



BLADES & BLASTERS

BESTIARY & RULEBOOK

FOR 5TH EDITION

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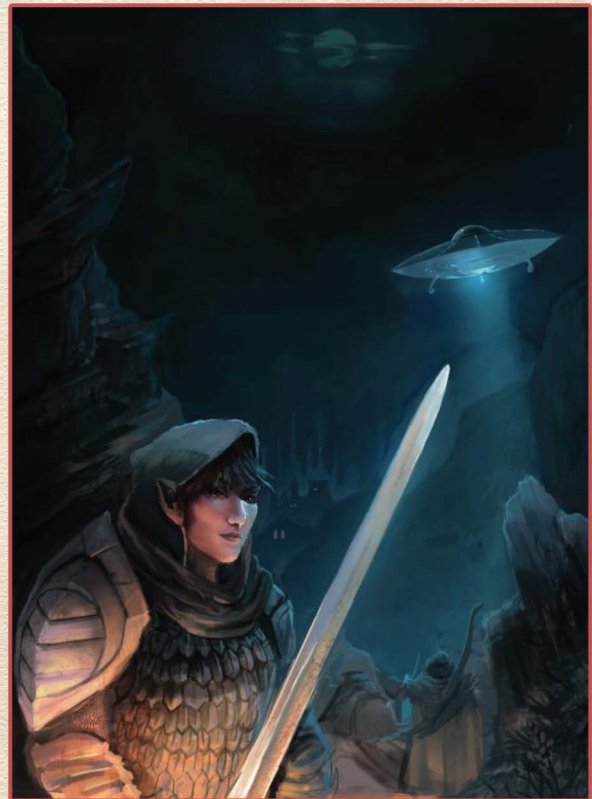
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On the Cover

In this stunning artwork, Dakota Curry illustrates a half-elf adventurer traveling through the mountains with her companions to investigate the mysterious light shining down from the sky.



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Those heroes who went the extra mile are recognized below.

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MATEUSZ DĄBROWSKI

PREFACE

THIS PROJECT BEGAN IN EARLY 2017 when, in passing, I thought to myself, "How cool would it be to design a campaign about an alien invasion in a medieval fantasy setting?" The answer, of course, is: "Very cool." It wasn't until several months later that I began putting serious thought into the idea.

A certain popular game master's book lists some rules and statistics about alien weapons and technology but I knew immediately that the limited information given would not be enough to build a campaign.

I began to develop lists of weapons, vehicles, technologies, and a rich selection of alien creatures. With these new items came the need for a new set of rules.

Nothing in this book will override the core 5th edition rules that we've all become so familiar with. My goal was not to reinvent the wheel or create a new RPG. Quite the contrary; I wanted to build something that could easily fit into existing games and worlds.

I hope you'll enjoy this new corner of our beloved universe and make it your own.

Seth Tomlinson
June 2019

INTRODUCTION

The gnomish thief secures a cloth over her mouth and nose to filter the rising clouds of particulate that swirl through the air after the crash. As she jumps down from the wreckage, a ray of coherent light flashes over her shoulder and suggests that the time for stealth has ended. Speed is now paramount. The city council asked her to investigate the giant metallic vessel that appeared overnight outside the city walls, and she'd found it filled with beings from another world intent on domination. More beams follow the first, far swifter than even the most talented sorcerers can quicken spells, and she runs for the relative safety of the city. Over her pounding heart she hears the strange grunts and whistles of her alien pursuers as their longer limbs shrink her lead. As she nears the city walls, guards pour out to intercept. They take up formation around her, and she whirls on her heel and reaches into her bag. She pulls out her crossbow, and her hand brushes the impetus for the crash: a fist-sized crystalline pyramid she tore from a cable-studded mount in the heart of the vessel.



AN ALIEN INVASION WOULD have wide-spread effects on a medieval fantasy world, but would not change the basic world of the story. Any adventure crafted using the rules given in this book may still take place in the familiar realm of swords and sorcery. The alien invasion serves to add new and unexpected elements into that world.

USING THIS BOOK

In order to use the *Blades & Blasters: Bestiary & Rulebook*, it is important for players and Game Masters to be familiar with the core mechanics of dice-based RPGs. This is not a standalone game. It is a rules supplement for 5th edition.

The *Bestiary & Rulebook* is divided into three parts and a set of appendices.

Part 1 [chapters 1-2] is about the Xin Federation. It contains myths and short stories, provides history, background information and other relevant details on the invaders.

Part 2 [chapters 3-5] details the rules of how to integrate alien technology into a world of swords and sorcery. This section covers new systems, weapons, technology, equipment, and their related statistics and features.

Part 3 [chapters 6-7] covers the alien creatures introduced in this book.

Appendices contain quick references and supplemental materials designed to assist in gameplay and use of this book, including character sheets and a starter map.

MAXINE AZZARA



PART 1

Background



CHAPTER 1: LEGENDS

THE FOLLOWING TEXTS ARE excerpts retrieved from various Xin Federation sources and translated to Common for the convenience of the reader.

This selection shall shed light on the races, characters, and histories of the alien invaders. These accounts should not necessarily be read literally. For many, the context has been lost and those who could sort fact from fiction are long dead.

