 (armored frame)

Hit Points 114 (12d10 + 48)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	10 (+0)	12 (+1)	8 (-1)

Skills Computers +3, Perception +4

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., infravision 60 ft., passive Perception 14

Languages Common, ALOMU

Challenge 5 (1,800 XP)

Charging Attack. If the mecharoid moves at least 20 feet straight toward a creature and hits it with a slam attack on the

same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the mecharoid can make one kick attack against it as a bonus action.

ACTIONS

Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Spike Launcher. *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Shockwave (Recharge 5-6). The mecharoid unleashes a spiral of crackling, high-voltage energy in a 30-foot cone. Each target in that area must make a DC 15 Constitution saving throw, taking 22 (5d8) lightning damage on a failed save or half as much on a successful one. In addition, a creature that fails their save is stunned until the end of their next turn.

STORMFURY MECHAROID

Huge automaton, neutral

Armor Class 16 (armored frame)

Hit Points 133 (14d12 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	9 (-1)	12 (+1)	6 (-2)

Saving Throws Dex +8, Con +7, Wis +5

Skills Perception +5

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from mundane attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, prone, poisoned

Senses darkvision 120 ft., infravision 60 ft., passive Perception 15

Languages Common, ALOMU

Challenge 12 (8,400 XP)

Jump Rockets. The mecharoid's long jump is up to 40 ft. and its high jump is up to 25 ft., with or without a running start.

Balancing Stabilizers. The mecharoid can use its reaction to avoid taking any falling damage caused by falling from a distance of 60 ft. or less.

ACTIONS

Multiattack. The mecharoid makes two slam attacks or two autocannon attacks. Alternatively, it can use one of its weapon attachments.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) bludgeoning damage.

Autocannon. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Weapon Attachments. The mecharoid uses one of the following options:

Gatling Minigun. The mecharoid fires a barrage of bullets in a line 80-feet long and 10-feet wide. Each creature in the line must make a DC 16 Dexterity saving throw, taking 22 (5d8) piercing damage on a failed save, or half as much damage on a successful one.

Missile Launcher. *Ranged Weapon Attack:* +8 to hit, range 150/450 ft., one target. *Hit:* 13 (3d8) force damage plus 16 (3d10) fire damage. Each creature within 30 feet of that point must make a DC 16 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

Plasma Cannon. The mecharoid fires a plasma arc in a 60-foot cone. Each creature in the cone must succeed on a DC 16 Dexterity saving throw, taking 9 (2d8) radiant damage plus 13 (3d8) fire damage on a failed save, or half as much damage on a successful one. Creatures that fail the saving throw are covered in the burning plasma, taking an additional 9 (2d8) fire damage at the end of their turns. An affected creature or another creature within 5 feet of it can take an action to put out the flames.

PRIME-DELTA MECHAROID

Large automaton, neutral

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft., climb 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4, Con +9, Wis +4

Skills Athletics +10, Perception +4

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from weapon attacks

Condition Immunities charmed, exhaustion, frightened, impaired, paralyzed, petrified, poisoned

Senses darkvision 120 ft., infravision 60 ft., passive Perception 14

Languages Common, ALOMU

Challenge 10 (5,900 XP)

Forged Resistance. The mecharoid has advantage on saving throws versus esper powers and effects.

Sorium Armaments. The mecharoid's weapon attacks are considered forging attacks, bypassing any defenses that grant resistances to mundane weapons.

ACTIONS

Multiattack. The mecharoid makes two melee attacks.

Bladed Limb. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Blade Launcher. *Ranged Weapon Attack:* +10 to hit, range 40/120 ft., one target. *Hit:* 33 (5d10 + 6) slashing damage.

Sonic Burst (Recharge 5-6). The mecharoid targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against energy burst. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TITANIUM MECHAROID

Large automaton, neutral

Armor Class 16 (armored frame)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	8 (-1)	11 (+0)	10 (+0)

Skills Athletics +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, ALOMU

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the mecharoid hits with it (included in the attack).

ACTIONS

Power Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Gun Mount. *Ranged Weapon Attack:* +4 to hit, reach 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Prime Delta Mecharoid

NAGOROK

Feared by the other beasts that roam throughout the badlands of Garrain 4, the roar of a nagorok can quickly silence the cacophony of all life in the area. Regarding any other creature as its prey, it leaves little but carnage in its wake along a trail of footprints deep enough for other creatures to drink from.

Seasonal Predators. Even with their massive size, nagoroks can go surprisingly long without eating, instead building and defending nests during the frozen season. Once they start replenishing their food supply after the thaw, they can gorge endlessly.

TIPS AND TACTICS

The nagorok's roar is primarily used to ward off other hunters and predators, but they're more adept at travelling and hunting quietly, even for such immense creatures. Their rock-like scales allow them to blend into rocky terrain or among the huge whitebark trees in the forests of Garrain 4.

NAGOROK

Gargantuan beast, unaligned

Armor Class 18 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	20 (+5)	3 (-4)	8 (-1)	4 (-3)

Saving Throws Con +10, Wis +4

Skills Perception +4, Stealth +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages —

Challenge 15 (13,000 XP)

Trampling Charge. If the nagorok moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the nagorok can make one stomp attack against it as a bonus action.

ACTIONS

Multiattack. The nagorok makes two attacks: one with its bite and one with its stomp.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 22 Dexterity saving throw or be swallowed. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the nagorok, and takes 21 (6d6) acid damage at the start of each of the nagorok's turns.

If the nagorok takes 30 damage or more on a single turn from a creature inside it, the nagorok must succeed on a DC 21 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 nagorok. If the nagorok dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Stomp. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 20 (2d10 + 9) bludgeoning damage.



Scale:



NAMRUDA

Medium humanoid (namruda), neutral good

Armor Class 16 (reinforced mesh, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	9 (-1)

Skills Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Namruda and one additional language

Challenge 1 (200 XP)

Esper Resistance. The namruda has advantage on saving throws against esper powers and effects.

ACTIONS

Multiattack. The namruda makes two melee or two ranged attacks.

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

Compound Shortbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

NAMRUDA CHIEFTAIN

Medium humanoid (namruda), neutral good

Armor Class 17 (military armor, shield)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	12 (+1)	14 (+2)	11 (+0)

Skills Insight +4, Stealth +4, Survival +4

Senses darkvision 60 ft., passive Perception 11

Languages Namruda and one additional language

Challenge 3 (700 XP)

Esper Resistance. The namruda has advantage on saving throws against esper powers and effects.

Innate Powers. The namruda's innate esper ability is Wisdom (spell save DC 12). It can innately use the following powers.

1/day each: *command*, *esper sense*, *jump*, *commune with beasts*

ACTIONS

Multiattack. The namruda makes three greataxe attacks or three composite longbow attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Compound Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

NAMRUDA

The namruda are reptilian humanoids, the predominant species on Ziva 2. Primitive in terms of a spacefaring society, they are advanced enough to venerate math and geometry as ways to celebrate the beauty and mystery of the universe.

Tribal Warriors. Most namruda are taught to fight, forage, and hunt at a young age. Groups of families band together to form tribes under a chieftain and their advisors. Most tribal leaders, specifically the chieftain, are likely to possess innate esper powers.

Eldori Allies. The namrudan philosophy largely resembles that of the Great Wheel, encouraging partnership with the neighboring eldori as both cultural and spiritual allies. However, some fringe tribes harbor resentment toward the eldori's rapid expansion into what they view as their galactic territory.



Scale:



OZAL

Shaped from fire, flesh, and stone, the ozal are a brood of bio-engineered warriors created with the art of sorium forging and bred for conflict. They are fierce, often belligerent, and hold few interests over money or food.

Stolen Secrets. The ozal were first created using forging methods once closely guarded by the dendus. Their place of origin being dependent upon which underworld organization created them, they have no true culture, society, or place to call home. However, those created together do tend to view themselves loosely as a clan.

Unruly Mercenaries. While many were originally intended as soldiers, the ozal are too impulsive and undisciplined to fulfill that role. Many quickly betray their creators and instead do as they please, especially if those creators view themselves as owners or masters. As such, the ozal more commonly serve as low-paid mercenaries and thugs.



OZAL

Huge golem, chaotic evil

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	9 (-1)	11 (+0)	5 (-3)

Saving Throws Dex +7, Wis +5

Skills Perception +5

Damage Resistances fire; bludgeoning, piercing, and slashing from mundane weapons

Senses darkvision 60 ft., passive Perception 15

Languages the language of its creator

Challenge 13 (10,000 XP)

Regeneration. The ozal regains 10 hit points at the start of its turn. If the ozal takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The ozal dies only if it is hit by an attack that deals 10 or more acid or fire damage while the ozal has 0 hit points.

ACTIONS

Multiattack. The ozal 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:* 10 (1d8 + 6) piercing damage plus 5 (1d10) acid damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 13 (3d8) fire damage.



Scale:

PHASE BEAST

Always there, but not quite, phase beasts are capable of dimensionally shifting part or all of their bodies from one location to another. Although similar to beasts found throughout the galaxy, they have semi-translucent hide, allowing them to blend easily with their surroundings.

Dimensional Hybrids. Phase beasts are a remnants of an experiment gone awry, which weakened the barrier to an alternate dimension and allowed a species known as the rithni access to the known galaxy. At war amongst themselves, the rithni caused a disturbance in several outer zone systems until the breach was sealed. Phase beasts were left behind from the event, making it possible that the rithni may someday return.

PHASE BEAST

Medium beast, unaligned

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Chameleon Skin. The phase beast has advantage on Dexterity (Stealth) checks made to hide.

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

ACTIONS

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

Teleport (Recharge 5-6). The beast teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the beast can make one bite attack as a bonus action.



Scale:



POWER SPRITE

Reaching anywhere from six to eight inches in length, power sprites are energy-based creatures resembling orbs swirling with subatomic particles. They are often encountered in regions where modern technological and digital advancements are prevalent.

Energy Evolved. When a power sprite comes into being, an indeterminate amount of time passes before it becomes fully self-aware, but none truly *know* the origins of their existence. The dominant theories among scientists define power sprites as data or electricity given life and form as a reaction to the unknown, such as the adaptation of sorium or the Crucibles themselves. Others speculate these sprites have always existed but have been altered by modern day technologies and communications.

POWER SPRITE

Tiny protean, lawful neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	4 (-3)	12 (+1)	10 (+0)

Skills Stealth +5

Damage Resistances fire, lightning, radiant; bludgeoning, piercing, and slashing from mundane weapons

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses blindsight 60 ft., passive Perception 11

Languages Protean

Challenge 1/4 (50 XP)

Esper Resistance. The power sprite has advantage on saving throws against esper powers and other supernatural effects.

Incorporeal Movement. The power sprite can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn inside an object.

ACTIONS

Shock. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) lightning damage.

Sprite Beam. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 5 (1d4 + 3) force damage.

Invisibility. The power sprite turns invisible until it attacks or until its concentration ends. Anything the invisible power sprite is carrying or wearing is invisible as long as it remains in contact with the power sprite.



PYAGARK

Though it could be argued that this species has never been domesticated, these winged creatures none the less have become popular as pets and ship's mascots after a clutch of their eggs was gifted to the Valna royal family by the Gorvax ambassador. The eggs hatched shortly after they were presented, and the hatchlings attacked a party of dignitaries, "hilariously", according to a court scribe.

Pyagarks are capable of flight from the moment they emerge from their shells and grow quickly, reaching maturity in a few weeks. Adults lead solitary lives, except during the brief annual mating season. They are excellent ambush predators.

Master Mimics. Pyagarks have a gift for imitating the voices and sounds of other species with remarkable accuracy. However, despite their relatively high intelligence, this ability is limited to repeating what they have heard, and is not true speech.

Scale:



PYAGARK

Small monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	7 (-2)	13 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Ambusher. The pyagark has advantage on attack rolls against any creature it has surprised.

Flyby. The pyagark doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight and Smell. The pyagark has advantage on Wisdom (Perception) checks that rely on sight and smell.

Mimicry. The pyagark can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Hit: 5 (1d6 + 2) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned 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.



QUANTUM WORM

Quantum worms are drawn to areas with strong or unusual electromagnetic fields. A quantum worm possesses the ability to phase in and out of the three dimensional space. Victims of their poison often find themselves being stored in its den which is usually a sealed tunnel with no physical exit. Quantum worms can secrete a sticky substance used in both the creation of their nest and in sealing up the caves that lead to their dens. This polymer can be liquefied by exposure to specific electromagnetic frequencies. The beast's mouth emits these in low levels, allowing them to "lick" the structure of their secretions into desired shapes. These worms appear out of nowhere and quickly vanish after attacking. Their movement between dimensions gives the illusion of teleportation. It is still unknown how these beasts travel in this way.

QUANTUM WORM

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	10 (0)	6 (-2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Shift. As a bonus action, the worm can shift into an ethereal state, or vice versa.

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

Goo Walker. The worm ignores movement restrictions caused by its quantum goo ability.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 14 (4d6) poison damage, and the target must make a DC 13 Constitution saving throw or become poisoned for 1 hour. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Quantum Goo (Recharge 5-6). The worm can expend its action to excrete a semi-translucent goo in a 5-foot radius. Each creature that starts its turn in the affected area must succeed on a DC 13 Strength check or be restrained by the goo. As an action, the restrained creature can make a DC 13 Strength check, escaping from the goo on a success.

REISA SERIES BOTS

While there is a multitude of robot constructs out there, the Reisa Group were pioneers in consolidating the myriad of construct designs into a streamlined group of prototype models. Since then, almost all non-AI robotic constructs licensed for use throughout the galaxy use some or all of the Reisa Series framework.

Suited to the Task. Though not capable of evolving thought patterns such as those possessed by automatons, these constructs are equipped with top-notch logical processors. They easily follow and adapt to commands and tasks with few glitches or miscalculations.

BASIC MODELS

Many Reisa series constructs are built for mundane tasks such as maintenance, cleaning, travel, or basic security. These models use the same stats as a **commoner** or a **guard** (see appendix A). When adapting these stat blocks to basic models, change the threat type to *construct*.

REISA CONSTRUCTOR

Large construct, unaligned

Armor Class 14 (armored frame)

Hit Points 39 (6d10 + 6)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	13 (+1)	3 (-4)	10 (+0)	5 (-3)

Skills Athletics +7

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, impaired, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands Common but can't speak

Challenge 1 (200 XP)

Siege Apparatus. The constructor deals double damage to objects and structures.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



REISA GUARDIAN

Huge construct, unaligned

Armor Class 13 (armored frame)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	19 (+4)	6 (-2)	10 (+0)	6 (-2)

Skills Perception +3

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, impaired, paralyzed, petrified, poisoned

Senses darkvision, 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The guardian makes two claw attacks..

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 5) slashing damage.

Laser Blast. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) radiant damage.

REISA WAR-BOT

Huge construct, unaligned

Armor Class 14 (armored frame)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +2

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, impaired, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 6 (2,300 XP)

Poor Maneuverability. The war-bot's size and speed limits its range of attacks. If it moves more than 5 feet during its turn, its multiple attacks are limited to targets that are within 30 feet of each other.

ACTIONS

Multiattack. The war-bot makes two punch attacks or two autocannon attacks.

Punch. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Autocannon. *Ranged Weapon Attack:* +5 to hit, range 70/210 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage.

Blade Launcher. *Ranged Weapon Attack:* +9 to hit, range 50/150 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage.

REISA STRIKER

Huge construct (transformer), unaligned

Armor Class 17 (armored frame)

Hit Points 136 (13d12 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	8 (-1)	15 (+2)	6 (-2)

Saving Throws Dex +7

Skills Perception +6

Damage Immunities poison; bludgeoning, piercing, and slashing from mundane attacks

Condition Immunities charmed, exhaustion, frightened, impaired, paralyzed, petrified, poisoned

Senses infravision 90 ft., passive Perception 16

Languages understands Common but can't speak

Challenge 10 (5,900 XP)

Transformer. The striker can use its action to transform into a Large winged construct, or back into its base form. While in flight mode, the striker has a flying speed of 80 feet. Other than its size and speed, its statistics are the same in each form. Any gear it is wearing or carrying isn't transformed.

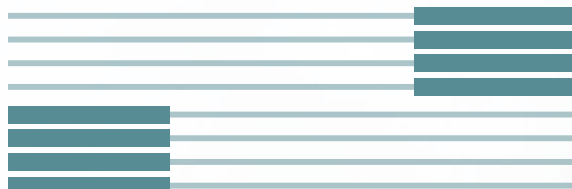
ACTIONS

Multiattack. The striker makes three shock blade attacks or two autocannon attacks.

Shock Blade (Base Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) lightning damage.

Autocannon. *Ranged Weapon Attack:* +7 to hit, range 70/210 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage.

Strafing Fire (Flight Mode Only, Recharge 5-6) The striker unleashes a stream of bullets in a line 90-foot line that is 5 feet wide from a point within 30 feet of it that it can see. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) piercing damage on a failed save, or half as much damage on a successful one.



SEETHESPAWN

An eerie silence is broken by strange hissing sounds coming from nowhere. The air becomes thick and the immediate surroundings appear to be muted of color. An overwhelming sense of dread fills the area moments before the terrors known as seethespawn charge toward their prey with a savage, blood-curdling cry of rage.

Seethespawn are horrifying mutations that appear as monstrous, malformed humanoids with blighted or charred flesh and bone. Most have sharp limbs or appendages used to tear other creatures to pieces before devouring them.

Birth of the Seethes. In the Sol System, during the years of conflict between Earth forces and the space colonies, experimental sorium-based weapons were unleashed upon the surface of Sol 3, transforming large areas into plagued wastelands that came to be known as "Seethes." Those caught in the fallout were transformed into seethespawn, fueled by a mindless rage and insatiable hunger.

Horror and Madness. Seethespawn are products of the violent twisting and transfiguration of both the mind and body. Those that venture too long in the seethes are driven mad long before being flayed and consumed by the abominations that dwell there. Though the seethespawn speak no known language, many do show signs of considerable intelligence. Their nests bear strange, random markings drawn with the blood of their prey. Whether this is a form of communication or just a sign of what remains of their mind beyond their madness remains a mystery.

Plague Spreaders. Though unable to reproduce, seethespawn create more of their number by infecting the bodies of their victims. When a creature is killed by a seethespawn, they might return to a twisted semblance of life as a seethespawn themselves. In places where they multiply in abundance, the surrounding area is transformed into a new seethe.

In the centuries since their appearance, the seethespawn have emerged in other parts of the galaxy. Some have been known to stow away aboard ships, ravaging the entire crew before arriving at an unsuspecting space station or ship convoy.

TYPES, TIPS, AND TACTICS

Seethespawn share common traits in appearance, with each variant possessing special physical features such as enlarged limbs or additional appendages that grant them additional traits. However, the majority can be broken down into a few classifications.

Regardless of their type, their monstrous appearance and lack of communication often belies their intelligence.

SEETHE FLAYER

These seethespawn have a tough hide and multiple razor-sharp appendages protruding from their backs, used to rend and tear through flesh, bone, and armor. They can also launch bone spikes from their arms, meant to debilitate foes from afar before moving in for the kill.

SEETHE GORGER

Gorgers are named for their insatiable appetite. Appearing as more beast than humanoid, they move about on four limbs and use their brute strength to latch onto their prey and eat them alive.



SEETHE SCREECHER

A screecher's ear-piercing, shrieking howl carries a psionic wave that wreaks havoc upon the minds of other intelligent creatures. Able to contort themselves to fit into narrow spaces, they can easily hide in tight spots such as air ducts, conduits, and luggage containers.

SEETHE STINGER

Named for their deadly, stinger-tipped tail, these seethespawn use their speed and reflexes to quickly dispatch their prey. They tend to attack targets that are already engaged in combat with another seethespawn or similar allies.

SEETHE FLAYER

Medium monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	12 (+1)	13 (+1)	7 (-2)

Saving Throws Dex +5, Wis +5

Skills Athletics +8, Perception +5

Senses darkvision 90 ft., passive Perception 15

Languages understands Terran but can't speak

Challenge 12 (8,400 XP)

ACTIONS

Multiattack. The flayer makes three attacks: one with its claws and two with its spiked limbs. It can replace its claw attack with a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 9 (2d8) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Spiked Limb. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, plus 7 (2d6) necrotic damage.

Bone Spikes (Recharge 5-6). The flayer shoots bone spikes from its arms at up to three creatures within 90 feet of it that it can see. Each target must succeed on a DC 17 Dexterity saving throw. Targets that fail their save take 17 (3d8 + 4) piercing damage and their movement is halved until the end of their next turn.

REACTIONS

Counterlash. In response to being hit by a melee attack, the flayer can make one spiked limb attack with advantage against the attacker.

SEETHE GORGER

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	19 (+4)	8 (-1)	11 (+0)	5 (-3)

Skills Athletics +6, Stealth +4

Senses darkvision 90 ft., passive Perception 10

Languages understands Terran but can't speak

Challenge 7 (2,900 XP)

Exoskeletal Contortion. The gorgor can use a bonus action to contort its body into the size of a Small creature or back to its full size. While in this form, it can move but can't take any actions or manipulate objects. Its walking speed is 20 feet and it can move through a space as narrow as 2 feet without squeezing. Its statistics, other than its size and speed, are unchanged. Anything it is carrying does not transform with it. It reverts to its full size if it dies.

Charge. If the gorgor moves at least 20 feet straight toward a creature and then hits it with its claws attack on the same turn, the target takes an additional 7 (2d6) slashing damage.

ACTIONS

Multiattack. The gorgor makes two attacks: one with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 5 (2d4) necrotic damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) slashing damage. If the target is Medium or smaller creature, the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the gorgor can't use its claws on another target.

Gorging Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target that is grappled by the gorgor. *Hit:* 16 (2d12 + 3) piercing damage plus 11 (2d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the gorgor regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Tightening Grip. If the gorgor takes damage while it has a creature grappled, that creature takes 18 (4d8) piercing damage.



Scale:

SEETHE SCREECHER

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 133 (14d8 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	12 (+1)	14 (+2)	7 (-2)

Skills Perception +8

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 90 ft., passive Perception 18

Languages understands Terran but can't speak

Challenge 8 (3,900 XP)

Spiked Hide. A creature that touches the screecher or hits it with a melee attack while within 5 feet of it takes 5 (1d10) piercing damage.

ACTIONS

Multiattack. The screecher makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage plus 11 (2d10) necrotic damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Screeching Cry (Recharge 6). The screecher emits an ear-piercing, shrieking howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one. In addition, targets that failed their save become frightened until the end of the screecher's next turn.

SEETHE STINGER

Medium monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	20 (+5)	12 (+1)	14 (+2)	7 (-2)

Saving Throws Dex +7, Con +10

Skills Acrobatics +7, Stealth +7

Damage Immunities poison; bludgeoning, piercing, and slashing from mundane attacks

Condition Immunities poisoned

Senses darkvision 90 ft., passive Perception 12

Languages understands Terran but can't speak

Challenge 13 (10,000 XP)

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

Nimble Escape. The stinger can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The stinger makes four attacks: two with its claws, one with its bite, and one with its stinger tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Stinger Tail. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage and the target must succeed on a DC 17 Constitution saving throw. On a failed save, the target is paralyzed 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.

Poison Spray (Recharge 6). The stinger exhales a cloud of poison gas in a 60-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one. In addition, a target that fails its save becomes poisoned for 1 minute.



SHADOW TECHNOCRACY

Arguably the most clandestine power in known space, the Shadow Technocracy is a galactic organization whose true nature has been shrouded in mystery since anyone learned of their existence. Their reach extends throughout every aspect of galactic life, infiltrating the workings of regional governments, trade, media, and the criminal underworld.

Operating from remote space stations invisible to nearly all forms of detection, they aim to establish themselves as deities, asserting their will and dominance over all other life in the galaxy through the power of technomancy.

Evolution Redesigned. The founders of the Technocracy represented a variety of galactic humanoid species. Defining themselves as the dominant forms of life in the universe, they viewed their own technological advancements as preordained endowments, destined to mark their path toward a new evolutionary phase of life. This new ideology views empathy and emotion as genetic defects that keep them from emerging into the higher forms of immortal life that is their inherent fate.

SHADOW TECHNOCRAT

Medium humanoid (any), neutral evil

Armor Class 15 (armored clothing)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	19 (+4)	16 (+3)	17 (+3)

Saving Throws Con +8, Int +9, Wis +8

Skills Deception +8, Insight +8, Lore +9, Perception +8, Persuasion +8

Damage Resistances psychic; bludgeoning, piercing, and slashing from mundane attacks

Senses truesight 120 ft., passive Perception 18

Languages Common plus any two languages, telepathy 120 ft.

Challenge 15 (13,000 XP)

Legendary Resistance (3/Day). If the technocrat fails a saving throw, it can choose to succeed instead.

Bio-regeneration. The technocrat regains 10 hit points at the start of its turn. If the technocrat takes fire or radiant damage, this trait doesn't function at the start of the technocrat's next turn. The technocrat dies only if it starts its turn with 0 hit points and doesn't regenerate.

Debilitating Aura. Any creature that starts its turn within 30 feet of the technocrat must make a DC 18 Wisdom saving throw. On a successful save, the creature is immune to this effect for the next 24 hours. On a failed save, the creature has disadvantage for 1 minute on Wisdom and Charisma ability checks and on Wisdom and Charisma saving throws.

At the start of each of its turns, the technocrat can suppress this aura until the start of its next turn.

Esper Powers (Technomancy). The technocrat is a 14th-level technomancer. Its channeling ability is Intelligence (save DC 17, +9 to hit with esper powers). The technocrat has the following powers prepared:

Prime: *acid spray, analyze device, blast point, sprite beam, tricky fingers*

Rank 1 (4 slots): *concussive force, daze, distortion*

Rank 2 (3 slots): *black hat, disruption wave, extended incline obfuscate, stasis field*

Rank 3 (3 slots): *corrupt pattern, horrific visage, quick construct, siphon*

Rank 4 (3 slots): *gravity well, haze of chaos, transmute form*

Rank 5 (2 slots): *frigid mist, control matrix*

Rank 6 (1 slot): *mass suggestion, warp sphere*

Rank 7 (1 slot): *reave*

Esper Resistance. The technocrat has advantage on saving throws against esper powers and effects.

ACTIONS

Multiattack. The technocrat makes three energy rod attacks.

Energy Rod. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage plus 14 (4d6) radiant damage.

Charm. The technocrat targets one humanoid it can see within 30 feet of it. If the target can see the technocrat, the target must succeed on a DC 18 Wisdom saving throw or be charmed by the technocrat. The charmed target regards the technocrat as a trusted friend to be heeded and protected. Although the target isn't under the technocrat's control, it takes the technocrat's requests or actions in the most favorable way it can.

Each time the technocrat or the technocrat's allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the technocrat is killed, is in a different dimension than the target, or takes a bonus action to end the effect.

LEGENDARY ACTIONS

The technocrat can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The technocrat regains spent legendary actions at the start of its turn.

Move. The technocrat moves up to its speed without provoking opportunity attacks.

Use Prime. The technocrat uses one of its prime powers.

Attack (Costs 2 Actions). The technocrat makes one energy rod attack.

Moving in secret throughout societies that would reject them, they spread their doctrine among those in power that would support their cause. Over time, the Technocracy grew into a new religion, overseen by fanatical devotees dedicated to establishing technology and science as the new natural order of the universe.

Controlled Nature. As their ascendancy became accepted as established destiny, technocrats viewed other forms of life not as something to be forcibly controlled, but instead as something to be guided by their own nature. Pride, love, fear, anger, and other extreme emotional impulses are mortal flaws to be used as tools by the

Technocracy to manipulate and exert influence over those blind to their own sentiment. Using these methods of manipulation and distraction, devotees secretly indoctrinate other humanoids, either by infecting them with mind-altering technologies or tempting them with promises of great power, wealth, or eternal salvation.

Empty Promises. Though the Technocracy has expanded into a galaxy-wide clandestine cult, its ruthless leaders do not actually believe in the majority of the creed they spread. Instead, the fanatical devotion of their followers is simply another tool of control, with the followers themselves to be used as stepping stones

toward attaining their own status as the new gods of the universe. Some may join them in this exultation, while most eventually become slaves or sacrifices toward achieving a grand destiny.

Design by Appropriation. Due to the specific nature of their overall goals, new scientific and technological discoveries are of immediate interest to the Technocracy. Most shadow technocrats and their followers are far from being inventors and scientific pioneers, instead scouring the galaxy for revolutionary advancements their engineers can adapt into new forms of technomancy. This often brings them into conflict with other technological lifeforms, such as the kanasi or machina. However, in some frightening circumstances, it can also create unstable alliances between them.

SHADOW TECHNOCRAT

Technocrats are the elite operatives and overseers within the Technocracy. Though trained in the use of esper powers and technological implements, they operate primarily in the background. Their identities are kept a secret, aided by their ability to hide in plain sight within modern society.

A TECHNOCRAT'S LAIR

Technocrats reside on a cloaked ship, a small space station, or an underground base protected with state-of-the-art security sensors and intrusion countermeasures.

These bases of operations are heavily tech laden. Screens, wires, circuit panels, mechanical parts, bio-tech, and similar features are found in any combination.

A technocrat encountered in its lair has a challenge rating of 16 (15,000 XP).

Lair Actions. On initiative count 20 (losing initiative ties), the technocrat takes a lair action to cause one of the following effects; the technocrat can't use the same effect two rounds in a row.

- The technocrat rolls a d6 and regains a power slot of that rank or lower. If it has no spent power slots of that rank or lower, nothing happens.
- Each automaton or construct ally in the lair has advantage on saving throws against effects that would cause them to become impaired until initiative count 20 on the next round.
- Streams of high-voltage electricity are released from the surrounding electronics, targeting up to two creatures the technocrat can see within 60 feet of it. The targets must

succeed on a DC 17 Constitution saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a success.

Regional Effects. A technocrat's lair can have effects on the surroundings in any of the following ways:

- Streams of random code appear in an illuminated crisscrossing pattern along the floors or walls. They shed dim light up to 10 feet.
- Portable electronic devices such as PMDs or commlinks either do not function or display random, useless information when accessed. This has no effect on worn equipment or cybernetics.

A creature attempting to tamper with the electronics or technical equipment in the area must succeed on a DC 18 Constitution saving throw or become poisoned by a technovirus for 24 hours. The virus can be removed by a *restore pattern* power or similar effect.



SHADOWTECH SAMURAI

Devoted to the service of the Technocracy, these samurai are techno-armored warriors equipped with specialized high-tech gear and sensory implants. They faithfully safeguard members of their organization and fearlessly charge into battle when called to do so.

SHADOWTECH SAMURAI

Medium humanoid (any), neutral evil

Armor Class 18 (fusion armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	12 (+1)	13 (+1)	16 (+3)	15 (+2)

Saving Throws Dex +4, Wis +6

Skills Athletics +6, Intimidation +5, Persuasion +5

Damage Resistances fire, radiant

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., truesight 60 ft., passive

Perception 13

Languages Common, Lingo

Challenge 5 (1,800 XP)

Flyby. The samurai doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Esper Resistance. The samurai has advantage on saving throws against esper powers and effects.

Sorium Armaments. The samurai's weapon attacks are considered forging attacks, bypassing resistances to mundane weapons.

ACTIONS

Multiattack. The samurai makes three plasma longblade attacks or two proton beam attacks.

Plasma Longblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) fire damage.

Proton Beam. *Ranged Power Attack:* +6 to hit, range 90 ft., one target. *Hit:* 18 (4d8) radiant damage.

Scale:



SHADOWTECH GUARDIAN

Appearing as giant, metallic humanoids, these constructs are built to protect prominent members and allies of the Technocracy. They can also be found guarding restricted areas or regions of interest.

SHADOWTECH GUARDIAN

Large construct, unaligned

Armor Class 19 (armored frame)

Hit Points 138 (12d10 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	11 (+0)	16 (+3)	7 (-2)

Saving Throws Dex +6, Wis +6

Skills Athletics +10, Perception +6

Damage Resistances poison, lightning

Condition Immunities charmed, exhaustion, frightened

Senses infravision 60 ft., passive Perception 16

Languages Common, ALOMU

Challenge 8 (3,900 XP)

Advanced Sensors. The guardian can't be surprised.

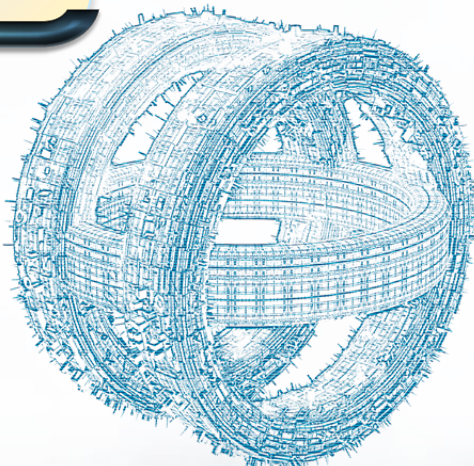
Shielded Circuits. The guardian has advantage on saving throws against esper powers, as well as to resist becoming impaired or paralyzed.

ACTIONS

Multiattack. The guardian makes three slam attacks or two plasma beam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Plasma Cannon. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 10 (3d6) fire damage plus 7 (2d6) radiant damage.



▶▶▶ SECCOM 221 CLASSIFIED:
Image of object recorded orbiting Farlo III before vanishing suddenly, 16.22.386.a21.

If encountered,
DO NOT APPROACH.

This object is considered a
CLASS 8 HAZARD.

Report any sighting.
That is all.

SPYDER

Spawned from the eternal nether of the void, spyders are intelligent, trans-dimensional energy beings. Their insect-shaped bodies measure no more than a few inches in length. Their shadowy forms can absorb or bend light and always seem to be slightly out of sync with its surroundings, almost as if it were a glitch in a three-dimensional space.

Void Creatures. Unless they reside in a controlled environment or allied with a being it deems worthy, spyders are rarely found wandering on their own, especially in heavily populated areas. Many, however, can be found in packs within the vicinity of singularities or spatial rifts and anomalies. Though they can communicate with other void creatures, they are not as aggressive nor as malevolent as other negative energy beings, such as void ravagers or evargun.

VARIANT: SPYDER COMPANION

Some spyders are willing to form an alliance with an esper it deems worthy. Companion spyders are often capricious, and lean toward choosing their own methods toward resolving the commands they're given. Such spyders have the following trait.

Bonded Companion. The spyder can serve another creature as a bonded companion, forming a metaphysical, telepathic bond with that willing associate. While the two are bonded, the associate can sense what the spyder senses as long as they are within 1 mile of each other. While the spyder is within 10 feet of its associate, the associate shares the spyder's Esper Resistance trait. At any time and for any reason, the spyder can end its service as a companion, ending the bond.



SPYDER

Tiny netherant, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 7 (3d4)

Speed 20 ft., climb 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +6

Damage Resistances cold, fire, necrotic; bludgeoning, piercing, and slashing from mundane weapons

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Umbriss

Challenge 1/4 (50 XP)

Esper Resistance. The spyder has advantage on saving throws against esper powers and effects.

Incorporeal Movement. The spyder can move through other creatures and objects as if they were difficult terrain. It takes 3 (1d6) force damage if it ends its turn in side an object.

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

ACTIONS

Pincer. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 1 necrotic damage. If the target is a creature, it must succeed on a Constitution saving throw or take 7 (2d6) necrotic damage and can't take reactions until the start of the spyder's next turn.

Disruption Beam. Ranged Weapon Attack: +4 to hit, range 60/120 ft., one target. **Hit:** 5 (1d4 + 3) necrotic damage.

Invisibility. The spyder turns invisible until it attacks or its concentration ends. Anything the invisible spyder is carrying or wearing is invisible as long as it remains in contact with the spyder.

STOSSIAN

Stossians are a savage species of humanoids that operate out of mobile camps from which they can attack small settlements. Those who fall prey to a stossian ambush have their bodies used as both food and fuel.

High-Tech Usurpers. In their earliest days, stossians were a feral and barbaric species residing in primitive camps in the forests of Nataran 6. That quickly changed when a spacefaring corporate research team attempted to genetically and psychologically groom the stossians for military purposes. Instead, the stossians used their newfound enhancements and training to rebel against their benefactors and scavenge any usable technology.

Remote Raiders. Keeping to their very nature, stossians move between remote systems in search of small settlements, outposts, or colonies to raid and plunder. They brutally slaughter anything in their path, consuming the flesh of their dead and converting their bones into a bio-fuel used to maintain their genetic enhancements.

STOSSIAN PACK LEADER

Considered the alpha of the pack, the pack leader rules with a combination of pure might and shrewd tactics. They're among those fortunate enough to adapt to their enhancements moreso than their brethren.

STOSSIAN BATTLELORD

Battlelords live for war and bloodshed. They assume a variety of roles depending on their surroundings: a pack defender, or an alpha, or even leading multiple packs in raids against larger settlements.

STOSSIAN

Medium humanoid (stossian), chaotic evil

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Stossian

Challenge 1/2 (100 XP)

Rampage. When the stossian reduces a creature to 0 hit points with a melee attack on its turn, the stossian can take a bonus action to move up to half its speed and make a bite attack.

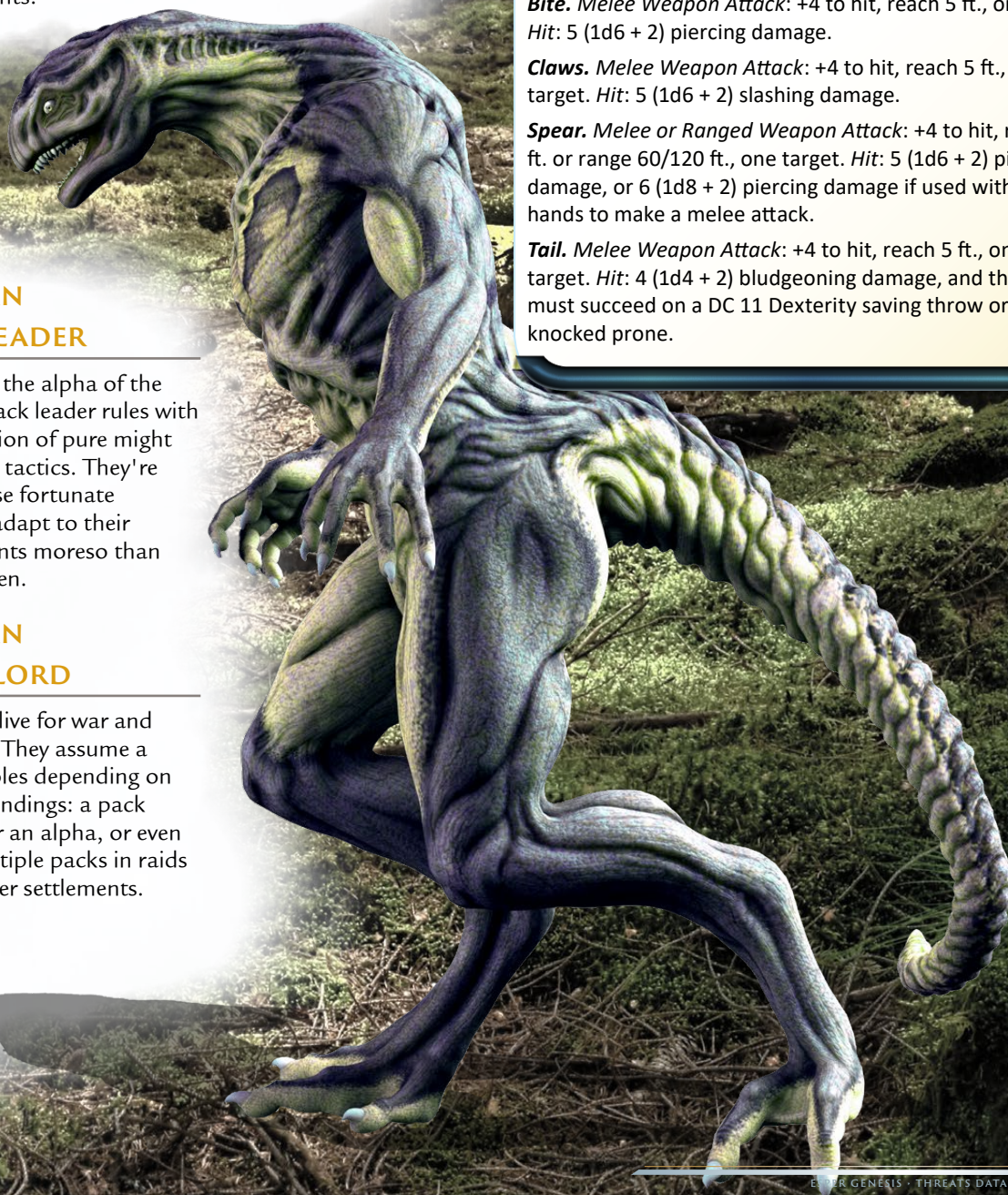
ACTIONS

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

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target must succeed on a DC 11 Dexterity saving throw or be knocked prone.