SONG OF THE COSMOS

Xin oral tradition, adapted and sung by the bard Zarashli at the Chapel of Blackpool, recorded by the wandering scribe, Seth of the Fields.

To the tune of "The Wood Elves of Nym".

In the beginning was the void,
empty and quiet, dark and cold.
Silence then by a song destroyed;
a steady note, beauty controlled.

5 Creation burst forth from the sound,
minute specks polluting the clear,
chaos with melodies profound,
like voices, an unquelled frontier.

10 Stars competed in endless din,
singing aloud, garish and crass.
Fierce refrains abounding in sin,
other songs they aimed to surpass.

They grew large and brash, fighters
all:
Elgrien swallowed Bhinras and Phy,
15 Una shattered Domphae and Bal,
fire and rock spread across the sky.

The strong devoured the weak and
frail,
consumed the remains and increased
in power and wisdom and scale
20 and yet the battles never ceased.

*This is our prayer, for this we long;
the cosmos allied by one song,
the rule of peace, control and plan
before the many songs began.*

25 Elgrien the Great then birthed her
young;
Sanphal, Domnaieth, and Zufrun.
Planets flowed out from song she
sung.
Submissively round her they spun.

30 More worlds vomited into space
by Una's vulgar aria.
They faithfully assumed their place,
and worshipped in sick hysteria.

Life sprung up from new fertile
ground
and warred one against another.

35 No union, no peace to be found.
Endless strife. Brother fought brother.

For each creature had its own song,
fought the others to reign supreme.
The weak defeated by the strong,
40 their song now a discordant scream.

*This is our prayer, for this we long;
the cosmos allied by one song,
the rule of peace, control and plan
before the many songs began.*

45 Eilo, the wisest star of all
retreated to the unfound dark.
Soft she sang a clandestine call,
a peaceful tune, yet bold and stark.

50 Patiently she bided her time,
knowing hers would be creation,
she waited for a moment prime
to bind all space as one nation.

She drew three planets to her
breast:
Yeneah, Nolars and Syrong.

55 Then the moons to each one
congressed,
all responding to Eilo's song.

Eilo sang forth beasts and flora
from Yeneah's barren terrain.
Her song gleamed like an aurora,
60 we worshipped Her, both xin and
kain.

*This is our prayer, for this we long;
the cosmos allied by one song,
the rule of peace, control and plan
before the many songs began.*



TAYLOR CHRISTENSEN

65 But peace would turn to enmity
as kain rejected Eilo's song.
Foolish and devoid of pity,
but mighty, crafty, fierce and strong.

70 Eilo and Yeneah they cursed;
hunted all life that was not kain.
No blood could quench their endless
thirst
as xin they slew and bound in chain.

Kain built their cities tall and wide
to prove to Her their greater might.
75 They drove xin slaves to hold the
tide
and dam the river Eilophite.

Their power took them to the stars;
carried their blasphemy in ships.
The kain claimed Syrong and Nolars
80 taking Her lands into their grips.

*This is our prayer, for this we long;
the cosmos allied by one song,
the rule of peace, control and plan
before the many songs began.*

85 We faithful xin who remained free
fled up to the Mountains of Strife,*
above the clouds and near to She
who sustained us and gave us life.

There xin listened to Eilo's voice.
90 We sang to Eilo, "relieve us."
She sang to us, "children, rejoice
for kain shall fall and xin rule thus:

"Open your minds so kain may bend
to Eilo's perfect song and will.
95 Through Her servant xin, war must
end,
for this purpose she grants new skill."

Light erupted, a pulsing flash.
She made the xin minds awaken
with new resolve to burn to ash
100 and cleanse those She had forsaken.

*This is our prayer, for this we long;
the cosmos allied by one song,
the rule of peace, control and plan
before the many songs began.*

105 We used our new minds against the
Kain
who lived in the great city Shilogh.
Powerful xin would now be their
bane
for rejecting the song of Eilo.

We came in dreams to drive them
insane

110 and turn them against one another,
to free the world of its cosmic pain.
By xin decree, brother fought brother.

Each of kain's cities left to decay
and everyone in their towns fell
prone.

115 We took their lands one glorious day,
we claimed their cities, their skies,
their throne

Eilo smiled on Her faithful xin
and sang out Her victory song.
In sweet relief Her worlds now spin,
120 for Eilo made right what was wrong.

*This is our prayer, for this we long;
the cosmos allied by one song,
the rule of peace, control and plan
before the many songs began.*

125 Eilo's task is not yet finished,
no, it has only just begun.
All races must be diminished
under xin and to Eilo won.

So we search through the stars to
find

130 free worlds to be taken by xin;
unite them to one song, one mind,
one wisdom, one empire, one kin.

*An answered prayer, it won't be
long;
soon space shall be bound by one
song.*

135 *Watch a new cosmic hymn begin:
hail, oh hail the Conquest of Xin*

*Order and peace, an end to sin,
hail, oh hail the Conquest of Xin.*

*Or *Mountains of Bheqrah* in the original Xin.
Other proper nouns in the tale have been
left in their original form, having no known
equivalent in Common.