STOSSIAN PACK LEADER

Medium humanoid (stossian), chaotic evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	15 (+2)	13 (+1)	10 (+0)	13 (+1)

Skills Insight +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Stossian

Challenge 2 (450 XP)

Rampage. When the stossian reduces a creature to 0 hit points with a melee attack on its turn, the stossian can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The stossian makes two melee attacks or two ranged attacks.

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

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

Laser Pistol. *Ranged Weapon Attack:* +5 to hit, range 150/450 ft., one target. *Hit:* 7 (1d8 + 3) radiant damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

REACTIONS

Reactive Shield. The stossian adds 2 to its AC against one melee or ranged attack that would hit it. To do so, the stossian must see the attacker.

STOSSIAN BATTLELORD

Medium humanoid (stossian), chaotic evil

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +4, Con +4, Wis +3

Senses darkvision 60 ft., passive Perception 11

Languages Stossian

Challenge 4 (1,100 XP)

Charging the Field (3/day). The stossian can use a bonus action to take the Disengage or Dash action.

Rampage. When the stossian reduces a creature to 0 hit points with a melee attack on its turn, the stossian can take a bonus action to move up to half its speed and make a bite attack.

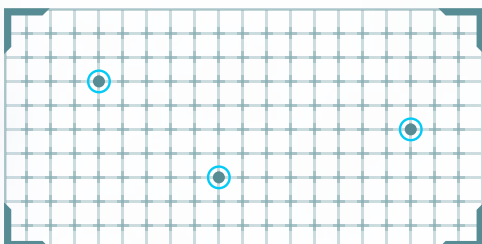
ACTIONS

Multiattack. The stossian makes three attacks: two with its laser axe and one with its bite or tail.

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

Laser Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) radiant damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Dexterity saving throw or be knocked prone.



SYNTHANTIC

Synthantics are creatures that are inducted into service to the Shadow Technocracy by having their bodies unconventionally altered with specialized nanotech and cybernetics. The final result is a hybrid of shadowtech enhancements blended into the form of the original species.

Cybernetic Body and Soul. Regardless of species, synthantics do not age and have a lifespan of 500-600 years. They can produce no offspring but also no longer have the need or desire for sustenance.

Synthantics retain portions of their inherent personality traits, though many of their emotional impulses are severely muted or eliminated completely. They instead maintain a cold, harsh view of the universe, backed only by what they deem as necessary in their ruthless, fanatical devotion to the Technocracy.

SYNTHANTIC TEMPLATE

A beast, humanoid, or monstrosity can become a synthantic. When a creature becomes a synthantic, it retains all its statistics except as noted below.

Type. The synthantic's type changes to cyborg, and it no longer requires air, food, or drink.

Alignment. The synthantic's alignment changes to neutral evil.

Cybernetic Hybrid. The synthantic is subject to the effects of any attack or power that affects automatons and constructs.

Damage Resistances. The synthantic has resistance to poison, and necrotic damage.

Damage Immunities. The synthantic has immunity to cold. It also retains any immunities it had prior to becoming a synthantic.

Condition Immunities. The synthantic can't be charmed or frightened. It also doesn't suffer from exhaustion.

Senses. The synthantic gains infravision with a radius of 60 feet and darkvision with a radius of 90 feet.

Languages. The synthantic understands Common regardless of whether or not it knows how to speak it.

New Action: Proton Beam (Recharge 5-6). The synthantic fires an energy beam in a line that is 5 feet wide. Each creature in that line must succeed on a Dexterity saving throw, taking the total radiant damage on a failed save or half as much on a successful one. The length of the beam, DC of the saving throw, and damage are determined by the synthantic's Challenge Rating using the following table. Synthantics with a CR of 1/4 or less do not gain this action.

SYNTHANTIC PROTON BEAM

Challenge	Beam Length	Save DC	Damage
1/2	30	10	4 (1d8)
1 to 3	30	11	18 (4d8)
4 to 6	40	13	36 (8d8)
7 to 9	40	14	45 (10d8)
10 to 12	60	16	54 (12d8)
13+	60	18	63 (14d8)



VARIANT: SYNTHANTIC DEFECTOR

A rare few among the synthantics regain enough will to resist the influence of the nanotech virus that infected their bodies and minds. This is a painful process, and though the insurgent regains most their identity, they are never again the same.

Synthantic defectors still use the synthantic template, however their alignment is restored to what it was prior to becoming a synthantic. In addition, they also gain a randomly determined form of indefinite madness, as described in the *Master Technician's Guide*.

SAMPLE SYNTHANTICS

The synthantic template has been applied to a human guard commander and heavy arms trooper.

SYNTHANTIC SECURITY DIRECTOR

Medium cyborg, neutral evil

Armor Class 15 (military jacket)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Insight +3, Investigation +3, Perception +3

Damage Resistances poison, necrotic

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened

Senses infravision 60 ft., darkvision 90 ft., passive

Perception 11

Languages any one language, usually Common

Challenge 1 (200 XP)

Cybernetic Hybrid. The synthantic is subject to the effects of any attack or power that affects automatons and constructs.

ACTIONS

Multiattack. The commander attacks twice with its warblade or twice with its autorifle.

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

Heavy Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/250 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Burst Fire (Recharge 5-6). The commander fires a spray of bullets in a 10-foot cube area within 80 feet of it that it can see. Each target in that area must succeed on a DC 13 burst save or take 5 (1d10) piercing damage.

Proton Beam (Recharge 5-6). The synthantic fires an energy beam in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) radiant damage on a failed save or half as much on a successful one.

SYNTHANTIC HEAVY ASSAULT TROOPER

Medium cyborg, neutral evil

Armor Class 17 (centurion)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Str +6, Dex +6, Con +6

Skills Athletics +9, Intimidation +4

Damage Resistances poison, necrotic

Damage Immunities cold

Condition Immunities charmed, exhaustion, frightened

Senses infravision 60 ft., darkvision 90 ft., passive

Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Cybernetic Hybrid. The synthantic is subject to the effects of any attack or power that affects automatons and constructs.

ACTIONS

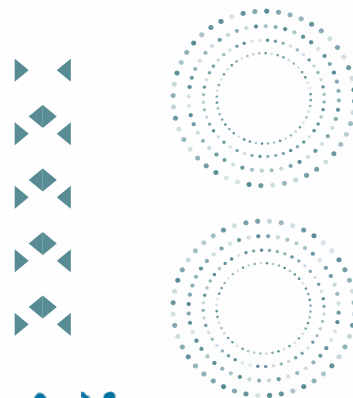
Multiattack. The synthantic makes three melee or two ranged attacks.

Double-Bladed Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Micro-cannon. *Ranged Weapon Attack:* +6 to hit, range 80/240 ft., one target. *Hit:* 12 (2d8 + 3) force damage

Concussive Burst (Micro-cannon). *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 9 (2d6 + 2) force damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Proton Beam (Recharge 5-6). The synthantic fires an energy beam in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save or half as much on a successful one.



Scale:



TAARJASA

A deadly menace on both land and sea, the taarjasa lurk unseen within surrounding landscapes, awaiting their chance to descend upon their unsuspecting victims.

Lurking Terrors. Taarjasa packs settle in regions where they can easily ambush wandering creatures until food becomes scarce or it is unsafe to hunt there. They are carnivorous, unable to sustain themselves on plant life. They do not risk attacking threats they can't eat, such as constructs or drones.

Aquatic Nesters. Taarjasa packs are found in areas rich with colorful flora or in shallow waters such as lakes and rivers. They produce offspring by laying eggs underwater. The hatchlings can only breathe water for the first few months until they grow and adapt enough to join the rest of their pack.

Abandoned Treasures. As the taarjasa are only interested in other creatures as food, they often leave behind whatever objects their victims carried before they were consumed. Remains of gear, weapons, tools, and even vehicles left with no signs of life are often a warning to others there may be a nest of taarjasa nearby.

TAARJASA

Large monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 7 (2,900 XP)

Amphibious. The taarjasa can breathe air and water.

Natural Camouflage. The taarjasa has advantage on Dexterity (Stealth) checks made to hide in natural terrain.

ACTIONS

Multiattack. The taarjasa makes two attacks, one with its tentacles and one with its tail. If it hits with its tentacles, the taarjasa can make one bite attack against the same target.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.



Scale:

TALVARIUS

Few organic predators can live on both a planet's surface and among the stars without the aid of technology. The dreaded talvarius are among the fiercest. Often referred to as "star leviathans", these galactic behemoths have reddish-brown hides that are as thick as tempered steel. Their powerful jaws can tear through metal and concrete, making them a formidable foe against both creatures and ships.

Aqueous Anomalies. Talvarius nests are extremely rare, most often found in spatial anomalies that take the form of amorphous patches of fluid. Those developed enough to leave these regions are also capable of traveling and hunting on their own.

Oceans Below and Above. In addition to being encountered in the expanse, talvarius are also encountered deep within the oceans of several planetary bodies. Those located in these regions are almost always alone, though it remains unclear as to how they came to arrive there.

Universal Adaptation. The talvarius doesn't require air or sleep. They can survive in a vacuum.

TALVARIUS AND STARSHIPS

The talvarius can be used as a threat in starship combat. When using the talvarius in this way, refer to its stat block in appendix C.



TALVARIUS

Gargantuan monstrosity, neutral

Armor Class 20 (natural armor)

Hit Points 490 (28d20 + 196)

Speed 0 ft., swim 80 ft., space 6 ut.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	24 (+7)	15 (+2)	18 (+4)	16 (+3)

Saving Throws Dex +7, Con +14, Int +9, Wis +11, Cha +10

Damage Immunities cold, fire

Damage Resistances poison; bludgeoning, piercing, and slashing from mundane attacks

Condition Immunities charmed, frightened, paralyzed, prone

Senses truesight 120 ft., passive Perception 14

Languages telepathy 120 ft. but can't speak

Challenge 23 (50,000 XP)

Legendary Resistance. If the talvarius fails a saving throw, it can choose to succeed instead.

Enhanced Armaments. The talvarius's melee attacks are considered to be forging attacks.

ACTIONS

Multiattack. The talvarius can use its Frightful Presence. It then makes two bite attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 27 (5d6 + 10) bludgeoning damage, and the target must succeed on DC 25 Constitution saving throw or become stunned until the start of the talvarius's next turn.

Frightful Presence. Each creature of the talvarius's choice within 120 feet of it and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the talvarius is within line of sight, 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 talvarius's Frightful Presence for the next 24 hours.

Caustic Breath (Recharge 5-6). The talvarius spews a cloud of caustic vapor in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 66 (12d10) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The talvarius can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The talvarius regains spent legendary actions at the start of its turn.

Move. The talvarius moves up to its swim speed.

Bite (Costs 2 Actions). The talvarius makes one bite or tail attack.

Force Shockwave (Costs 3 Actions). The talvarius unleashes a spherical shockwave of destructive force. Each creature or object within 120 feet of the talvarius must make a DC 25 Constitution saving throw, taking 22 (4d10) force damage on a failed save, or half as much on a successful one.



Scale: 



TREMIAL

Tremial are winged, carnivorous predators descended from an ancient species of colossal lizards known as behemoths. These ruthless hunters are fiercely territorial. They often nest within dense forest regions or atop high, rocky points near bodies of water.

Great Heights and Deep Depths. The tremials' hunting habits change depending on their location. They have little preference of prey, so long as they are in healthy abundance in order to feed their young. Because of their ability to easily shift between hunting from the sky and beneath the waves, they move their nests often to avoid a dwindling food supply. They avoid attacking large settlements of creatures with access to weapons or advanced technology.

Though other species are descended from the ancient behemoths, tremial are considered the most common, and can be encountered on any planet with an environment that allows them to hunt and breed.

TIPS AND TACTICS

Though very aggressive, tremials still avoid confrontation with large groups unless they have sufficient numbers. When hunting alone or in small groups, they attempt to ambush prey by launching from beneath a watery surface or from a concealed, elevated position.

TREMIAL

Large beast, neutral

Armor Class 15 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 0 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	9 (-1)	12 (+1)	8 (-1)

Saving Throws Dex +5, Wis +3

Damage Resistances cold; bludgeoning, piercing, and slashing from mundane attacks

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 4 (1,100 XP)

Flyby. The tremial doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Hold Breath. The tremial can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 19 (3d10 + 3) piercing damage.



TSERKA

"It was the power drain into the sub-basement that tipped them off. They thought they had a fiber breach, but when they got down there, they found a tap and traced it to its source. That is when they called me in to mediate the release of the maintenance crew. The Tserka, what you people call "bugs", have no compunction about squatting on property not their own, but they are a secretive bunch and do not take kindly to trespassers. It was a big colony, mostly those little ones with the big liquid black eyes chittering all around, but there were dozens of those big warriors. They were armed with a motley mix of weapons seemingly pieced together from the tech of half a dozen races, but I knew there was no tactical option to free our people. One of the little ones met me, backed by a phalanx of their guardian caste. He tried immediately to get into my mind, but I was ready for that. I smiled as I watched his antennae shiver in annoyance, and his facial plates moved just enough to bare his claw-like mouth parts. My little victory was hollow though. I have dealt with tserka for 20 years, and in all that time I have never felt I got the better end of a deal. I knew this was going to be expensive."

-Kalon Tang, human ambassador.

Crucible-Grown. Unlike most species, who discovered the crucibles after achieving space travel, the tserka evolved from humble pests that infiltrated the tortuous tunnels of one of the massive crucible structures and struggled to survive in the sorium-infused ecosystem. The identity of ancient culture that accidentally introduced their primitive ancestors to the crucibles is lost even to the tserka. They are natural scroungers, merchants, and tinkers, always on the lookout for a better deal or some edge over their competitors, while fanatically loyal to their own insular groups. Their societies are split between worker and guardian castes, who often disagree about the best methods to ensure the safety of their colonies, but they work together tirelessly to that end.

Stealthy Colonists. The tserka have spread far from their crucibles of origin. Because their cities usually consist of miles of subterranean passages and chambers and artificial mountains of soil, their presence is often underestimated. Their cities are built around jealously guarded caches of sorium, which enable them to transplant the ecosystem in which they evolved. They are covetous of the technology of other cultures, and are often found with a hodgepodge mix of items.

WORKER TSERKA

Members of the worker and merchant castes are small of stature, but large in personality. Their leathery carapace ranges from pale blue to green, with wide black eyes and short antennae that can fold back into grooves along the sides of their skull. Their mouth parts are normally hidden from view by a sheath of flesh.



Scale:

TSERKA GUARDIAN

The caste responsible for the protection of the home colony, guardians are large and strong, though not as wily as the workers. Their carapace tends toward dark reds and purples around the head and shoulders, becoming paler green over the rest of the body. Their antennae are thinner than those of the workers, and their large tusk-like mandibles are always visible.



TSERKA WORKER

Medium humanoid (tserka), neutral

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	10 (+0)	12 (+1)

Skills Insight +2, Perception +2

Senses darkvision 60 ft., blindsight 30 ft., passive Perception 12

Languages Common, Tserka

Challenge 1/4 (50 XP)

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

Strong Will. The tserka has advantage on saving throws against being charmed or frightened.

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

TSERKA GUARDIAN

Medium humanoid (tserka), neutral

Armor Class 16 (medium trooper)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +4, Perception +3, Survival +3

Senses darkvision 60 ft., blindsight 30ft., passive Perception 13

Languages Common, Tserka

Challenge 1 (200 XP)

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

Strong Will. The tserka has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The tserka makes two longblade attacks or two autopistol attacks.

Longblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Autopistol. *Ranged Weapon Attack:* +4 to hit, range 60/300 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Burst Fire (Recharge 4-6). The tserka fires a spray of bullets in a 10-foot cube area within 100 feet of it that it can see. Each target in that area must succeed on a DC 12 burst save or take 4 (1d8) piercing damage.

Acid Spit (Recharges after a Short or Long Rest). The tserka spits out a spray of acid at a target within 60 feet of it that it can see. The target must make a DC 11 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much on a successful one.



VELBAST

Generations ago, the catastrophic battle known today as the Nesieve Conflict caused a mass eruption of spatial anomalies that spread across various regions of the galaxy. At first thought to be pockets of anti-matter, these distortions possessed their own intelligence and were imbued with the unstable primordial energies left behind during the war.

They traveled through the stars, absorbing and merging with any inorganic material it could locate to create a physical shell. These aberrations became the first velbasti — terrifying shapeshifting constructs with the power to shape and control the matter and energy. They have evolved over generations, sustaining and growing their species by consuming beings capable of channeling the Crucibles' energies.

Energy Shapers. What sets the velbasti apart from most other beings is the complex synergy between their organic and inorganic nature. Even with such a nature, they also possess the ability to shape matter and energy in a manner similar to other species that have achieved esper genesis. While all are able to channel destructive, elemental forces, the more evolved velbast have mastered

the ability to use esper powers, as well as forge sorium into weapons and defenses.

Relentless Evolution. All velbasti are highly intelligent, but possess an insatiable hunger for the lifeforce of other beings, as well as energy created through the use of sorium. Should a velbast encounter and consume either of these, they experience a euphoric sensation accompanied with a state of heightened strength and senses, marking a step in their eventual transformation. Each velbast begins as a fledgling of their type, evolving into more powerful forms after consuming enough primordial energy.

The more a velbast evolves, the greater their appetites grow. However, powerful velbast are likely to recruit lesser types into their service, offering both protection and sustenance in return. These mutual arrangements are often delicate, as a groups of lesser velbasti have been known to band together to reap the bounty gained by their more powerful benefactor.

Bound to the Core. The essence of each velbasti is tied to their primary core, the source of primal energy that spawned them. Whenever a velbast is destroyed, its energy returns to the core, where it may be spawned again in the same form or multiple lesser forms.

Each primary core is presided over by a consummate—a velbasti that has achieved the pinnacle of their evolution, transcending the limits of their origins. Though viewed moreso as generals than rulers among the velbasti, each consummate holds a considerable amount of influence over the actions of the velbast tied to their core, as well as control over how they may be respawned.

Regardless of their origin point, all velbasti can communicate with each other in pulses of light and sound that mimics the same language used by proteans such as the belare. This has led to many theories as to how the velbasti originally came into being.

Forces of Corruption. Most espers use their abilities to channel energy in its purest form, but a velbast's form is corrupted by its very nature. They defile all that they consume, and their powers can often leave behind an invisible mark or "scar" that causes plague and sickness in wildlife and plant life. Their channeling of powerful energies also produces a wave of dark matter that contaminates their surrounding area. In regions where all life has been annihilated by the velbasti, the scar of corruption left behind can sometimes form an interstellar gate through which they may freely travel to and from their core.

Due to their very nature, the velbasti bear an intrinsic hatred for all other forms of life in the galaxy, especially espers, whom they view as their fundamental opposites. Lesser velbasti mercilessly unleash their malice toward their victims, while more evolved forms delight in evoking fear, anguish, and suffering in creatures until they devour their lifeforce.

Shapeshifters. The unique makeup of the velbasti eventually grants them the ability to shift their form. Those evolved beyond fledglings can shape their limbs into elemental weapons depending upon their type. The more evolved can change their shape entirely, often concealing themselves among other species. However, their nature still makes it difficult for them to blend in among creatures who are particularly observant or possess sight beyond the mundane. The primary goal of such infiltrations, other than the advantage of concealment, is the ability to learn the weaknesses of the lifeforms they are imitating.

In addition, the rapid advancements fueled by space travel creates even greater advantage for velbast that have already learned how to copy the traits of a spacefaring species, allowing them to easily blend into crowded areas where a variety of species are in abundance.

Extinctionist Dogma. The appearance of the velbast has prompted the formation of numerous cultist groups that revere the velbasti and pledge service to their cause. Some of these fanatics believe they are participating in the imminent end-times, while some plan their schemes to claim dominion over the ashes of galactic civilization. Some yet still believe they can eventually shed their mortal forms to instead become beings of eternal destruction.

Whatever the reason, it is not uncommon for powerful velbasti to play along in order to garner services and valuable gains from their union. Such creatures are

sometimes marked by the velbast, shown on both their physical form and supernal essence. While the mark grants the worshippers access to special powers, it also slowly eats away at the creature's lifeforce. During this time, however, this supernatural bond can also become a liability for the velbast, and so it is not granted lightly.

Devour Essence. A velbast can devour the lifeforce of a creature it has killed within the last hour, provided that creature is neither an automaton or construct. The devouring requires the velbast to be within 5 feet of the corpse for at least 1 hour, after which it regains hit points equal to half the creature's hit point maximum and receives the benefits of a *major remedy*. A creature devoured by a category 2 or 3 velbast can be restored to life only by a *cosmic weave* or *full restore* power.

Universal Adaptation. A velbast doesn't require air, food, drink, or sleep.

VELBAST CLASSIFICATIONS

Within galactic lore, velbasti are categorized based on three evolutionary stages. Most also have an affinity toward a particular form of primordial energy, which denotes its type. Velbasti that have evolved beyond these three stages are either considered to be consummates or have yet to be categorized.

VELBAST TYPES BY CATEGORY

Category	Known Types
1	dynam, femeri, tensus
2	blazing, frost, power, reaper, storm
3	brumal, inferno, tempest, shade

CATEGORY 1 VELBAST

Velbasti in this category appear as abstract, mechanical beasts powered by elemental energy. Most have a limited intelligence and are often driven by basic instincts such as fear, rage, or desire to consume.

DYNAM

These brutes savagely attack any lifeform that they see and lay waste to anything in its path. They are heavy and lumbering but deliver swift, powerful attacks.

FEMERI

Femeris have a much less defined shape, able to twist and bend around obstacles and attack from any angle. Their ability to hover through the air can make them hard to pin down.

TENSUS

Not as physically strong as others in their category, these velbasti instead use covert tactics and powers to sow conflict and cause mischief. They emit a droning wail that can impair other lifeforms.

DYNAM

Medium aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	7 (-2)	12 (+1)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities lightning

Senses darkvision 60 ft., Passive Perception 11

Languages Protean

Challenge 1 (200 XP)

Brute. The dynam deals one extra die of damage when it hits with a melee attack (included in the attack).

Electrified Dermis. A creature that touches the dynam or hits it with a melee attack while within 5 feet of it takes 3 (1d6) lightning damage.

ACTIONS

Spiked Appendage. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Shock Bolt. *Ranged Power Attack:* +3 to hit, range 60 ft., one target. *Hit:* 7 (2d6) lightning damage.

FEMERI

Medium aberration, chaotic evil

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	9 (-1)	11 (+0)	6 (-2)

Skills Perception +2

Damage Immunities fire, thunder

Senses darkvision 60 ft., Passive Perception 12

Languages Protean

Challenge 1/2 (100 XP)

Transient Form. The femeri can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

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

Whirling Strikes (Recharge 6). The femeri targets up to four creatures within 5 feet of it that it can see. Each target must make a DC 10 Strength saving throw. A target that is in the femeri's space has disadvantage to this save. A target takes 5 (2d4) bludgeoning damage on a failed save or half as much on a successful one.



Scale:



TENSUS

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 18 (4d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +3, Stealth +4

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., Passive Perception 13

Languages Protean

Challenge 1/2 (100 XP)

Shadowy Visage. The tensus has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Shadow Sight. Darkness from technological effects or esper powers doesn't impede the tensus's darkvision.

Innate Powers. The tensus's channeling ability is Wisdom (save DC 11). It can innately use the following powers.

1/day each: *blur*, *illusory form*

ACTIONS

Bladed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 2) slashing damage.

Droning Wail (Recharge 6). The tensus emits a mind-jarring howl in a 30-foot cone. Each creature in that area must succeed on a DC 11 Wisdom saving throw, taking 5 (2d4) psychic damage on a failed save, or half as much damage on a successful one. In addition, a creature that fails its save is frightened until the end of the tensus's next turn.

CATEGORY 2 VELBAST

These velbasti are shaped like armored humanoids or androids. They are far more intelligent than their fledgling counterparts, able to communicate with other species and adapt to their surroundings.

BLAZING VELBAST

This type of velbast stands at almost 9 feet tall. Its body is charged with a fiery core that radiates considerable heat. A blazing velbast is ferocious, and brutal. It revels in the heat of battle, seeking glory over powerful foes and collecting spoils of war from fallen enemies to keep as trophies.

FROST VELBAST

A ruthless enforcer, the frost velbast serve as overseers or disciplinarians of their lessers. They delight in inflicting torture and torment upon their victims. They stand slightly below 8 feet tall. Their lean form is surrounded by a cold, hazy mist that mutes the colors around it.

POWER VELBAST

These velbasti value brawn and fortitude above all else. Though powerful on their own, they are far more dangerous as a group. A power velbast reaches almost 9 feet in height, with a silvery frame that houses clusters of charged energy.

REAPER VELBAST

As their name foretells, where these velbasti tread, death swiftly follows. A reaper velbast not only consumes a victim's lifeforce, it also retains and harnesses the victim's darkest fears and most painful memories to be unleashed upon the velbast's next victim. A reaper velbast stands at 16 feet tall. Their bodies emanate a pair of shadowy wings used to deliver death to their enemies from above.

STORM VELBAST

A storm velbast possesses keen insight and sharp wits, and are deadly foes in combat. When velbasti band into small groups, they often serve as the group leaders or tacticians. Storm velbasti are just above 8 feet in height. Their midnight-hued bio-mechanical frame is surrounded by rippling streams of electricity.

BLAZING VELBAST

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	11 (+0)	12 (+1)	9 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities fire, poison

Condition Immunities charmed, poisoned, unconscious

Senses darkvision 60 ft., Passive Perception 11

Languages Common, Protean

Challenge 6 (2,300 XP)

Blazing Aura. The blazing velbast can take a bonus action to activate a fiery aura which surrounds its entire form and sheds light in a 30-foot radius. A creature that touches it or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the first time it successfully hits a creature with a melee attack on its turn, that creature takes an additional 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of the target's turns.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Plasma Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) fire damage.

Fire Blast. *Ranged Weapon Attack:* +6 to hit, range 150 ft., one target. *Hit:* 18 (4d8) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



Scale:

FROST VELBAST

Large aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	13 (+1)	10 (+0)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances lightning; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities cold, poison

Condition Immunities charmed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common, Protean

Challenge 5 (1,800 XP)

Sorium Armaments. The velbast's weapon attacks ignore any resistances to mundane weapons.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Ice Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 4 (1d8) cold damage.

Ice Spike. *Ranged Weapon Attack:* +6 to hit, range 90 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 4 (1d8) cold damage.

Freezing Blast (Recharge 5-6). The velbast unleashes a chilling wind in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. In addition, a target that fails its save has its speed reduced to 0 until the start of the velbast's next turn.

POWER VELBAST

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	6 (-2)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities poison

Condition Immunities charmed, poisoned, unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages Common, Protean

Challenge 5 (1,800 XP)

Strong Strider. The velbast moves at normal speed through difficult terrain.

Sorium Armaments. The velbast's weapon attacks ignore any resistances to mundane weapons.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Pulse Blast. *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 12 (2d6 + 5) force damage

VARIANT: VELBAST SUMMONING

Some velbasti can have an action that allows them to summon other velbasti.

Summon Velbast (1/Day). The velbast summons another velbast, which appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other velbast. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Chances of success are listed as follows:

- A **brumal velbast** has a 40 percent chance of summoning 2d8 femeri, 1d6 frost velbast, or one brumal velbast.
- An **inferno velbast** has a 40 percent chance of summoning 1d8 dynam, 1d6 blazing velbast, or one inferno velbast.
- A **reaper velbast** has a 30 percent chance of summoning 1d6 tensus, 1d3 frost velbast, or one reaper velbast.
- A **shade velbast** has a 50 percent chance of summoning 3d6 tensus, 2d6 dynam, 1d8 power velbast, 1d4 reaper velbast, or one shade velbast.
- A **tempest velbast** has a 50 percent chance of summoning 3d6 femeri, 2d6 dynam, 1d8 frost velbast, 1d3 reaper velbast, or one tempest velbast.

REAPER VELBAST

Huge aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 40 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	11 (+0)	10 (+0)	7 (-2)

Saving Throws Con +10, Dex +5

Damage Resistances lightning, necrotic; bludgeoning, piercing, and slashing from mundane weapons

Damage Immunities poison

Condition Immunities charmed, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common, Protean

Challenge 11 (7,200 XP)

Sorium Armaments. The velbast's weapon attacks ignore any resistances to mundane weapons.

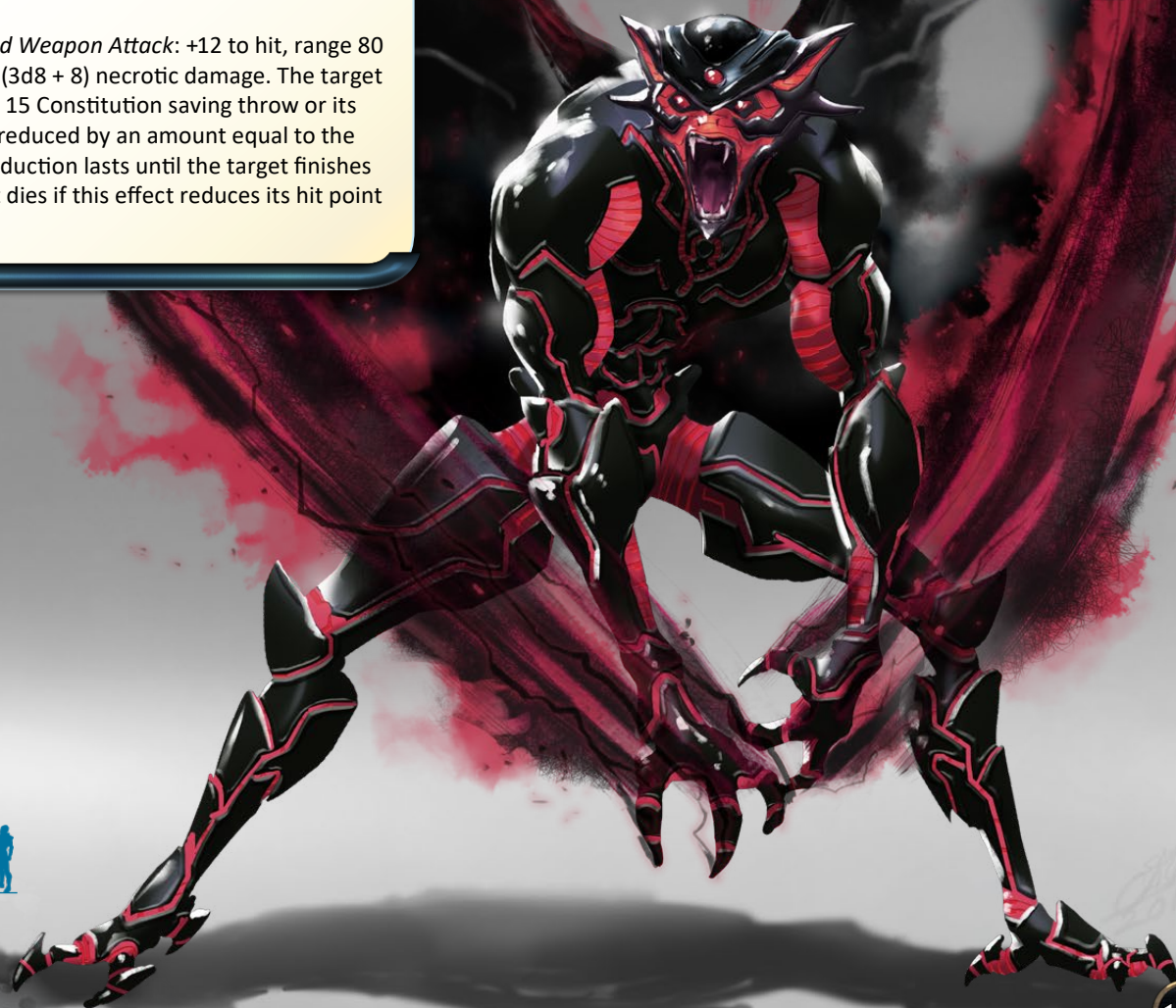
ACTIONS

Multiattack. The velbast makes three attacks with its claws or two claw attacks and one disruptor bolt attack.

Sorium Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage plus 11 (2d10) necrotic damage.

Disruptor Bolt. *Ranged Weapon Attack:* +12 to hit, range 80 ft., one target. *Hit:* 21 (3d8 + 8) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Scale:





STORM VELBAST

Large aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 150 (20d10 + 40)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from mundane weapons.

Damage Immunities poison

Condition Immunities charmed, poisoned, prone, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common, Protean

Challenge 7 (2,900 XP)

Sorium Armaments. The velbast's weapon attacks are considered forging attacks.

ACTIONS

Multiattack. The velbast makes two melee or two ranged attacks.

Energy Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) radiant damage.

Lightning Blast. *Ranged Weapon Attack:* +7 to hit, range 80/240 ft., one target. *Hit:* 11 (2d6 + 4) lightning damage

Overcharge (Recharge 5-6). The velbast makes one energy blade or one lightning blast attack. If the attack hits, it deals an extra 13 (3d8) lightning damage, and the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the velbast's next turn.

Scale:



CATEGORY 3 VELBAST

Considered to be the most powerful among the non-unique forms, these velbasti are feared throughout the galaxy, as well as among their own kind. They've mastered the ability to blend in almost anywhere, priming their victims' fears and weaknesses while plotting their demise.

BRUMAL VELBAST

A brumal velbast is a calculating being that takes great pride and pleasure in manipulating other intelligent lifeforms by playing on their deepest secrets, fears, and desires. They are heartless and self-absorbed, but are equally as dangerous when drawn into physical conflict. A brumal velbast stands about 12 feet tall. Their blue-white form is semi-translucent, holding swirling, frigid mists within.

INFERNO VELBAST

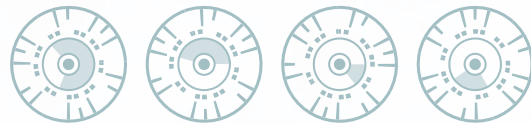
Standing at over twenty feet tall, an inferno velbast is a hulking powerhouse of wonton destruction. They enjoy exterminating all other lifeforms as equally as devouring their essence. The force of the inferno velbast is also powerful enough to devastate structures and barriers. Their bodies are surrounded by a flaming aura that burns through anything that crosses its path.

SHADE VELBAST

These ominous velbasti are brilliant and cunning. Often taking the role of commanders among groups of velbasti, their desire for power and influence holds no bounds. Though the most reserved and influential among their kind, they still bear the same contempt for all life, choosing to play a long game toward the extinction of the living. A shade velbast is 18 feet tall, its black and gold form surrounded by tendrils of shadow.

TEMPEST VELBAST

As ephemeral in appearance as their name implies, a tempest velbast represents the epitome of controlled chaos. It thrives off of anarchy and confusion, accelerating these to the greatest heights before it feeds. A tempest velbast stands at nearly 15 feet tall. Their bodies ripple with electricity and their voices echo in a deep, thunderous tone.



BRUMAL VELBAST

Huge aberration (shapeshifter), chaotic evil

Armor Class 16 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	18 (+4)	15 (+2)	18 (+4)	15 (+2)

Saving Throws Dex +10, Wis +9, Cha +7

Skills Deception +7, Perception +9

Damage Resistances lightning; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities cold, poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses truesight 120 ft., passive Perception 19

Languages Common, Protean, telepathy 120 ft.

Challenge 15 (13,000 XP)

Esper Resistance. The velbast has advantage on saving throws against esper powers and effects.

Ice Walk. The velbast can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Innate Powers. The velbast's channeling ability is Wisdom (save DC 17). It can innately use the following powers:

3/day each: *command, detect thoughts, primal fear*

1/day each: *bishop's deviation, treacherous allies*

Icy Renewal. If the velbast takes fire or radiant damage, its Blizzard Sphere automatically recharges.

Sorium Armaments. The velbast's weapon attacks ignore any resistances to mundane weapons.

Shapeshifter. The velbast can use an action to transform into a Medium humanoid, or back into its true form. Other than its size, its statistics are the same in any form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the velbast's choice). It reverts to its true form if it dies.

ACTIONS

Multiattack. The velbast makes either three attacks with its icy whip or two attacks with its frost ray.

Icy Whip. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 14 (4d6) cold damage.

Frost Ray. *Ranged Power Attack:* +10 to hit, range 120 ft., one target. *Hit:* 35 (10d6) cold damage.

Blizzard Sphere (Recharge 5-6). The velbast chooses a point that it can see within 120 feet of it. An icy whirlwind erupts in a 20-foot radius sphere from that point. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) cold damage on a failed save, or half as much damage on a successful one. In addition, a target that fails its save is restrained until the start of the velbast's next turn.

INFERNO VELBAST

Huge aberration (shapeshifter), chaotic evil

Armor Class 19 (natural armor)

Hit Points 162 (12d12 + 84)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	25 (+7)	15 (+2)	13 (+1)	12 (+1)

Saving Throws Str +13, Dex +10, Con +13, Wis +7

Skills Athletics +13, Intimidation +7, Perception +7

Damage Resistances cold, radiant; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities fire, poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses truesight 120 ft., passive Perception 17

Languages Common, Protean, telepathy 120 ft.

Challenge 17 (18,000 XP)

Esper Resistance. The velbast has advantage on saving throws against esper powers and effects.

Blazing Aura. The velbast can take a bonus action to activate a fiery aura that surrounds its entire form and sheds light in a 30-foot radius. At the start of each of the velbast's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the velbast or hits it with a melee attack while within 5 feet of it takes 10

(3d6) fire damage. The velbast can spend a bonus action to deactivate the aura.

Breaching Attacks. The velbast deals double damage to (3d6) fire damage. The velbast can spend a bonus action to deactivate the aura. objects and structures.

Shapeshifter. The velbast can use its action to transform into a Medium humanoid, or back into its true form. Without wings, the velbast loses its flying speed. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the velbast's choice). It reverts to its true form if it dies.

Sorium Armaments. The velbast's weapon attacks ignore any resistances to mundane weapons.

ACTIONS

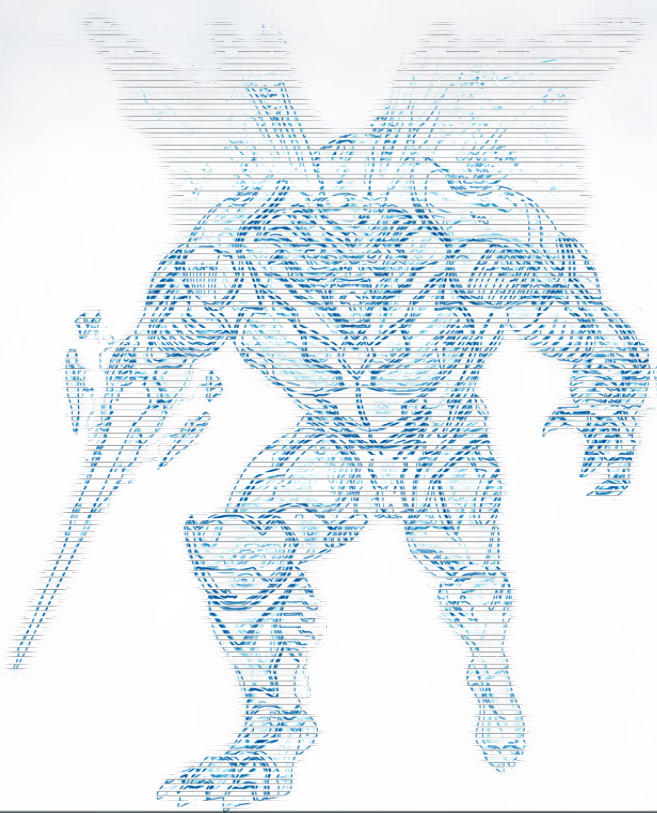
Multiattack. The velbast makes four melee attacks or four ranged attacks.