FEAT OF ARMS

*Whether the following tale is a personal
account or a work of fiction remains a
subject of debate among extraterrestrial
scholars. The story was written in a notebook
collected off the body of a fallen eo soldier.
Translated to Common by David Webb.*

The secure door knew him better than his
last commanding officer had. His Adjunct -
the clever little slab of hardware that had
been in his head since the day he was born
- reached out to the door and exchanged
greetings. The door, for its part, compared
his features and walk, his hard coded
Adjunct ID and half a dozen less obvious
details to the information it had on record.
As he reached out his hand for the handle,
the door had already decided to open.

"Greetings, Armsmaster VigilantSoldier 5758-02"
it said. He saluted in return. He was always
polite to arms lockers.

The box was waiting where he'd left it,
secured with his personal key and sitting
under the main issuing counter. He slipped it
into his day pack, slung a strap over his
shoulder and stepped out. The pack was
heavy, the solid weight shifting slightly as his
movement caused it to settle. He paused at
the door.

"Arms locker, Armsmaster VigilantSoldier 5758-
02 reports admin complete. Sync schedules
and lock down. No further expected access."

"Agreed, Armsmaster," said the door, "no
further expected access. Sync is complete.
Locker secure." There were several soft thuds
as deadbolts slid into place. He nodded and
marched away.

His civilian clothes were pleased to see him.
He didn't wear them often, so they fussed a
little about resizing themselves to improve
their fit and then established local area links
with his Adjunct. They checked the weather.
His tunic decided that the humidity and
temperature was close enough to summer. It
adjusted itself accordingly, becoming slightly
lighter and upping its breathability index.
There was a brief discussion between his
tunic and trous, which the tunic won, and he
smiled to himself over the sudden flurry of
messaging that his Adjunct represented as
"Adjusting Your Dress" which it then followed
with the universal symbol for buffering. All

around him, other soldiers were entering and exiting the base, stepping out into brilliant sunshine and open skies. The military generally had the top floors of any building they had a presence in, for a variety of reasons. His destination was much deeper into the city. Deep enough, obscure enough that his Adjunct built a route-finding software agent and sent it scurrying through dataspace hunting for an optimum, and stealthy, route. It was only a minute or so before the little agent returned with a triumphant ping, and the information he sought. The map it created floated in front of his eyes and he studied it carefully, memorizing the route. Then he deleted the agent and carefully scrubbed his query history and any evidence he'd created the agent in the first place. Nothing could tie him back to what he was about to do.

This deep in the city, any light was artificial. Here, on a ramshackle, lashed together walkway that formed an anonymous alley between two towering buildings, the light came from an advertising board several levels above. Down here it was hotter, damper, the two combined to make local fogs and mists anywhere there was a shift in temperature. One clouded his vision even now, joined with the lack of light to make everything vague, worrying. He could discern shapes a few dozen paces ahead. His Adjunct reached out to find local networks to draw information from. It registered his increased heartbeat and respiration, took note of the ambient illumination and applied some light intensification to his vision. The shapes got less indistinct, but the image wasn't perfect. The forms moved, separating from the shadows to become several figures, which spread out across the walkway. Something stirred behind him, and without looking, he knew he was surrounded.

His Adjunct calmly informed him that there were eight other people in the immediate area, no access to civilian coms or data and no access to the Emergency channels either.

"Did you bring them?"

The voice was distorted, surrounded by white noise and an electronic hash designed to fool an Adjunct's analysis software.

"Of course," he said, and slowly, carefully, slipped the pack from his shoulders. He set it down, the induction pads on his fingertips

unlocked it and, with the same slow care, displayed the contents: dull grey boxes.

"And?" The distorted voice didn't seem impressed.

"Like you asked for. Shaped charges and detonators."

"How long until they're missed?"

"They won't be. Demolitions teams always over estimate how much they're going to need for training, so there's always some left over. They're supposed to blow it on the range, but they don't always, and I have to log it back as inventory. Simple enough to mark it as disposed of. Same with the detonators. So...this clears my debt, correct? I'm done here."

"We'll be in touch."

He stood, stepped forward.

"That wasn't the deal. This was supposed to pay me off!"

The darkness was suddenly full of little metallic noises. Safeties being disabled. He stood very still.

"Walk away, Armsmaster. Walk away before I forget how useful you could be. Walk away before some upstanding citizen here," there was a general grunt of amusement from the other shapes, "does their civic duty." He walked away.

It took him minutes to thread his way back towards civilization, climbing upwards until he reached an access panel that put him back on a proper civilian walkway.

His Adjunct noticed the assorted public data networks available and, switching to a distinctly promiscuous mode, hooked tentacles of data into all of them. The world lit up. He stepped out onto the street, a chasm between buildings that seemed to go up forever. You could lose yourself looking up. People did.

The Dauntless Building, said his Adjunct, noticing him settle his attention on the monumental slab of architecture. It waited to see whether he would select any additional information, but his gaze drifted and the

Adjunct went back to popping up helpful pointers about his immediate surroundings.

Between the buildings was a steady stream of vehicles. Some wheeled, locked to road surfaces as they navigated goods and passengers from point to point. The majority of people carriers were airborne, following pre-arranged civic flight paths that criss-crossed what little sky was visible. He paused to think about what to do next. Handing over the explosives weighed on his mind, but the best way to avoid attention was to act naturally. He didn't want to think about the penalty if he were caught. They'd delete his profile from the genome bank at the very least.