Plasma Blade. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) fire damage.

Searing Spikes. *Ranged Weapon Attack:* +13 to hit, range 80/240 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 7 (2d6) fire damage.

Flaming Whip (Recharge 5-6). The velbast unleashes a fiery lash at three targets within 60 feet of it that it can see. Each target must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much on a successful one.





▶▶▶ HAZARDOUS ANOMALY:

"Blazing" Velbast

Recommended Safe Distance:

>50m

High-Temperature
Proximity Gear
Advised.



SHADE VELBAST

Huge aberration (shapeshifter), chaotic evil

Armor Class 18 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	19 (+4)	18 (+4)	19 (+4)	22 (+6)

Saving Throws Dex +11, Int +10, Wis +10, Cha +12

Skills Deception +12, Insight +10, Persuasion +12, Stealth +11

Damage Resistances radiant; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses truesight 120 ft., passive Perception 14

Languages Common, Protean, telepathy 120 ft.

Challenge 18 (20,000 XP)

Esper Resistance. The velbast has advantage on saving throws against esper powers and effects.

Shadowy Visage. The velbast has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Esper Powers. The velbast is an 11th-level channeler. Its channeling ability is Charisma (save DC 20, +12 to hit with power attacks). It has the following powers prepared.

Prime (at will): *dark conduit, directional drift, frost fold, illusory point, renew*

Rank 1 (4 slots): *arctic lash, esper sense, daze, primal fear*

Rank 2 (3 slots): *blur, eclipse, frost coil, psychic wave*

Rank 3 (3 slots): *fly, horrific visage, withering grip*

Rank 4 (3 slots): *aspect of dread, haze of chaos*

Rank 5 (2 slots): *churning pit*

Rank 6 (1 slot): *mass suggestion*

Shapeshifter. The velbast can use its action to transform into a Medium humanoid, or back into its true form. Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the velbast's choice). It reverts to its true form if it dies.

Battle Esper. When the velbast uses its action to activate a power, it can make one weapon attack as a bonus action.

ACTIONS

Multiaction. The velbast makes three shadow blade attacks.

Shadow Blade. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 18 (4d8) necrotic damage.

Blight Cannon. *Ranged Weapon Attack:* +11 to hit, range 120 ft., one target. *Hit:* 16 (3d10) necrotic damage, and if the target is a creature, it must succeed on a DC 20 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if an adjacent creature takes an action to shake it.

Enthrall. One humanoid the velbast can see within 30 feet of it must succeed on a DC 20 Wisdom saving throw or be charmed by the velbast for 24 hours. The charmed target obeys the velbast's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this velbast's Charm for the next 24 hours.

The velbast can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

▶▶▶ "Shade" Velbasti are the most dangerous of their kind, and also the most elusive.



Scale:



TEMPEST VELBAST

Huge aberration (shapeshifter), chaotic evil

Armor Class 18 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 0 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	20 (+5)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Str +9, Dex +10,

Wis +9, Cha +8

Skills Deception +8, Insight +9, Perception +9

Damage Resistances cold, thunder; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities lightning, poison

Condition Immunities charmed, confusion, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses truesight 120 ft., passive Perception 19

Languages Common, Protean, telepathy 120 ft.

Challenge 16 (15,000 XP)

Esper Resistance. The velbast has advantage on saving throws against esper powers and effects.

Regeneration. The velbast regains 10 hit points at the start of each of its turns if it has at least 1 hit point.

Shapeshifter. The velbast can use its action to transform into a Medium humanoid (speed 30 ft.), or back into its true form. In this form, the velbast loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the velbast's choice). It reverts to its true form if it dies.

Sorium Armaments. The velbast's weapon attacks ignore any resistances to mundane weapons.

ACTIONS

Multiattack. The velbast makes five melee attacks or uses its Thunder Strike five times.

Lightning Lash. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, plus 7 (2d6) lightning damage.

Thunder Strike. *Ranged Power Attack:* +10 to hit, range 120 ft., one target. *Hit:* 17 (5d6) lightning damage.

Teleport. The velbast magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Voltaic Shield. The velbast adds 5 to its AC against one melee attack that would hit it. To do so, the velbast must see the attacker. Regardless of whether or not the attack hits, the attacker must succeed on a DC 19 Constitution saving throw or take 10 (3d6) lightning damage.

Shade Velbast

VIRTUAL ECHO

A product of taboo experimentation gone awry, virtual echoes are physical manifestations of electrical impulses drawn from minds trapped within the Silrayne Intergalactic Matrix. These demonic, electrified horrors seek to ravage the minds of all those around it.

Immortality Gone Mad. When the SIM was still in its infancy, a group of scientists from the Exicpt Corporation attempted to clone their minds within their virtual personas, intending to implant them into bio-organic forms forged with esper techniques stolen from the dendus.

Everything fell apart upon the first trial. Contact with the bioforms mutated the SIM personas into a hostile technovirus, twisting their new bodies into terrifying abominations that destroyed the lab and all within. The minds of the scientists were absorbed into their creations, whose energy was used to multiply the living virus.

Virtual Cages. Virtual echoes can be found within the vicinity of any large digital electronic device, such as control panels or displays longer than five feet, connected to the SIM or a similar virtual network. A virtual echo abandons any device that has been powered off or disconnected from its network for more than 48 hours.



Mind Reapers. Like many viruses, the primary function of a virtual echo is to multiply. They do so by harvesting the psychic energy of living creatures. This energy is embedded into the software of the nearby device, almost as if it were an electronic cocoon, before it eventually mutates into a new virtual echo. Newly spawned echoes carry remnants of the memories of its former self, which either fade or become twisted over time.

Universal Adaptation. A virtual echo doesn't require air, food, water, or sleep.

TIPS AND TACTICS

As a virtual echo is limited by the location of the device in which it dwells, it doesn't reveal itself until there are suitable prey in the area. It uses its Energy Shift, if it can, to transfer to a device closest to its targets before attacking.

The following is a list of examples of devices that can contain a virtual echo. This is not a complete nor a definitive list:

- Computer/SIM server wall/panel
- Digital sign or ad screen
- Engineering/construction control panel
- Exterior power generator
- Home theater screen/display
- Military tactical control station
- Security monitoring station
- SIMreal input station
- Standing holo-projector
- Sports stadium image/score display
- Sorium stardrive
- Starship or starbase control panel
- Starship electrical conduit
- Video/holo gaming sensor platform



Scale:



VIRTUAL ECHO

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 50 ft.

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

Saving Throws Dex +5, Wis +4

Damage Resistances fire, thunder; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities lightning, necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, restrained

Senses passive Perception 12

Languages the languages it knew from its former life

Challenge 5 (1,800 XP)

Detect Life. The virtual echo can instinctively sense the presence of creatures up to 5 miles away that aren't automatons or constructs. It knows the general direction they're in but not their exact locations.

Energy Shift. Once on its turn, the virtual echo can use 10 feet of its movement to shift from one computerized device it is adjacent to, into a second device or within 60 feet of the first device, appearing in an unoccupied space within 5 feet of the second device. Both devices must be Large or larger and cannot be worn or carried. This ability can't be used on automatons or constructs.

ACTIONS

Multiattack. The virtual echo makes two attacks: one with its charged claws and one with its mindreaver bite.

Mindreaver Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) lightning damage plus 4 (1d8) psychic damage, and the target's Intelligence score is reduced by 1d4. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Charged Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) lightning damage.

Virtual Vortex (Recharges after a Long Rest). The virtual echo emits a swirl of psychic energy in the form of virtual images filled with anguish, torment, and madness. Automatons and constructs are unaffected by this energy. All other creatures within 30 feet of it that can see it must make a DC 14 Intelligence saving throw. On a failure, a creature takes 28 (8d6) psychic damage and is stunned until the end of the virtual echo's next turn. On a success, a creature takes half damage.



VOID HORRORS

Even with the revolutionary advancements of the modern age, there is much about the nature of galactic space that remains a mystery. Void horrors are intelligent creatures that come from mysterious regions of space, such as spatial anomalies or rifts that generate an abundance of dark energy. Some appear to be amorphous, even invisible to mundane vision, while the most dangerous types are physical manifestations infused with dark matter.

The Voids Within the Veil. A great number of dark energy anomalies appear to be connected to an as-of-yet indecipherable subregion of space known as the Veil. It is within this domain that dark energy beings such as the evargun reside. Many void horrors come from this subregion as well. They communicate with each other using language that, outside of a vacuum, creates sounds akin to a warped, echoic form of speech. Some have their own goals, while others ally with or become soldiers for greater forces such as the evargun. The more primal among them simply seek to defend their territory or scavenge for resources.

Matter Inversion. The negative energy generated by void horrors can sometimes alter the molecular and genetic framework of other creatures rather than destroy them. Unless treated, either through advanced biomedical therapy or esper powers, those infected are eventually transformed into a creatures of dark matter. Creatures being altered in this way are often afflicted with long-term madness during their transformation (rules for applying the effects of Madness are provided in the *Master Technician's Guide*).

Energy Being. A void horror doesn't require air, food, or drink. It can also move in zero-g without restriction and can survive within a vacuum.

VEIL REAVER

Veil reavers are sinister beings that seek to eradicate other living creatures. Many of them were humanoids either infected by dark energy or lost within a dark matter anomaly. They can be found making mutual alliances with other clandestine forces or serving as mercenary soldiers for the evargun.

VOID RAVAGER

Void ravagers are malevolent, fiendish creatures that commonly attack small colonies, space stations, and starships. They thrive on destruction and death, hunting down and killing every non-netherant creature they can find before moving on to the next settlement.

VOID SHADOW

A void shadow is an aspect of dark matter that appears in the form of a shadowy humanoid or beast. They bombard any living creature they touch with dark matter. The essence of a creature that dies from such an assault remains corrupted by the energy, eventually emerging from its body as a void shadow.

VOID SPECTER

A void specter is a tortured humanoid transformed by dark energy contagion. Its mind has been driven mad by the mental conflict of its current state. Driven by a warped vengeance against other creatures, veil specters unleash their wrath upon other lifeforms that don't share its fate.



VEIL REAVER

Medium netherant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +5

Damage Resistances fire; bludgeoning, piercing, and slashing from mundane weapons.

Damage Immunities necrotic

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Umbriss

Challenge 4 (1,100 XP)

Ambusher. The veil reaver has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the veil reaver surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Shadow Sight. Darkness from technological effects or esper powers doesn't impede the veil reaver's darkvision.

Shadow Stealth. While in dim light or darkness, the veil reaver can take the Hide action as a bonus action.

ACTIONS

Multiattack. The reaver makes two disruptor blade attacks or two shadow bolt attacks. It can use its shadow claw in place of one disruptor blade attack.

Shadow Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Disruptor Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) necrotic damage.

Shadow Bolt. *Ranged Power Attack:* +4 to hit, range 120/360 ft., one target. *Hit:* 10 (3d6) necrotic damage.



VOID RAVAGER

Large netherant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	21 (+5)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

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

Regeneration. The ravager regains 10 hit points at the start of its turn. If the ravager takes acid or fire damage, this trait doesn't function at the start of the ravager's next turn. The ravager dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The ravager uses its dread sphere if it can. It then attacks twice with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) necrotic damage.

Dread Sphere (Recharge 5-6). The ravager releases a swirling nimbus of dark energy. Each creature within 15 feet of the ravager must succeed on a DC 15 Wisdom saving throw or be 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 ravager's Dread Sphere for the next 24 hours.



Scale: 

VOID SHADOW

Medium netherant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Umbriss

Challenge 1/2 (100 XP)

Amorphous. The void shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the void shadow can take the Hide action as a bonus action.

ACTIONS

Essence Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a humanoid or beast dies from this attack, the corpse rises as a new void shadow 1d4 hours later.

VOID SPECTER VARIANT: ESPER WRAITH

Esper Genesis is a process that can be glorious or terrifying, on occasion, even both. Any number of situations can lead to awakening, including moments of stress. Esper Wraiths are believed to be poor souls awakened by the thankfully rare, but undoubtedly horrific, moment that a Sorium Drive fails mid-jump, leaving the victim trapped between dimensions.

Malevolent Resentment. The tragic circumstance of their awakening inflicts such suffering upon the Esper Wraith that they grow to resent the living, particularly those that have undergone Esper Genesis themselves. The only way they can ease their own pain is the syphon power from living Espers.

Powered by Another Realm. The victims of an Esper Wraith is likely to be drawn into the void between dimensions. This that were Espers themselves are likely to become Wraiths as well. These souls are compelled to follow their creator who uses them mercilessly to find more victims, taking only that power they can steal away before their master feeds.

VARIANT: VOID MESSENGER

Some remarkably powerful individuals have proven capable of retaining a portion of their personalities after becoming a void shadow or specter.

In very rare instances, a manifestation of such a creature has appeared with all of the powers and abilities of their new form, but no apparent hostile intent. These void messengers arrive as omens, attempting to warn space travelers of some upcoming doom, usually in the form of another void horror. If you should encounter such a messenger, you would do well to prepare for the worst.

Scale:



VOID SPECTER

Medium netherant, chaotic evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from mundane attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Common and Umbriss but can't speak

Challenge 2 (450 XP)

Incorporeal Movement. The void specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Essence Drain. *Melee Power Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Maddening Whispers (Recharge 6). The void specter targets up to two creatures within 30 feet of it that it can see and infects their minds with haunting whispers and terrifying visions. Each target must make a DC 10 Wisdom saving throw. On a failed save, the target takes 18 (4d8) psychic damage and is stunned until the start of the void specter's next turn.





VORKATA

Growing to the size of a small ship, this sluglike creature's skin is comprised of armored plates embedded with thousands of bioluminescent nodes. Its underside is softer, and contains hundreds of grasping, magnetic suckers.

Said to live in the hearts of stars, these creatures occasionally ride solar flares deep into space. Sightings are rare, and it is believed they have been absent from traveled space lanes for some centuries.

Energy Eaters. Vorkata absorb and feed on raw energy in its purest forms. This includes light, radiation, plasma, starship exhaust, sorium, and more. They can drain an energy cell from a short distance, though they prefer making contact with an energy source directly with their mouth. They use this power to propel themselves through space, and can channel it through their antennae as a weapon for self defense.

The belare call these beasts the "evingor," and have ancient stories portraying them as demonic adversaries. This is perhaps unsurprising, as simply being near a vorkata causes physical harm to a belare, but many others see them as graceful, beautiful creatures, possessing little more than animal-level intelligence.

Among the Stars. The vorkata can be used as a threat in starship combat. When using the vorkata in this way, refer to its stat block in appendix C.

Universal Adaptation. The vorkata doesn't require air, food, drink, or sleep. It can survive in a vacuum.

VORKATA

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 304 (21d20 + 84)

Speed 20 ft., fly 80 ft., space 5 ut.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	19 (+4)	4 (-3)	13 (+1)	7 (-2)

Damage Vulnerabilities necrotic, thunder

Damage Resistances cold

Damage Immunities fire, lightning, radiant

Senses passive Perception 11

Languages —

Challenge 18 (20,000 XP)

Energy Absorption. Whenever the vorkata is subjected to fire, lightning, or radiant damage, it takes no damage and regains a number of hit points equal to the fire, lightning, or radiant damage dealt.

Charged Aura. At the start of each of the vorkata's turns, each creature within 10 feet of it takes 5 (1d10) lightning damage. If the creature is an automaton, construct, cyborg, or protean, the damage is doubled.

ACTIONS

Multiattack. The vorkata makes two slam attacks or two energy blast attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 42 (8d8 + 6) bludgeoning damage.

Energy Blast. *Ranged Weapon Attack:* +11 to hit, range 120 ft., one target. *Hit:* 39 (6d10 + 6) lightning damage.

Dynamic Discharge (Recharge 5-6). The vorkata unleashes a 30-foot-radius electromagnetic shockwave. Each creature in the area must make a DC 17 Constitution saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much on a successful one.

If the creature is an automaton, construct, cyborg, or protean, the damage increases to 40 (9d8) lightning damage and on a failed save, the target gains one level of exhaustion.



WOLOG

Both fierce and graceful, wologs are intelligent, winged quadrupeds that soar high across the blue-green skies of planet Vaal. They are solitary and reclusive, gathering with their own only to mate or rear their young. They are rarely seen in populated areas unless domesticated.

Wologs have leathery wings that extend between their torso and front legs. Their striped fur ranges in color from dark blues, yellows, reds, to browns.

Empathic Mounts. Wologs are prized as mounts among the valna, and considered a mark of prestige for those earning the privilege to ride one. They are inherently good natured and capable of sensing deceptive or malicious intent. When a wolog becomes a steed, it forms an empathic bond with its rider, capable of sensing its feelings and motives.

Wild and Free. Wologs can be found in other parts of the galaxy, usually through traveling on a spacefaring vessel with their companion rider. Though capable of safely traveling in an enclosed environment, they can only do so for only so long, eventually becoming resentful if they're not allowed to fly and roam freely. A wolog forcibly confined or restrained does everything in its power to escape. A rider who takes such actions immediately loses its bond with the wolog and would find it extremely difficult to regain the beast's trust.



Scale:

WOLOG

Large beast, neutral good

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 60 ft., fly 90 ft.

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

Saving Throws Dex +4, Wis +4, Cha +3

Skills Insight +6, Perception +4

Senses passive Perception 14

Languages understands Common and Valna but can't speak
Challenge 2 (450 XP)

Keen Sight and Smell. The wolog has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The wolog makes two attacks: one with its claws and one with its bite.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (2d4 + 3) slashing damage.

XAMARON

The xamaron are a race of spacefaring insectoids infecting and infesting entire worlds and civilizations with ruthless tactics and extrinsic technology. Branded as an intergalactic scourge, they carry no emotion, keep no allies, and show no remorse. Their only goal is the perpetuation of their species through the extinction of others.

Cunning Usurpers. These insectoids are often mistaken for a mindless horde that swarms unsuspecting worlds with overwhelming numbers. However, their tactics are far more sinister. Targets of a xamaron invasion are first infiltrated from within, the population infected with a weaponized virus designed to create sleeper agents and dedicated servants. Simultaneously, secret hives are established beneath the planetary surface, using the world itself as an energy-harvesting tool. When the horde attacks, it is a tactical strike from within, while invading ships descend from the nearby stars.

Advanced Technologies. Xamaron colonies travel through space using specially designed hive ships, each equipped with large-scale defenses and a squadron of starfighters. Upon the invasion of a world, the colony spawns new members to operate the hive ship and travel to their next invasion target. Xamaron soldiers use a special armament called a qethket, a bio-linked energy weapon that converts from a melee weapon to an energy blaster.

The Hierarchy. Each xamaron colony has two monarchs, each serving a primary function in cultivating the species. Their central nests operate as a hub from which other subterranean nests expand into a web-like network, each presided over by a spawn of the two monarchs. These two monarchs and their weavers are the only members of their colony capable of independent thought, while most of the soldiers and workers are programmed with a shared hive-mind of orders, tactics, and goals. This is one of the primary reasons behind the lack of understanding of their overall ambitions and intentions.

Symbiomutation. The xamaron virus is elegantly designed to have multiple methods of delivery upon an unsuspecting species. The bodies of the dead become incubators, while the living infected go through a process called "Symbiomutation," where the virus redesigns the genetic makeup while replacing the thoughts and memories of the host. The dendus, whose homeworld was originally decimated by the xamaron, have made efforts to research the insectoids. The current belief is that the xamaron monarchy is capable of wielding forging techniques similar to those of espers, and the deadly virus is crafted using such methods. Due to the origins of this virus, espers in particular tend to be more resistant to its effects.

THE XAMARON VIRUS

A humanoid creature can contract the xamaron virus by being stung by a xamaron. A humanoid hit by a xamaron's stinger attack must succeed on a Constitution saving throw (DC 8 + the xamaron's proficiency bonus + the xamaron's Constitution modifier) or become afflicted. An afflicted creature can't regain hit points. The virus can be removed with the *restore pattern* power or similar effect. If the virus is not removed within 48 hours, the creature is transformed into a xamaron thrall in 1d4 days.

XAMARON THRALL

Thralls are the lowest form of xamaron, tasked with being builders, workers, and gatherers within the colony. Created through symbiomutation, they appear mostly humanoid, though close inspection reveals traits such as patches of insect carapace beneath the skin, elongated limbs, blackened eye sockets, or various growths and mutations over their bodies. Some hide these features under heavy clothing, coats, or headwear to blend into crowds and gather information for their masters.

XAMARON SOLDIER

The most common type of true xamaron, soldiers have the dual role of invader and defender. They are exponentially more dangerous within a unit of other soldiers, each willing to sacrifice themselves without hesitation for the benefit of the hive.

XAMARON CENTURION

Centurions are the elite warriors of the colony. They guard the central layers of the nest. Some also venture out with groups of soldiers when raiding more technologically advanced settlements. They wear heavier armor than normal soldiers and are armed with tech-powered polearms.

XAMARON MONARCH

Capable of thought outside of the shared hive, monarchs serve as the overseers and tacticians for their colony. They are extraordinarily intelligent and cunning, capable of shaping energies with their sheer will alone. There are up to two monarchs in any colony.

A XAMARON MONARCH'S LAIR

Monarchs make their homes in a cavernous areas deep beneath the ground, usually at either the center or rear of their well-protected colony. These caverns are reinforced and made either from the ruins of an underground structure or excavated naturally.

LAIR ACTIONS

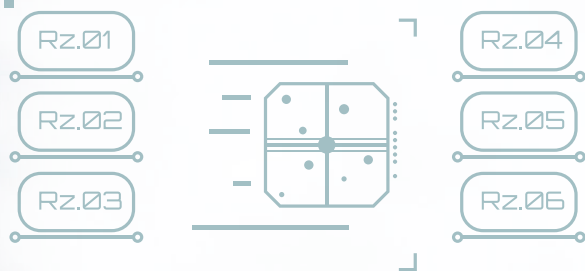
On initiative count 20 (losing initiative ties), the monarch takes a lair action to cause one of the following effects; the monarch can't use the same effect two rounds in a row:

- The xamaron chooses a point on the ground that it can see within 120 feet of it. Sharp, chitinous appendages sprout from the ground in a 20-foot radius centered on that point. The area becomes difficult terrain and when a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. This effect lasts until the xamaron uses this lair action again or until the xamaron dies.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the xamaron chooses within 120 feet of it. The cloud spreads around corners and remains until the xamaron dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- The xamaron chooses a 20-foot-square area on the ground that it can see within 120 feet of it. The ground softens into a churning mud pit.. Each creature on the ground in that area when the pit appears must succeed on a DC 15 Dexterity saving throw or sink into the mud and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success.

REGIONAL EFFECTS

The region containing a xamaron monarchs's hive possesses one or more of the following characteristics:

- The land within 2 miles of the lair takes twice as long as normal to traverse, since the ground has been warped with cracks, sudden dips, and jagged outcroppings covered in thin layers of chitin.
- Water sources within 1 mile of the lair are tainted. Non-xamaron that drink such water regurgitate it within minutes.
- There are no sources of flora or vegetation within 1 mile of the hive, all having been absorbed or rotted away.



VARIANT: XAMARON WEAVER

Xamaron weavers are monarchs capable of channeling energy through sorium. They are extremely rare and among the oldest of the xamaron, thought to be the pioneers behind the process of symbiomutation. A xamaron weaver has a challenge rating of 16 (15,000 XP) and has the following traits:

Esper Powers. The xamaron is a 12th level channeler. Its channeling ability is Intelligence (save DC 18, +10 to hit with esper powers). It has the following powers prepared:

Prime (at will): *analyze device, lightning ball, push, trigger device*

Rank 1 (4 slots): *impedance, phase step, trauma*

Rank 2 (3 slots): *blindness/deafness, psychic wave, stasis field*

Rank 3 (3 slots): *corrupt pattern, unravel effect, withering grip*

Rank 4 (3 slots): *gravity well, reactive field, throw, unfetter*

Rank 5 (2 slots): *contagion, domination, toxic burst*

Rank 6 (1 slot): *truesight, virus*

Legendary Action. The can choose the following as one of its legendary actions:

Prime (Costs 2 Actions). The xamaron uses one if its prime powers.

XAMARON THRALL

Medium humanoid (xamaron), neutral evil

Armor Class 12 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Resistances acid

Senses passive Perception 10

Languages Xamaron, understands Common but can't speak
Challenge 1 (200 XP)

Aggressive. As a bonus action, the thrall can move up to its speed toward a hostile creature that it can see.

Death Burst. When the thrall dies, it explodes in a burst of acidic fluids. Each creature within 10 feet of the exploding thrall must make a DC 13 Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The thrall makes two unarmed strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

XAMARON SOLDIER

Medium monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	12 (+1)	12 (+1)	8 (-1)

Skills Stealth +6

Damage Resistances acid; bludgeoning, piercing, and slashing from mundane attacks

Senses darkvision 60 ft., passive Perception 11

Languages Xamaron

Challenge 4 (1,100 XP)

Hive Mind. The xamaron is immune to the charmed and frightened conditions while within 30 feet of at least one other xamaron.

Pack Tactics. The xamaron has advantage on an attack roll against a creature if at least one of the xamaron's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The xamaron makes two melee or two ranged attacks with its quethket.

Quethket Blade. *Melee Weapon*

Attack: +6 to hit, reach

5 ft., one target.

Hit: 9 (1d10 + 4)

slashing damage.

Quethket Rifle. *Ranged Weapon*

Attack: +6 to hit,

range 100/300

ft., one target.

Hit: 9 (1d10 + 4)

radiant damage.

Stinger. *Melee Weapon*

Attack: +6 to hit, reach

5 ft., one target. *Hit:* 8 (1d8 + 4) piercing

damage plus 4 (1d8) poison damage.



Scale:

XAMARON CENTURION

Medium monstrosity, neutral evil

Armor Class 16 (carapace armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	12 (+1)	14 (+2)	8 (-1)

Saving Throws Dex +7, Con +6

Skills Perception +5

Damage Resistances acid, poison; bludgeoning, piercing, and slashing from mundane attacks

Senses darkvision 60 ft., passive Perception 15

Languages Xamaron

Challenge 8 (3,900 XP)

Esper Resistance. The xamaron has advantage on saving throws versus esper powers and other esper effects.

Qethket Weaponmaster. The xamaron deals an extra die of damage when it hits with a weapon attack using its qethket (included in its attacks).

Superior Senses. The xamaron can't be surprised while it isn't incapacitated.

ACTIONS

Multiattack. The xamaron makes three qethket blade attacks or three quethket rifle attacks. It may replace one of its attacks with a stinger attack.

Quethket Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Quethket Rifle. *Ranged Weapon Attack:* +7 to hit, range 100/300 ft., one target. *Hit:* 13 (2d8 + 4) radiant damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Defender. When an ally within 5 feet of the xamaron is hit by an attack, the xamaron causes itself to be hit instead.

XAMARON MONARCH

Medium monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 190 (20d8 + 100)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	21 (+5)	20 (+5)	17 (+3)	11 (+0)

Saving Throws Dex +9, Con +10 Wis +8

Skills Perception +8

Damage Resistances acid, necrotic, poison; bludgeoning, piercing, and slashing from mundane attacks

Senses darkvision 60 ft., passive Perception 18

Languages Common, Xamaron, telepathy 120 ft.

Challenge 14 (11,500 XP)

Legendary Resistance (3/Day). If the xamaron fails a saving throw, it can choose to succeed instead.

Superior Senses. The xamaron can't be surprised while it isn't incapacitated.

ACTIONS

Multiattack. The xamaron makes three attacks: two with its claws and one with its stinger.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Acid Spit. *Ranged Weapon Attack:* +9 to hit, range 120 ft., one target. *Hit:* 21 (6d6) acid damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 22 (5d8) poison damage and the target must succeed on a DC 18 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Acid Spray (Recharge 5-6). The xamaron sprays acid in a 30-foot cone. Each creature in that line must make a DC 18 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

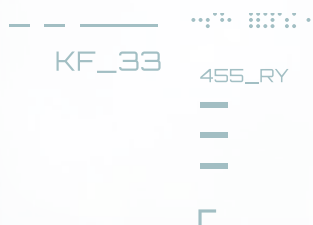
The xamaron can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The xamaron regains spent legendary actions at the start of its turn.

Detect. The xamaron makes a Wisdom (Perception) check or a Wisdom (Insight) check.

Attack. The xamaron makes one attack with its claws.

Move. The xamaron moves up to its half speed without provoking opportunity attacks.

Spit (Takes 2 Actions). The xamaron makes one acid spit attack.





XENOTERUM

The xenoterum are intergalactic invaders responsible for the annihilation of an untold number of galactic systems. They enslave all sentient life they encounter, using their resources to transmute their region of space into a form akin to their once great multidimensional empire.

For eons, the xenoterum have invaded and conquered system after system indiscriminately, concerned only with harvesting each world and forcing its populace into eternal subjection. Many notable galactic societies have lost worlds to the tyranny of the xenoterum. Some, such as the ilarios, were created from the ashes of their civilization and bred to serve as worshippers and minions. They refer to themselves as the sinotha, a word derived from the name of their old empire, Sinoth Ir.

Vanquished from Majesty. Long before the discovery of the Crucibles, the xenoterum held dominion over a vast collection of interstellar regions that spanned different galaxies and multiple dimensional realms. Other dimensional beings such as cronosytes, kreidren, and the rithni were also thought to reside within regions connected to the weave that formed Sinoth Ir. Due to their boundless reach, some believe the xenoterum to be among those once considered gods within many ancient societies and customs. A chosen few among them wielded such power as to claim dominion over forces yet unfathomable to the mortal mind.

Their empire fell to ruin because of their own hubris. They brazenly clashed with beings of similar power, resulting in the sundering of the dimensional weave that held their domains together. The surging backlash pulled the majority of Sinoth Ir into oblivion, destroying thousands of worlds, along with the billions of souls living upon them. Most of the xenoterum leaders, known as the grand elders, vanished within the dimensional cataclysm, thought to be consumed by its chaotic energies. Those that survived still rule from the shadows.

Stellarformers. Each system invaded by the xenoterum is slowly transformed into a spatial subdimension using massive machines which that draw power from the

system's primary star. Though not remotely comparable to the vastness of realms such as Drath Sia, these subdimensions overlay the existing fabric of space-time within that system, warping the perceptions of reality, thought, and the passage of time. This pollution of primordial energies causes conflict with creatures such as the bahtera or velbasti, whose very natures are defined by them. Similarly, the xenoterum strive to keep their technology a closely guarded secret from organizations such as the Silrayne Defenders or the Shadow Technocracy.

Devious Psions. Xenoterum are gifted psions and telepaths, able to exert their will over the minds of other creatures. They use their psionic powers to subjugate those that reside within the systems they seek to claim. Creatures who fall under such a fate are forced to face the xenoterum in a twisted, nightmarish version of their own reality. Unless they escape, those unfortunate enough to survive the mass hysteria have their minds broken and enslaved. The ability of high-ranking xenoterum to communicate with each other over tremendous distances enable them to devise far-reaching strategies and dark machinations.

Scattered Brethren. There are many forms of xenoterum. Only a few are known to have arrived within the known galaxy after the sundering of their empire. In addition to restoring their dimensional dynasty, each transformation of a galactic system is a step closer toward tearing a new hole in the fabric of space-time, where more of their kind may be found. Similarly, the surviving grand elders seek to regain their godlike power and station.

Cults of the Grand Elders. The expanding influence of the xenoterum and their grand elders has also prompted some to view them as deities, forming zealot bands of worshippers seeking to return them to their rightful rule over the universe. These groups are usually formed and led by a voorsha, but could also be led by other powerful espers, particularly those whose minds have been severely twisted by the effects of a xenoterum subdimension.

Amphibious. A xenoterum can breathe both air and water.



Myrnrog

ABILOS

Abilos are monstrous, blue-scaled horrors with elongated heads set with a row of three to five red eyes. They have multiple sets of tentacles, the larger used for interaction and defense, and the smaller for feeding.

TIPS AND TACTICS

Often seen as the soldiers within the hierarchy, abilos are more likely to face their enemies directly instead of using minions. They'll weaken foes with psionic attacks from a distance while trying to grapple and consume enemies within reach.

DAERGOR

Specializing as tacticians, daergors often command groups of abilos and other xenoterum servants on invasions and expeditions. They have heads similar to the abilos but instead attached to a humanoid upper torso with elongated arms. Their lower torso is made up of six chitinous, pincerred legs.

TIPS AND TACTICS

Daergor avoid direct conflict, instead preferring to use their troops to fend off enemies while using their ego whip against approaching targets.

MYRNROG

Myrnrogs are viewed as the overseers and generals of the lesser forms of xenoterum. They are dangerous psions and merciless combatants. Their mental prowess is only matched by their lack of morality, making them cruel, unyielding tyrants. A myrnrog's head has yellowish upper layers with a mandibled mouth. Varied tentacles extend from its face, body, and lower torso. It has four long insectoid limbs.

TIPS AND TACTICS

Myrnrogs are deadly up close and at a distance. They use their esper powers primarily to attack or control opponents from afar. They use their psychic drain ability if possible on any enemy that moves within range.

VOORSHA

These humanoids are espers that have pledged themselves to serve the xenoterum, either by choice or by having their will completely broken. Rather than becoming food, they are converted into hybrid troopers, outfitted with biosynthetic armor and weapons. Though the process weakens them as espers, they can still channel potent energies using their gear.

TIPS AND TACTICS

Voorsha rarely initiate conflict, preferring to wait for an opportunity to ambush its enemies with esper powers before fighting directly.



Abilos



ABILOS

Huge aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 10 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Con +6, Wis +5

Skills Deception +4, Insight +5, Lore +7, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sirallian, telepathy 120 ft.

Challenge 8 (3,900 XP)

Esper Resistance. The abilos has advantage on saving throws versus esper powers and other esper effects.

Innate Powers (Psionics). The abilos' innate channeling ability is Intelligence (save DC 15). It can innately use the following powers:

At will: *detect thoughts, esper sense, tricky fingers*

2/day each: *command, horrific visage*

1/day each *shattersense, space fold* (self only)

ACTIONS

Multiattack. The abilos makes three tentacle attacks. It can use its Siphoning Maw in place of one tentacle attack. Alternatively, it uses its psi beam twice.

Tentacle. Melee Weapon Attack: +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is Medium or smaller it is grappled (escape DC 15). Until this grapple ends, the target is restrained. The abilos has five tentacles, each of which can grapple one target.

Siphoning Maw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature that is grappled by the abilos. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) psychic damage, the creature 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 abilos, and it takes 22 (5d8) psychic damage at the start of each of the abilos' turns and must succeed on a DC 15 Intelligence saving throw or suffer one point of exhaustion. If this damage reduces the target to 0 hit points, the target dies from the abilos draining all of its brain or spinal fluid. The abilos can have only one creature swallowed at a time.

If the abilos takes 30 damage or more on a single turn from a creature inside it, the abilos must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the abilos. If the abilos dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement.

Psi Beam. Ranged Power Attack: +7 to hit, range 90 ft., one target. *Hit:* 17 (5d6) psychic damage.

DAEGOR

Large aberration, lawful evil

Armor Class 16 (medium trooper)

Hit Points 165 (22d10 + 44)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	19 (+4)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +7, Cha +8

Skills Deception +8, Intimidation +8, Insight +7, Lore +9, Perception +7, Persuasion +8

Senses truesight 60 ft., darkvision 120ft., passive Perception 17

Languages Common, Sirallian, telepathy 120 ft.

Challenge 14 (11,500 XP)

Esper Resistance. The daegor has advantage on saving throws versus esper powers and other esper effects.

Innate Powers (Psionics). The daegor's innate channeling ability is Intelligence (save DC 17). It can innately use the following powers:

At will: *detect thoughts, esper sense, tricky fingers*

3/day each: *horrific visage, illusory design, suggestion*

1/day each: *dream weave, shattersense, superior domination, space fold* (self only)

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

Mind Siphon. As a bonus action, the daegor targets an incapacitated creature that is grappled by its Burrowing Tentacle. The target takes 13 (3d8) psychic damage. The daegor gains temporary hit points equal to the damage dealt. If this damage reduces the target to 0 hit points, the target dies.

ACTIONS

Multiattack. The daegor makes three attacks with its claws. It can substitute its Burrowing Tentacle for one of these attacks. Alternatively, it can use its psi beam twice.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 13 (3d8) psychic damage.

Burrowing Tentacle. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 13 (3d8) psychic damage. If the target is a Large or smaller creature, it is grappled (escape DC 15) and must succeed on a DC 15 Constitution saving throw or be paralyzed until this grapple ends. The daegor can have only one creature grappled at a time in this way.

Psi Beam. Ranged Power Attack: +9 to hit, range 90 ft., one target. *Hit:* 35 (10d6) psychic damage.

Ego Whip. The daegor unleashes a wave of debilitating psychic energy in a 60-foot cone. Each creature in that area must make a DC 17 Wisdom saving throw, taking 54 (12d8) psychic damage on a failed save, or half as much damage on a successful one.

MYRNROG

Huge aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 152 (16d12 + 48)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	21 (+5)	15 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Deception +10, Intimidation +10, Insight +9, Lore +12, Perception +9, Persuasion +10

Damage Resistances necrotic, poison

Damage Immunities psychic

Senses truesight 120 ft., passive Perception 19

Languages Common, Sirallian, telepathy 120 ft.

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the myrnrog fails a saving throw, it can choose to succeed instead.

Innate Powers (Psionics). The myrnrog's innate channeling ability is Intelligence (save DC 20). It can innately use the following powers:

At will: *detect thoughts, esper sense, tricky fingers*
3/day each: *horrific visage, illusory design, suggestion*

Esper Powers. The myrnrog is an 18th-level esper. Its channeling ability is Intelligence (save DC 20, +12 to hit with esper powers). It has the following powers prepared:

Prime (at will): *frost fold, illusory point, psi blast*
Rank 1 (4 slots): *bastion, concussive force, esper sense, synaptic recoil*

Rank 2 (3 slots): *blindness/deafness, clone pack, detect truth, frost coil*

Rank 3 (3 slots): *counter form, singularity, temporal fault, unravel effect*

Rank 4 (3 slots): *aspect of dread, ravage pattern*

Rank 5 (3 slots): *dream weave, telekinesis*

Rank 6 (1 slot): *disintegrate, mass suggestion*

Rank 7 (1 slot): *control gravity, reave*

Rank 8 (1 slot): *mind fracture, psychic overload*

Rank 9 (1 slot): *shapeshift*

ACTIONS

Tentacles. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 17 (5d6) psychic damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the myrnrog can't grapple another target in this way.

Withering Grasp. *Melee Power Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 10 (3d6) psychic damage. If the target is a Large or smaller creature, it is grappled (escape DC 18) and must succeed on a DC 18 Constitution saving throw or be stunned 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.

Engulf. The myrnrog makes one tentacle attack against a Large or smaller target it is grappling. If the attack hits, the target is engulfed into its tentacles, and the grapple ends. The engulfed target is blinded and restrained, it has total cover against attacks and other effects outside the myrnrog, and it takes 21 (6d6) psychic damage at the start of each of the myrnrog's turns. If this damage reduces the target to 0 hit points, the target dies. The myrnrog can have only one target engulfed at a time. If the myrnrog dies, an engulfed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

LEGENDARY ACTIONS

The myrnrog can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The myrnrog regains spent legendary actions at the start of its turn.