He locked his eyes on a transit stop and it informed him a scheduled service would be along shortly. It offered him a choice of local refreshment options and a nearby entertainment channel tried to give him a news update based on his exact location and the surrounding city block. He ignored them. An advert wafted past, singing sweetly about the benefits of a relaxation supplement. It noticed his attention and circled back towards him, but his Adjunct was all business and dismissed the advert with a snarl.

He was so amused by this that he almost

didn't notice the car as it descended. His Adjunct outlined it in red and drew his attention by playing a short musical tone at him. He recognized it as "Attention to Orders", the same sound it played when an Officer wanted attention. He only just stopped himself saluting. The side of the car opened upwards and the interior lit itself. It was empty except for a case sized droid which flashed information to his Adjunct. While it dealt with the text file, he stepped over to the car and settled himself into the interior. It was cool inside and the car sealed itself immediately, lurching upwards almost before the seat restraints had applied their comforting hug. The car accelerated and his personal messaging system nudged him for attention. He accepted the video call and his field of vision was entirely filled by his Group Leader; the officer he reported to. He fought to keep his composure. The car, or the droid, would be looking at his biometrics: heart rate, breathing, skin conductivity. Caught? Already? His pulse wanted to race but he fought to stay calm. This was just like being under fire. He'd done that, he could do this.

"Group Leader" he acknowledged, and waited.

"Armsmaster," she said, "apologies for pulling you off the street while you're on leave, but



FRANCISCO VILLA

we're deploying."

He carefully hid his relief, masking it as mild surprise. It wouldn't do to seem flustered.

"This is short notice" he said. "Do we have much in the way of detail?"

"Strategic has issued the recall. More news when you hit base, nothing over open networks or in civilian AR space," she said "I'm sure you understand."

"Of course."

The acceleration increased, his Adjunct warning about traffic that the car ducked and weaved around apparently heedless of conditions outside. As it gained altitude and moved away from the main traffic lanes, the windows became opaque and his Adjunct dropped all connections to civilian networks and wrapped itself around a military only feed. The windows became a heads-up display on his heading and altitude, although this was the car giving him courtesy information. Nothing about the trip was under his control. It also began feeding him basic information about the mobilization and the position of the troops he was responsible for. All of them were making their way across the city by assorted means, homing in on one building. He could see the traces of their movements, the insect-like surge of soldiers towards a single point.

The car disgorged him in an entry bay only a few floors from clear sky, already bustling with arrivals.

The Assembly Area was, by contrast, empty and silent. Each pale, glossy locker, easily the size of a civilian wardrobe, was a simple box with a flat hand sized panel on the front. His own, designated by a red stripe down the middle, was set off in a side area. Masters had the luxury of a little privacy. He placed the palm of his hand on the panel, the induction pads making contact and feeding information to the locker. It confirmed his identity and opened, revealing a uniform and a weapon safe. He busied himself with changing clothes, the uniform adjusting itself with precision and a refreshing lack of fuss as he slipped into it. There was a ping from the weapon safe and a tray extruded containing a handgun - glossy, featureless and gleaming, he picked it up.

"Pair and commit to ownership" he said. He felt the subtle change in weight as the gun settled properly into his grip, like it was part of his hand. A targeting reticle appeared in his vision, but he slipped the gun into the holster his uniform had produced at his hip.

As he settled himself back into uniform, a briefing appeared in the air in front of him. His Group had been designated as part of an assault force. He was to issue appropriate armor and weapons for creating a breakthrough, equip his Group and join them at the transport which would be waiting on the roof pad. All of this filtered past his eyes as he walked towards the communal part of the Assembly Area, where civilians were in the process of becoming soldiers once more. Others, who had been on base, were waiting quietly to one side. The chatter consisted mostly of questions and speculation.

A wall hissed, parted and revealed racks of armor and weapons. He made his way to them, authenticated himself, watched as the racks extended into the Assembly Area. The room silenced as the racks clattered to a stop. Everyone was looking at the new kit. Exoskeletal armor, powered to allow each soldier to carry a greater weight load and carry more powerful weapons.

A command implant in his throat boosted his voice.

"Suit up. Draw one primary assault weapon, one close combat weapon, one personal defense weapon. Group will come to order!"

"ARMSMASTER!" They confirmed with one voice, coming to attention and forming a line. Those still getting into uniform did so in line.

The exo-suits were simple enough to make ready. All he needed to do was confirm the identity of the trooper and mark the unit as issued. The weapons took a moment more, since each one needed to pair and confirm ownership. The rifles and assault cannon were huge, powerful weapons designed to punch through armor and shred fortifications. Sleek and beautiful like all weapons, they were so dangerous no power cells would be issued until they were about to start the assault itself. Suits, weapons and troops integrated slowly but seamlessly and the Armsmaster lost himself in the steady rhythm of the work. His own armor was last. His

weapon, a more compact antipersonnel gun, sat at his thigh to allow room for the tools and systems he'd need to conduct battlefield maintenance on other troops. He checked them off against a wall display showing status and readiness. Once he was happy, he moved them in squads to the roof. By the time he arrived there, the transport was hanging in the air a few hundred meters away, waiting for clearance to approach. There were perhaps a dozen, coming or going, with other Groups crowding the roof space, eager to board.

Something buzzed in his ear and his armor, stepping in to replace his Adjunct, informed him someone had unsealed their suit.

The offender wasn't hard to find. He was outlined in green, appropriately, and flagged as a recruit. The Armsmaster strode over, noting that he was a lot taller than the recruit. Was this kid even fully grown?

"Button up, soldier. We're leaving."

"Sorry, Armsmaster. I've never seen..." the recruit gestured at the troops, machines and transports. Not just on this rooftop, but across the vast cityscape from one horizon to another. Everywhere, transports were in motion.

"It's very impressive, kid. But there's less atmosphere this high and we're exposed. Can't have you passing out on me. Lid on."

"Yes, Armsmaster."

The transport dropped the last couple of meters and extended a boarding ramp.

The recruit looked up at him.

"Do you know where we're going, Armsmaster?"

The file of soldiers, suspended in exoskeletal assault suits, stamped up the ramp and into the waiting transport. He hefted his rifle and felt the weight of the day lift from his shoulders. The gang, the blackmail, the possibility of discovery and disgrace, it all melted away when he faced the ramp. He could deal with it when he got back.

If he got back.

He squared his shoulders and stared into the transport's waiting darkness.

"Does it matter?"

IRSU'S SONG

Retrieved from the archives aboard the Aglothian war ship Nuria. Translated to Common by Carmenn Alexander King Koczner in service of Baron Beldak Fletcher, honorable successor of Lord Aesir Darvin the Wicked.

She bolted awake, screaming. Not again. Yes, again. Will the terror ever cease?

"Irsu," Momma said, rushing to her bedside, "Be still. Hush. It was just a dream."

But Irsu would not be stilled. "Momma," she said, shivering, crying, "Every night it's worse than before."

"There, there," Momma said, holding Irsu in all four of her arms. "I've had them too."

"It was awful," Irsu said between sobs, "The Three Mothers were killed in Their Temple, and the mountains fell down into the seas until everything was washed away forever—lights—fire—screaming—Momma! I can barely breathe."

"Only a dream," Momma repeated, softly. "It's all right, Irsu."

"Why do they never leave? When will we finally be rid of them?"

Momma wished she knew the answer. The whole village suffered similar dreams, night after night for many weeks. Worlds burning. Stars falling from their places, destroying everything in their destructive wake. Galaxies turning into bones, melting into rot, into plague bacteria infesting the wheezing universe. But Irsu's dream of the Three Mothers, O! it must not be!

From the rising of the Moons They hold the world in Their hands divine, goes the ancient proverb of the aglothians.

"O," Momma groaned, placing one hand on her stomach.

"Is it time?" Irsu asked, composing herself.

"Not yet," Momma said, then she beamed a smile, "Soon. A new brood for our hut. O, it has been far too long since I've filled our home with little ones. You will always be my little one, the last of my first brood, and the smallest."

"I miss my brothers and sisters," Irsu said with a sigh, "Why must we have wars? I wish the fighting would end. Then they could come home."

"Someone has to protect us from the Coalition's soldiers," Momma said, softly. "They're protecting our city-states and our villages from those who want us dead."

Silence.

"I had a dream," Momma said with a whisper, "of secret armies marching onto our shores, burning our gates. It must have been three nights ago. They did not look like the Coalition's armies. I do not know who they were or where they came from. But their appearance terrified me. They terrified me, Irsu. The Mothers did nothing. Erxis, our patron, Goddess of Shepherds, was silent as our blood filled the vestibule of Her Temple, as our screams reached Her ear, and She did nothing. How can such a thing be, even in dreams?"

More silence.

"I must go to the hills" Irsu said. "The Mothers are awake."

"Go," Momma said, "Be careful. Listen for the skies."

"I will," she said.

She put on the blue harvesting robe, covered in jyn dust from the night before, and left for the hills during the cold night. Irsu breathed a sigh of relief when she saw the stars watching over her world, close enough to cup from the night as though water from a stream. The three lilac moons hummed above her—Or, Unir, Erxis—soothing the land and the sea, stimulating the precious jyn for the harvest. She sang with them as she climbed the hills, songs she enjoyed far more than the hymns in the Temple.

I wish my brothers and my sisters were here to sing with me, Irsu thought. She thought of her conversation with Momma. In land, sky

and sea war raged on. Six years of battles and skirmishes, victories and defeats, air raids, military invasions, all leading up to the point of no return.

Weeks ago the Chief-of-Chiefs of the Tir Coalition announced the ever-growing possibility of using jyn laced ION detonators to finish the war. One detonation would vaporize mountains and turn oceans into steam in a millisecond. Cities gone under a white-hot flash. Aglothians vanishing in a beam of light. The terrain a landscape of ash.

Priestesses burned incense in the Temple of the Three Mothers begging for Their intervention, "Or, Unir, Erxis! Save us!" Yet no divine word was spoken, no sign from above was given.

Aglothians on both sides of this vicious war remained on edge, waiting. Irsu mourned for her siblings. She did not know whether they were dead or alive. Word had not come from the frontlines in over three months.

As she thought of them she gathered the jyn in her organic pouch, filling it to the brim. Her long tail maintained her balance as she dug deep under the rock, using two pairs of hands for digging and two pairs for gathering.