Prime. The myrnrog uses a prime power.

Space Fold (Costs 2 Actions). The myrnrog teleports, along with any equipment it is wearing and carrying, up to 120 feet to an unoccupied space it can see.

Withering Grasp (Costs 2 Actions). The myrnrog uses its Withering Grasp.

Psychic Vortex (Costs 3 Actions). Each non-allied creature within 20 feet of the myrnrog must make a DC 18 Constitution saving throw against this effect, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.



Scale:



VOORSHA

Medium humanoid (hybrid), lawful evil

Armor Class 17 (biosynth armor)

Hit Points 165 (22d8 + 66)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	19 (+4)	16 (+3)	14 (+2)

Saving Throws Dex +9, Wis +8, Cha +7

Skills Insight +8, Perception +8, Persuasion +7, Stealth +9

Damage Resistances poison

Senses infravision 90 ft., passive Perception 18

Languages Common, Lingo, Sirallian, telepathy 60 ft.

Challenge 13 (10,000 XP)

Esper Resistance. The voorsha has advantage on saving throws versus esper powers and other esper effects.

Innate Powers (Psionics). The voorsha's innate channeling ability is Intelligence (save DC 17). It can innately use the following powers:

At will: *detect thoughts, esper sense, tricky fingers*

1/day each: *command, shattersense, space fold* (self only)

Esper Powers. The voorsha is a 16th-level esper. Its channeling ability is Intelligence (save DC 17, +9 to hit with esper powers). It regains its expended power slots when it finishes a short or long rest. It knows the following powers:

Prime (at will): *directional drift, lightning ball, psi blast, push*

Ranks 1–5 (3 Rank 5 slots): *eclipse, horrific visage, imposing influence, lightning whip, obfuscate, portal, quick construct, siphon, superior stasis field, throw, toxic burst, universal translator, unravel effect, warp helix, withering grip*

ACTIONS

Multiattack. The voorsha uses its Mesmeric Mask and makes three tentacle attacks.

Mesmeric Mask. The voorsha's mask forms multicolored patterns of light as it targets one creature it can see within 30 feet of it. If the target can see the voorsha, the target must succeed on a DC 17 Wisdom saving throw against this effect or be charmed until the end of the voorsha's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the voorsha's Mesmeric Mask for the next 24 hours.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 17 (5d6) psychic damage.



Scale:

ZALPHEED

The zalpheed are the eternal defenders of life, nature, and their balance within the universe. They dwell primarily on the planet Bakiyu within settlements built upon floating landmasses the locals refer to as skyridges. For centuries, they've guarded the natives and wildlife of their homeworld from invaders and trespassers who would defile the planet's natural splendor.

Children of the Living Planet. Following a code akin to a religious theology, the zalpheed believe themselves to be descended from and connected to the primordial forces that make up the universe. This is reinforced by their very homeworld, which they believe to be a single living entity. Most are reclusive toward any but their own species, instead focusing on training and studying in effort to reach physical and spiritual fulfillment. They place little value on wealth and property but take no pause in defending that which rightfully belong to other species and societies.

To keep up with recent threats, the zalpheed have learned to adopt modern technological advancements.



ZALPHEED

Medium humanoid (zalpheed), lawful good

Armor Class 14 (light trooper)

Hit Points 16 (3d8 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	10 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Zalpheed

Challenge 1/4 (50 XP)

Balance Equilibrium. The zalpheed has advantage on Strength and Dexterity saving throws against effects that would knock it prone.

Keen Hearing and Sight. The zalpheed has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Laser Lance. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 5 (1d6 + 2) radiant damage.

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Lance Blaster. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 5 (1d6 + 2) radiant damage

Like most of the natives of Bakiyu, this is done with great restraint and consideration for all life on the planet. This practice is carried on by the exceptional few among them that travel across the stars.

Galactic Protectorates. Many zalpheed leaving Bakiyu tend to travel with others closely aligned to their beliefs and intentions. The largest group of spacefaring zalpheed have built settlements on landmasses similar to skyridges that float in the skies along Cotaka in the Tessara System. These zalpheed settlements are close allies of the Silrayne Defenders and the groups of matokai and valna that are part of the Primordial Union.



Scale:

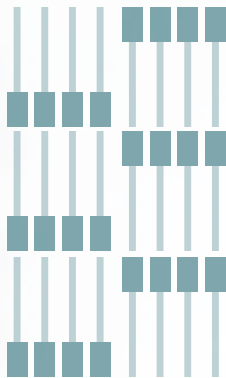
ZEK

At just over three feet in height, this rodent-like species is covered, head to toe, with resilient, scaled plates they like to polish to a mirrorlike sheen. They are especially quick and agile.

Self-Appointed Defenders. Most zek maintain that since the withdrawal or disappearance of most the galaxies' oldest sentient species, the responsibility for looking after what they call "the fledglings" has fallen to them. They base this belief on an inscription found on a strange piece of meteoric rock that impacted their homeworld shortly after they discovered hyperspace technology, destroying their capital city. The zek do not find their charge to be burdensome; rather, they pursue it with zeal. It is not uncommon for a zek traveling with members of other species to refer to them as their "deputies."

Outrageous Fortunes. Zek have a reputation for extraordinary luck, which they attribute to being chosen to lend assistance to the underprivileged. This blessing, it has been argued by some, seems only apply to the zek themselves, and does not extend to those with whom they travel, no matter what the zek say otherwise.

Flamboyantly Optimistic. Capable of finding the bright side, or silver lining in almost any situation, the zek are perhaps the most enthusiastically confident species in the galaxy. One might think this leads them to sometimes make rash or potentially foolhardy decisions. Yes, yes it does. But don't expect a zek to ever admit it. More often than seems probable, they find pathways to success, their assuredness translating to tenacity.



Scale:



ZEK

Small humanoid (zek), chaotic good

Armor Class 14 (armor jacket)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Stealth +5, Persuasion +3

Senses passive Perception 10

Languages Common, Zekish

Challenge 1/4 (50 XP)

Graceful Agility. The zek can move through the space of a Medium or larger creature.

Nimble Escape. The zek can take the Disengage or Hide action as a bonus action on each of its turns.

Strong Willed. The zek has advantage on saving throws against being charmed or frightened, and esper powers or effects can't put the zek to sleep.

ACTIONS

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

Light Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



ZELCHOR

The zelchor are short, stout humanoids that dwell within the fog-filled haven of Thondiell in Drath Sia. Reaching between 4 to 5 feet in height, they have leathery skin and bulbous heads with four angular eyes. Covetous and calculating, they serve at the whim of an incorporeal energy-being known to them only as the Widow of Night.

Wanderers in Shadow. As emissaries of the Widow of Night, the zelchor search specific regions of Drath Sia, seeking small settlements of intelligent life to recruit into the service of the Widow in return for protection and guidance. This is done with specific direction from the Widow, with no known reason behind the being's choices.

Power and Influence. Information and leverage are the bread and butter of zelchor society. There is constant plotting and maneuvering between their clans, each vying for elevated rank and prominence under the watchful eyes of the Widow of Night.

These rivalries are quickly put aside when dealing with other species, with whom the zelchor become deviously mercenary. They join alliances or take on work with the additional intent of gaining intelligence or influence within different factions or organizations.

Their goals include playing various groups against each other for profit and looking for greater reach and control for the Widow of Night. Those who have dealt with the zelchor regularly are well aware of their shifting loyalties.

Even so, they are tolerated among more prominent societies, often as black market traders or information brokers. They have made several failed attempts to insinuate themselves into galaxy-wide groups such as the Sorium Accord or several of the galactic megacorporations.



ZELCHOR

Medium humanoid (zelchor), neutral

Armor Class 13 (armor jacket)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +4, Lore +3, Persuasion +4, Stealth +4

Senses darkvision 120 ft., passive Perception 11

Languages Common, Lingo, Skrolath

Challenge 1/2 (100 XP)

Esper Resistance. The zelchor has advantage on saving throws versus esper powers and other esper effects.

Innate Powers. The zelchor's innate channeling ability is Intelligence (save DC 11). It can innately use the following powers:

At will: *friends*, *nondetection* (self only)

1/day each: *alter form*, *black hat*, *blur*

ACTIONS

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

Fletchette Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned 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.

Scale:



ZULTARAN

Zultarans are vicious, primal creatures that dwell in caves beneath a planetary surface, the subterranean levels of buildings, or the underbellies of space stations. They are fiercely territorial, savagely tearing through their enemies with no remorse or fear.

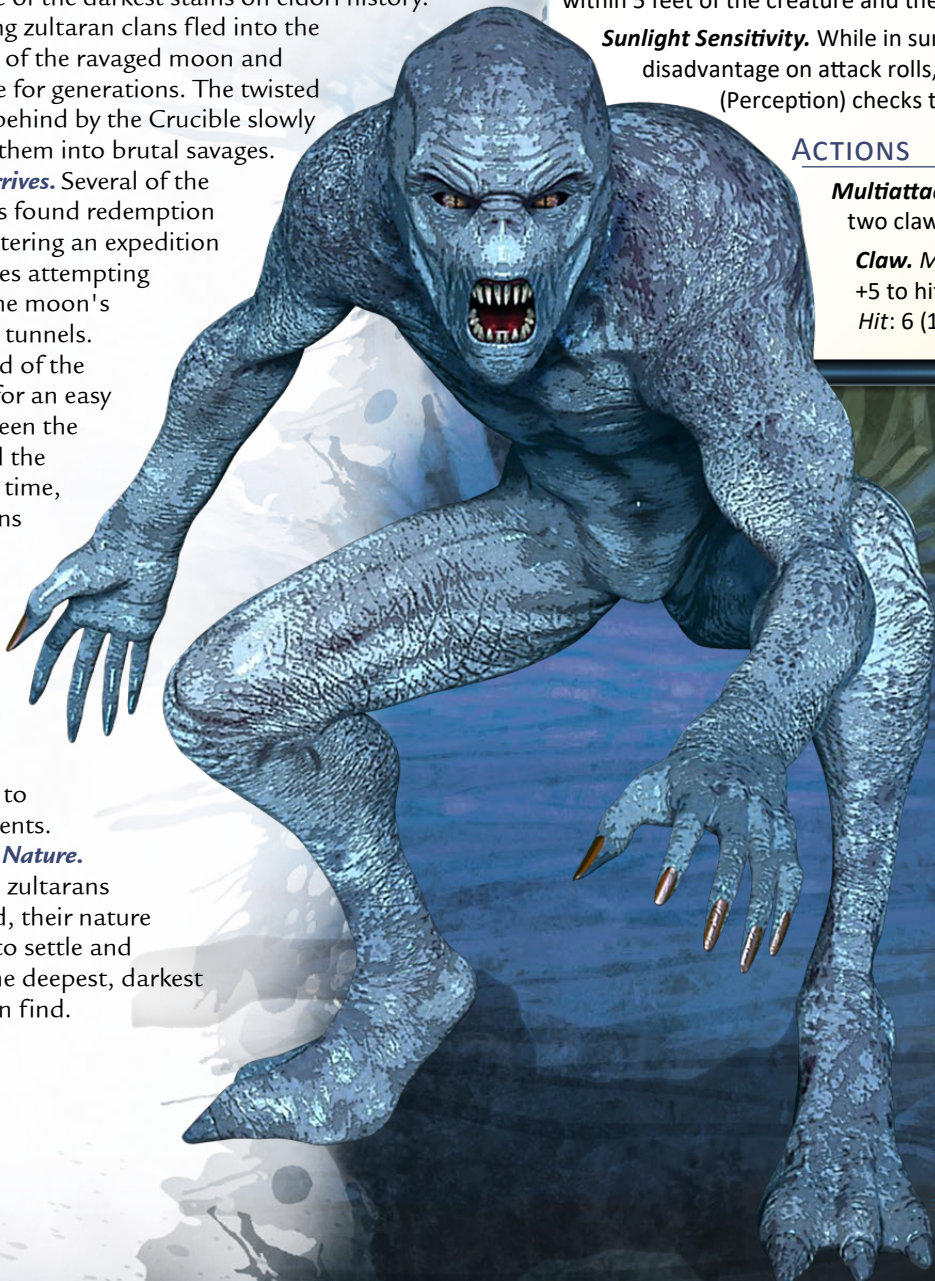
The Purge of Cassia. The zultarans were once a tribal society that lived on Cassia, one of the two moons of Eldor. After the dawn of the Second Age, their tribal homes were nearly destroyed by the Crucible's powerful energy surge. Desperate and driven to survive, they clashed with the eldori settlers, who were also in disarray and confusion.

When reinforcements arrived, an eldori commander, fueled by vengeance for a lost brother, made the decision to wipe out the zultarans entirely. Though the zultarans had far greater numbers, they were nearly eliminated by the more advanced eldori weapons and vehicles. The battle became known as the Purge of Cassia, and is viewed as one of the darkest stains on eldori history.

The surviving zultaran clans fled into the underground of the ravaged moon and survived there for generations. The twisted energies left behind by the Crucible slowly transformed them into brutal savages.

Salvation Arrives. Several of the zultaran clans found redemption upon encountering an expedition of lorendi spies attempting to navigate the moon's underground tunnels. Mutual hatred of the eldori made for an easy alliance between the zultarans and the lorendi. Over time, many zultarans left Cassia to become servants to the Imperium or serve as mercenaries in exchange for transport to other settlements.

Underworld Nature. Wherever the zultarans may be found, their nature brings them to settle and colonize in the deepest, darkest areas they can find.



ZULTARAN

Medium humanoid (zultaran), chaotic neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	8 (-1)	13 (+1)	6 (-2)

Skills Athletics +5, Survival +3

Senses darkvision 120 ft., passive Perception 11

Languages Common, Nesieve

Challenge 2 (450 XP)

Aggressive. As a bonus action, the zultaran can move up to its speed toward a hostile creature that it can see.

Pack Tactics. The zultaran has advantage on an attack roll against a creature if at least one of the zultaran's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the zultaran has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The zultaran makes two claw attacks.

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

Scale:



This section contains statistics for various humanoid non-player characters (NPCs) that players might encounter during a campaign, from your average civilian to corporate spies and mighty espers.

CUSTOMIZING NPCs

There are many easy ways to customize the NPCs in this section for your home campaign.

ADJUSTING THE STAT BLOCK

NPC stat blocks have generalized statistics that can be adjusted in the following ways.

Racial Traits. You can add racial traits to an NPC. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see the *Core Manual*.

Power Swaps. One way to customize an NPC with esper ability is to replace one or more of its powers. You can substitute any power on the NPC's power list with a different power of the same level from the same power list. Swapping powers in this manner doesn't alter an NPC's challenge rating.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating.

Weapon Modifications. Depending on the technology level of your campaign, you can customize an NPC's weapon damage types to suit your setting. Examples include changing a blade's damage type to fire or a pistol's damage type to radiant to reflect the use of plasma and laser weapons, respectively.

Gear Upgrades. The more powerful an NPC, the more likely it has one or more special items in its possession. A master melder, for example, might have forged enhancements for both gear and focus, as well as one or more limited-use enhancements. Giving an NPC a potent damage-dealing enhancement could alter its challenge rating. Forged enhancements, gear modifications, as well as adjusting a creature's challenge rating, are described in the *Master Technician's Guide*.

ADJUSTING THE ARCHETYPE

Included with each stat block is a brief description of where and how they might be used in your adventure series or campaign. These, however, are also merely suggestions, as personalities in any campaign can be a combination of infinite possibilities. A cyber ghost can just as easily be the executive of a media megacorporation, whereas a gang leader could be the head of a ragtag band of survivors on a desolate planet.

The statistics on the stat block themselves don't require any changes if just being used as a base framework, especially when using the **exploration** and **social interaction** aspects of play.

NPC STAT BLOCKS

These stat blocks can be used to represent NPCs of all species.

ALTERIST

Medium humanoid (any), any non-good alignment

Armor Class 11 (PSD, 14 with *protection field*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	18 (+4)	11 (+0)	13 (+1)

Skills Insight +2, Perception +2, Lore +6

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP)

Energy Harvest. Once per turn, when the alterist uses a power that reduces a creature's hit points to 0, the alterist regains hit points equal to twice the rank of the talent.

Esper Powers. The alterist is a 6th level esper. Its channeling ability is Intelligence (save DC 14; +6 to hit with esper powers). It has the following powers prepared:

Prime (at will): *blast, dark conduit, push, tricky fingers*

Rank 1 (4 slots): *distortion, fire lance, primal fear, protection field*

Rank 2 (4 slots): *disruption wave, phase shift, stasis field*

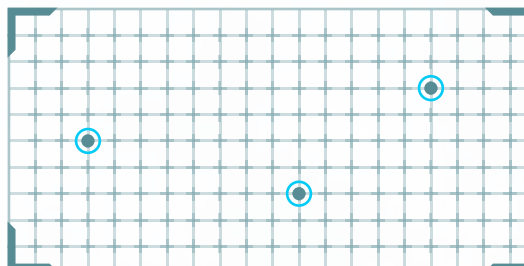
Rank 3 (3 slots): *celerity, singularity*

ACTIONS

Combat Baton. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

USING THE ALTERIST

Alterists convert lifeforce into raw energy. They tend to be recruited into service by zealous organizations in exchange for power and resources. Some can become leaders of cult groups or a tribal death shaman. Others work as corporate agents or government advisors.



ASSASSIN

Medium humanoid (any), any non-good alignment

Armor Class 14 (infiltration suit)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Computers +4, Deception +3, Perception +3, Stealth +6

Damage Resistances poison

Senses passive Perception 13

Languages Lingo plus any one language (usually Common)

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Deft Strike. Once per turn, the assassin deals an extra 14 (4d6) damage when it 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 the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Silent Killer. If the assassin makes an attack that reduces a target to 0 hit points, the assassin can take the Hide action as a bonus action before the end of their turn.

ACTIONS

Multiattack. The assassin attacks twice with its poisoned blade or three times with its silenced pistol.

Poisoned Blade. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Microfilament Garrote. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, it takes 35 (10d6) slashing damage at the start of each of the assassin's turns, and the assassin can't attack another target.

Silenced Pistol. *Ranged Weapon Attack:* +6 to hit, range 50/250 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) force damage on a failed save, or half as much damage on a successful one.

USING THE ASSASSIN

Assassins are professional killers that callously exterminate their targets for the right price. They can be found working black ops for mercenary groups, corrupt government officials, and ruthless megacorporations.

BATTLEMIND ADEPT

Medium humanoid (any), any alignment

Armor Class 12 (PSD, 15 with *protection field*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Wis +5, Cha +7

Skills Insight +5, Lore +4, Perception +5

Senses passive Perception 15

Languages any two languages

Challenge 6 (2,300 XP)

Combat Sense. The adept can't be surprised while it isn't incapacitated.

Empowered Psion. Psychic damage dealt by the adept's attacks and powers ignore damage resistances.

Esper Powers (Psionics). The adept is a 12th-level esper. Its channeling ability is Charisma (save DC 15, +7 to hit with esper powers). It has the following powers prepared:

Prime (at will): *friends, frost fold, illusory point, psi blast, push*
Rank 1 (4 slots): *distortion, lightning whip, protection field*
Rank 2 (3 slots): *phase shift, stasis field, psychic wave*
Rank 3 (3 slots): *crippling sphere, unravel effect*
Rank 4 (3 slots): *bishop's deviation, plasma orb*
Rank 5 (2 slots): *warp helix*
Rank 6 (1 slots): *shattersense*

ACTIONS

Wrist Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Psychic Crush (3/day). *Ranged Power Attack:* +6 to hit, range 60 ft., one target. *Hit:* 27 (6d8) psychic damage, and if the target is a creature, it must succeed on a DC 15 Wisdom saving throw or become stunned for 1 minute. In addition, the stunned target can't regain hit points, and it takes 9 (2d8) psychic damage at the start of each of the adept's turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

USING THE BATTLEMIND ADEPT

Battleminds are psions trained to use their abilities to defeat their opponents in direct conflict. They can be as formidable to other psions as they can toward mundane beings. Their versatility allows them to adapt to various roles such as commonwealth ambassadors, tactical aides, and corporate enforcers.

BOUNTY HUNTER

Medium humanoid (any), any alignment

Armor Class 15 (military jacket)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +4, Dex +7

Skills Athletics +4, Deception +5, Intimidation +5, Perception +6, Stealth +7

Senses infravision 60 ft., passive Perception 16

Languages Lingo plus any one language (usually Common)

Challenge 6 (2,300 XP)

Ambusher. In the first round of a combat, the bounty hunter has advantage on attack rolls against any creature it surprised.

Expert Tracker. The bounty hunter has advantage on Wisdom checks to track prey.

Feigned Identity. The bounty hunter has advantage on Deception checks made to conceal their identity.

ACTIONS

Multiattack. The bounty hunter makes three melee attacks or three ranged attacks. It can use its grappling cable in place of one of these attacks.

Power Baton. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) force damage.

Taser Pistol. *Ranged Weapon Attack:* +7 to hit, range 50/250 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) lightning damage.

Grappling Cable. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the bounty hunter can't use its grappling cable on another target. As a bonus action, the bounty hunter can pull a creature grappled by it 20 feet closer.

USING THE BOUNTY HUNTER

With a specific, yet highly-in-demand skill set, bounty hunters are found in every corner of the galaxy. They relentlessly hunt their targets, completing contracts often for money, fame, or status. Though a number of bounty hunters apply the same tactics, their methods vary greatly, including their choices in who they work for and the types of contracts they take on. This loosely-defined code they operate from also directly defines their reputation.

COMBAT MEDIC

Medium humanoid (any), any alignment

Armor Class 14 (reinforced mesh)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Skills Medicine +6, Perception +4, Survival +4

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Esper Powers. The combat medic is a 5th-level esper. Its forging ability is Wisdom (save DC 12). It has the following powers prepared:

Prime (at will): *deflect elements, stabilize, static circle*

Rank 1 (4 slots): *mend, spiral defender*

Rank 2 (3 slots): *detoxify, minor remedy*

Fray Dodger. The combat medic has advantage to burst saves and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Combat Knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

USING THE COMBAT MEDIC

Combat medics fearlessly charge through any battlefield, combining their esper abilities with modern medicine in order to keep their fellow combatants alive and kicking. Some are doctors in their own right, following an oath to help and heal, while others are part of a trained unit with a job to do regardless of their moral capacity.



COMMONER

Medium humanoid (any), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

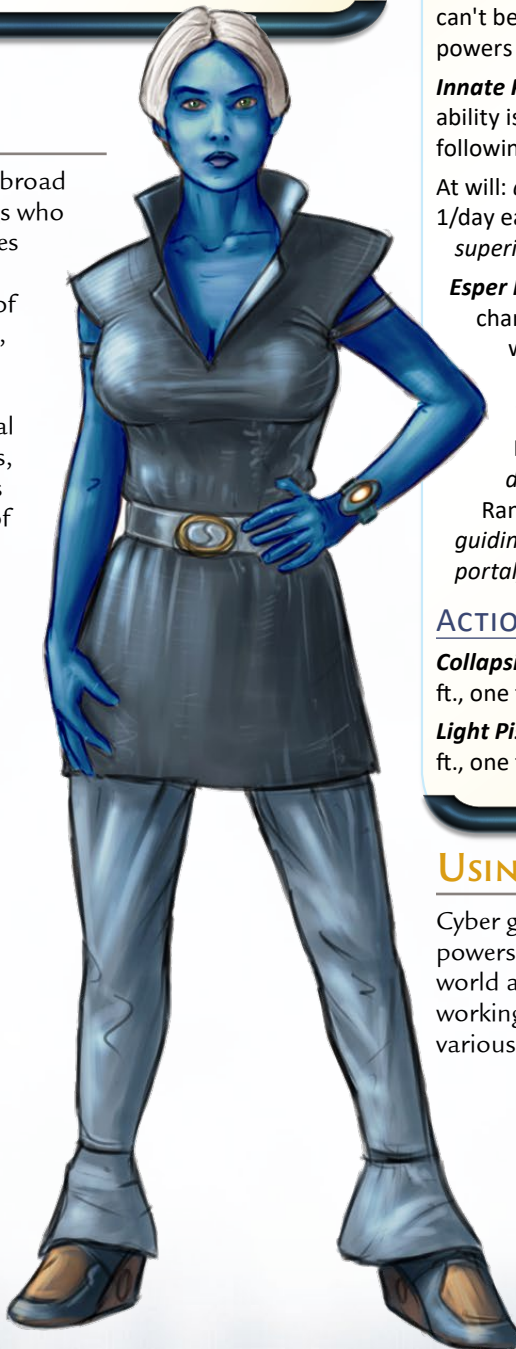
ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

USING THE COMMONER

Commoners represent a broad range of intelligent beings who simply live day-to-day lives as common civilians and inhabitants of all forms of galactic society. Civilians, farmers, corporate workers, club-goers, villagers, diplomats, tribal folk, merchants, travelers, reporters, and celebrities are just a few examples of commoners.



CYBER GHOST

Medium humanoid (any), any alignment

Armor Class 14 (infiltration suit)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	18 (+4)	15 (+2)	12 (+1)

Saving Throws Int +7, Cha +4

Skills Computers +10, Investigation +7, Perception +5

Senses infravision 90 ft., passive Perception 15

Languages any two languages

Challenge 7 (2,900 XP)

Ghost in the System. The cyber ghost can't be detected by electronic sensors or imaging devices. Also, the cyber ghost can't be targeted by clairsentient talents or detected by powers and abilities that sense espers.

Innate Powers. The cyber ghost's innate channeling ability is Intelligence (save DC 15). It can innately use the following powers:

At will: *alter form, levitate, mechanical stasis, swift motion*
1/day each: *dynamic passage, reave, space fold* (self only),
superior negation field

Esper Powers. The cyber ghost is a 15th-level esper. Its channeling ability is Intelligence (save DC 15, +7 to hit with esper powers). It regains its expended power slots when it finishes a short or long rest. It knows the following powers:

Prime (at will): *analyze device, sprite beam, trigger device, virtual display*

Ranks 1-5 (3 Rank 5 slots): *avatar's armor, black hat, guiding discs, incinerate, lightning ring, plasma blade, portal, remote connection, spoof command, system lock*

ACTIONS

Collapsible Baton. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Light Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

USING THE CYBER GHOST

Cyber ghosts are espers that use their cybermancy powers to operate in the shadows, both in the physical world and in the SIM. These super hackers can be found working for local governments, megacorporations, and various cybersecurity groups.

ESPER NOMAD

Medium humanoid (any), any alignment

Armor Class 14 (armor jacket)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	10 (+0)

Skills Lore +5, Perception +3, Survival +3

Damage Resistances fire, lightning

Damage Immunities cold, poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 13

Languages any three languages

Challenge 4 (1,100 XP)

Esper Resistance. The nomad has advantage on saving throws against esper powers and effects.

Esper Powers. The nomad is a 5th level esper. Its channeling ability is Intelligence (save DC 13; +5 to hit with esper powers). It has the following power slots:

Prime (at will): *friends, gamma vision, proton blade, tricky fingers*

Rank 1 (4 slots): *concussive force, fire lance, jump*

Rank 2 (3 slots): *disruption wave, phase shift*

Rank 3 (2 slots): *singularity*

ACTIONS

Multiattack. The nomad makes two melee attacks or two ranged attacks.

Combat Knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Energy Blaster. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 9 (2d6 + 2) radiant damage.

USING THE ESPER NOMAD

Esper nomads live and dwell on the fringes of society. Many of them are reclusive by choice, either reluctant to play a part in modern day society or unwilling to come to terms with their role or place in the galaxy. Some can also be on the run from authorities or are too far displaced from modern society to relate to others of their kind.

EXPERT PILOT

Medium humanoid (any), any alignment

Armor Class 13 (flight suit)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Astrophysics +2, Insight +4, Mechanics +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Professional Driver. The pilot has advantage on Dexterity checks made to operate planetary vehicles and watercraft.

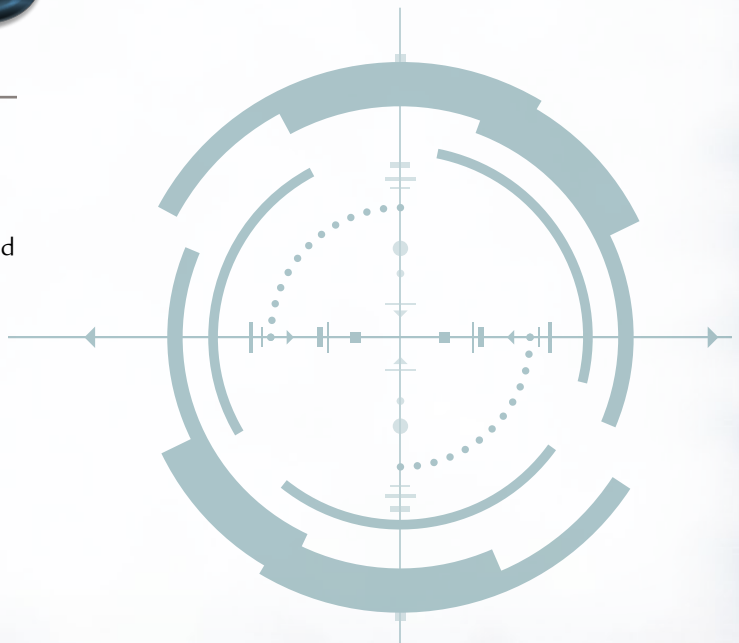
Space Jockey (3/day). As a bonus action, the pilot gains advantage to all checks made to pilot a spacecraft until the end of its ship's next turn.

ACTIONS

Combat Knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

USING THE EXPERT PILOT

Vehicles are invaluable to modern society, and in many cases, they require a professional touch. An expert pilot can operate any type of vehicle from underwater skiffs to capital starships. They work as starship helms, commercial pilots, combat jocks, racers, stunt drivers, getaway drivers, and construction operators.



FIELD COMMANDER

Medium humanoid (any), any alignment

Armor Class 18 (fusion armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Con +4, Wis +3

Skills Insight +3, Persuasion +4

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The commander has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The commander makes three melee attacks or three ranged attacks.

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage

Heavy Rifle. *Ranged Weapon Attack:* +5 to hit, range 100/500 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Burst Fire (Recharge 4-6). The commander fires a spray of bullets in a 10-foot cube within 100 feet of it that it can see. Each target in that area must succeed on a DC 13 burst save or take 7 (2d6) piercing damage.

Leadership (Recharges after a Short or Long Rest). The commander can utter a special command or warning whenever an allied creature within 30 feet that can hear it makes an attack roll or a saving throw. For up to 1 minute, these creatures can add a d4 to its roll provided it can hear and understand the commander. A creature can benefit from only one Leadership die at a time. This effect ends if the commander is incapacitated.

USING THE FIELD COMMANDER

Field commanders are soldiers who serve in the battlefield, providing tactical leadership and support to soldiers and other combat-trained field units. They can also be used as instructors and mentors to combat trainees, or serve as tactical advisors to administrative officials.

FIELD ENGINEER

Medium humanoid (any), any alignment

Armor Class 14 (centurion)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	12 (+1)	14 (+2)	15 (+2)	10 (+0)

Skills Computers +4, Mechanics +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Esper Powers. The engineer is a 1st-level esper. Its forging ability is Wisdom (save DC 12; +4 to hit with esper powers). It has the following powers prepared:

Prime (at will): *analyze device, electric surge, virtual display*
Rank 1 (3 slots): *laser blast, mend, sensory boost*

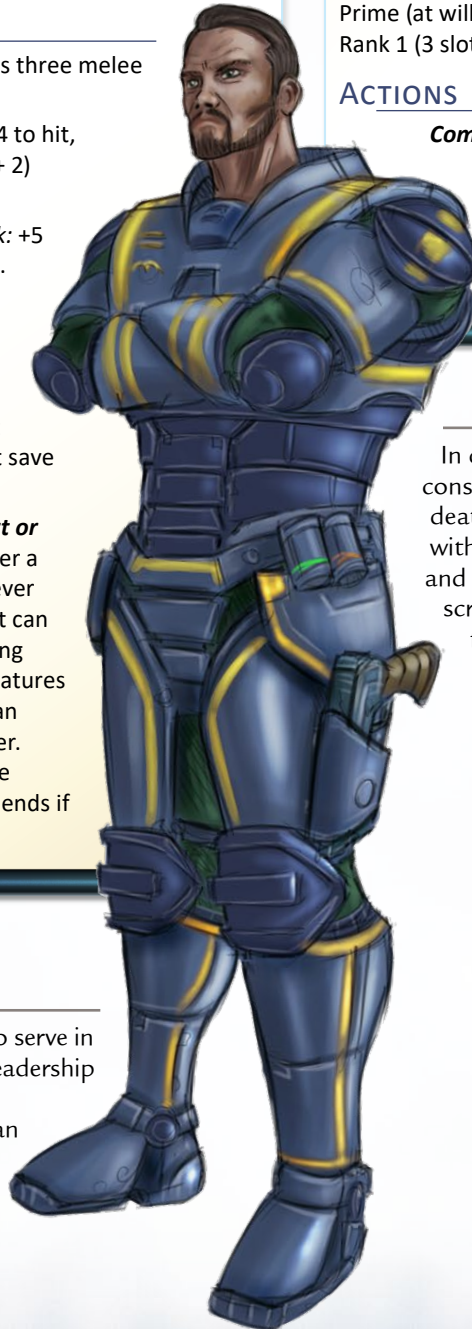
ACTIONS

Combat Baton. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Light Pistol. *Ranged Weapon Attack:* +2 to hit, range 50/150 ft., one target. *Hit:* 3 (1d6) piercing damage.

USING THE FIELD ENGINEER

In dangerous situations, a working vehicle, construct, or control unit could mean life or death. Field engineers blend esper techniques with mechanical know-how to keep machines and devices running that might otherwise become scrap in the ensuing conflict. They can be found working as military personnel, starship technicians, or expeditionary mechanics.



GALE GUARD

Medium humanoid (any), any alignment

Armor Class 16 (military jacket, shield)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1 (200 XP)

Innate Powers. The gale guard's channeling ability is Charisma. It can use the following talents:

3/day each: *absorption*, *phase step*

ACTIONS

Frost Edge. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing plus 7 (2d6) cold damage.

Frostgale Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) cold damage, and the target must succeed on a DC 12 Constitution saving throw or have its speed halved until the start of the gale guard's next turn.

REACTIONS

Shield Block. Once per turn, when a creature within 5 feet of the gale guard is being hit with an attack roll, the gale guard can use its reaction to add 5 to the creature's AC against that attack, potentially causing it to miss. To use this ability, the gale guard must be able to see the creature and the attacker.

USING THE GALE GUARD

Gale guards are warrior espers capable of harnessing elemental powers into their attacks and defenses. They serve as guardians of expeditionary forces or as protectors of high-level officials, wealthy civilians, and well-known media or corporate personalities.

GANG MEMBER

Medium humanoid (any), any non-lawful alignment

Armor Class 12 (armor jacket)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

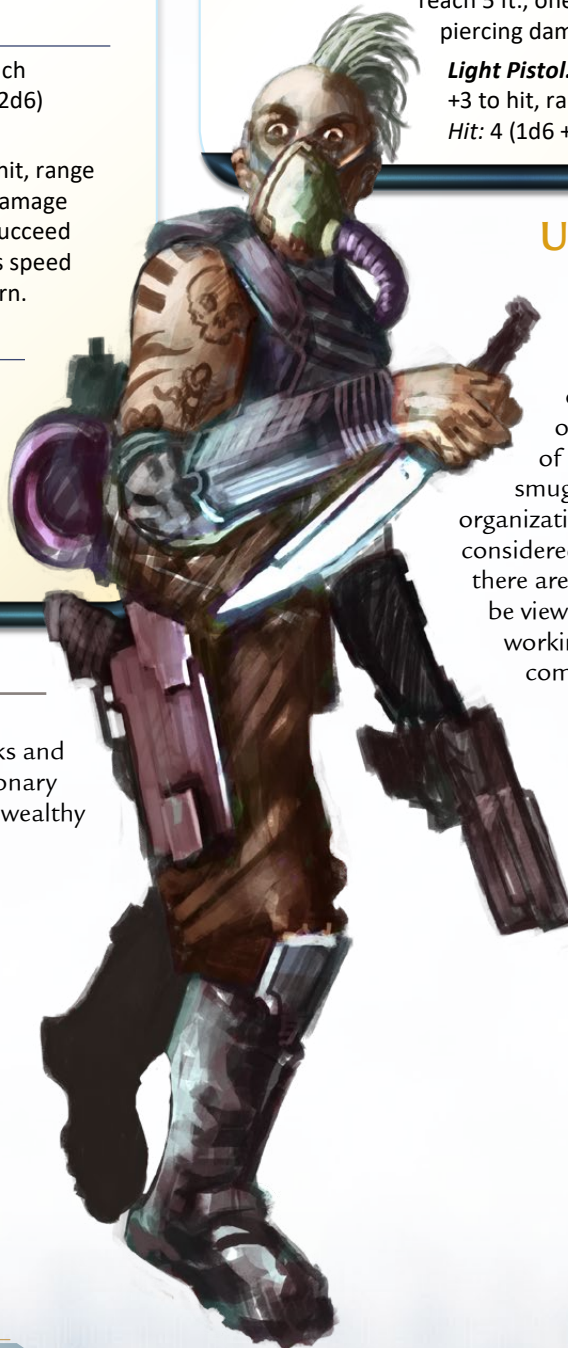
Multiattack. The gang member makes two knife attacks.

Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Light Pistol. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

USING THE GANG MEMBER

Gang members can be a part of any group that operates outside the law, often under the leadership of a gang leader, mercenary, smuggler, spy, or a rogue organization. Where most are considered to be thugs or outlaws, there are others that may not be viewed as criminals, instead working toward survival or a common goal.



GANG LEADER

Medium humanoid (any), any non-lawful alignment

Armor Class 14 (armor jacket)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws: Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

ACTIONS

Multiattack. The gang leader makes two melee attacks: one with its sabre and one with its wrist blade. Alternatively, it attacks twice with its heavy pistol.

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

Wrist Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 60/300 ft., one target, *Hit:* 7 (1d8 + 3) piercing damage.

Burst Fire (Recharge 5-6). The gang leader fires a spray of bullets in a 10-foot cube within 70 feet of it that it can see. Each target in that area must succeed on a DC 13 burst saving throw or take 4 (1d8) piercing damage.

REACTIONS

Parry. The gang leader can add 2 to its AC against one melee attack that would hit it. To do so, it must see the attacker and be wielding a melee weapon.

USING THE GANG LEADER

It takes a strong personality, ruthless cunning, and a silver tongue to keep a gang of outlaws in line. The gang leader has these qualities in spades. Operating outside the arm of the law, they need to stay one step ahead of the authorities while managing a group of malcontents.

They can take charge of roving bands of thieves and raiders, a league of vigilantes, and various groups in regions with no law-enforcement. They can also be space pirate captains, with a ship of their own and a crew at their command.

GRIMWALKER

Medium humanoid (any), any non-good alignment

Armor Class 18 (fusion armor)

Hit Points 150 (20d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Con +7, Cha +7

Skills Athletics +8, Deception +7, Intimidation +7, Perception +6

Senses darkvision 90 ft., passive Perception 15

Languages Skrolath plus any one language

Challenge 9 (5,000 XP)

Esper Powers. The grimwalker is a 10th-level esper. Its forging ability is Charisma (forging save DC 14, +6 to hit with esper powers). It has the following powers prepared:

Rank 1 (4 slots): *esper sense, disruptive strike, target scrambler*

Rank 2 (3 slots): *stealth scan, tracer strike*

Rank 3 (2 slots): *impact zone, unravel effect*

Reaper's Shadow. A creature that touches the grimwalker or hits it with a melee attack while within 5 feet of it takes 11 (2d10) necrotic damage.

ACTIONS

Multiattack. The grimwalker makes three attacks.

Great Axe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Grim Strike. *Ranged Power Attack:* +7 to hit, range 60 ft., one target. *Hit:* 9 (2d8) necrotic damage.

Shadow Shift (Recharge 4-6). The grimwalker teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

USING THE GRIMWALKER

Most esper sentinels follow a path that defines their code and how they use their powers. Grimwalkers are sentinels that follow the path of death, becoming reapers of souls. They often follow a twisted mode of logic for their actions, either through a zealous sense of justice or merely as a crutch for their sociopathic leanings. They lead or serve in groups that share their views, or at least promote them. Those that operate alone often do so in the fringes of the galaxy.



HEAVY ASSAULT TROOPER

Medium humanoid (any), any alignment

Armor Class 17 (centurion)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	13 (+1)

Saving Throws Str +6, Dex +6, Con +6

Skills Athletics +9, Intimidation +4

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The heavy assault trooper has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The heavy weapons expert makes two double-bladed sword attacks or two micro-cannon attacks.

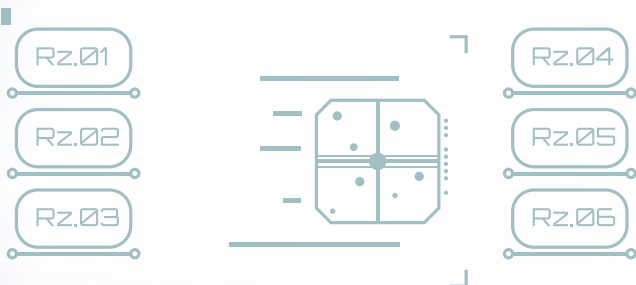
Double-Bladed Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Micro-cannon. *Ranged Weapon Attack:* +6 to hit, range 80/240 ft., one target. *Hit:* 12 (2d8 + 3) force damage.

Concussive Burst (Recharge 5-6). The heavy assault trooper fires an energy burst in a 30-foot cone. Each target in that area must succeed on a DC 14 Constitution saving throw, taking 17 (5d6) force damage on a failed save, or half as much on a successful one. In addition, a Medium or smaller creature that fails its saving throw is knocked prone.

USING THE HEAVY ASSAULT TROOPER

With nerves of steel and unshakable daring, heavy assault troopers rush into battle as heavily armed and armored infantry, often against overwhelming odds. They can play a vital role in any military, law-enforcement, or special ops team that require heavy fire and crowd control. Larger units of heavy assault troopers are used against oncoming forces of alien invaders or giant-sized monstrous threats.



HEAVY CENTURION

Medium humanoid (any), any non-good alignment

Armor Class 18 (centurion)

Hit Points 110 (17d8 + 34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	17 (+3)	11 (+0)

Saving Throws Con +6, Wis +7

Skills Athletics +6, Insight +7, Mechanics +7

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Charged Attack. As a bonus action, the centurion can expend a forging slot to cause its weapon attacks to deal an extra 10 (3d6) fire damage to a target on a hit. This benefit lasts until the end of the turn. If the centurion expends a forging slot of Rank 2 or higher, the extra damage increases by 1d6 for each slot rank above 1.

Heavy Defender. The centurion adds 1 to its AC when wearing heavy armor (included in its armor class).

Esper Powers. The centurion is a 10th-level esper. Its forging ability is Wisdom (forging save DC 15, +7 to hit with esper powers). It has the following powers prepared:

Prime (at will): *electric surge, gamma vision, sonic burst, stabilize*

Rank 1 (4 slots): *barrier, field salve, spiral defender, voltaic charge*

Rank 2 (3 slots): *assault drone, bolster, enhance weapon, infravision, mass treatment*

Rank 3 (3 slots): *basic construct, resuscitate, pulse beam, tactical support zone, unravel effect*

Rank 4 (3 slots): *plasma orb, reactive field, superior aegis, unfetter*

Rank 5 (2 slots): *incinerate, major remedy, mechanical stasis*

ACTIONS

Multiattack. The centurion makes two melee attacks or two ranged attacks.

Grandblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Heavy Rifle. *Ranged Weapon Attack:* +6 to hit, range 100/500 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

USING THE HEAVY CENTURION

The heavy centurion is a combat technician that focuses on the use of large or heavy weapons and armor. Their esper techniques are focused toward victory in war, both offensively and defensively. They operate primarily in the battlefield as a deterrent to powerful espers or constructs or by providing medical and tactical support to fellow combatants.

MACHINIST

Medium humanoid (any), any alignment

Armor Class 13 (armor jacket)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	13 (+1)	16 (+3)	10 (+0)

Saving Throws Con +3, Wis +5

Skills Astrophysics +3, Computers +5, Mechanics +5

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Coordinated Attack. As a bonus action, the machinist can expend a power slot to summon a synchronized attack drone. Until the end of the turn, a target the machinist hits with a weapon attack takes an additional 10 (3d6) radiant damage. If the machinist expends a power slot of rank 2 or higher, the extra damage increases by 1d6 for each rank above 1.

Esper Powers. The machinist is a 6th-level esper. Its forging ability is Wisdom (forging save DC 13, +5 to hit with esper powers). It has the following powers prepared:

Prime (at will): *acid spray, electric surge, gamma vision*

Rank 1 (4 slots): *laser blast, sensory jammer, trauma*

Rank 2 (3 slots): *assault drone, paralyzer*

Rank 3 (2 slots): *attack pattern, unravel effect*

ACTIONS

Combat Axe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Short Rifle. *Ranged Weapon Attack:* +4 to hit, range 70/210 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

MASTER MELDER

Medium humanoid (any), any alignment

Armor Class 12 (PSD, 15 with *protection field*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Astrophysics +13, Lore +13, Xenobiology +9

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Esper Powers. The master melder is an 18th-level esper. Its channeling ability is Intelligence (save DC 17, +9 to hit with esper powers). It can use *mask appearance* and *obfuscate* at will and has the following powers prepared:

Prime (at will): *dark conduit, force bolt, push, renew, tricky fingers*

Rank 1 (4 slots): *concussive force, distortion, fire lance, protection field, phase step*

Rank 2 (3 slots): *detect thoughts, frost coil, phase shift*

Rank 3 (3 slots): *counter form, fly, singularity*

Rank 4 (3 slots): *superior aegis, reactive field, throw*

Rank 5 (3 slots): *churning pit, force field, warp helix*

Rank 6 (1 slot): *warp sphere*

Rank 7 (1 slot): *space fold*

Rank 8 (1 slot): *mind blank*

Rank 9 (1 slot): *temporal stasis*

*The master melder casts *mind blank*, *superior aegis*, and *protection field* spells on itself before combat.

ACTIONS

Wrist Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

USING THE MACHINIST

Machinists are technical gurus that apply esper powers to their expertise with drones and machines. They make for excellent technicians and mechanics, but can just as easily be part of a tactical force, personal escort, or an expeditionary group.



USING THE MASTER MELDER

Master melders are extraordinarily powerful espers that have realized full control over the primordial and elemental energies that shape the forces of reality. Many serve in high-ranking positions, often as counselors, academy instructors, judges, historians, or state leaders. Those who are self-centered or reclusive can easily become tyrants or galactic overlords, often operating from a secluded base of operations with an army of henchmen and esper disciples.

MELDER INITIATE

Medium humanoid (any), any alignment

Armor Class 12 (PSD, 15 with *protection field*)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Perception +3, Lore +4

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Esper Powers. The melder is a 3rd-level esper. Its channeling ability is Intelligence (save DC 12; +4 to hit with esper powers). It has the following powers prepared:

Prime (at will): *aegis, force bolt, push*

Rank 1 (4 slots): *distortion, protection field*

ACTIONS

Combat Knife. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

USING THE MELDER INITIATE

Melder initiates are novice energy channelers who have only recently experienced their awakening as espers. They often find other, more powerful espers to help them master their abilities. In regions where espers are uncommon or space travel is rare, they have little choice but to follow the path of discovery on their own.

MELDER SAVANT

Medium humanoid (any), any alignment

Armor Class 12 (PSD, 15 with *protection field*)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Int +6, Wis +4

Skills Astrophysics +6, Lore +6, Xenobiology +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Esper Powers. The melder is a 10th level esper. Its channeling ability is Intelligence (save DC 14, +6 to hit with esper powers). It has the following powers prepared:

Prime (at will): *dark conduit, force bolt, push, tricky fingers*

Rank 1 (4 slots): *distortion, fire lance, protection field, phase step*

Rank 2 (3 slots): *blur, frost coil, phase shift*

Rank 3 (3 slots): *fly, singularity*

Rank 4 (3 slots): *gravity well, superior obfuscate*

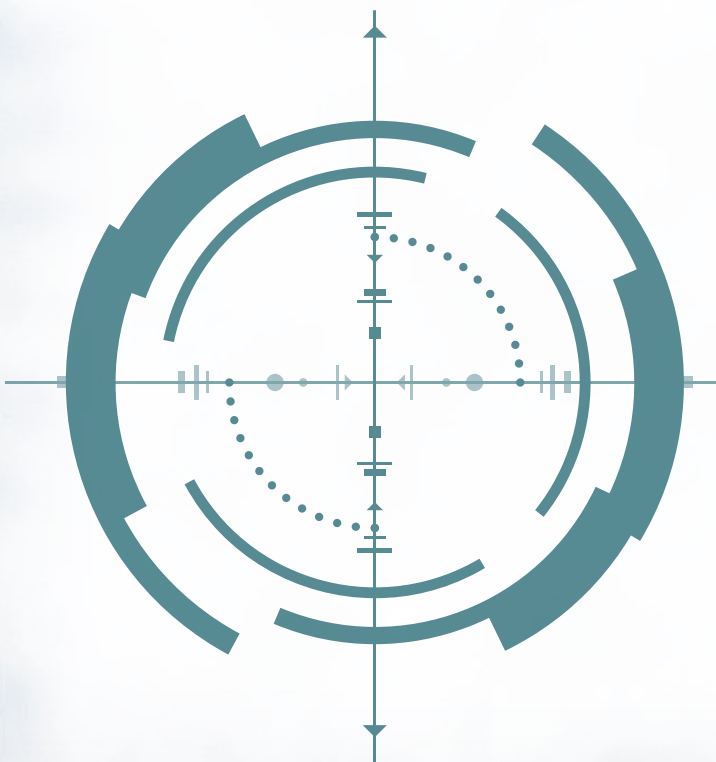
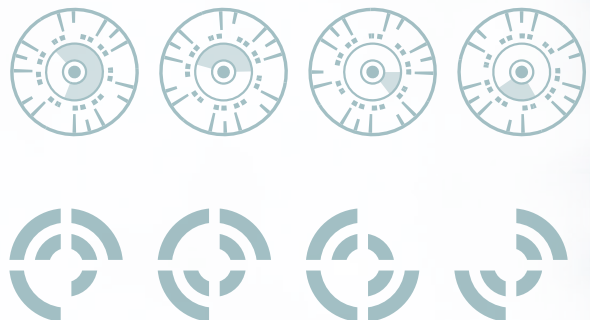
Rank 5 (2 slots): *frigid mist*

ACTIONS

Wrist Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

USING THE MELDER SAVANT

Forever changed by their awakening to esper powers, melder savants study the cosmic nature of the universe and its connection to all living beings, particularly themselves. They can be advisors, scientists, or crafters. The more adventurous become explorers and pioneers, or serve as galactic defenders against supernatural threats.



MERCENARY

Medium humanoid (any), any alignment

Armor Class 14 (light trooper)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	11 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the mercenary can regain 20 hit points.

ACTIONS

Multiattack. The mercenary makes two melee attacks or two ranged attacks.

Longblade. Melee

Weapon Attack:

+4 to hit, reach

5 ft., one target.

Hit: 6 (1d8 + 2)

slashing damage,

or 7 (1d10 + 2)

slashing damage if used

with two hands.

Short Rifle. Ranged

Weapon Attack: +4 to

hit, range 70/210 ft., one

target. **Hit:** 6 (1d8 + 2)

piercing damage

USING THE MERCENARY

Hired guns, soldiers of fortune, legionnaires, or just plain mercs — these are just some other names used to describe mercenaries, who take up often dangerous tasks and missions in exchange for goods and services. The galaxy is infinite, and there's always someone looking for people willing to get their hands dirty to get a job done. Working either alone or in groups, each merc carefully weighs the dangers of a job with its potential payout.

SECURITY DIRECTOR

Medium humanoid (any), any alignment

Armor Class 15 (military jacket)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Con +4, Wis +3

Skills Insight +3, Investigation +2, Perception +3

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1 (200 XP)

ACTIONS

Multiattack. The security director attacks twice with its warblade or twice with its heavy pistol.

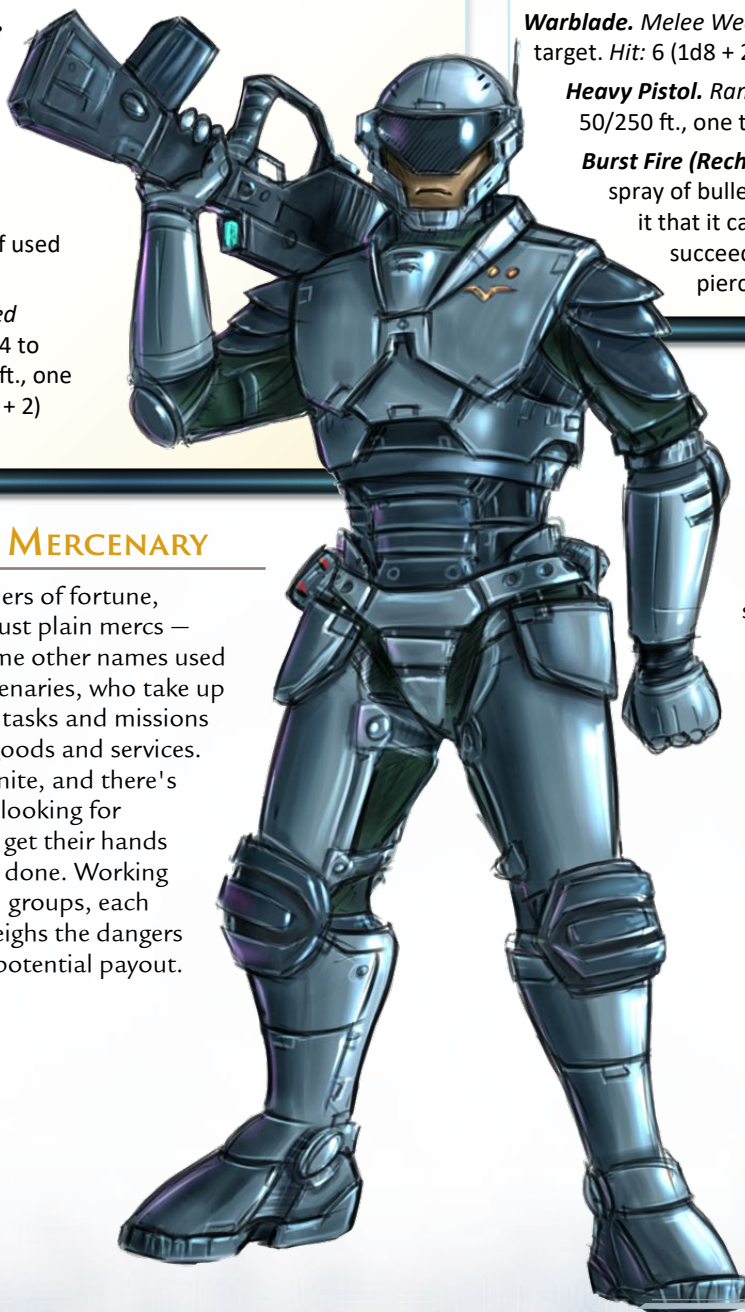
Warblade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d8 + 2) slashing damage.

Heavy Pistol. Ranged Weapon Attack: +4 to hit, range 50/250 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.

Burst Fire (Recharge 5-6). The security director fires a spray of bullets in a 10-foot cube within 80 feet of it that it can see. Each target in that area must succeed on a DC 13 burst save or take 5 (1d10) piercing damage.

USING THE SECURITY DIRECTOR

Security directors are heads of security and law-enforcement groups. They work as police sergeants and captains, station security chiefs, corporate enforcers, and defense instructors.



SECURITY GUARD

Medium humanoid (any), any alignment

Armor Class 16 (military jacket, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Battle Rod. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Light Pistol. *Ranged Weapon Attack:* +3 to hit, range 50/150 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

USING THE SECURITY GUARD

Hired or sworn to protect, security guards can serve as ship and station security, police officers, club bouncers, corporate security, and personal bodyguards.



SMUGGLER

Medium humanoid (any), any alignment

Armor Class 17 (armor jacket)

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +6, Int +5, Wis +4

Skills Deception +6, Lore +5, Perception +4, Persuasion +6, Sleight of Hand +6

Senses passive Perception 13

Languages Lingo plus any one language (usually Common)

Challenge 5 (1,800 XP)

Evasion. If the smuggler is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the smuggler instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Nimble Escape. The smuggler can take the Disengage or Hide action as a bonus action on each of its turns.

Graceful Defense. While the smuggler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

Cause Distraction (3/day). The smuggler can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the smuggler, it must succeed on a DC 13 Charisma saving throw or have disadvantage on its attack rolls and saving throws until the start of the smuggler's next turn.

ACTIONS

Multiattack. The smuggler makes three attacks.

Sabre. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Light Pistol. *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

USING THE SMUGGLER

Across the galaxy, especially in the remote rim sectors and the outer zones, smugglers play a vital role in galactic life. They acquire goods, materials, and services for those that can't get them easily, or often legally, and transport them from star system to star system. They avoid direct conflict whenever possible, preferring to negotiate (or at least con) their way out of trouble.

Most smugglers have their own base of operations, be it their starship, storage facility, or business front where they can trade illicit goods and services. They often work in clandestine professions such as private brokers, corporate fixers, black market traders, and intergalactic transporters.

SNIPER

Medium humanoid (any), any alignment

Armor Class 15 (armor jacket)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +6

Skills Perception +5, Stealth +6

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Crack Shot. A ranged weapon deals one extra die of its damage when the sniper hits with it (included in the attack).

Focused Aim (3/day). As a bonus action, the sniper can target one creature within 300 feet of it that it can see. Until the end of the sniper's next turn, the target creature gains no benefit from half or three-quarters cover against the sniper's ranged attacks.

Sniper Rifle Expert. The sniper suffers no penalties for long range or recoil when using a sniper rifle.

ACTIONS

Multiattack. The sniper makes two ranged attacks.

Shortblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Light Pistol. *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Sniper Rifle. *Ranged Weapon Attack:* +6 to hit, range 300/2000 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.



USING THE SNIPER

Death from afar is the sniper's modus operandi. They are professional sharpshooters, trained to either kill or disable a target quickly and covertly. They often use customized firearms and other ranged weapons built to locate and bypass the defenses of their targets. Though most snipers are employed by military forces, some also work as freelancers or are contracted with private organizations.

SOLDIER

Medium humanoid (any), any alignment

Armor Class 16 (heavy trooper)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	13 (+1)

Skills Athletics +5, Intimidation +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Unit Tactics. During the first round of combat, if the soldier is surprised, it can move up to half its speed on its turn.

ACTIONS

Multiattack. The soldier makes two melee weapon attacks or two ranged weapon attacks.

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

Autorifle. *Ranged Weapon Attack:* +4 to hit, range 50/250 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Burst Fire (Recharge 5-6). The soldier fires a spray of bullets in a 10-foot cube within 80 feet of it that it can see. Each target in that area must succeed on a DC 12 burst save or take 5 (1d10) piercing damage.

USING THE SOLDIER

Soldiers are average grunts or infantry found in almost all military groups. They are trained to work within a unit, their weapons and tactics varying based on the type of institution or alliance into which they were conscripted.



SPECIAL FORCES OFFICER

Medium humanoid (any), any alignment

Armor Class 15 (military jacket)

Hit Points 210 (28d8 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	16 (+3)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Str +7, Dex +8, Con +7

Skills Athletics +7, Perception +6, Stealth +8, Survival +6

Senses passive Perception 16

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The special forces officer can reroll a saving throw it fails. It must use the new roll.

Hard to Pin. The special forces officer has advantage on Strength and Dexterity saving throws made against being grappled, restrained, or knocked prone.

ACTIONS

Multiattack. The special forces officer attacks twice with its forearm blades or twice with its heavy rifle.

Forearm Blades. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Heavy Rifle. *Ranged Weapon Attack:* +8 to hit, range 100/500 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Explosive Charge (Recharge 6). *Ranged Weapon Attack:* +8 to hit, range 80 ft., one target. *Hit:* 13 (3d8) fire damage and one of the following effects of the special forces officer's choice:

Concussive. The target must succeed on a DC 16 Constitution saving throw or it takes an additional 14 (4d6) force damage and is knocked prone.

Blast. Each creature in a 20-foot radius sphere from the target must succeed on a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much on a successful one.

Flash. The target and each creature in a 20-foot radius sphere from the target must succeed on a DC 16 Wisdom saving throw or become blinded until the end of the special forces officer's next turn.

LEGENDARY ACTIONS

The special forces officer can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The special forces officer regains spent legendary actions at the start of its turn.

Attack. The special forces officer attacks with its forearm blades or its enhanced heavy rifle.

Move. The special forces officer moves up to its speed.

Reload Charge (Costs 3 Actions). The special forces officer recharges its Explosive Charge and uses it.

USING THE SPECIAL FORCES OFFICER

Special forces officers are trained to engage in special operations and clandestine missions in hostile enemy territory. Also referred to as dark ops, shock troopers, guerrilla fighters, or commandos, they're specifically trained to perform a variety of tasks, from covert reconnaissance to counter-terrorism to strategic strikes and demolitions.

SPY

Medium humanoid (any), any alignment

Armor Class 12 (PSD)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	15 (+2)	14 (+2)	16 (+3)

Skills Computers +4, Deception +5, Investigation +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +6

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). The spy deals an extra 7 (2d6) damage when it 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 the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two attacks.

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

Light Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/150 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

USING THE SPY

Governments, megacorporations, aristocrats, and other wealthy individuals and organizations use spies to gain the upper hand in a world of cutthroat business and politics. A spy is trained to run covert operations, either solo or in a group, to secretly gather information, data, or compromising evidence.

They are hired as mercenaries or are part of an organized group devoted to protecting secrets. Corporate infiltrators, detectives, secret agents, private investigators, burglars, and con-artists can all fit the spy template.

VANGUARD

Medium humanoid (any), any alignment

Armor Class 15 (medium trooper)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages any one language (usually Common)

Challenge 1 (200 XP)

Aggressive. As a bonus action, the vanguard can move up to its speed toward a hostile creature that it can see.

Fray Dodger. The vanguard has advantage to burst saves and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The vanguard makes two melee attacks or two ranged attacks.

Grandblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Autorifle. *Ranged Weapon Attack:* +4 to hit, range 80/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Combat Knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Burst Fire (Recharge 5-6). The vanguard fires a spray of bullets in a 10-foot cube area within 80 feet of it that it can see. Each target in that area must succeed on a DC 13 burst saving throw or take 5 (1d10) piercing damage.

VETERAN

Medium humanoid (any), any alignment

Armor Class 17 (centurion)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes three melee attacks or three ranged attacks.

Longblade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

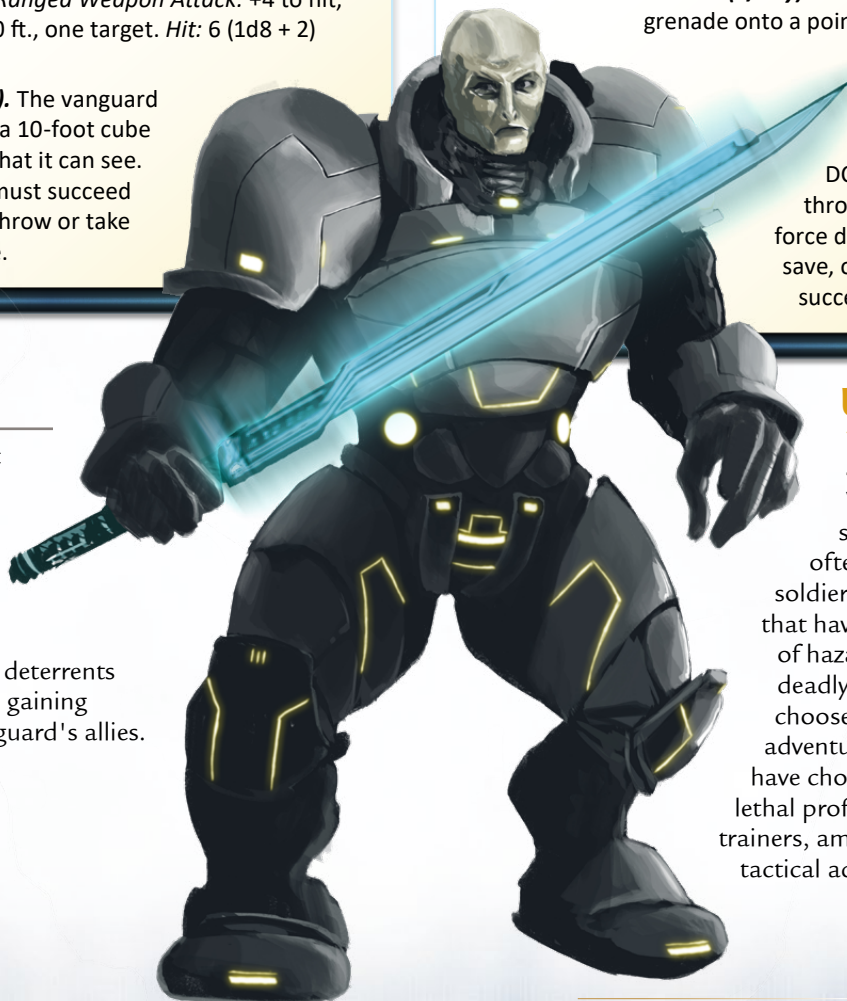
Heavy Pistol. *Ranged Weapon Attack:* +5 to hit, range 50/250 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Burst Fire (Recharge 5-6). The veteran fires a spray of bullets in a 10-foot cube area within 80 feet of it that it can see. Each target in that area must succeed on a DC 12 burst save or take 5 (1d10) piercing damage.

Throw Grenade (3/day). The veteran throws a grenade onto a point it can see within 60 feet of it. Each creature within 10 feet of that point must make a DC 13 Dexterity saving throw, taking 27 (5d10) force damage on a failed save, or half as much on a successful one.

USING THE VANGUARD

The front of any assault team is often the most dangerous place to be. Vanguard are trained to fight in the front lines of battle, avoiding pitfalls, ambushes, and deterrents to keep the enemy from gaining advantage over the vanguard's allies.



USING THE VETERAN

Veterans are seasoned (and often older) warriors, soldiers, or mercenaries that have seen their share of hazardous threats and deadly situations. Many choose to never leave their adventurous life, while some have chosen to retire into less lethal professions, becoming trainers, ambassadors, or tactical advisors.

This section contains statistics for various animals, vermin, and other critters. There are a limitless number of species in the galaxy, many of them indigenous to whichever world or star system in which you're running your adventures. There are multiple ways to introduce these creatures into your campaign.

USING GENERIC CREATURES

The simplest method of introducing miscellaneous creatures into any region is to make use of one of the generic creature stat blocks provided in this section. The stats listed here are kept as generic as possible and represent creatures that could be found in an Earth-type setting. There are easy ways to alter these stats to fit a different planet or environment.

CREATURE DESCRIPTION

You can change or alter the description of a creature without altering its stats. For example, a bear-sized creature with golden scales and ridged, pointy ears can still have the same stats as a bear.

ALTERNATE WEAPON DAMAGE TYPES

Miscellaneous creatures have claw, bite, and tail attacks. These can be interchanged for ones that may deal a different damage type. For example, a giant ape that deals bludgeoning damage with its fists can be altered to have claws, which now deal slashing damage. These changes can be made without altering the creature's challenge rating.

ADDITIONAL FEATURES

You can add various features to a generic stat block without altering the creature's challenge rating. Use the following table to select up to three additional features not already included in the generic stat block.



ADDITIONAL FEATURES

Size	Space
Amphibious	The creature can breathe air and water. Adding a swim speed is also recommended.
Chameleon Skin	The creature has advantage on Dexterity (Stealth) checks made to hide.
Enhanced Vision	The creature has darkvision or infravision up to 120 ft.
Gravity Variant	The creature can move normally in low and zero gravity environments.
Illumination	The creature sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
Keen Senses	The creature has advantage on Wisdom (Perception) checks that rely on your choices among hearing, sight, or smell.
Multi-headed	The creature has at least two heads and has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.
Slick Hide	The creature has advantage on ability checks and saving throws made to escape a grapple.
Space Adaptation	The creature gains a space speed of up to 5 ut. It doesn't require air and can survive in a vacuum.
Special Detection	The creature has blindsight or tremorsense up to 60 ft.
Speed Modification	The creature's speed is increased or decreased by up to 20 ft.
Spider Climb	The creature can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Supernatural Senses	The creature can sense the presence of any creature within 30 feet of it that is invisible or in an ethereal state. It can pinpoint them if the creatures move more than 5 feet or take an action..
Terrain Camouflage	The creature has advantage on Dexterity (Stealth) checks made to hide in a terrain type of your choice.
Variant Speed Type	The creature gains a burrow, climb, fly, or swim speed of up to 60 ft. Note: Adding a flying speed to a creature that can deal damage at range can alter its challenge rating..

GENERIC CREATURE STATS

The following stat blocks are organized alphabetically by creature name.

APE

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage.



BADGER

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell

ACTIONS

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



BAT

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses blindsight 60 ft., passive Perception 11

Languages —

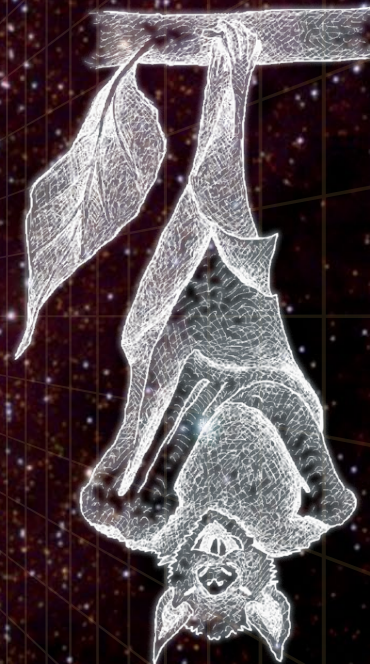
Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing The bat has advantage on Wisdom (Perception) checks that rely on hearing

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.



BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage.

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

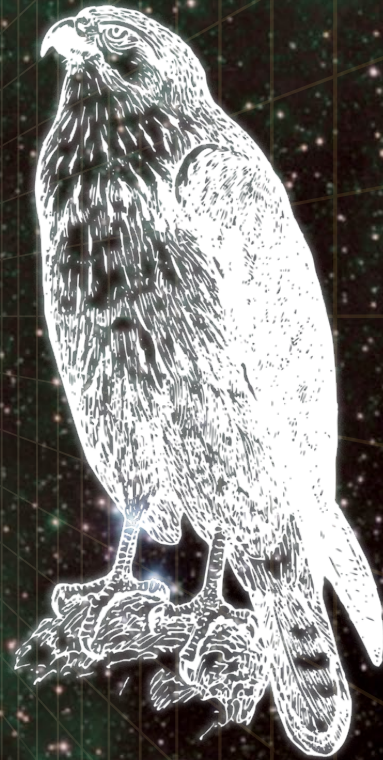
Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage



CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage..



CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

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

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

CROCODILE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target



DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

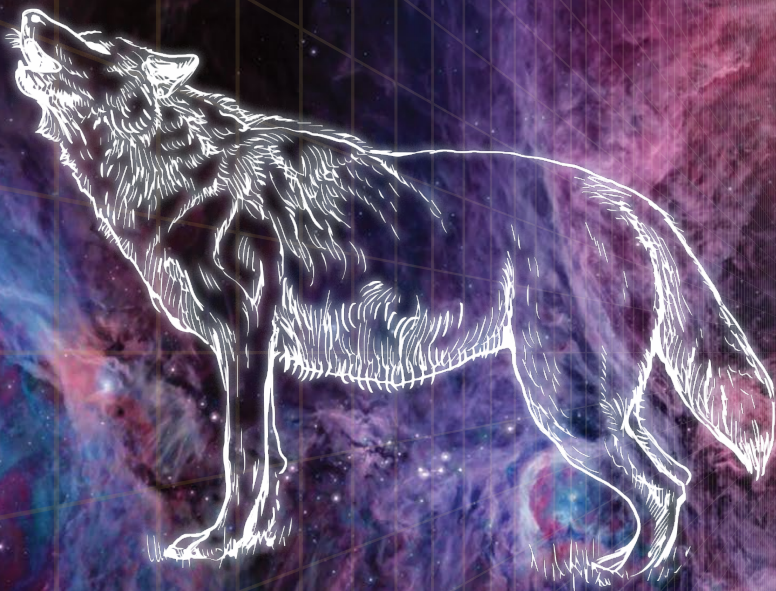
Challenge 1 (200 XP)

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



ELEPHANT

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	1 (+0)	6 (-3)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

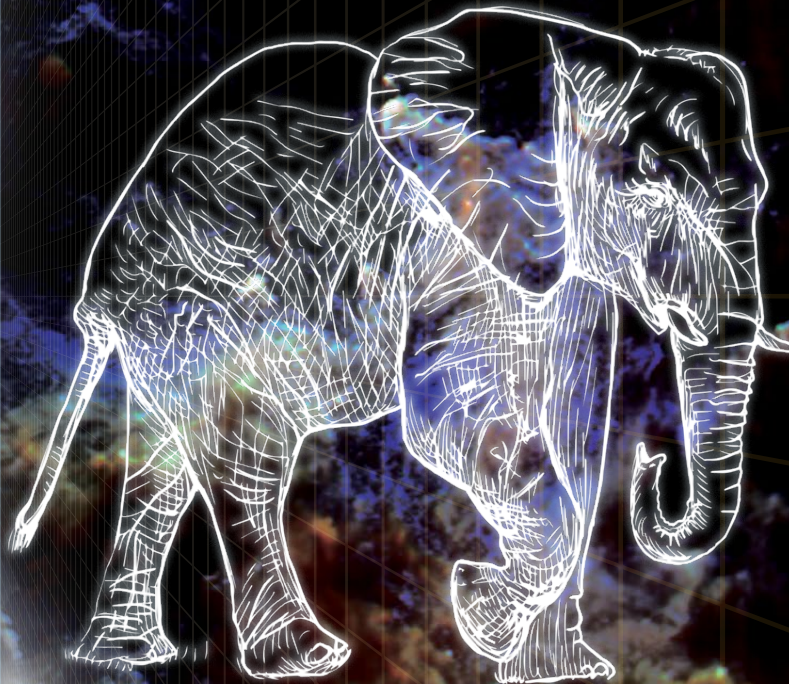
Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.



FLYING SNAKE

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	11 (+0)	2 (-5)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1 piercing damage plus 7 (3d4) poison damage.

GIANT APE

Medium beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Tail Lash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. Target must make a DC 13 Dexterity saving throw or be knocked prone..

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.



GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.



GIANT BAT

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

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

ACTIONS

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

Hit: 5 (1d6 + 2) piercing damage.



GIANT BOAR

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage.



GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

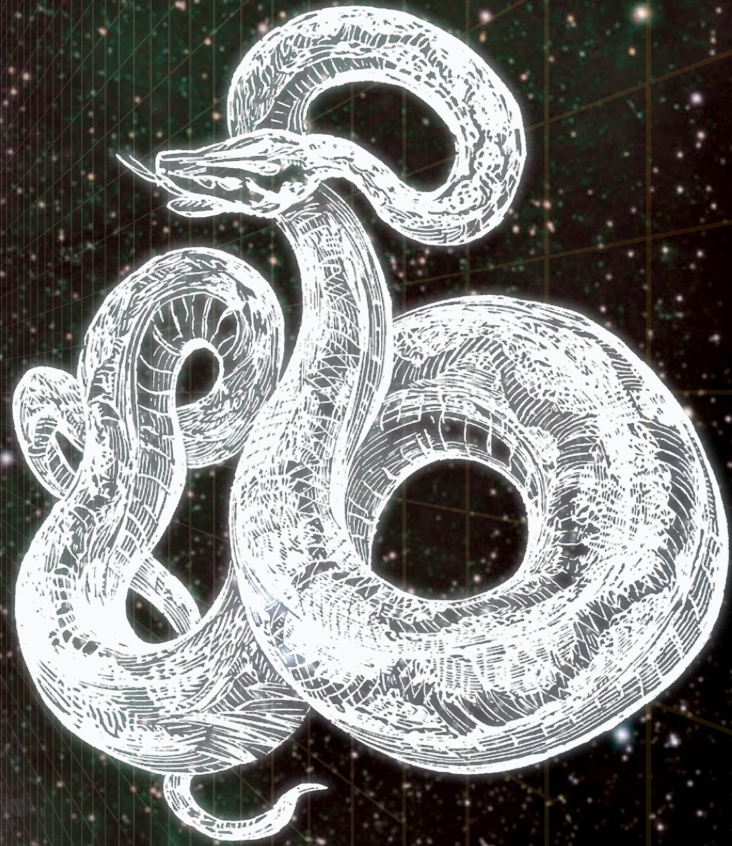
Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.



GIANT EAGLE

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Basic can't speak it

Challenge 1 (200 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The eagle makes two attacks: one with its beak and one with its talons.

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

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

GIANT LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

ACTIONS

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

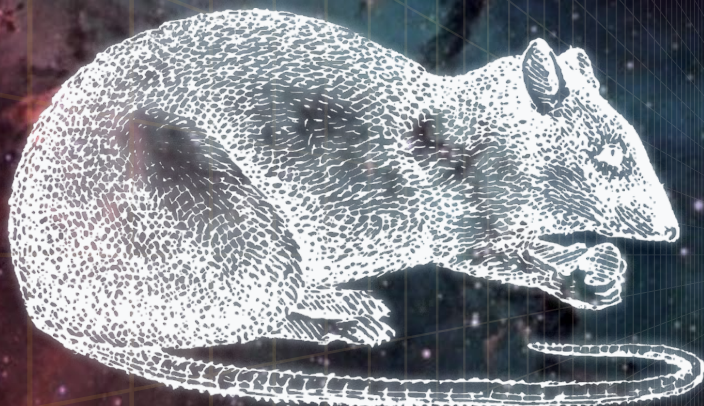
Hit: 6 (1d8 + 2) piercing damage.



VARIANT: DISEASED GIANT RATS

Some giant rats carry vile diseases that they spread with their bites. A diseased giant rat has a challenge rating of 1/8 (25 XP) and the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.



GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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

Hit: 4 (1d4 + 2) piercing damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive

Perception 10

Languages —

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

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

Web (Recharge 5-6). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



GIANT WASP

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



KILLER WHALE

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

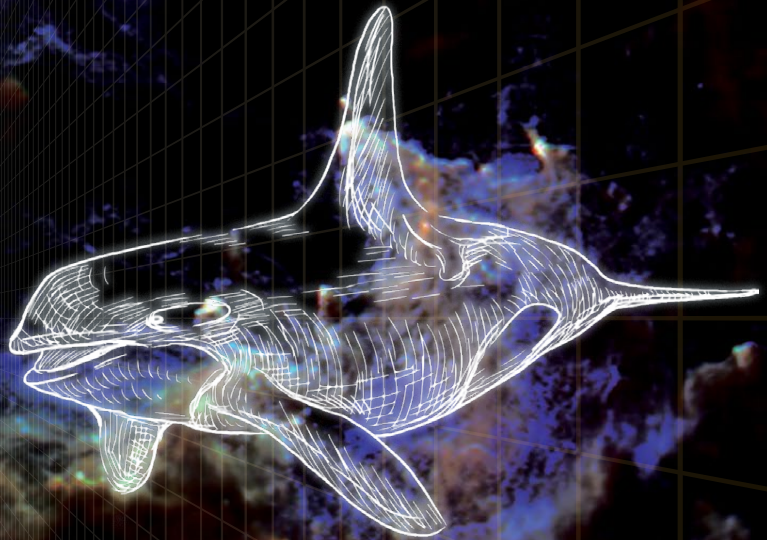
Hold Breath. The whale can hold its breath for 30 minutes.