When Momma gives birth then I will be the eldest sibling, she thought. *I'll teach my younger brothers and sisters well, just as my elders taught me, to dig and to gather, and to sing the harvesting song by moonlight. And I'll sing with them in a new world, with my elders and my youngers, when there will be no more wars, when we will have peace forever for our little ones. Or, Unir, Erxis have promised us Their protection and peace from age to age. I believe them. I won't doubt. They will not go back on Their word.*

Before she could finish her thoughts a blast reverberated through the sky. Irsu looked up and saw a convoy of fighter pods zooming from east to west. She knew exactly what they were. Military class pods carrying jyn laced ION detonators. The alarm cried throughout the village below, and Irsu knew her intuition was correct.

If we're sending ours they're sending theirs. I must get back to Momma.



She dropped the remaining jyn and dashed down the hills as though pursued by the enemy. More fighter pods raced in the sky, heading westward. Maybe it was the fear, the fumes of unrefined jyn, or the lack of proper sleep, but as Irsu ran a cloaked figure appeared—like lightning in an unexpected moment—in the night sky. Irsu stumbled, panicked, unable to utter the slightest sound as the figure's height dwarfed the hills. Other cloaked figures joined the first one, as though they were in council together, and one of them said, "Crush the moons until they are dust. Remove the warriors from the front. Execute their leaders. Make clean the landscape, and take the survivors for Our purposes."

Then as suddenly as the vision appeared it ended. Irsu got up with caution, then fled back down the hills. How much longer until the ION detonators destroyed them all?

"Momma!" she cried, entering the hut, "Momma!"

But Momma could not answer. Irsu found her writhing on the floor in labor, a new brood of aglothians exiting her womb.

"Hush," Irsu said, holding Momma's bruised head, "It's all right. I'm here. It'll be all right, Momma. They're beautiful. I'll teach them the harvesting song by moonlight, to dig and to gather, just as my elders taught me."

And in that moment her world entered a new age. A great light engulfed them all, a light they could not understand, of colors they had never seen, of warmth they had never felt, a euphoria they had never known. And a sound like the ensemble of waters and stars shook the foundations of the world until there were no more city-states nor mountains nor hills. Then this age passed, and the innocence of it.

Postscript of the Teacher of the Subdued: This is the reconstructed account of the Holy Xin's advent on our homeworld, how They liberated us from the brink of the end-of-days, and made Themselves our Leaders forever. This is the only historical record containing Irsu the Great stripped from the myths that make up Her origins. There are conflicting accounts as to how She came into the Holy Xin's good graces over and above Her fellow aglothians. History tells us She became Prime Minister of the Lor Sector, exceeding in power even above our venerable Qlumarian overseers. She lived until Her twelve-hundredth year, and won many victories for the Holy Xin, conquering many of our enemies so that they have become extinct, and She elevated the Lor Sector over and above the oldest Sectors of the Holy Xin's great dominion. Because of Her these proverbs are spoken among us: In Lor the dominion of the Empire will always be preserved, and, The aglothian will not know another Great One, and indeed no Great One has arisen from our ranks to this day, not even among the descendants of Her broods who live among us.

We celebrate this day of liberation, in this our fifth millennium under the Holy Xin's rule, as the day of the true beginnings of the aglothian tribes. Lastly, we repudiate the ancient beliefs of our ancestors who worshipped the three moons as goddesses, but who were embarrassingly powerless against the might of the Holy Xin. To Them be our existence forever and ever.

ARKHAL RIFTS

Ygommuhan historical archive, collected from the freighter Arkeok's library. Translated to Common by Sarah Wagner at the College of Cromerth.

Looking over her shoulder, Drasil could barely see the great ygommuhan hive city, spearing up like the volcanos it paid homage to. She paused to rest and checked in with her unit chief, the first male to hold the position, and the other scouts. Twelve scouts in twelve directions while the search grid formed behind them. Five children missing in less than one lunar cycle and the only evidence left behind pointed to the impossible, to the ancient myths of her people's infancy, from before the Xin invaded, before they had science and technology and all the stars at their fingertips.

When the ygommuans were a young people, just learning how to live on the surface, to channel the heat of the volcanic vents and not just living in the warm pockets near them, there were tales of monsters that came from inside the volcanos. Monsters that skittered across the ice with their long bony legs and tiny sharp teeth and appetite for ygommuhan flesh. The Grandmothers would tell the children under their watch about the monsters in the dark, the arkhal who feasted on fat little larvae who didn't listen to their elders.

Drasil had never believed in the arkhal. When she was very young, just beginning her training to be a great warrior and make the Mothers proud, she understood that the arkhal were just made up monsters, stories to keep the young from wandering off. Or, she thought she understood that. Staring at the tracks in the snow, the drops of blood, stark blue against the white, she couldn't help but wonder. She sent pictures of the blood to her chief and marked her direction on the map and transmitted it through the device built into the bracer that protected the weak joint of her wrist.

Keeping low to the ground, shrouded by her loose white and gray cloak, designed to camouflage her in the ice and snow and rock, Drasil followed the strange markings. They looked like long, thin sticks had gouged into the ice and snow. The distance between the blood drops and the shape of the brilliant blue stains on the snow told her that

whatever was carrying the child was moving very fast and on very sharp, thin legs, a great many thin, sharp legs.