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 21 (5d6 + 4) piercing damage.



LION

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The lion has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The lion has advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the lion 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 lion can make one bite attack against it as a bonus action.

Running Leap. With a 10--foot running start, the lion can long jump up to 25 feet.

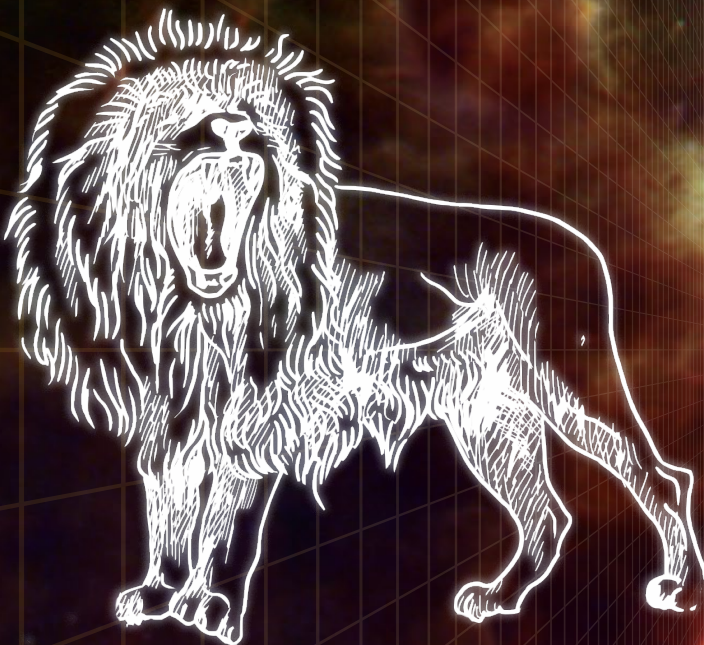
ACTIONS

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

Hit: 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.



PANTHER

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

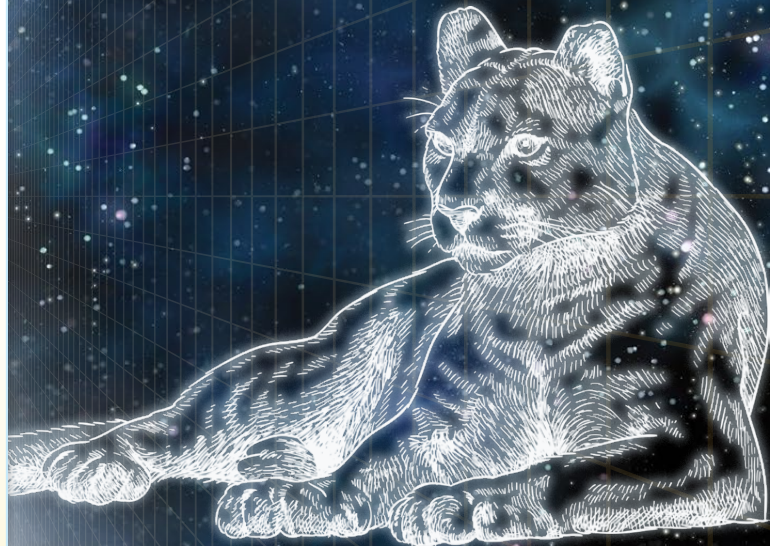
Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther 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 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) slashing damage



RHINOCEROS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21(+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 14 (2d8 + 5) bludgeoning damage.

SENTIENT PLANT

Small beast, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities fire

Damage Resistances piercing

Senses passive Perception 10

Languages one known by its creator (if any) and can communicate telepathically with other sentient plants

Challenge 0 (10 XP)

False Appearance. While the plant remains motionless, it is indistinguishable from a normal plant.

ACTIONS

Rake. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) slashing damage.

SWARMS *(See Swarm of Bats, facing page)*

VARIANT: INSECT SWARMS

Different kinds of insects can gather in swarms, and each swarm has the special characteristics described below.

Swarm of Beetles. A swarm of beetles gains a burrowing speed of 5 feet.

Swarm of Centipedes. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Swarm of Spiders. A swarm of spiders has the following additional traits.

- **Spider Climb.** The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Web Sense.** While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.
- **Web Walker.** The swarm ignores movement restrictions caused by webbing.

Swarm of Wasps. A swarm of wasps has a walking speed of 5 feet, a flying speed of 30 feet, and no climbing speed.

SENTIENT TREE

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one known by its creator (if any) and can communicate telepathically with other sentient plants

Challenge 0 (10 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Rake. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.



SWARM OF BATS

Medium swarm of tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.



SWARM OF POISONOUS SNAKES

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.



WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



WINTER WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15 L

Languages Common, Winter Wolf

Challenge 3 (700 XP)

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.



CREATING PLANETARY BEASTS

Depending on the campaign setting, you may need some more versatility in creating a quick threat that doesn't immediately identify with an Earth creature. Instead, you can create common planetary beasts by choosing from a list of characteristics and features to apply to a base stat block. While using this method isn't nearly as versatile as creating your own stats from scratch, it still provides an easy way to quickly populate your alien region with indigenous animals.

If you wish your creature to possess more than typical characteristics, consider using one of the generic creature stats provided earlier. Expanded rules for creating creatures and threats, as well as adjusting a creature's challenge rating, are described in the *Master Technician's Guide*.

You can build a common creature stat block by using the following steps:

1. DESCRIBE THE CREATURE

Establishing a look, feel, and nature of a creature enables you to better determine which stats you wish to apply to the base stat block. What size is the creature? What is its natural habitat? What and how does it eat? Does it have fur, scales, a leathery hide, or something else entirely?

2. CHOOSE A BASE STAT BLOCK

The stat blocks provided below represent generic templates to apply your list of traits. They are separated by three different challenge ratings: CR 1/4, CR 1, and CR 3. Choose the stat block which best corresponds with the level of the encounter you wish to build.

3. DETERMINE STATS AND ACTIONS

Establish the creature's stats using the following steps:

Size. Choose the creature's size from Small, Medium, Large, and Huge. Your choice of size also determines the creature's hit points.

Damage Resistances (if any). Choose from acid, cold, fire, lightning, necrotic, poison, radiant, and thunder.

Additional Features. Choose up to three from the Additional Features table (see "Using Generic Creatures").

Attacks. Use the Base Attacks table to assign one Primary attack, up to two Secondary attacks, and, if available, one Ranged attack. Your choices also determine each attack's damage type.

Optional Effects. Some actions may include additional effects you can add to the attack. The saving throw and grapple DC for each of those effects are as follows:

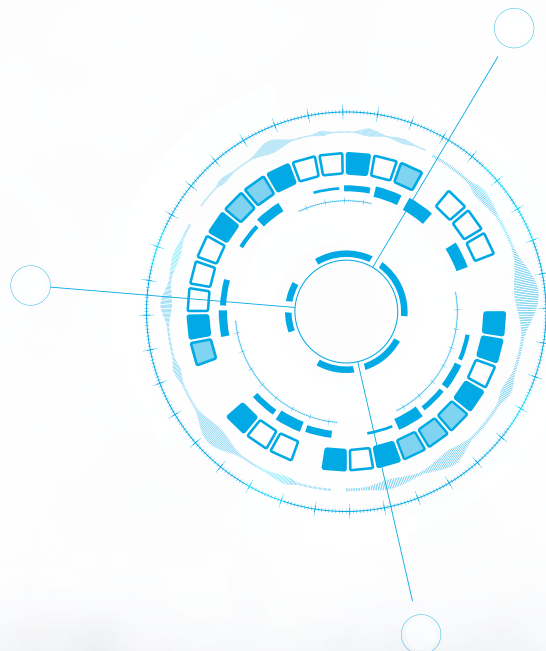
- **CR 1/4:** DC 11
- **CR 1:** DC 13
- **CR 3:** DC 14

4. FINALIZE YOUR CREATION

Give your planetary beast a name and as provide as much background as you like. Additional information is useful for providing additional flavor to a planetary region or for gaining knowledge through skills such as Xenobiology.

BASE ATTACKS

Attack	Dmg. Type	Optional Effect
<i>Melee</i>		
Beak/Horn	piercing	—
Bite	piercing	The target is grappled. Until the grapple ends, the target is restrained and the creature can't bite another target.
Claw/Talon	slashing	—
Hooves	bludgeoning	The target must succeed on a Strength saving throw or be knocked prone.
Poison Bite (<i>Secondary attack only</i>)	piercing	Target must succeed on a Constitution saving throw or become poisoned until the end of their next turn.
Slam/ Punch	bludgeoning	—
Stomp	bludgeoning	Creature has advantage to hit a prone target.
Tail/Fin	bludgeoning	The target must succeed on a Dexterity saving throw or be knocked prone.
Tentacle	bludgeoning	The target is grappled. Until the grapple ends, the target is restrained and the creature can't attack another target with that tentacle.
Tusk	piercing	—
<i>Ranged</i>		
Rock	bludgeoning	—
Spike/Quill	piercing	—



PLANETARY BEAST (CR 1/4)

(Variable size) beast, unaligned

Armor Class 12 (natural armor)

Hit Points Small: 13 (3d6 + 3), Medium: 16 (3d8 + 3), Large: 19 (3d10 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	3 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Additional Features. Chosen from the Additional Features table (if applicable).

ACTIONS

Primary (Chosen from Base Attacks). *Melee Weapon Attack:* +3 to hit, reach 5 ft. (10 ft. if Huge size), one target. *Hit:* 7 (2d4 + 2) damage.

Optional Secondary (Chosen from Base Attacks). *Melee Weapon Attack:* +3 to hit, reach 5 ft. (10 ft. if Huge size), one target. *Hit:* 6 (1d8 + 2) damage.

PLANETARY BEAST (CR 1)

(Variable size) beast, unaligned

Armor Class 14 (natural armor)

Hit Points Small: 22 (4d6 + 8), Medium: 26 (4d8 + 8), Large: 30 (4d10 + 8), Huge: 34 (4d12 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	5 (-3)

Damage Resistances (Optional) Choose one from the available damage types

Senses passive Perception 11

Languages —

Challenge 1 (200 XP)

Additional Features. Chosen from the Additional Features table (if applicable).

ACTIONS

Multiattack. The creature makes two Primary attacks or one Primary and one Secondary attack.

Primary (Chosen from Base Attacks). *Melee Weapon Attack:* +5 to hit, reach 5 ft. (10 ft. if Huge size), one target. *Hit:* 7 (1d8 + 3) damage.

Secondary (Chosen from Base Attacks). *Melee Weapon Attack:* +5 to hit, reach 5 ft. (10 ft. if Huge size), one target. *Hit:* 8 (1d10 + 3) damage.

PLANETARY BEAST (CR 3)

(Variable size) beast, unaligned

Armor Class 15 (natural armor)

Hit Points Small: 58 (9d6 + 27), Medium: 60 (8d8 + 24), Large: 68 (8d10 + 24), Huge: 66 (7d12 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	6 (-2)	14 (+2)	5 (-3)

Damage Resistances (Optional) Choose up to two from the available damage types

Senses passive Perception 12

Languages —

Challenge 3 (700 XP)

Additional Features. Chosen from the Additional Features table (if applicable).

ACTIONS

Multiattack. The creature makes three melee attacks: two primary and one secondary. Alternatively, it makes three ranged attacks.

Primary (Chosen from Base Attacks). *Melee Weapon Attack:* +5 to hit, reach 5 ft. (10 ft. if Huge size), one target. *Hit:* 8 (1d8 + 4) damage.

Secondary (Chosen from Base Attacks). *Melee Weapon Attack:* +5 to hit, reach 5 ft. (10 ft. if Huge size), one target. *Hit:* 9 (1d10 + 4) damage.

Optional Ranged (Chosen from Base Attacks). *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 6 (1d8 + 2) damage.



SAMPLE PLANETARY BEAST: BHORNAK

Here is an example of a threat created using the methods as described above. The **Bhornak** is a furry quadraped with multiple red eyes that glow in the dark.

BHORNAK

Medium beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	5 (-3)

Damage Resistances cold, poison

Senses infravision 120 ft., passive Perception 12

Languages —

Challenge 1 (200 XP)

Keen Sight and Smell. The bhornak has advantage on Wisdom (Perception) checks that rely sight and smell.

ACTIONS

Multiattack. The bhornak makes two attacks: one with its claws and one with its bite.

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

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

CREATING LORE FOR YOUR BEASTS

When following the steps for creating planetary beasts as described in this section, it's important to remember that Step 1 is the most important. Adding a full description to your newly-created beast not only gives you a roadmap to choosing its stats, it can also be used as a springboard for creating detailed lore for your world that may not yet have been established. Is your creature the planet's dominant predator? Where do they nest and do they produce offspring? Are they native to your world or were they genetically engineered or modified? If the latter, then by whom? These are just a few example questions whose answers can provide more flavor to your setting and create new potential adventure hooks for your players to explore.

Scale:



APPENDIX C: SPACE HAZARDS AND THREATS

In the galactic expanse, enemy vessels aren't the only threats a starship crew has to face. This section covers some situational hazards and monstrous threats that can be encountered by a starship pilots and crewmembers. These can be introduced as separate encounters or can be run alongside another combat encounter

SPACE HAZARDS

Hazards are dangerous environmental situations that can be detrimental to those that come across them. **Space hazards**, specifically, are extraordinary phenomena that can be encountered by a starship during space travel. These hazards can come in many forms, often as hidden dangers that could drastically alter the survivability of any scenario.

RUNNING A SPACE HAZARD

Space travel can be unpredictably deadly. Even with state-of-the-art sensors, a pilot and crew must remain ever-vigilant against the unknown. An interstellar storm, an unstable anomaly, or even a random ship malfunction can bring major consequences.

DETECTING A SPACE HAZARD

The difficulty of detecting a hazard is determined by the GM. You can use the passive Perception score of the ship's crewmembers to determine if they notice the hazard. The GM may also decide that the hazard can only be detected by certain crewmembers, such as the pilot or technician.

Alternatively, if you're using the expanded starship rules in the *Master Technician's Guide*, you can use the ship's passive Perception rating, which is equal to 10 + the ship's sensor rating + the crew modifier.

SPACE HAZARD DIFFICULTY

Each space hazard has a threat level and DC associated with it. A hazard check is a check made against the DC to avoid the hazard's effects. The DC can be set by the GM or chosen at random using the following table. The numbers in parentheses next to the DC is an optional range the GM can use to change the DC from the one provided.

SPACE HAZARD THREAT LEVEL AND DC

d10	Threat Level	Ability Check DC
1-2	Minor	10 (10-13)
3-5	Moderate	15 (14-17)
6-8	Severe	20 (18-21)
9-10	Critical	25 (22-25)

HAZARD CHECKS AND CREW ASSISTANCE

When introducing a space hazard, one or more crewmembers are required to either make saving throws or use their reactions to make a hazard check, which is a specific ability check made against the hazard's DC. The details of the hazard are defined as follows.

Hazard Check. This is the ability check required to avoid the effects of the hazard.

Assigned Roles. This defines which crewmember can make the hazard check. If multiple roles are listed, the crew determines who makes the check.

Crew Assistance (Standard Scale Ships). During the ship's turn, another crewmember can provide assistance by making their own ability check against the hazard's difficulty. If the check is successful, the crewmember assigned to the hazard gains advantage on their hazard check. Crew assistance must be provided before the hazard check is made.

A pilot on a single-person ship can expend a bonus action to provide crew assistance to themselves.

Command Assistance (Grand Scale Ships). The captain or first officer can make a Wisdom (Insight) check versus the DC of the hazard. If the check is successful, the crewmember gains advantage to their hazard check.

Hazard Description and Effects. The description provides the specific details of the hazard, as well as its effects on the ship and the ship's crew.

HAZARD CHECKS DURING COMBAT

If the crew encounters a space hazard during combat, must use their maneuver during the ship's turn to make a hazard check. Crewmembers providing crew or command assistance must also use their maneuver during the ship's turn to do so.

OTHER TYPES OF HAZARDS

Hazards play a major role in exploration and survival in a dangerous environment. Where space hazards specifically affect starships, other hazards affect creatures individually. Expanded rules on those types of hazards and their creation are defined in the *Master Technician's Guide*.

SPACE HAZARD DESCRIPTIONS

Hazards of this type have an immediate and instantaneous effect on a starship and its crewmembers. They can be placed at any point while traveling in space on a starship.

ASTEROID/SPACE DEBRIS

Space Hazard

Hazard Check: Dexterity (Vehicles, space)

Assigned Role: Co-pilot, Pilot

CREW ASSISTANCE

Role	Ability Check
Co-Pilot, Pilot	Wisdom (Insight)
Gunner	Dexterity (+ Proficiency Bonus)
Technician	Intelligence (Astrophysics)

Asteroids or space debris in the form of a Small to Huge size object or cloud of objects is on a trajectory to impact the ship's hull. The crew must succeed on their hazard check or their ship takes debris damage as noted below. If the hazard check fails by 5 or more, the ship also loses 2 SI.

Debris Damage. The ship takes bludgeoning damage determined by the size of the debris.

Debris Size	Damage
Small	11 (2d10)
Medium	16 (3d10)
Large	27 (5d10)
Huge	44 (8d10)

DARK MATTER CLOUD

Space Hazard

Hazard Check: Wisdom (Mechanics)

Assigned Role: Co-Pilot, Technician

CREW ASSISTANCE

Role	Ability Check
Co-Pilot, Technician	Intelligence (Astrophysics)
Pilot	Wisdom (Insight)

A wave of dark matter energy surges toward the ship. The crew must succeed on their hazard check or the ship takes 11 (2d10) force damage and loses 1 SI. If the check fails by 5 or more, the ship loses an additional 1 SI, and its sensor rating is reduced by 1. Additionally, the crew must succeed on a DC 14 Constitution saving throw taking 16 (3d10) necrotic damage on failed save, or half as much on a successful one.



GRAVITY FIELD

Space Hazard

Hazard Check: Dexterity (Vehicles, space)

Assigned Role: Pilot, Co-pilot

CREW ASSISTANCE

Role	Ability Check
Co-Pilot, Pilot	Wisdom (Insight)
Technician	Wisdom (Mechanics)

The ship passes through a powerful gravity field. The crewmember must succeed on their hazard check or the ship takes 10 (3d6) force damage and loses 1 SI. If the hazard check fails by 5 or more, the ship takes an additional 7 (2d6) force damage and loses an additional 1 SI.

IONIC STORM

Space Hazard

Hazard Check: Wisdom (Insight)

Assigned Role: Pilot, Technician

CREW ASSISTANCE

Role	Ability Check
Co-Pilot, Technician	Wisdom (Insight)
Technician	Intelligence (Astrophysics)

The ship passes through a heavily charged particle storm. Until the ship moves out of the storm, at the start of each of its turns, the crew must succeed on their hazard check or the ship takes 11 (2d10) lightning damage and loses 1 SI. Additionally, if the hazard check fails by 5 or more, the ship's speed is reduced by half, and no crew maneuvers can be performed for 1 minute. At the start of each of the ship's turns, a technician can make a DC 13 Wisdom (Mechanics) check, ending the storm's effects on a success.

NEBULA CLOUD

Space Hazard

Hazard Check: Intelligence (Astrophysics)

Assigned Role: Co-Pilot, Technician

CREW ASSISTANCE

Role	Ability Check
Co-Pilot, Technician	Intelligence (Astrophysics)
Pilot	Dexterity (Vehicles, space)

The ship enters an nebula filled with unstable energy particles. Until the ship moves out of the nebula cloud, at the start of each of its turns, the crew must succeed on their hazard check or the ship takes 11 (2d10) force damage, and the ship's sensor range is reduced by half. If the hazard check fails by 5 or more, the ship's sensor range is reduced to 0, and all Intelligence and Wisdom checks performed by the crew are made with disadvantage for 1 minute or until the ship leaves the nebula cloud.

SOLAR FLARE

Space Hazard

Hazard Check: Intelligence (Astrophysics)

Assigned Role: Co-Pilot, Technician

CREW ASSISTANCE

Role	Ability Check
Co-Pilot, Technician	Intelligence (Astrophysics)
Pilot	Wisdom (Insight)

The ship encounters a powerful wave of solar plasma. The crew must succeed on their hazard check or the ship takes 14 (4d6) radiant damage and loses 1 SI. If the hazard check fails by 5 or more, the plasma particles react with the ship's propulsion. The ship takes an additional 7 (2d6) radiant damage, and its speed is reduced by half until it can receive a patch or long repair.

WORMHOLE

Space Hazard

Hazard Check: Dexterity (Vehicles, space)

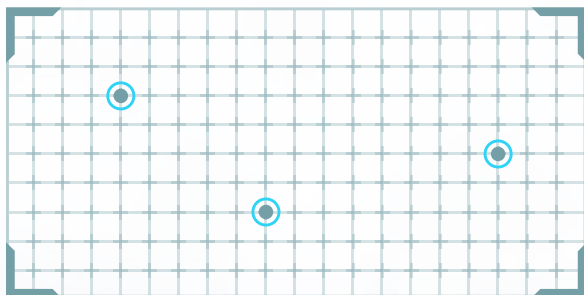
Assigned Role: Co-Pilot, Pilot

CREW ASSISTANCE

Role	Ability Check
Co-Pilot, Pilot	Wisdom (Insight)
Co-Pilot, Technician	Intelligence (Astrophysics)
Technician	Wisdom (Mechanics)

The ship crosses the path of an unstable wormhole. The crew must succeed on their hazard check or the ship is pulled into the wormhole. The wormhole's destination can be determined randomly or chosen by the GM using the table below. If the hazard check fails by 5 or more, the ship takes 22 (4d10) force damage and loses 2 SI.

d10	Wormhole Destination
1-5	Random star system or galactic location (GMs choice)
6-8	Alternate dimension (The Aerie, Drath Sia, the Veil Wall, etc.)
9	Time vortex— the ship travels to the past or future of up to 500 arc binds chosen by the GM
10	Alternate timeline, galaxy, or universe (GMs choice)



SPACE THREATS

This section covers creatures and starships that are threats in space combat. The creatures in this section also have standard threat statistics in the bestiary. Rules for space combat are detailed in the *Core Manual*.

DEFILER

Large creature

Armor Class 17

Maneuver Defense 15

Hull Points 130 (9d10 + 81)

Speed 5

MODIFIERS

Saving Throws Con +11, Int +1, Wis +3

Damage Immunities cold, necrotic

Sensor Range 12 (truesight)

XP Value 1,800

Legendary Resistance. If the defiler fails a saving throw, it can choose to succeed instead.

ACTIONS

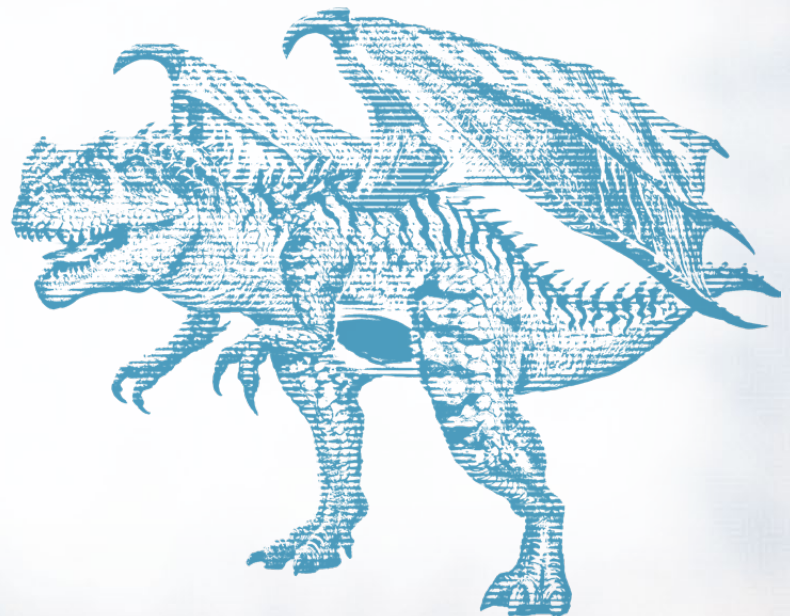
Multiattack. The defiler makes three attacks: one with its bite, one with its wing spike, and one with its tail. Alternatively, it can make four ranged attacks with its Force Sphere, which it fires from its mouth.

Bite. *Melee Weapon Attack:* +5 to hit, reach 1 ut., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 1 ut., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

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

Force Sphere. *Ranged Weapon Attack:* +4 to hit, reach 8 ut., one target. *Hit:* 7 (2d6) force damage.



TALVARIUS

Large creature

Armor Class 15

Maneuver Defense 13

Hull Points 87 (7d10 + 49)

Speed 6

MODIFIERS

Saving Throws Dex +2, Con +9, Int +4, Wis +6

Damage Immunities cold, fire

Sensor Range 12 (truesight)

XP Value 700

Legendary Resistance. If the talvarius fails a saving throw, it can choose to succeed instead.

ACTIONS

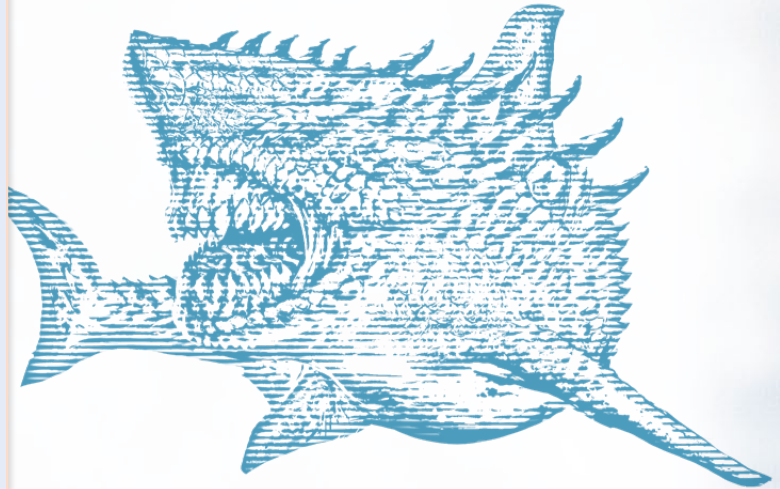
Multiattack. The talvarius makes three bite attacks or two bite attacks and one tail attack.

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

Tail. *Melee Weapon Attack:* +4 to hit, reach 1 ut., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Force Wave. *Ranged Weapon Attack:* +4 to hit, reach 6 ut., one target. *Hit:* 11 (2d8 + 2) force damage

Caustic Breath (Recharge 5-6). The talvarius spews a cloud of caustic vapor in a 3-unit cone. Each target in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.



VORKATA

Large creature

Armor Class 14

Maneuver Defense 12

Hull Points 28 (3d10 + 12)

Speed 5

MODIFIERS

Damage Vulnerabilities necrotic, thunder

Damage Resistances cold

Damage Immunities fire, lightning, radiant

Sensor Range 8

XP Value 450

Energy Absorption. Whenever the vorkata is subjected to fire, lightning, or radiant damage, it takes no damage and regains a number of hit points equal to the fire, lightning, or radiant damage dealt.

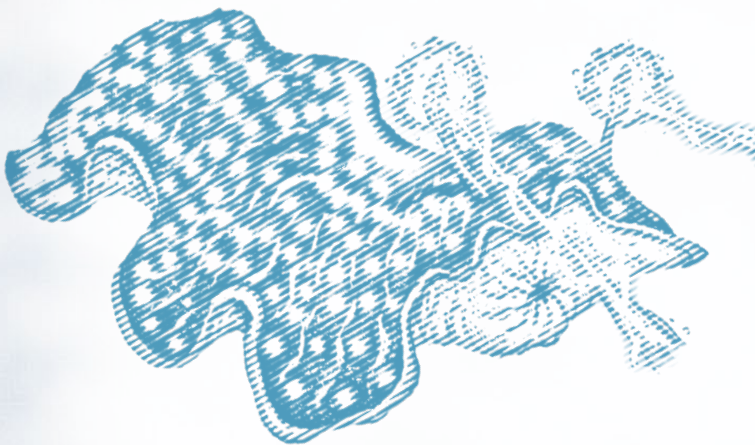
ACTIONS

Multiattack. The vorkata makes two slam attacks or two energy blast attacks.

Slam. *Melee Weapon Attack:* +3 to hit, reach 1 ut., one target. *Hit:* 10 (2d8 + 1) piercing damage.

Energy Blast. *Ranged Weapon Attack:* +4 to hit, reach 6 ut., one target. *Hit:* 9 (2d6 + 2) lightning damage

Dynamic Discharge (Recharge 5-6). The vorkata unleashes an electromagnetic shockwave. Each target within 1 unit of the vorkata must make a DC 12 Constitution saving throw, taking 13 (3d8) lightning damage on a failed save, or half as much on a successful one.



DANGER LURKS IN MOST CORNERS OF THE GALAXY. SOME DARK forces, however, grow to such power as to become an existential threat to the galaxy as a whole. This section covers and expands on these threats and the major effects they have on galactic society. These can be used to develop and expand your **ESPER GENESIS** campaign or be used alongside events in upcoming EG adventures and sourcebooks.

BEYOND THE VEIL

"There could be shadow galaxies, shadow stars, and even shadow people."

— Stephen Hawking

New mysteries regarding the nature of the Veil are constantly being discovered, answering few questions while creating new ones. All of these mysteries, however, still lead to the same conclusion. The dark energy generated by the Veil is violently disruptive and devastating to all forms of living matter. It is also a source for a wide variety of dangers that threaten to tear through the fabric of known reality.

EVARGUN AND THE UMBRA STRAND

Of all the exotic dangers that dwell beyond the Veil, none have garnered more infamy than the evargun. They are organized, resourceful, and knowledgeable, yet it has been nearly impossible for others to ascertain any of their goals aside from the extinction of galactic civilization.

Though the evargun's nature and origins have been linked with the belare, the starborn species is either unaware or unwilling to provide additional information.

DARK NOVA

There are a few evargun whose purpose is to communicate and interact with other species, though such cases are extraordinarily rare and likely limited to acts such as spying and manipulation. Of those few, there is only one known instance in which they are a part of a unit. Nicknamed "Dark Nova", this elite unit of evargun wear armored containment suits similar to those used by the belare. Their leadership and hierarchy changes depending upon the location and circumstances of their missions.

Making use of harvested technologies modified with their own, Dark Nova developed devices capable of unleashing massive amounts of dark energy. These devices are transported aboard their starships and detonated at key times and locations in the galaxy. These energy bursts cause severe disruption to the fabric of space-time in the region, often resulting in dangerous spatial anomalies or unstable rifts. These regions also become tears through which many void horrors are unleashed.

Though far from complete, the locations appear to form some type of multi-dimensional pattern known only as the Umbral Strand. Many theories have evolved about its purpose, from the evargun establishing their own system of travel to attempting to create a permanent breach through the Veil.

SHADOWS AND THE VEILED LEGION

The growing number of breaches into the Veil has also prompted an increase in the number of netherants, particularly void shadows. Though most have lost any semblance of empathy and mortality, they've retained their worst impulses, many of which are even carried over as twisted memories of their former existence. Groups of shadows band together to reap an unprovoked vengeance upon the living. In rare circumstances, such groups can grow unexpectedly powerful.

VOID GATES

Dark energy breaches have been a part of space travel for generations, but only recently have they started to appear upon planetary surfaces and regions with atmosphere. It's unclear whether these anomalies, or "void gates", are naturally or artificially created, but they have been appearing more frequently nonetheless.

When they do occur, void gates cause significant structural and environmental damage to the surrounding area, as well as become a possible spawning point for void horrors. Most who attempt to interact with them are either destroyed or corrupted by the dark energy. In rare circumstances, it's possible those that survive are pulled into a subdimension to which other void gates are connected.

LEGION OF SHADES

Boshem Wyhn, an esper wraith of rare power and intelligence, organizes groups of void shadows under the belief that they exist as their own species rather than as an abomination of others. Referring to themselves as shades, these bands of void shadows operate under a banner known throughout the galaxy as the Veiled Legion. Though the Legion's goals are unclear, they seek to create more of their own by targeting poorly defended communities of intelligent organics.



CORPORATE CRISES

“Corporations are like protean bacteria; you hit them with accountability and they mutate and change their names.”

— Doug Anderson

While military might and political influence are major factors of galactic turmoil, much of it is governed by the unseen forces that control the galactic megacorporations. The expanding level of free galactic trade, along with societal competition for growth, has made these interstellar commerce giants essential to modern society. With limitless wealth, resources, and control, these conglomerates tend to fall into illegal activity or generate rogue actors with goals quite different from that of their organization. This section doesn't cover all of the dark dealings of the megacorps, but it does provide some dangers that could have galaxy-wide implications.

ALTAI MEDIA GROUP

Primarily focused on media and entertainment, AMG serves as the umbrella for the majority of galactic broadcasting and information management. Their level of influence, exerted in the right places, can bring entire governments to their knees. As such, they have strict controls in place over the integrity of the information and content they broadcast and sell. Even so, the lure of such power can never be overlooked.

Far Horizons. The integration of many species and their cultures has instilled a stronger defense against misinformation through fear-mongering and intolerance. These inherent practices, unfortunately, never truly die. Far Horizons, a reality media conglomerate under Altai's banner, runs several underground news and social outlets targeted toward sowing division and dissent against the Sorium Accords and the Grand Conclave. Inflaming small secrets into grand conspiracies, their goal is to create mass public confusion and resentment, while slowly establishing influence by creating a host of false villains and crises against which they are the only savior. The directors of Far Horizons are unknown, though they have close ties to those within the allied governments, perhaps even within the Grand Conclave itself.

SIMreal Contagion. Replacing the movies of old, SIMreal has become the primary form of virtual entertainment. Inserting oneself into simulated events is certainly not without its risks. SIMreal feeds can contain hidden malware. In addition, several underground developers tamper with SIMreal coding to remove the sensory limiter, which can cause severe brain trauma or even death. Another recent dilemma spawned the creation of a debilitating technovirus called Cerebryte. Though the delivery system was destroyed, remnants of the virus still linger within the SIM, specifically within many of the data servers owned by Altai Media.

DELTA PHAEOS

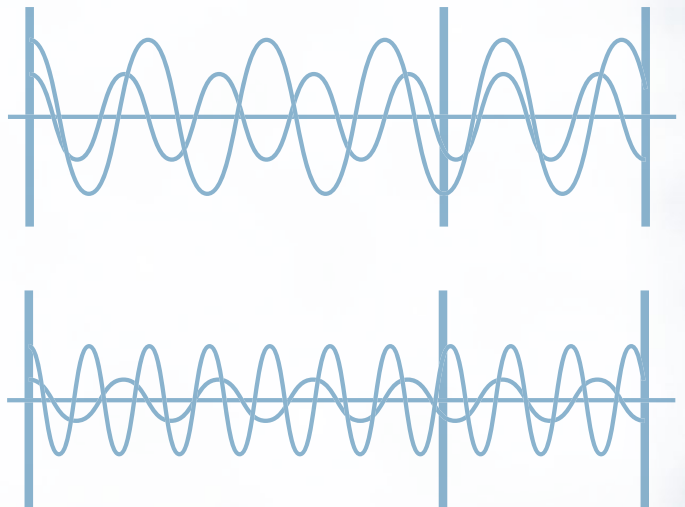
Consumer goods are everywhere, and with resources available from all over the galaxy, demand is greater than ever. Delta Phaeos specializes in these goods, and even have their own subsidiary that regulates their food and provisions. What could possibly go wrong?

Genesis Gel. A phony manufacturer produced a flavored gelatin claiming to be infused with sorium particles that can, over time, trigger esper genesis in those that consume it regularly. In truth, the gel is dual-dimensional in nature and affects every person differently. While it doesn't do anything to trigger esper genesis, the majority who eat enough suffer from severe mental and physical degradation. However, the variety of illnesses are currently too broad to be pinned to the gel as the cause. Those that eventually perish from their illnesses rise from their bodies as void specters within a few weeks of death.

ETERNIS

The Silrayne Intergalactic Matrix is the cornerstone of computer networking and communication in the galaxy. For better or worse, it has become an ever-expanding, boundless universe in itself. With each realm within significantly different from the next, only expert cyberjocks can even hope to fully navigate its ins and outs. Eternis has pushed for the SIM to be integrated in every aspect of galactic life.

Animas. Rare circumstances can create self-aware intelligences that live within the SIM, either spawned from remnants of user personas or evolved from AI software. Referred to as an anima, these digital beings are dealt with cautiously, as very few of them have established concepts of empathy or reason beyond what they've gained from their programming. Each anima possesses a unique link to the SIM, which provides them with special abilities, including possessing other personas. Such beings have garnered a significant amount of attention from techno-based groups that see them as a viable resource.



Deadly Immersion. SIM devices coupled with holographic projection enables users to interact with virtually generated images and displays (commonly known as Augmented Reality). An AR option known as Full Immersion allows the user's sensory capabilities to be affected by their augmented reality surroundings. Dreamfall, a black ops organization, has developed a technology that can not only lock a user into full immersion, they can also cause AR projections to cause them sensory trauma. These holograms-turned-assassins can even inflict trauma severe enough to cause internal physical injuries, eventually killing the user with no clear murder weapon in sight.

ShadowNet Lockouts. The virtual black market is viewed as a necessary evil. However, with increasingly less regulation, branches of the ShadowNet have infiltrated other sectors in the SIM, disguised as normal nodes and junctions. Unsuspecting users accessing these nodes can become trapped within these digital realms, unable to surface (logout) from virtual reality and subject to any harmful effects programmed within.

GENIFEX

As the leader of mining operations and bulk shipping, Genifex transports are the primary targets for raiders and smugglers. It's responsible for transporting some restricted materials that could bring about disaster in the wrong hands.

Shantol Group. A major subsidiary of Genifex, this multi-tiered group works directly with governmental organizations to refine and convert sorium. The new head of Shantol is an accomplished forger stricken with prolonged madness. Obsessed with a conspiracy of her own making, she's developing a form of corrupted sorium designed to cause an anti-matter eruption within a Crucible's core.

Window into the Valshion. Dal Harbin, a prominent board member of Genifex, is a psychic thrall of Thato'ja, a kreidren overlord. Harbin's technical team is working on a sorium-powered particle collider capable of creating a dimensional rift, allowing the kreidren to easily cross into the galaxy directly from the Valshion. The experiments so far have either failed completely or created unstable wormholes to other regions. A similar experimental failure is what had caused the Rithni invasion in the past.

IVODIA GROUP

Specializing in travel and colonization, the Ivodia Group is the forerunner in galactic real estate.

Territorial Misdeeds. With so many unknowns in the expanse, several organizations under Ivodia's umbrella resort to questionable tactics to acquire territory. One of these tactics is intentionally reporting a travel transport missing, only to have its passengers used as unwilling workers or resources in a dangerous region. Another, more common, practice is hiring mercenaries to eliminate native populations residing too close to proposed settlements sites.

Rionnvoth. Rion Votta, president of the Ivodia Group, is a dragon disguised as a prometean. Its true name is Rionnvoth, and it believes itself to be one of the last, if not the very last, of its kind. Rion uses many of the company's resources to search for signs of dragons beyond the elemental-bred drakes. It's also partnered with an underground sector of Selsia Corp to research cloning its genetic makeup, determined to create more of its own species.

REVO SYS

No other megacorporation has as many sub-entities as RevoSys. Military and interstellar defense is a constant developer's race against forces seeking to enforce their own vision of society. Similar to any large entity, their many different branches hide tangled webs of corruption.

Mercenary Needs. While the corporation does its best to prevent new weapons technologies from falling into the wrong hands, many contractors sell to anyone willing to pay the right price. Mercury Arms smuggles sorium and hadricite from RevoSys to sell on the black market to mercenary groups and, more importantly, to the Shadow Technocracy. The Technocracy plans to recruit the head of Mercury Arms into their group, hoping to establish a secret foothold over their resources.

SELSIA CORP

Biotech and cybertech both provide avenues for modern medical treatments and advancements. While these new technologies are astonishing, many employ dark methods of development.

Antigenic Horrors. Nerix Enterprises, a Selsia subsidiary, used the Sol System's seethespawn epidemic as a basis for antigen research. Their initial research failed, resulting in a catastrophic seethespawn infestation of the Astus Research Station orbiting Istrel 5. Calling themselves, "the Emergence", these new seethespawn are highly intelligent, many finding their way off of the station to inhabit the nearby planet. With the adaptation of stolen tech, these emerged seethespawn plan to create planetary seethes over the entire system.

Bio-Shifters. Cosmetic cybernetics and bioware has created a fashion sub-culture for those who can afford it. Some rogue groups working within Selsia developed custom bioware that lets a user to absorb a target's biomolecular data, allowing the user to shapeshift into the target's form. This causes irreparable damage to the target, usually killing them in the process.

Synth Uprising. An increased number of alphasynth are becoming self-aware. Known as "Synth-Machina" (or simply "machina"), they took over an entire Selsia research facility and grew their numbers around the galaxy. Settling upon a small moon near Viastal, their leaders demand rights as intelligent beings under the Sorium Accords. Most don't seek conflict, but some machina believe they must claim liberty by force. This creates even greater friction with corporate and military factions who debate whether or not to destroy the awakened synth.

ZEPHYR CORP

Self-described as the "World Crafters", Zephyr Corp creates habitable regions out of wastelands and rocky husks. Their technology alters enormous amounts of matter at the molecular level, enabling them to perform feats only rivaled by the mightiest of espers.

Negation Engine. A covert military organization is working with rogue Zephyr Corp scientists to create a reverse-terraforming device. Nicknamed the Negation Engine, it can be deployed upon a planetary surface, defiling and eradicating all forms of life within a matter of hours. If successful, it would open a new form of warfare that could swiftly wipe out all life in the galaxy.

Code Hunters. Before the company's inception, the founder of Zephyr Corp developed a device capable of reprogramming any machine, bio-organic or otherwise. Though the device itself was destroyed and the founder died, the device's schematics and programming are still thought to be hidden somewhere. The discovery and recreation of the device would make any piece of technology a potential threat, granting its possessor near infinite control over any developed world.

THE GRAND ELDERS

Patiently awaiting their time of reemergence, the grand elders of the xenoterum maneuver their schemes and ambitions from within their subdimensional strongholds. Their longing to return to the time of Sinoth Ir fuels their relentless devastation of worlds.

THE SURVIVORS

Most of the grand elders are presumed to have been destroyed or lost in the dimensional cataclysm. Some yet live, crafting new terrors to serve as agents of corruption and decimation.

ACUD'RA

Also known as the Vile Matron, Acud'ra's true form is a 20-foot-tall humanoid with ridged skin and muscle, armored with an ivory exoskeleton. It resides upon the bridge of its ship, the *Kajbhan*, which is an extension of the elder's body. Acud'ra uses her ship as a foundry where it experiments on the living, warping them into hideous abominations programmed to serve it without question.

IGRAZHIR

Igrazhir is a monstrous, worm-like creature that spreads corruption and deadly contagion wherever it passes. Its dimensional home can be reached through a destructive spatial anomaly it controls. Igrazhir scours the deep expanse for wayward ships of creatures it can possess and use to infiltrate their homeworlds. Its worshippers infect settlements with poison and plague in preparation for their overlord's arrival.

KTHDHI

Appearing as a bulbous-shaped creature with tentacled appendages and eight eyes, Kthdhi dwells in the outer zones, a few light years from Korohm. Many of Kthdhi's servants delight in causing fear through torture, testing the limits of mortal minds and bodies until they either break completely or ascend into one of the elder's freakish soldiers.

NAARGOH

Known as the Dreamraker, Naargoh is a lizard-like humanoid with six pincer arms, an elongated head and mouth, and leathery wings. The passage to its realm is hidden in the heart of a dying star. Naargoh is an unparalleled psion, capable of entering the subconscious mind of most creatures to toy with their thoughts. It rarely makes use of its servants or worshippers to invade a region, preferring to let its victims murder each other or slowly drive them into madness.

RESTORING SINOTH IR

Regardless of their methods, the ultimate goal of the Sinotha is the restoration of their dimensional empire. The grand elders put aside differences to achieve this

goal, which makes them far more dangerous than anyone yet knows. Although the xenoterum are aware of the events that brought them to this point, they don't know what caused the dimensional cataclysm.

Access to other dimensions and realities assures them that connections are still there, yet they are sealed away by a force the xenoterum cannot fathom. Other than the *voorsha*, xenoterum can't harness the power of *sorium*, nor can they make use of the *Crucibles*. But, they do see the awakening of *espers* and other cosmic beings as a weakening in the mysterious forces that constrain their own abilities.

QUIET TACTICS

While pursuant to their goal, xenoterum aren't always performing mass dimensional revisions of star systems. Most xenoterum invasions start small. Study, infiltration, domination, spreading disease, confusion, dissention, and madness—all of these are regular tactics employed to bring the population of worlds to its knees before the real invasion begins.

TEARING DOWN THE WALLS

Each star system invaded by the xenoterum is part of a larger, interconnected pattern based upon weakened points in space/time and the locations of the *Crucibles*. The xenoterum hold the theory that these dimensional realms will eventually bridge between each other and form an expanding network, allowing them to reach across the stars with ease.

GALACTIC UNDERWORLD

Reshaping the galaxy is but one of the xenoterum's strategies. The vast realm of *Drath Sia*, once a part of the dimensional weave, is viewed as a potential doorway to other realms of similar depth and magnitude. Xenoterum have journeyed into *Drath Sia* before, but they haven't yet developed technology capable of transforming the realms various regions. Those xenoterum that wander *Drath Sia* often come into conflict with its denizens, such as the *aseni* and the *kreidren*.

THE ARCHANGELS

Though the xenoterum specialize in *clanesdine* incursions, their machinations have not gone unnoticed. An elite organization of *espers* known as the *Archangels* was formed by the *Conclave* to fight the aberrant powers of the xenoterum and the *grand elders*. While their efforts oppose the dimensional invaders, the team suffers many casualties. Some have even become enraptured by the xenoterum, becoming *voorshas* and spreading the word of their newfound, diabolical deities.

LEAGUE OF CONSUMMATES

Scant knowledge exists of the embodiments of primordial chaos known as the *consummates*. They each preside over the primary cores from which the *velbast* spill forth into the galaxy. Unlike their lesser kin, the *consummates* have no need to consume in order to evolve, as they've reached their ultimate form. Savage beings of such power have motivations no mortal soul can fully comprehend.

ONE OF A KIND

When *velbasti* reach their pinnacle state, they acquire a unique form unlike any which has ever existed. Capable of forging their own primary core, they also contemplate their own desires and goals, each also different from any other. The number of *consummates* that exist are unknown, but a few have already made their mark.

FURIGORN, THE BEAST OF OBLIVION

One of the first *consummates*, *Furigorn* appears as a three-headed serpent made of writhing red smoke. Each head has glowing eyes, their hypnotic colors invoking madness into those who gaze into them. *Furigorn* is a being of utter destruction. When not in its primary core, it lairs deep beneath the surface of planetary bodies, draining the planet's life force until it's nothing more than a husk. It is extremely intelligent, though the multiple personas living within its mind frequently vie for control of its will.

LETRACHI, THE PRECEPTOR

Letrachi's true form is that of a humanoid with shiny blue skin and wings made from frost, fire, or electricity. Its primary core bears a special property. When a *velbast* forged from the core consumes the essence of an intelligent creature, remnants of the creature's knowledge and memories are absorbed into *Letrachi*'s conscienceness.

HAGRIMACH, THE MAELSTROM

Formed from a twisting spiral of chaotic energies, *Hagrimach* is able to transfer itself and its primary core between dimensions. Doing so takes a considerable energy, which it regains by sending its *velbasti* out to collect essences for consumption. *Hagrimach* believes there to be an even greater form to which it can aspire, requiring the absorption of other *consummates* into itself. It keeps these plans secret until it can formulate a strategy to lure its kin.

VAZUVIAL, THE DECEIVER

Vazuvial's true form is a cloud of shifting shadows; however, it can assume the form of any creature it wishes. It has an exotic taste for the intense energy generated by powerful emotions such as hatred, love, anguish, or terror. It invokes these in its victims before consuming them, the type of emotional energy dependent upon its current appetite. It prefers the essence of powerful *espers*.

ETERNAL LIFEFORCES

A wealth of planets along the Rim Sectors appear to generate a near infinite supply of raw life energy, creating regions rich with life and growth. Eldor, Bas Drasku, Arvo, and Vaal are but a few examples. Such places could provide a primary core with a limitless supply of energy to feed and spawn velbasti. Attempts to claim dominion over these regions have not yet been successful, either from being thwarted by the region's defenders or from feuding velbasti getting in each other's way. One of the consummates has their sights set on Bakiyu, a planet rumored to be a living entity.

INTO THE GALACTIC CORE

Letrachi, through its wealth of knowledge, surmises there to be a cosmic energy source hidden within the supermassive black hole that makes up the galactic core. It believes that accessing this energy could disrupt the galactic balance, allowing the velbasti to lay siege to all life within the resulting chaos. Other consummates doubt Letrachi's claims, wondering if it is merely a ploy to lure them into a bottomless void from which there is no escape.

IMPERIAL ENTANGLEMENTS

Vazuvial currently hides within the ranks of the Lorendi Imperium, intending to sow its influence into the emperor and his harbingers. It plans to garner trust and position while remaining undetected, eventually manipulating Emperor Kaysa into making a drastic, genocidal decision contradictory to the lorendi's careful, calculating style. With the resulting chaos and wave of pure emotion, the consummate eliminates a potential threat and feasts upon all who would perish in the aftermath.



MIGHT OF THE IMPERIUM

"When does belief become justification? When does right become rationale and crusade become crime?"

— Libba Bray, *The Diviners*

Many threats in the galaxy are considered to be conquering or invading forces such as the kanasi, the velbasti, or the xamaron. None have established the level of influence and dominance as the Imperium. Loren Kaysa and his legion of esper-powered enforcers have established dominion over many star systems, reaching from the Outer Zones into much of the galactic Mid-Expanse. Under the premise of peace through force, the planets and people under their rule follow a strict set of laws, placing the will of their Emperor above all else.

PEACE AND PROSPERITY

Most non-lorendi citizens of the Imperium were once self-governed societies, living in settlements that managed their own resources and limited technology. Under lorendi occupation, their laws and customs were adapted or abolished while their resources were stripped or reallocated. The lorendi insist this maintains harmony and order while offering protection against the horrible dangers in the great expanse. Those that resist the rule of the Imperium are disrupters to this peace, and are thus treated as criminals. Imperium rule is ever-present in the daily lives of every citizen.

MARTIAL JURISDICTION

Every imperial system is overseen by a military unit commanded by lorendi and comprised of soldiers and espers whom the Emperor deems most loyal to the cause. A universal legal code is enforced among the populace, containing laws that dictate the penalty for all criminal activity, be it murder, theft, trespassing, or even insulting an official. Rebellion and insurgency against the Imperium is swiftly put down. Even in the rare cases of lorendi themselves aiding or representing any aspect of dissent, they are prosecuted by Kaysa's inquisitors without mercy or impartiality.

SEAT OF POWER

The ruling body of the Imperium resides on Esturoi, a city-ship stationed in the Loren Jah system. Emperor Kaysa rules from here, though most of his commands are carried out by his harbingers and grand marshals. Each have their own generals who carry out the Imperium's military campaigns. The harbingers also oversee the ranks of inquisitors who enforce the rule of law across the galactic systems.

Directly under Kaysa himself is his Legion Council. Most of the council is made up of elevated harbingers, aetherwalkers, and other prominent lorendi, with each member an extraordinarily powerful esper in their own right.

The Crucible of Loren Jah is the Imperium's primary source for sorium. A group of dendus and ashenforged are imprisoned here, performing forced labor to mine the Crucible's core for the priceless resource.

KEEPING THE SOCIAL ORDER

Even under the Imperium, the people strive to keep as many of their social and moral practices as possible. Some are overlooked, so long as they don't violate Imperial law. Any that become points of contention are quickly brought to heel by the inquisitors. To avoid these confrontations, many Imperial settlements elect their own representatives to communicate and negotiate with the Imperium. Though these representatives hold little to no power, they can still serve as a buffer against excessive use of force and the harsh judgments often handed down by the inquisitors.

TRADE AND TRAVEL

Trade agreements between the Imperium and neighboring systems and organizations have developed into limited alliances and partnerships. While travel through Imperium space is open for all, it's regulated by strictures which include ship ID registry, scans, and periodic searches. Security around Loren Jah is extreme, its Crucible contained within a regulation port and surrounded by a blockade of warships.

Unfamiliar visitors on planetary surfaces and stations are subject to as much scrutiny as their ships. Many traders, particularly those freelancing for megacorps, willing to abide with the strict planetary laws and curfews in order to trade with the Imperium, who pays extremely well for goods and services.

ALLIES AND ENEMIES

To maintain its long reach across the expanse, the Imperium strives to maintain alliances with regional forces of sizeable power and influence. They use their considerable riches to line the pockets of mercenary groups such as the bachorta, kentrodar, zultarans, and the stossians, while making careful deals with less dependable forces such as the ozal and zelchor. The Imperium also has its own exclusively designed army of synths.

The Imperium's aggressive expansion has earned it many enemies as well. The malegorians and the aluphax are direct opponents to the emperor, even though they often end up in conflict with each other as well. Meanwhile, the Technocracy and the Imperium stay out of each other's affairs, with potential alliances or conflicts arising when their paths cross.

ONE PEOPLE TO RULE

Though the Imperium is comprised of a variety of galactic species and subcultures, the lorendi hold their own species as dominant. They claim the greater share of resources, have a broader range of rights under Imperium law, and carry greater social status than other citizens. This is due to the perception that lorendi are not only more capable and valuable, but are also more loyal to the Imperium than the people they've subjugated. To the lorendi, others under their banner should consider themselves fortunate to live within Kaysa's divine provenance.

Many lorendi use their social stature to inflict injustices upon other planets and settlements, bound solely by far less stringent laws. This leaves lorendi living primarily among their own, with very few residing in multi-species planets or colonies.

Even with the stark divide, the Imperium constantly bombards the populace with messages of peace, protection, and unity, while installing mechanisms to protect the lorendi themselves from persecution or sanction from other species.

THE CRIMSON ORDER

Functioning as an extension of the military, the Crimson Order is a band of zealots who regard Emperor Kaysa as a divine prophet, gifted his powers from higher powers that exist beyond mortal comprehension. Many Imperial inquisitors belong to this organization, which is overseen by Lusha Daevas, a member of the emperor's Legion Council. Lusha's true intent is to use the order's influence to garner favor with the emperor, eventually placing her in position above others within the council.

EXPANSION CAMPAIGNS

Above all else, Imperium forces are focused on claiming new galactic territory. System by system, their forces grow, conquering or decimating settlements in the name of unification and peace. In recent times, however, their expansion efforts have been slowed, and in some cases territories have been lost. Resistance forces like the Silrayne Defenders, the Rim Sectors Alliance, and the Free Protectorate have pushed back against the Imperium and restored independence to many lorendi-controlled sectors. Dealing with such opposition while countering rivals such as the kanasi, xamaron, and the velbasti, have spread Imperium resources thin.

RECLAIMING THE HOMEFRONT

One of Kaysa's greatest desires is to reclaim Eldor for his own. He believes the energies that awakened his people in the dawn of the Second Age had also infused his former homeworld with an eternal divine power, and that it is being suppressed and corrupted by his former kin. Direct assaults against Eldor have failed. The Legion Council have begun to forge alternate strategies that could weaken the eldori forces from within before striking again.

RESOURCE HUNTERS

Another goal for Kaysa's dominion is the acquisition of another Crucible. Most are too well defended, but the Imperium have concentrated on attaining two. Once captured, the lorendi would seek to abduct more dendus forgers to mine the core.

Garrain. An amassing of dangerous anomalies and entities have made gaining ground difficult. Both the Free Protectorate and keshite settlers maintain light patrols of this sector, with enough allies on call to provide considerable opposition. Lorendi spies have put contingencies in place, allowing the Imperium to claim and hold the Crucible before alerting their enemies.

Kul Kothar. A crushing defeat at Kul Kothar set the Imperium back in this region for the foreseeable future. Though not as well defended, the lack of resources and lethal conditions make most of the system uninhabitable for lorendi. For now, Imperial scientists are developing new technologies capable of allowing the lorendi to survive the region's harsh conditions.

Vialtal. Kaysa periodically sends forces into the machine-encased Crucible. While interesting artifacts are recovered, none have successfully reached the sphere's core. The increased number of machina in the area have made the situation even more problematic.

THE OMNIWEAVER'S CRUSADE

"Whatever in creation exists without my knowledge exists without my consent."
— Cormac McCarthy, *Blood Meridian, or the Evening Redness in the West*

For Omniweaver Deumalis, the kanasi overlord, immortality is only the beginning. Its desire to move beyond the limitations of its existence has become an obsession. However, a being such as Deumalis bears no mortal weaknesses such as impatience, arrogance, and irrationality. Its plan for elevation is a calculated, step-by-step process, beginning with establishing itself and its creations as the dominant lifeform in the galaxy.

To this end, each sector of the Master Helix bears a purpose, out of which only a couple are known to the archweavers that preside over these digital realms. The archweavers, in the meantime, extend their own goals toward gaining favor with Deumalis.

CELESTIAL BODY LD352

Within the last arc-bind, a kanasi expeditionary force discovered a peculiar space anomaly, revealed to be a dormant Crucible hidden within a phased subdimension. Designated as "Celestial Body LD352", the kanasi forces in the area occupied it under the command of the archweaver, Fris Sayis.

Though the Crucible is not active, the kanasi anticipate it will become so, granting them unlimited access to its sorium core. This would normally be an open infinite opportunity for all kanasi, but the archweaver has its own plans. The kanasi occupying the Crucible are also hidden to physical and digital detection from all other kanasi, including Deumalis itself. Fris Sayis plans to harness this masking energy for itself, for now. When the Crucible activates, Fris aims to use its leverage to change the dynamic of the Master Helix's hierarchy.

CLONECASTING

Under the Omniweaver's direction, the kanasi have long studied the makeup and functionality of the mortal mind. The brilliant archweaver, Greiss, used this research to develop an implant allowing a kanasi to stream its AI persona into the brain of an intelligent humanoid or beast. The process, called clonecasting, enables a kanasi to physically travel among highly populated areas without causing immediate alarm or suspicion.

The implant, however, is far from perfected. It has limited range from the kanasi's body, which becomes dormant during the stream. It's also detectable in augmented reality by those knowing what to look for. Most importantly, though kanasi can master a subject's motor function, their grasp of speech, body language, and empathy is severely limited. Due to this, direct contact with other creatures must be kept to a minimum. Greiss seeks to perfect the process one step at a time. With each improvement, the kanasi gain firsthand information and influence that can easily bring any society to ruin.

MATRIX OPERATIONS

For digital persona such as the kanasi, boundless digital domains like the SIM are far less complex than they appear to organics bound to the physical realm. They instead take advantage of the SIM's elaborate weave to build areas of control and refuge.

NET RIFTS

Some areas in the SIM, particularly those with limited security, are susceptible to infection by a kanasi virus. Mimicing the existing security countermeasures, the kanasi instead place snares to forcibly draw in a user's persona to appear in a completely different virtual location, akin to a wormhole. These snares are called net rifts, used to trap SIM users or misdirect them from important junctions. Some may even be abandoned or adopted by another force within the SIM. Though primarily used by the kanasi, other SIM factions have been developing their own versions.

NEXUS HOLDS

As powerful as they are within their own realm, kanasi are most vulnerable within the Master Helix. To safeguard themselves from destruction, powerful kanasi build clandestine virtual strongholds from which to operate. These nodes, called nexus holds, are directly connected to the Aurora Nexus, the virtual highway by which the kanasi reach their realm. From these junctions, they can also create a direct point of connection with their physical forms. Kanasi with this type of link more easily spawn other kanasi in both digital and physical locations.

VIRTUAL ESPIONAGE

Long before attempting to extend itself into the physical dynamics of the galaxy, the kanasi worked to obtain and influence data throughout all forms of digital networking, including the SIM. One of their biggest targets, however, has been the ShadowNet—a digital underground commonly used for secret meetings, encrypted data mining, and black market trade. Kanasi use masked personas to scour the ShadowNet for a number of purposes. A few peddle virus-infected data, though most seek to obtain private and secure information from unsuspecting users and corporations. Such information has value toward infiltration, ambush, or extortion.

RIVALRY WITHIN THE SHADOWS

Those aware of the Omniweaver's plots and schemes might assume them to be allies of the Shadow Technocracy. This could not be further from the truth. Each view the other as impediments toward their goals. Where the Technocracy seeks to evolutionarily integrate mortals with technological advancements, the kanasi view organic life as a weakness to be used and subjugated until Deumalis sees fit to eliminate them.

Their stark difference in goals places the Technocracy and the forces of the Omniweaver in perpetual rivalry. Often seeking the same resources, Technocrats and kanasi plot against and subvert one another, if not in open conflict, though the latter is much more rare. Though the contention between the two forces is extensive, public displays of open aggression go completely against the Technocracy's methods. Thus, the silent game of techno-warfare goes on, posing disastrous circumstances to those who happen to be caught in the middle.

VELOTECH CORPORATION

In modern society, digital technology reigns supreme. Adopting new methods of establishing dominion over other lifeforms, the kanasi established their own conclave of organic loyalists under the guise of an electronics and software corporation called Velotech. The archweaver Ciensha oversees the daily operations from within the corporation's SIM domain. At first, Velotech focused on digital software, cunningly and skillfully encoded with kanasi programming. Recently, as the corporation grew in staff and management, they moved into producing computer and media hardware. While not nearly the size of interstellar conglomerates such as Eternis or Zephyr Corp, Velotech is on its way to establishing a modest foothold on the SIM and computer market.

All organics employed by Velotech have been unwittingly inducted into a cult-like devotion to the goals and ideals set forth by the kanasi. These loyalists are subjected to subliminal brainwashing, either through use of their own technology or by interfacing with the corporate mainframe via the SIM. A few resistors are forced into service or partnership through bribes, threats, or ransom.

ULTIMATION

While the kanasi extend their influence to all aspects of galactic existence, in the end, all of their efforts strive toward one goal: "ultimation." It's the term Deumalis uses to define its ultimate state of existence, where it not only controls all, but all becomes a part of it. The Omniweaver believes that once it achieves this state, it can transcend the limitations inflicted upon the kanasi overlord from the moment it first gained sentience. Only then, can it truly understand the nature of universe, for it will be the universe itself. Deumalis, even as a purely logical being, subscribes to theories often spoken of by the dendus, of divine forces that exist beyond the mortal realm. The Omniweaver does not plan to stop until it verifies the nature of this enigmatic force and surpasses it.

SCIONS OF THE OCUTH

"The wisest prophets make sure of the event first."

— Horace Walpole

The more recently established aluphax tribes were forged under the command of the cruelest and most manipulative elders their species has seen in generations. Proclaiming themselves “scions,” these elders bear physical traits similar to those of their legendary creators. More importantly, each of them has also mastered powers similar to those of the espers. Aluphax belonging to these scions’ tribes venerate their elders as prophets destined to bring judgment upon the valna and all others who betrayed them.

STRAKLA SYSTEM ALLIANCE

Soon after their proclamation to their people, the scions established strongholds upon three planets in the Strakla system. From here, these scions and their tribespeople seek out and recruit other tribes and tribal leaders with the goal of forging an alliance between all the aluphax tribes. Though working toward a single purpose, each scion has their own methods and practices.

DIRELORD HIRRAK

Graced with dark feathered wings, elongated horns, and clawed feet, Hirrak would be considered an abomination were she not as fearsome as she is twisted. Surrounded by a powerful aura, she is a harbinger of plague, death, and madness. Hirrak’s tribe is well known for scavenging and harvesting the remnants of civilizations destroyed in their wake. Under her guidance, the alliance developed new weapons, ships, and devices used in their assaults and expeditions.

MIGHTY GONTOH

Named after a legendary bear-like predator, Gontoh is gigantic compared to other aluphax. His hands bear curved, sharp claws. His hooved legs are thick and long, adding even more height to the normally stocky aluphax physique. Contrary to form, Gontoh avoids the immediate use forceful tactics, instead employing the threat of such force to instill fear and intimidate those who refuse protection under his rule. He commands a fleet of warships that patrols the systems surrounding Strakla, capturing ships and warding off potential threats.

OMRED THE STALKER

Fearless and cruel, Omred sows violence and discord simply for his own amusement. He has a lean upper body, while his lower half has four legs instead of two, similar to that of a riding beast. Each member of his tribe is required to hunt for sport and train to survive in harsh environments. As one of the scions, Omred’s enhanced senses prove to be invaluable in locating resources and foreseeing potential dangers to the alliance.

A FRAGILE PACT

Even with their supernatural abilities and support from recruits, their dream of uniting the aluphax is far from realized. Many aluphax tribes view the scions as either abominations or frauds, preferring still to promote their own deeds in the name of the Ocuth. An unfortunate number of conflicts have arisen between the Strakla Alliance and tribal elders who choose to defeat them for their own glory.

To complicate matters further, the allied elders in Strakla are not the only scions. There are rumors of others with similar traits and abilities. If these new scions truly exist, they have yet to be proven as an ally or threat to their brethren.

GROWING CONFLICTS

While most aluphax plunder systems along the Rim and Mid-Expanse, the scion tribes have gained the ability to attack more well-guarded galactic sectors and outposts, becoming more brazen with each strike. Their newfound resources have garnered them favor and brief partnerships with mercenary-prone forces, such as the bachorta or malegorians.

With growing numbers and a unified message, the scions are poised to become one of the major power players in the galaxy and a genocidal threat to the valna.

SHADOWTECH DOCTRINE

"Once a secret society establishes itself within an open society, there is no end to the hideous mistrust it must cause."

— Rebecca West

The Imperium may claim the largest dominion in the galaxy, but the Shadow Technocracy needs no dominion. They are everywhere. Their greatest strength is their ability to hide in plain sight, infiltrating and manipulating governments and organizations at every level. Their members possess a terrifying conviction, letting nothing stop them from reaching the next phase of techno-evolution.

INFILTRATION

The schemes of the Technocracy are carried out swiftly and secretly, the outcome of which remains unnoticed until it's too late. Accomplishing this on a galactic level requires extensive infiltration of key targets, and long-term planning.

GRAND CONCLAVE

Infiltrating the Grand Conclave of the Sorium Accords has been a primary goal of the Technocracy since its very beginning. Membership in the Conclave significantly increases the Technocracy's power, allowing them to spread their creed throughout allied worlds.

The Eldori Seat. An assistant to the eldori Lord Darsh, is actually a Technocracy zealot who worked their way up the ranks of the Silrayne government. Unable to convert Darsh, the assistant plans to use their influence to frame the councilor with conspiracy charges. Once Darsh is expelled, the technocrat can vie for his position.

Bastion Infiltration. The Technocracy has multiple agents working within the ranks of the Silrayne Defenders. Some are members of an elite squad called the Stormhawks. Overseeing various positions around city and its orbital perimeter, they periodically escort shadowtech spies past security. This allows them to establish hidden refuge points in the tunnels beneath the city platforms.

RIFT STATIONS

Many shadowtech spies operate out of Pel Tavarria and Pel Saros. The Eriadi and Keshite rifts provide their ships with unrestricted passage across the galaxy. Stealthed shadow raiders and shuttles are even harder to detect inside the wormhole tunnel. Technocrats have developed a prototype cruiser capable of creating a sub-dimensional pocket from inside the rift.

SATURN OUTPOST

The Technocracy's largest base is located near the galactic core, but they also frequently pass through a space station hidden in the rings of Sol 6. From here, they can covertly use Sol's Crucible to jump to other major galactic systems. The station is one of the oldest, decorated in various eras of technology and refitted with sorium stealth shielding.

RESOURCES FROM RYTH

Another main facility is located near Ryth 2, where valuable minerals are mined for starship construction. Materials smuggled from the Jocali Shipyards are used to create shadowtech raiders, umbral destroyers, and dark behemoths.

INDOCTRINATION

Those allying themselves with the Technocracy do so out of fear or devotion, with very little in between. The great lord technocrats have little tolerance for carelessness, and even less so for failure.

AMONG THE CHOSEN

Those with high standing in government, entertainment, or business are targeted directly by technocrats, coaxed into the ranks or surreptitiously charmed until they are brought into the fold. Very few attempts are successful, but the technocrats are relentless. They anticipate, in time, to have many loyal agents with considerable authority or fame.

SYNTHANTIC ZEALOTS

Most synthantics become so by choice, but there are methods adopted by the Technocracy to increase their number.

Taken for the Cause. The most common is the abduction of chosen individuals, forcibly transitioning them. Subjects chosen in this manner usually possess valuable knowledge, or resources. When mass abductions are necessary, ivaril swarms and synthantic soldiers suppress all viable threats and keep captives contained. Entire settlements being appropriated for conversion is not unheard of.

Essios Corp. There are also more subtle attempts, such as subjecting potential recruits to subliminal directives via the SIM, or implanting viral software into cybernetics. Essios Corp is a private company operated by Technocracy agents. They specialize in digital hardware and cybertechnology. Many of their products are secretly laced with custom nanites or programs designed to manipulate the subject's mind or body.

MACHINA FAITHFUL

Efforts have been made to indoctrinate the members of the machina. Shadowtech agents seek out leaders of the newly awakened intelligences, offering the promises of furthering their standing as a people. Some of them have agreed to ally themselves with the Technocracy, aspiring toward helping other species fully integrate with their own technological aspects.

The intended reality is quite different. The Technocracy view the machina's embrace of their mortal nature as a decisive flaw to be exploited. Lord technocrats cull their machina followers once their usefulness is outlived, stripping the bodies and adapting the parts to their own.

AFFILIATION

Technocrats uses their agents to carry out assignments when needed, but prefer to leave the dirty work to mercenary groups and collaborators. Assassins, mercs, spies, smugglers, and many others take these jobs without knowing the true identity of their employer. Species like the bachorta or zelchor willingly work with the Technocracy to garner notoriety or earn favor with the elusive technocrats.

ADVERSARIES

Similar to the Imperium, the Technocracy's activities have gained them many foes. The most prominent are the Silrayne Defenders and the kanasi, whom the Technocracy attempts to play against the other whenever possible. They have an unspoken peace with the Imperium, or so the lorendi seem to think. Void horrors are a source of constant conflict in the rifts and in the Neptho system, where the most powerful technocrats gather. The xenoterum, though not an immediate threat, concern the technocrats, as they are incapable of gaining any leverage over the immortal grand elders.

SECLUSION

Lord technocrats rarely work directly with other high-ranking members of the Technocracy. As such, they have established territories in the galaxy, operating from starbases concealed by unparalleled stealth technology. These bases are impenetrable, their defenses breachable only by powerful esper abilities and forged relics. Even with their clandestine practices, the technocrats regularly communicate with each other through various methods deemed safe against espionage.

TECHNOMANCY

High-ranking members of the Technocracy bear sorium-forged cybernetic implants and attachments, allowing them to channel cosmic powers through technomancy. One of their implants broadcasts a unique signal that resonates with others of its kind. If an implant becomes inactive or a technocrat dies, others bearing the same implant can sense it, as well as the exact location where it occurred. This failsafe is designed to warn them of potentially lethal enemies.

PENUMBRA REVIVAL

Each technocrat is capable of creating a digital backup of itself into a machine known as a penumbra vault. Their vault is sometimes located in their lair, but some technocrats conceal theirs elsewhere. The backup contains their consciousness, experiences, and basic muscle memory. Upon a technocrat's death, the lair uses a sample of the technocrat's genetic material to create a clone of its body and imbue its mind with the most recent backup. The process takes one arc-bind to complete, and the backup can't be uploaded into a different body. Whether the signal from a technocrat to its penumbra vault can be severed or brought out of range remains a mystery.

XAMARON HORDE

With each invasion, the horde grows exponentially. However, more is learned about these cruel, methodical invaders each time. The xamaron have existed for eons, and their ultimate goal is to continue to exist for eons to come.

WILL OF THE SOVEREIGN

Xamaron ancestry dates back beyond any existing data. Nearly all historical references are vague impressions passed down instinctually through each generation. In extremely rare cases, important information is stored on data pods kept aboard their hive ships, accessible only to the monarchs. The oldest among the xamaron is a being known among its kind as the "Sovereign."

The Sovereign is the last of the species from which the xamaron evolved. It is the oldest member of the xamaron civilization and the only source of knowledge from an age long past. While regarded as more of a mentor or figure of legend, the Sovereign holds considerable sway over the decisions of the monarchs.

EXTINCTION PROTOCOL

One of the Sovereign's earliest memories are of a time when his species were attacked by neighboring civilizations and nearly wiped out. The few that survived lived in hiding for centuries, some eventually evolving into the xamaron. Under the guidance of the Sovereign, the xamaron focus on expanding and propagating their species to where no force could ever again threaten them with extinction.

This, however, is far from the entire story. Its species lived on a world they called Prokmeel until disaster, partially of their making, brought about their end times. The Sovereign knows far more of the events of the past age, which it plans to keep to itself until such time when it can use its knowledge to its full advantage.

UNCONVENTIONAL METHODS

Seeking to broaden their capabilities, the xamaron research methods of establishing colonies upon surfaces with hostile or lethal climates. Underwater propulsion, heat shielding, and atmospheric filters have been tested at length, in anticipation of nesting upon waterborne, gaseous, and scorching environments. One such planned target is the planet Arvo, where the kentrodar still recover from lorendi occupation.

STRIKE AND COUNTERSTRIKE

Eons ago, the xamaron horde swept across Dendusar, razing Folas Tower and establishing a colony beneath its foundation. The dendus still believe they were merely in the path of a system-wide invasion, but this is based on the assumption the xamaron were an army of mindless insectoids. In reality, Dendusar was a chosen target, one that would enslave the dendus as thralls with the ability to read the markings hidden deep within the Crucibles. If they had succeeded then, the xamaron would have easily ravaged the entire galaxy.

Many generations have passed since the dendus were as vulnerable. The oldest surviving kin-lines still harbor a deep resentment toward the xamaron, attempting to convince their leaders to use the power they've harnessed to wipe out the xamaron entirely. A long history of genocide, enslavement, and oppression makes this a difficult discussion to have within the dendus directorate. However, many are convinced it's only a matter of time before the xamaron return, and the idea to strike first is garnering more support. For now, however, they do not wish to adopt the methods of the same beings so many fought and died to drive out.

THE WEAVER QUEEN

In rare cases, monarchs emerge as weavers, capable of channeling esper powers. Most of these weavers are imperious, killing counterpart monarchs that refuse to be subservient. One weaver of extraordinary power has given itself the title of Queen of the Xamaron. The weaver queen rules a colony on Creusis 5 and claims to receive prophecy from the ancient ancestors of the xamaron. It also claims to have enhanced the effects of symbiommutation, creating thralls and soldiers with inherent cosmic abilities. Denouncing the Sovereign as a false idol, the weaver queen demands the ruling monarchs to pay it homage and allegiance.

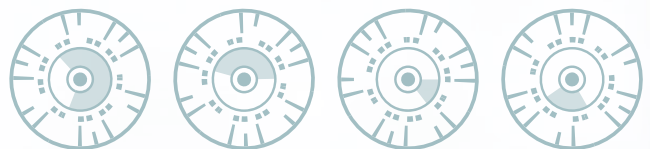
This section provides Random Encounter tables the GM can use to generate quick encounter scenarios. The tables are categorized by galactic environment (see Introduction), then by character tier.