Old childhood fear gnawed in her belly, twisting her insides up as she raced, desperate to save the life of a member of her family, her hive. The trail disappeared into a small cave in the side of the volcano. She transmitted her location and checked her sword, engaging the thin channels of carbon dioxide and ethanol to freeze the alloy and make it stronger.

The tunnel was dark and very new. It smelled of freshly exposed rock and dirt, but she didn't see any piles of ice and rock indicative of tunneling. Deep, spiraling gouges marked the walls of the tunnel as it moved into the volcano with a slight incline.

A splash of blood just inside the opening spurred Drasil onward. She moved as quickly as she could while staying quiet. At even intervals, small glowing orbs dotted the walls of the tunnel, casting a faint bluish green light that was just enough to move by. She crept up to one and touched it, it felt gelatinous and squished under her finger but did not break or dim. She followed the orbs, staying near the wall where she could. Ahead of her she heard quiet scraping sounds followed by fast clicking and strangely pitched grunts and noises that sounded like it might be a language. Drasil had never wished to be Xin before that moment but being telepathic at that moment would have been a huge advantage. Not understanding the language made her nervous.

The tunnel opened into a room lit by larger versions of the same orbs in the tunnel. Clustered together in the ceiling and the walls of a chamber carved out the rock, the orbs provided more than enough light to see by. Peering around the corner, Drasil pressed her fist into her mouth to silence the scream bubbling up in her heart. Four creatures, arkhal, stood over the bodies of three ygommuhan children. They were strange creatures with six pairs of thin multijointed legs that shone like steel. Their bodies were covered in hammered metal armor and a thick layer of insulation against the cold of Ygom. Their hands were much like their legs: multijointed bony appendages that moved quickly and methodically over the bodies of the children, exposing their veins, their organs, paying specific attention to the gland

that prevented their blood from freezing in the inhospitable temperatures of Ygom. Any species that could replicate the function of the gland would be nearly as well suited to Ygom as the ygommuhan people.

Beyond the nightmare unfolding in front of her, Drasil saw a very strange shimmering on the wall, in the space between cracks in the rock. Instead of more rock or even ice, a strange open space with an unfamiliar sky existed, like looking through a window on another world. As she watched, another arkhal approached the gelatinous film on the wall and then step through it, saying several things very loudly that she couldn't understand. Drasil tried to send a message to her unit chief but the rock and ice were too thick. She had only her sword and a few bits of standard issue technology. Far too little to confront five arkhal. Drasil looked down at her sword and a terrible idea came to her.

She made her way back to the entrance and quickly typed out a brief report for her Chief and sent her prerecorded goodbyes to the Mothers for giving her purpose and her father for raising her well. She knew they would bring the resources to make sure the rift stayed closed but with it open, too many of those monsters could get through before her unit could arrive with air support and a full regiment.

It took only a few moments, a few quick manipulations with the freezing mechanism of her sword and she converted the chemical tanks into a bomb. It was one of the first weapons lessons they learned in training. It was a last resort, just in case, no way out sort of weapon. All she had to do was redirect the tubing, add just enough air, and limit the space and it would be enough to destroy the opening. She ran through the tunnel, more concerned with speed than silence.

ANNA CHADWICK



The arkhall, seven of them now, shrieked and chirped in panic as she burst wildly into the chamber with her sword drawn. She fought on instinct, all her training stepping back in favor of frenzied hacking. She didn't look at the bodies of her sisters, she didn't look at the arkhall except peripherally. She focused only on the space between the cracks where there was no stone, only a film over a very strange place with a yellow sky and bizarre shapes in the distance. Others were coming, so many more with armored bodies, sharp appendages, and narrow long faces with tiny black eyes, all looking at her.

She felt the tang of her sword begin to vibrate in her hand as the bomb prepared to explode. Drasil pressed the hilt of her sword to the top of the crack in her world, one leg on her planet and the other on theirs.

A dying arkhall grabbed at her, trying to pull her away from the crack. She smiled and pulled it close to her, her fingers struggling to keep their grip on the slick metal. "For the Hive," she said as the bomb went off and brought the volcano falling in on them, closing the entrance entirely.

FRAGMENTS OF THE GHOLVUK

The Gholvuk is the Holy Book of the en 'ilph. Outside of the circles of the Enlightened, little is known about the worship of So 'nalilph, but fragments have been discovered and painstakingly translated.

GOD'S LAWS

A file containing a Xin translation of the en 'ilph Code of Law was found in a xin digital archive by the elf spy Morric and translated to Common by Joshua M. Patton.

Note: This translation of 'So 'nalilph te Ga'nuluth,' the foundational rules of morality in the religion of the en 'ilph people was the final scholarly work of Dr. Vunley C.D.I. Ngordjen before he disappeared while on an expedition to equatorial Carith 'gorilph. His translator's notes appear in brackets.

So 'nalilph te Ga'nuluth – God's Laws

[This is a commonly mistranslated word in old En 'ilph. Technically, this means "Oaths with God.]"

From up above the sparkling gods descend
Their chariots' roar ripping wounds in the sky.
With them they bring only suffering without
end
And the believers and chosen are left to die.