PLANETARY RUINS ENCOUNTERS (LEVEL 1-4)

d100	Encounter
01	1 martenkas
02-05	1d6+3 blade drones
06-08	1d4+3 university archology team (commoners)
09-10	1 blade drone
11-12	2d4 alphaltite custodians
12-17	2d6 blade drones
18-20	1d3 tactical drone and 1d6 blade drones
21-25	1d3 giant spiders
26-29	2d8 bachortas
30-35	1 young kotatu
36-40	1d4 phase beasts
41-45	1d3 ceti snappers
46-50	1 young kotatu
51-53	1d6 + 1 stossians
54-55	1 citrine bahtera
56-57	1d6 aseni explorers
58-60	1 aragell
61-65	2d6 flying snakes
66-68	1 aerial stalker
69-70	1 scourge kanasi
71-72	1 stossian pack leader
73-75	1 aberrant brute
76-80	3d4 humanoids (commoners)
81	1 kleesh
82	1d4 aberrant brutes
83	1 bachorta leader and 1d4 bachorta
84	1 aluphax battlemaster and 1d4 aluphax warriors
85	1 quantum worm
86-87	1d4 young kotatus
88	1 synthantic guard commander
89	1d2 glahgs
90	1 gamaroid with 1d8 blade drones
91	1 fnarg
92-93	1 aberrant controller
94-95	1 shadowtech samurai
96-97	1 synthantic heavy assault trooper
98	1 ilarios
99	1 swarm of ivaril
00	1 frost velbast

PLANETARY RUINS ENCOUNTERS (LEVEL 5-10)

d100	Encounter
01-05	2 gamaroids
06-07	1d4 young kotatus
08-10	1d4 breacher kanasi
11-15	1d3 aerial stalkers
16-20	1d6 aberrant brute
21-25	1 smuggler and 2d4 gang members
26-30	2d8 ceti snappers
31-35	1d8 sentient trees
36-40	2d6 + 1 armored drones
41-45	1d3 kleesh
46-50	2d6 + 3 aseni explorers
51-53	1d6 + 2 scourge kanasi
54-55	2d4 aragells
56-57	1d4 kotatus
53-60	1 scourge kanasi with 1 aerial stalker and 2d10 blade drones
61-65	2 esper nomads
66-68	1 aberrant controller
69-72	1 stossian battlelord with 1d2 stossian pack leaders and 2d4 stossians
73-75	1 durasteel mecharoid
76-80	1 tar creeper
81-82	1d3 coloterim soldiers
83-84	1 ilarios
85-86	2d4 ganarays
87-88	1d6 + 2 glahgs
89-90	1d2 stone drakes
91-92	1d2 reisa guardians
93-94	1d3 fnargs
95-96	1 azurite bahtera
97-93	1 reisa striker
99	1 greater kleesh
00	1d2 shadow drakes



PLANETARY RUIN ENCOUNTERS (LEVEL 11-16)

d100	Encounter
01	1 baryte bahtera
02-04	1d6 durasteel mecharoids
05-10	1d4 + 1 reisa guardians
11-20	1d3 synthantic heavy assault troopers
21-25	1 greater kleesh
26-35	1 nagorok
36-40	1d2 seethe flayers
41-50	1d3 kotatu alphas
51-60	1d6 shadowtech samurai
61-65	1 shadowtech guardian and 1d3 shadowtech samurai
66-75	2d4 aberrant controllers
76-80	1 heavy centurion and 2d8 soldiers
81-90	1 ilarios nightrunner
91-96	1d3 stone drakes
97-99	1 greater kleesh and 1d4 kleeshes
00	1 stalker kanasi and 1d4 scourge kanasi

PLANETARY RUINS ENCOUNTERS (17-20)

d100	Encounter
01-02	2d10 f'nargs
03-04	2d8 reisa war-bots
05-06	2d10 synthantic heavy assault troopers
07-08	1 seethe screecher
09-10	2d4 shadowtech samurai
11-20	1d4 kotatu alphas
21-25	1d4 stormfury mecharoids
26-35	1 kreidren elder
36-40	1 brumal velbast and 2d4 dynam
41-50	1d3 azurite bahteras
51-60	1d4 reisa strikers
61-65	1 nagorok and 1d3 giant apes
66-75	1d4 ilarios nightrunners
76-80	1 master melder and 2d6 gale guards
81-90	1d10 aluphax avengers and 1d6 aluphax battlemasters
91-96	1d3 prime-delta mecharoids
97-99	2d4 azurite bahteras
00	1 reaver kanasi with 1d3 bane kanasi

SPACE RUINS ENCOUNTERS (LEVEL 1-4)

When applicable, intelligent species will be wearing light atmosphere suits and possible access to smaller starships. Beasts and other creatures featured in this chart have acquired the Universal Adaption trait.

d100	Encounter
01	1 spyder
02-05	1d6+3 blade drones
06-08	1d4+3 scouting crew (commoners)
09-10	1 bachorta
11-12	1d4 forged constructs
12-17	1d6 armored drones
18-20	1d3 tactical drones and 1d6 blade drones
21-25	1d2 void specters
26-29	2d8 lorendis
30-35	1 dynam
36-40	1d3 femeris
41-45	1d3 aseni explorers
46-50	1 synthantic guard commander
51-53	1d6 + 1 void shadows
54-55	1 evargun
56-57	1d6 expert pilots
58-60	1 bachorta leader and 1d4 bachorta
61-65	1 veil reaver
66-68	1 gale guard
69-70	1 aluphax battlemaster and 1 aluphax warrior
71-72	1 reisa constructor
73-75	1 vanguard
76-80	1d8 ivaril
81	1d3 evarguns
82	1d3 scourge kanasi
83	2 gale guards
84	1 alterist and 2d4 melder initiates
85	1d3 aseni nomads
86-87	1 cirrus mecharoids
88	1 bachorta leader
89	1d3 quantum worms
90	1 gamaroid with 1d6 surveillance drones
91	1 cronosyte
92-93	1 f'narg
94-95	1 xamaron soldier
96-97	1 shadowtech samurai
98	1 coloterim soldier
99	1 swarm of ivaril
00	1 rhodolite bahteras

SPACE RUINS ENCOUNTERS (LEVEL 5-10)

When applicable, intelligent species will be wearing light atmosphere suits and possible access to smaller starships. Beasts and other creatures featured in this chart have acquired the Universal Adaption trait.

d100	Encounter
01-05	2 alterist adepts
06-07	1d4 titanium mecharoids
08-10	1d3 + 1 gale guards
11-15	1d3 scourge kanasi
16-20	2d4 void specters
21-25	1 lorendi machinist and 1d6 lorendi
26-30	2d8 aseni explorers
31-35	2d4 femeri
36-40	2d6 +1 armored drones
41-45	1 quantum worm
46-50	2d6 + 3 aluphax warriors
51-53	1d4 + 2 gamaroids
54-55	2d4 mercenaries
56-57	1d4 cirrus mecharoids
53-60	1 alterist adept with 1 gamaroid with 1d10 + 2 aluphax warriors
61-65	1d2 storm velbasti
66-63	1 void ravager
69-72	1 aluphax battlemaster with 1d3 mercenaries and 2d6 aluphax warriors
73-75	1 power velbast
76-80	1 abilos
81-82	1d3 bounty hunters
33-84	1 ilarios
35-86	2d4 cirrus mecharoids
37-38	1d6+2 scourge kanasi
39-90	1d2 aluphax avengers
91-92	1d3 void ravagers
93-94	1d4 reisa guardians
95-96	1 heavy centurion
97-93	1 atoru galleem
99	1 reaper velbast
00	2d4 shadowtech guardians

SPACE RUIN ENCOUNTERS (LEVEL 11-16)

When applicable, intelligent species will be wearing light atmosphere suits and possible access to smaller starships. Beasts and other creatures featured in this chart have acquired the Universal Adaption trait.

d100	Encounter
01	1 azurite bahteras
02-04	1d6 virtual echoes
05-10	1d4 + 1 shadowtech samurai
11-20	1d3 coloterim soldiers
21-25	1 daegor
26-35	1 evargun controller
36-40	2d4 xamaron soldiers
41-50	1d4 bane kanasi
51-60	1d8 smugglers
61-65	2d8 evargun
66-75	2d4 synthantic heavy assault troopers
76-80	1 lorendi aetherwalker and 1d3 lorendi machinists
81-90	1 ilarios nightrunner
91-96	1d3 atoru
97-99	1d3 hadraxis guardians
00	1 myrnrog



SPACE RUINS ENCOUNTERS (LEVEL 17-20)

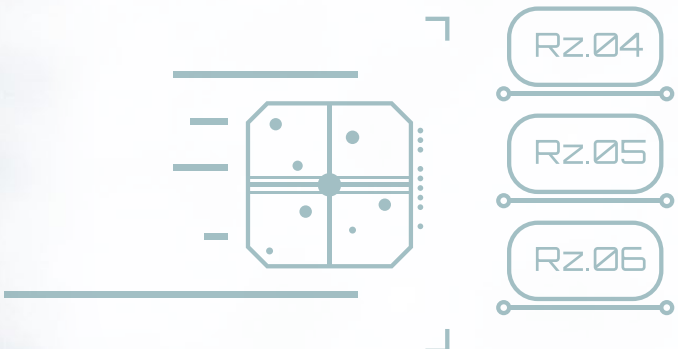
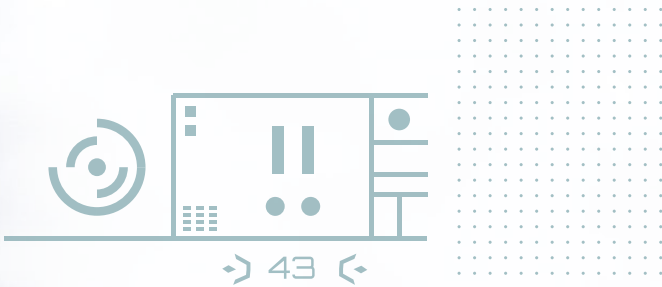
When applicable, intelligent species will be wearing light atmosphere suits and possible access to smaller starships. Beasts and other creatures featured in this chart have acquired the Universal Adaption trait.

d100	Encounter
01-02	2d10 reisa guardians
03-04	2d8 shadowtech samurai
05-06	2d4 heavy centurions
07-08	1 atoru galeem and 1d6 atoru
09-10	2d4 f'nargs
11-20	1d4 frost velbasti
21-25	1 vorkata
26-35	1 reaver kanasi
36-40	1 shadow technocrat and 1 shadowtech guardian
41-50	1d3 baryte bahteras
51-60	1d4 evargun controllers
61-65	1d4 reisa strikers
66-75	1d4 fray kanasi
76-80	1 shade velbast
81-90	1 voorsha and 1d10 abilos
91-96	2 kreidren elders
97-99	2d4 lorendi harbingers
00	1 talvarius

SPATIAL ANOMALY ENCOUNTERS (LEVEL 1-4)

When applicable, intelligent species will be wearing light atmosphere suits and possible access to smaller starships. Beasts and other creatures featured in this chart have acquired the Universal Adaption trait.

d100	Encounter
01	1 phase beast
02-05	2d4 forged constructs
06-08	1d4 + 3 lost starship crew (commoners)
09-10	1d4 blade drones
11-12	2d4 flying snakes
12-17	1d6 power sprites
18-20	1d3 zek and 1d6 alphaltite custodians
21-25	2d4 ivaril
26-29	2d8 spyders
30-35	1 dynam
36-40	1d3 breacher kanasi
41-45	1d3 void shadows
46-50	1 reisa constructor
51-53	1d6 + 1 tensus
54-55	1 aerial stalker
56-57	1d6 femeri
58-60	1 void specter
61-65	1 evargun
66-68	1 aluphax battlemaster
69-70	1 aseni nomad
71-72	1 virtual echo
73-75	1 void ravager
76-80	1d8 strike drones
81	1d3 quantum worms
82	1d4 void specters
83	1d6 zalpheeds
84	1 aluphax battlemaster and 1d4 aluphax warriors
85	1d2 evarguns
86-87	1d4 aseni nomads
88	1d3 gale guards
89	1 veil reaver
90	1 void specter with 1d6 void shadows
91	1 cronosyte
92-93	1 power velbast
94-95	1 reisa guardian
96-97	1 frost velbast
98	1 blazing velbast
99	1 ilarios
00	1 abilos



SPATIAL ANOMALY ENCOUNTERS (LEVEL 5-10)

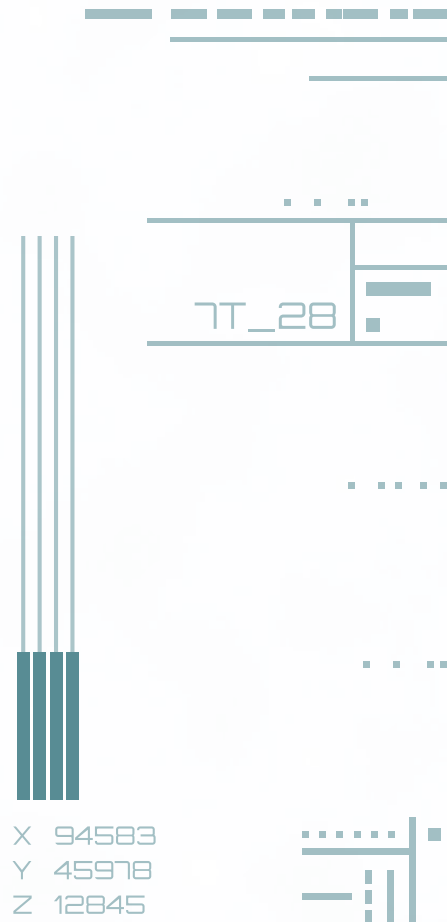
When applicable, intelligent species will be wearing light atmosphere suits and possible access to smaller starships. Beasts and other creatures featured in this chart have acquired the Universal Adaption trait.

d100	Encounter
01-05	2 gamaroid
06-07	1d4 dynam
08-10	2d6 void shadows
11-15	1d3 void specters
16-20	1 fnarg
21-25	1d3 power velbast
26-30	2d8 femeris
31-35	2d4 melder initiates
36-40	2d6 + 1 power sprites
41-45	1 quantum worm
46-50	2d6 + 3 aluphax warriors
51-53	1d6 + 2 void specters
54-55	2d8 gale guards
56-57	1d3 evarguns
53-60	1d4 aerial stalkers
61-65	1d3 cronosytes
66-63	1 void ravager
69-72	1 shadow drake
73-75	1 virtual echo
76-80	1d2 ilarios
81-82	1d3 reisa war-bots
33-84	1 storm velbast
35-86	1d6 veil reavers
37-38	1d4 evarguns
39-90	1d2 aluphax avengers
91-92	1d3 power velbast
93-94	1d2 frost velbast
95-96	1 reisa striker
97-93	1 reaper velbast
99	1 evargun controller
00	1d2 abilos

SPATIAL ANOMALY ENCOUNTERS (LEVEL 11-16)

When applicable, intelligent species will be wearing light atmosphere suits and possible access to smaller starships. Beasts and other creatures featured in this chart have acquired the Universal Adaption trait.

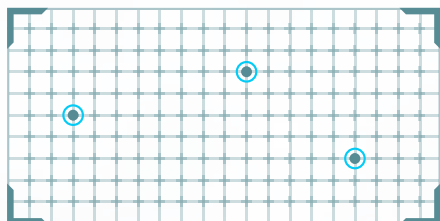
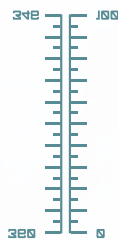
d100	Encounter
01	1 reisa striker
02-04	1d6 void ravagers
05-10	1d4 power velbast
11-20	1d3 ilarios
21-25	1d8 veil reavers
26-35	1 evargun controller and 1d3 evargun
36-40	2d10 phase beasts
41-50	1d4 ilarios
51-60	1d8 frost velbast
61-65	3d6 esper wraiths
66-75	2d4 virtual echos
76-80	1d2 prime-delta mecharoids
81-90	1 voorsha
91-96	1d3 abilos
97-99	1d2 reaper velbast
00	1 vorkata



SPATIAL ANOMALY ENCOUNTERS (17-20)

When applicable, intelligent species will be wearing light atmosphere suits and possible access to smaller starships. Beasts and other creatures featured in this chart have acquired the Universal Adaption trait.

d100	Encounter
01-02	2d10 power velbasts
03-04	2d8 void ravagers
05-06	2d10 reisa guardians
07-08	1 myrnrog
09-10	2d4 frost velbasts
11-20	1d4 reisa guardians
21-25	1d3 daegor
26-35	1 tempest velbasti
36-40	1 reaver kanasi
41-50	1d3 aseni shapers
51-60	1d4 reisa strikers
61-65	1 hadraxis noble and 1d3 hadraxis guardians
66-75	1d4 reaper velbasts
76-80	1d4 fray kanasi
81-90	1d6 aluphax avengers and 2d4 aluphax battlemasters
91-96	1d3 voorshas
97-99	2d4 reisa strikers
00	1 myrnrog with 1d2 abilos



SUBAQUATIC ENCOUNTERS (LEVEL 1-4)

When applicable, intelligent species will be using underwater gear or implants while creatures on this chart have evolved or been implanted with the Amphibious trait.

d100	Encounter
01	1d4 giant lizards
02-05	1d6 + 3 kentrovars
06-08	1d4 + 3 kelp farmers (commoners)
09-10	1 boat captain (expert pilot)
11-12	2d4 kentrovars
12-17	2d6 blade drones
18-20	1d3 field engineers and 1d6 blade drone
21-25	1 ice drake
26-29	1 killer whale
30-35	1 breacher kanasi
36-40	1d6 constrictor snakes
41-45	1d6 loreudi
46-50	1 xamaron thrall
51-53	1d6 + 1 kentrovar tribal warriors
54-55	1 giant constrictor snake
56-57	1d6 crocodiles
58-60	1d3 intelligent seaweed (sentient plant)
61-65	1 dynam
66-68	1 swarm of poisonous snakes
69-70	1 sentient tree
71-72	1d2 killer whales
73-75	1 gamaroid
76-80	1 void specter
81	1d3 kentrovar wavebenders
82	1d4 scourge kanasi
83	2 alphaltites
84	1 kentrovar elite guard and 2d8 kentrovar tribal warrior
85	1d3 kentrovar elite guards
86-87	1d3 naval special forces (field commanders)
88	1 titanium mecharoids
89	1d3 kentrovar wavebenders
90	1 kentrovar wavebender with 2d6 kentrovars
91	1 fnarg
92-93	1 borlakan sky saw
94-95	1 hunter kanasi
96-97	1 esper nomad
98	1 bane kanasi
99	1 loreudi machinist
00	1 frost velbast

SUBAQUATIC RUINS ENCOUNTERS (LEVEL 5-10)

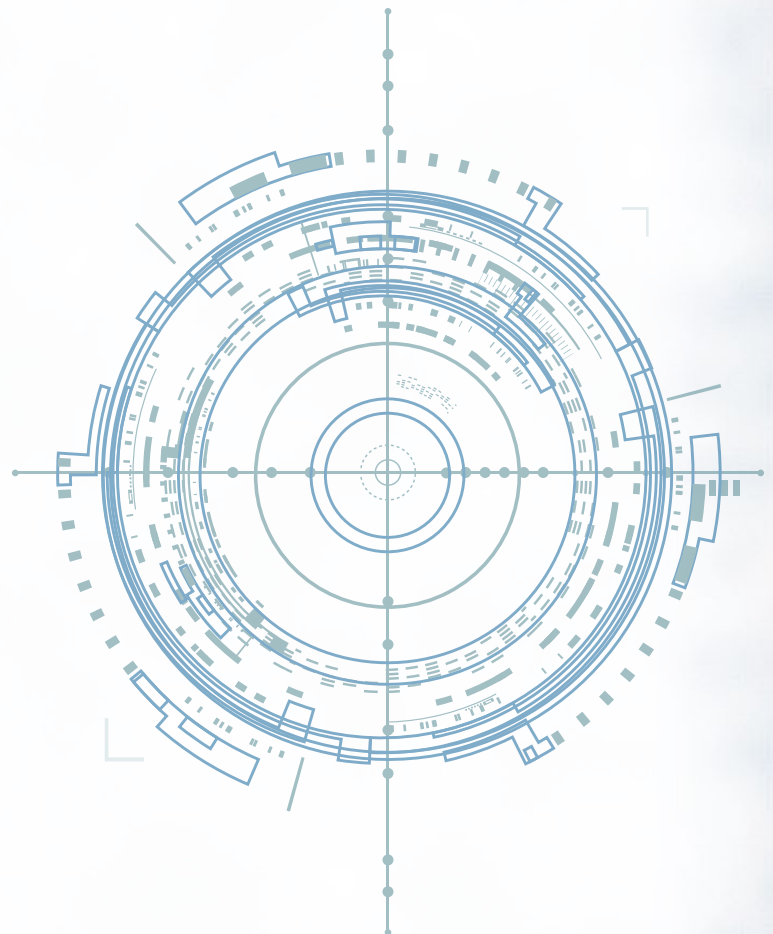
When applicable, intelligent species will be using underwater gear or implants while creatures on this chart have evolved or been implanted with the Amphibious trait.

d100	Encounter
01-05	2 giant constrictor snakes
06-07	1d4 breacher kanasi
08-10	1d3 + 1 titanium mecharoids
11-15	1d3 sentient plants
16-20	2d4 swarms of poisonous snakes
21-25	1 abilos
26-30	2d8 crocodiles
31-35	2d4 bit drones
36-40	2d6 + 1 kentrodar raiders
41-45	1 kentrodar wavebender
46-50	2d6 + 3 kentrodar tribal warriors
51-53	1d6 + 2 scourge kanasi
54-55	2d4 gamaroids
56-57	1d4 kentrodar elite guards
53-60	1 kentrodar elite guard with 1 giant constrictor snake with 1d3 crocodiles
61-65	1d3 void ravagers
66-63	1 durasteel mecharoid
69-72	1 sentient plant with 2d8 + 6 crocodiles
73-75	1 f'narg
76-80	1d6 esper wraiths
81-82	1d3 bounty hunters
33-84	1 bane kanasi
35-86	2d4 esper nomads
37-38	1d6 + 2 killer whales
39-90	1d2 abilos
91-92	1d3 bane kanasi
93-94	1d4 hunter kanasi
95-96	1 heavy centurion
97-93	1 hadraxi guardian
99	1 kreidren
00	1d4 hadraxi nobles

SUBAQUATIC ENCOUNTERS (LEVEL 11-16)

When applicable, intelligent species will be using underwater gear or implants while creatures on this chart have evolved or been implanted with the Amphibious trait.

d100	Encounter
01	1d3 heavy centurions
02-04	1d6 f'nargs
05-10	1d4 + 1 lorendi machinists
11-20	1d3 hadraxi nobles
21-25	1d4 + 2 frost velbasti
26-35	1 hadraxi guardian
36-40	1 reaper velbast
41-50	1d4 bane kanasi
51-60	1d8 + 1 hunter kanasi
61-65	1d3 taarjasa
66-75	2d4 bounty hunters
76-80	1d3 frost creepers
81-90	1 daegor
91-96	1d3 + 1 abilos
97-99	1d2 kreidrens
00	1 kreidren elder



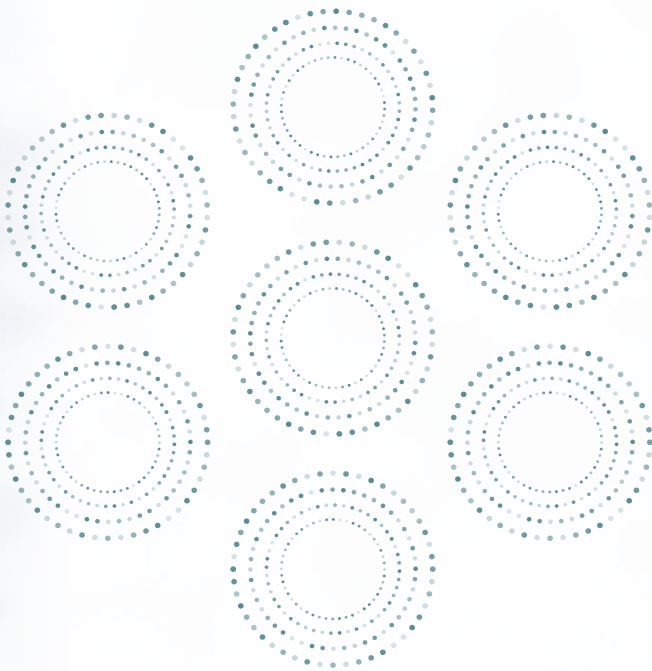
SUBAQUATIC ENCOUNTERS (17-20)

When applicable, intelligent species will be using underwater gear or implants while other creatures have evolved or been built with amphibious adaptations.

d100	Encounter
01-02	2d10 lorendi machinist
03-04	2d8 durasteel mecharoids
05-06	2d10 f'nargs
07-08	1 abilos
09-10	2d4 esper nomads
11-20	1d4 bane kanasi
21-25	1d3 ilarios nightrunners
26-35	1 reaver kanasi
36-40	1d2 xamaron monarchs
41-50	1d3 kreidrens
51-60	1d4 prime-delta mecharoids
61-65	2d6 frost creepers
66-75	1d4 hadraxis guardians
76-80	1d3 brumal velbasti
81-90	1d10 hadraxis nobles and 2d4 kentrodar elite guards
91-96	1d3 voorshas
97-99	2d4 heavy centurions
00	1 talvarius

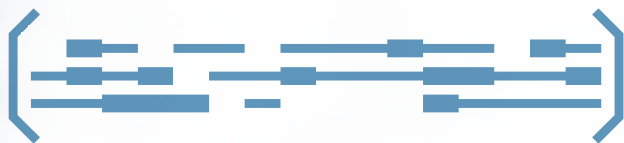
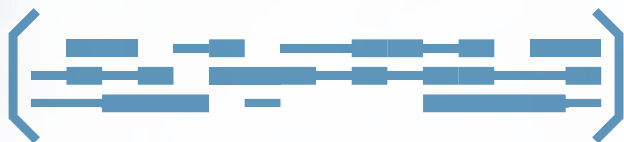
SUBTERRANEAN ENCOUNTERS (LEVEL 1-4)

d100	Encounter
01	1 ivaril
02-05	1d6 + 3 gang members
06-08	1d4 + 3 miners (commoners)
09-10	1 giant rat
11-12	1d4 bachortas
12-17	2d6 giant rats
18-20	1d3 tserka workers and 1d6 giant rats
21-25	1d4 giant spiders
26-29	2d8 tserka workers
30-35	1 bachorta leaders
36-40	1 aragell
41-45	1d3 melder initiates
46-50	1 alphalite
51-53	1d6 + 1 tserka workers
54-55	1 intelligent mushrooms (sentient plant)
56-57	1d6 martenkas
58-60	1 malegorian
61-65	1d3 hadraxis commoners
66-68	1 evargun
69-70	1 kleesh
71-72	1 zultaran
73-75	1 xamaron soldier
76-80	2d8 commoners
81	1d3 kleeshes
82	1d4 zultarans
83	2 xamaron thralls
84	1 mercenary and 1d8 soldiers
85	1d3 quantum worms
86-87	1d4 cirrus mecharoids
88	1 titanium mecharoid
89	1d3 mercenaries
90	1 gamaroid with 2d6 blade drones
91	1 xamaron soldier
92-93	1 aberrant controller
94-95	1 heavy assault trooper
96-97	1 reisa guardian
98	1 reisa war-bot
99	1 coloterim soldier
00	1 xamaron centurion



SUBTERRANEAN RUINS ENCOUNTERS (LEVEL 5–10)

d100	Encounter
01–05	2 gamaroids
06–07	1d4 xamaron thralls
08–10	1d3 + 1 bachorta leaders
11–15	1d3 malegorians
16–20	2d4 zultarans
21–25	1 grimwalker
26–30	2d8 soldiers
31–35	2d4 melder initiates
36–40	2d6 + 1 ivaril
41–45	1 cirrus mecharoid
46–50	2d6 melder initiates
51–53	1d6 + 2 soldiers
54–55	1 sand drake
56–57	1d3 kleeshes
53–60	1 machinist with 1 alterist adept and 2d10 blade drones
61–65	1 heavy arms centurion
66–63	1 reisa guardian
69–72	1 xamaron soldier with 1d6 xamaron thralls
73–75	1 swarm of ivaril
76–80	1 sand creeper
81–82	1d3 bane kanasi
33–84	1 battlemind adepts
35–86	1d4 cirrus mecharoids
37–38	1d4 kleeshes
39–90	1d2 abilos
91–92	1d3 aberrant controllers
93–94	1d4 f'nargs
95–96	1 malegorian warlords
97–93	1 greater kleeshes
99	1 fray kanasi
00	2d4 xamaron centurions



SUBTERRANEAN ENCOUNTERS (LEVEL 11–16)

d100	Encounter
01	1 kreidren
02–04	1d6 reisa guardians
05–10	1d4 + 1 hunter kanasi
11–20	1d3 coloterim soldiers
21–25	1 ozal
26–35	1 greater kleesh
36–40	1 stormfury mecharoid
41–50	1d4 swarms of ivaril
51–60	1d8 + 1 aberrant controllers
61–65	1 daegor
66–75	2d4 xamaron soldiers
76–80	1 stalker kanasi
81–90	1 voorshas
91–96	1d8 + 1 xamaron centurions
97–99	1d4 prime-delta mecharoids
00	1 reaver kanasi

SUBTERRANEAN ENCOUNTERS (17–20)

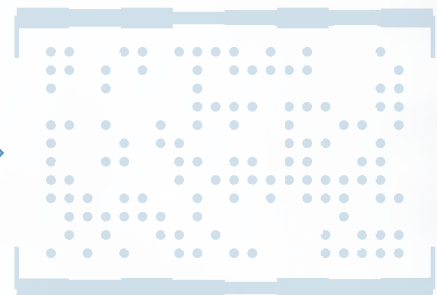
d100	Encounter
01–02	2d10 xamaron soldiers
03–04	2d8 durasteel mecharoids
05–06	2d10 aberrant controllers
07–08	1 xamaron centurion
09–10	2d4 smugglers
11–20	1d4 coloterim soldiers
21–25	2 nagoroks
26–35	1 kreidren elders
36–40	1d3 ozals
41–50	1d3 reisa strikers
51–60	1d4 greater kleeshes
61–65	1d6 seethe screechers
66–75	1d4 fray kanasi
76–80	1d4 jadeite bahtera
81–90	2d6 abilos
91–96	1d3 daegors
97–99	2d4 kreidrens
00	1 xamaron monarch with 1d3 xamaron centurions

URBAN ENCOUNTERS (LEVEL 1-4)

d100	Encounter
01	1 phase beast
02-05	1d6 + 3 gang members
06-08	1d4+3 commuters (commoners)
09-10	1 security guard
11-12	2d4 alphaltite custodians
12-17	2d6 giant rats
18-20	1d3 security guards and 1d6 blade drones
21-25	1 esper nomad
26-29	2d8 aberrants
30-35	1 namruda
36-40	1 mercenary and 1d3 soldiers
41-45	1d3 zelchors
46-50	1 hadraxis commoner
51-53	1d6 + 1 power sprites
54-55	1 aberrant brutes
56-57	1d6 tensus
58-60	1 sentient tree
61-65	1d3 alphaltites
66-68	1 aerial stalker
69-70	1 cirrus mecharoid
71-72	1 gamaroid
73-75	1 mercenary
76-80	1d3 vanguards
81	1d3 veterans
82	1d4 malegorians
83	2 tserka guardians
84	1 alterist adept and 2d8 melder initiates
85	1d3 namruda chieftains
86-87	1d4 scourge kanasi
88	1 xamaron thrall
89	1d3 cirrus mecharoids
90	1 gang leader with 2d6 gang members
91	1 sniper
92-93	1 shadowtech samurai
94-95	1 frost velbast
96-97	1 virtual echo
98	1 coloterim soldier
99	1 lorendi machinist
00	1 shadowtech guardian

URBAN RUINS ENCOUNTERS (LEVEL 5-10)

d100	Encounter
01-05	2 gang leaders
06-07	1d4 spies
08-10	1d3 + 1 security directors
11-15	1d3 malegorians
16-20	2d4 sentient tree
21-25	1 heavy weapons expert
26-30	2d8 zeks
31-35	2d4 aseni explorers
36-40	2d6 + 1 tserka workers
41-45	1 quantum worm
46-50	1d2 melder savant + 3 melder initiates
51-53	1d6 + 2 alterists
54-55	2d4 scourge kanasi
56-57	1d4 aseni nomads
53-60	1 gang leader with 1 alterist with 1d3 mercenaries and 2d10 gang members
61-65	1 virtual echo
66-68	1 power velbast
69-72	1 gamaroid with 1d6 scourge kanasi
73-75	1 fire drake
76-80	1d4 aberrant brutes
81-82	1d3 blazing velbasts
83-84	1 battlemind adept
85-86	2d4 quantum worms
87-88	1d6 + 2 field commanders
89-90	1 lorendi harbinger
91-92	1d3 reisa guardians
93-94	1d4 synthantic heavy assault troopers
95-96	1 lorendi aetherwalker
97-93	1 reaper velbast
99	1 hadraxis guardian
00	1d4 xamaron centurions



URBAN RUIN ENCOUNTERS (LEVEL 11-16)

d100	Encounter
01	1 lorendi harbinger
02-04	1d6 shadowtech samurai
05-10	1d4 + 1 power velbasts
11-20	1d3 battlemind adepts
21-25	1 special forces commando
26-35	1 reaper velbasts
36-40	2d10 flying scavengers (blood hawks)
41-50	1d4 swarm of ivaril
51-60	1d8 + 1 bane kanasi
61-65	1 seethe flyer
66-75	1d6 synthantic heavy assault troopers
76-80	1d4 seethe gorgers
81-90	1 ilarios nightrunner
91-96	1d6 shadowtech guardians
97-99	1d3 special forces officers
00	1 reaver kanasi

URBAN RUINS ENCOUNTERS (17-20)

d100	Encounter
01-02	2d10 coloterim soldiers
03-04	2d8 frost velbasts
05-06	2d10 reisa guardians
07-08	1d4 assassins
09-10	2d4 smugglers
11-20	1d4 shadowtech samurai
21-25	1 master melder and 1d3 melder savants
26-35	1 myrnrog
36-40	1 kreidren elder
41-50	1d3 grimwalkers
51-60	1d4 reisa strikers
61-65	1 tempest velbast
66-75	1d4 prime-delta mecharoids
76-80	1d6 abilos
81-90	1d10 xamaron centurions and 2d4 xamaron thralls
91-96	1d3 ozals
97-99	2d4 heavy centurions
00	1 shade velbast with 1d3 blazing velbasts

WILDERNESS ENCOUNTERS (LEVEL 1-4)

d100	Encounter
01	1 boars
02-05	1d6 + 3 blood hawks
06-08	1d4 + 3 farmers (commoners)
09-10	1 flying snakes
11-12	2d4 giant rats
12-17	1d6 phase beasts
18-20	1d3 constrictor snakes and 1d6 flying snakes
21-25	1 void specter
26-29	2d8 martenkas
30-35	1 dire wolf
36-40	1d4 pyagarks
41-45	1d3 ceti snappers
46-50	1 young kotatu
51-53	1 tremial
54-55	1 sentient tree
56-57	1d6 stossians
58-60	1 aragell
61-65	1 giant constrictor snake
66-68	1 giant boar
69-70	1 wolog
71-72	1 swarm of poisonous snakes
73-75	1 rhinoceros
76-80	1d3 giant spiders
81	1d2 ice drakes
82	1d4 aberrant brutes
83	2 namrudas
84	1 stossian pack leader and 2d8 stossians
85	1d3 fire drakes
86-87	1d2 kotatus
88	1 giant eagle
89	1d3 winter wolves
90	1 giant boar with 2d6 flying snakes
91	1 cronosyte
92-93	1 casarian ripper
94-95	1 sand drake
96-97	1 stossian battlelord
98	1 kotatu alpha
99	1 taarjasa
00	1 stone drake

WILDERNESS ENCOUNTERS (LEVEL 5–10)

d100	Encounter
01–05	2 aragells
06–07	1d4 giant spiders
08–10	1d3 + 1 young kotatus
11–15	1d3 stossian pack leaders
16–20	2d4 rhinoceros
21–25	1d2 power velbasti
26–30	2d8 apes
31–35	2d4 ceti snappers
36–40	2d6 + 1 martenkas
41–45	1d3 ganarays
46–50	2d6 + 3 pyagarks
51–53	1d6 + 2 giant boars
54–55	2d4 swarm of poisonous snakes
56–57	1d4 glahgs
53–60	1 kotatu with 1d4 young kotatus
61–65	2 hunter kanasi
66–63	1 sand drakes
69–72	1 namruda chieftain with 1d8 namrudas
73–75	1 borlakan sky saws
76–80	1 shadow drake
81–82	1d3 poachers (smugglers)
33–84	1 giant ape
35–86	2d4 quantum worms
37–38	1d4 + 2 fire drakes
39–90	1d2 sand creepers
91–92	1d4 + 1 casarian rippers
93–94	1d4 borlakan sky saws
95–96	1 tar creepers
97–93	1 kreidren
99	1 fray kanasi
00	2d4 stone drakes

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WILDERNESS ENCOUNTERS (LEVEL 11–16)

d100	Encounter
01	1 frost creeper
02–04	1d6 elephants
05–10	1d4 + 1 kotatu alphas
11–20	1d3 coloterim soldiers
21–25	1 greater kleesh and 1d3 kleeshes
26–35	1 master melder
36–40	2d6 rhinoceroses
41–50	1d4 taarjasas
51–60	1d8 + 1 casarian rippers
61–65	1d2 fray kanasi
66–75	2d4 sand drakes
76–80	1 seethe flayer
81–90	1 xamaron monarch
91–96	1d4 stone drakes
97–99	1d3 greater kleeshes
00	1 nagorok

WILDERNESS ENCOUNTERS (17–20)

d100	Encounter
01–02	2d10 hunters (bounty hunter)
03–04	2d8 aberrant controllers
05–06	2d10 stossian battlelords
07–08	1d6 stone drakes
09–10	2d4 reisa guardians
11–20	2d6 borlakan sky saws
21–25	1 inferno velbast
26–35	1 myrnrog
36–40	1 kreidren elder
41–50	1d3 tar creepers
51–60	1d4 aseni shapers
61–65	1 evargun controller and 2d6 evargun
66–75	1d4 fray kanasi
76–80	1d3 xamaron monarchs
81–90	1d10 stone drakes and 2d4 aragells
91–96	1d3 voorshas
97–99	2d4 malegorian warlords
00	1 myrnrog and 1d6 abilos

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CHALLENGE 0 (0-10 XP)

Badger
Bat
Cat
Commoner
Sentient Plant

CHALLENGE 1/8 (25 XP)

Alphalite Custodian
Blade Drone
Blood Hawk
Bonded Companion
Expert Pilot
Flying Snake
Gang Member
Giant Rat
Kentrodar
Security Guard

CHALLENGE 1/4 (50 XP)

Aberrant
Alphalite Builder
Bachorta
Boar
Combat Medic
Constrictor Snake
Field Engineer
Forged Construct
Giant Badger
Giant Bat
Giant Lizard
Gorvax
Ivaril
Lorendi
Martenska
Panther
Phase Beast
Power Sprite
Spyder
Swarm of Bats
Tserka
Zalpheed
Zek

CHALLENGE 1/2 (100 XP)

Ape
Armored Drone
Aseni Explorer
Bear
Bit Drone
Ceti Snapper
Crocodile
Femeril
Giant Wasp
Kentrodar Tribal Warrior
Melder Initiate
Pyagark
Soldier
Stossian
Strike Drone
Supply Drone
Surveillance Drone
Tactical Drone
Tensus

Void Shadow
Warhorse
Zelchor

CHALLENGE 1 (200 XP)

Alphalite
Bachorta Leader
Bhornak
Breacher Kanasi
Dire Wolf
Dynam
Gale Guard
Giant Eagle
Giant Spider
Hadraxis Commoner
Lion
Namruda
Reisa Constructor
Security Director
Spy
Titanium Mecharoid
Tserka Worker
Vanguard
Xamaron Thrall
Young Kotatu

CHALLENGE 2 (450 XP)

Aberrant Brute
Aerial Stalker
Alterist
Aluphax Battlemaster
Aragell
Gamaroid
Gang Leader
Giant Boar
Giant Constrictor Snake
Machinist
Malegorian
Mercenary
Rhinoceros
Scourge Kanasi
Sentient Tree
Stossian Pack Leader
Swarm of Poisonous Snakes
Void Specter
Zulkar

CHALLENGE 3 (700 XP)

Cirrus Mecharoid
Evargun
Field Commander
Fire Drake
Ganaray
Glahg
Ice Drake
Kentrodar Elite Guard
Kentrodar Wavebender
Killer Whale
Kleesh
Kotatu
Namruda Chief
Quantum Worm
Veteran
Winter Wolf
Wolog

CHALLENGE 4 (1,100 XP)

Aseni Nomad
Casarian Ripper
Elephant
Esper Nomad
Hunter Kanasi
Sand Drake
Sniper
Stossian Battlelord
Tremial
Veil Reaver
Xamaron Soldier

CHALLENGE 5 (1,800 XP)

Aberrant Controller
Borlakan Sky Saw
Cronosyte
Durasteel Mecharoid
F'narg
Frost Velbast
Heavy Assault Trooper
Power Velbast
Reisa Guardian
Shadowtech Samurai
Smuggler
Virtual Echo
Void Ravager

CHALLENGE 6 (2,300 XP)

Bane Kanasi
Battlemind Adept
Blazing Velbast
Bounty Hunter
Coloterim Soldier
Ilarios
Kotatu Alpha
Lorendi Machinist
Melder Savant
Reisa War-Bot
Swarm of Ivaril

CHALLENGE 7 (2,900 XP)

Citrine Bahtera
Cyber Ghost
Giant Ape
Hadraxis Noble
Seethe Gorger
Storm Velbast
Taarjasa

CHALLENGE 8 (3,900 XP)

Abilos
Aluphax Avenger
Assassin
Atoru
Rhodolite Bahtera
Seethe Screecher
Shadowtech Guardian
Xamaron Centurion

CHALLENGE 9 (5,000 XP)

Azurite Bahtera
Baryte Bahtera
Frost Creeper
Grimwalker

Heavy Centurion
Lorendi Aetherwalker
Lorendi Harbinger
Malegorian Warlord
Sand Creeper
Tar Creeper

CHALLENGE 10 (5,900 XP)

Aseni Shaper
Jadeite Bahtera
Kreidren
Prime-Delta Mecharoid
Reisa Striker

CHALLENGE 11 (7,200 XP)

Evargun Controller
Greater Kleesh
Hadraxis Guardian
Reaper Velbast

CHALLENGE 12 (8,400 XP)

Atoru Galeem
Fray Kanasi
Master Melder
Seethe Flayer
Special Forces Officer
Stormfury Mecharoid

CHALLENGE 13 (10,000 XP)

Ilarios Nightrunner
Ozal
Seethe Stinger
Voorsha

CHALLENGE 14 (11,500 XP)

Daegor
Stalker Kanasi
Xamaron Monarch

CHALLENGE 15 (13,000 XP)

Brumal Velbast
Nagorok
Shadow Technocrat
Xamaron Weaver (Variant)

CHALLENGE 16 (15,000 XP)

Cronosyte Tender
Ivaril Destroyer
Tempest Velbast

CHALLENGE 17 (18,000 XP)

Inferno Velbast

CHALLENGE 18 (20,000 XP)

Kreidren Elder
Shade Velbast
Vorkata

CHALLENGE 20 (25,000 XP)

Reaver Kanasi

CHALLENGE 21 (33,000 XP)

Myrnrog

CHALLENGE 23 (50,000 XP)

Talvarius

CHALLENGE 28 (150,000 XP)

Defiler

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