The gods come and go, taking whatever
they will
We defend ourselves only earning their
wrath.
They chase us and hunt us, eager for to kill
Showing no mercy to any en 'ilph in their
path.

Our song is of suffering, of death, of pain
No mercy from these ruthless gods in our
midst.

Until one of their own reacted with disdain
And reignited our desire to fight back, to
resist.

[Many earlier translators believe that this is metaphorical language typical of primitive myths. Yet, what if it isn't? The en 'ilph society has all the hallmarks of one that was given galactic technology rather than discovering it on their own.

This chapter of the story seems to detail a real occurrence. Space travelers (most likely smugglers and pirates) made this planet a haven for their ships. The natives attacked but were killed. But then, something interesting happened that shows why, despite their love of battle, they are open to working with outsiders.]

So 'nalilph left the godly enclave behind
Fighting as we did, with feet planted on
sand.

They strike at us, we returned violence in
kind
Answering their fire with ancestors' steel in
our hand.

The fighting continued, many died but we did
not fall.
To all the gods in the enclave, war made a
fine game.
Until So 'nalilph joined the disparate tribes,
one and all

En 'ilph clans together in cause, blood, and in name.

Both sides of the fight paid a steep cost
So 'nalilph showed us the gods could bleed.
With his power at our side, the other titans lost
Because faith and fellowship always beat greed.

To ensure the wily gods employed no deception
So 'nalilph courageously entered the Beastly Maw
His return a day later met a glorious reception
And he said: "From this day on, you must obey these laws

[The figure of So 'nalilph is always depicted in drawings as an armored en 'ilph, but this could be the metaphor. It sounds as if this figure took pity on the natives (or was banned from the smugglers' enclave) and joined them. He led them in battle, using his insider's knowledge of how their enemies did business. This figure negotiated the truce, which formed the basis of the en 'ilph's religion. This is why I want the Xin Federation to support an archaeological project to locate the Cask of So 'nalilph, both as a gesture of goodwill towards the en 'ilph and to better understand them.

For example, when the text refers to "the Beastly Maw" this is neither a geological feature nor a traditional name for an area on the planet. I surmise it was the name of a ship, where this outsider negotiated a truce.]

"The battle does you honor, your courage and might
If you are wronged, you have my blessing to fight.
But never be merciless or needlessly slaughter
Even your enemies are someone's sons and daughters.

"The cunning warrior must not seek out attack
But if violence befalls you, fiercely fight back.
If your enemy is slain, forfeits, or cowers
You win their weapon and with it, their power.

"Spread these laws to all who come to this land
Ruled by them they are, even if they don't understand
No God saves souls at the end of a blade or by the fist
Teach them the truth, using your mind and your lips.

"There are many gods you can keep in your heart
Faith in me does not require they depart.
Keep these laws, even if to other gods you pray.
Because mine are laws the other gods obey.

"Fearlessly you braved the power of the gods,
Yet it was only together that we beat the odds.
You are all one en 'ilph today and forever more
Let no more en 'ilph blood ever wet your swords.

[Now we're into the laws proper. While these have formed the basis of the en 'ilph religious code, these do read like the finer points of a treaty meant to end a war. They are summarized as follows:

1. Use violence in defense or to avenge a wrongdoing but use restraint where you can.
2. Literally, to the victor go the spoils, and also that the weapons of your enemies retain their powers. Though, this could have been an en 'ilph belief predating So 'nalilph.
3. The law applies to everyone and ignorance does not excuse breaking it, a very modern concept. However, the en 'ilph also see this as a mandate to spread their new religion.
4. Unlike most religions' proclamation that theirs is the one true faith, this seems to encourage religious plurality. This also supports the idea that So 'nalilph was leveraging their belief in him as a god to convince them to follow the law.
5. Even en 'ilph historians concede this is the first time the discrete tribes of their society saw themselves as a "global species." This is why en 'ilph rarely, if ever, fight each other.]

"Be wary of outsiders and those who don't believe,
But pay attention to the tales and riddles they weave.
Learn how they do it, don't fall victim to a lie
Because like other gods, the en 'ilph belong in the sky.

"The ways of the en 'ilph are simple and pure,
But never should you fear innovation's allure.
Honor your past and your culture, carry it to tomorrow
But fail to adapt and the future will only bring sorrow.

"Do business with strangers, but make sure you stay true
The gods will honor these laws, but only when you do.
When you give your oath, the words must be obeyed
With clear conscience end your business if ever betrayed.

[The laws continue but the first two stanzas of this section seem to be urging the en 'ilph to join the larger galactic society. If you believe that So 'nalilph truly was a benevolent figure, perhaps he assumed that once they joined the Xin Federation they would be safe from being taken advantage of. Or perhaps he was just trying to find his way off planet again.

The rest of this section is most relevant to the en 'ilph as a galactic society. They urge them to do business with all people and allow them to end a contract should they be mistreated. The final verse encourages a respect of other systems of law, but asserts the Word of So 'nalilph has primacy.]

"These laws will keep all en 'ilph safe where they roam
Obey the owner's rules when in someone else's home.
If their laws should contradict any of my holy word
Ignore them in good faith, for their rules are absurd.

"So 'nalilph shall appear when any en 'ilph are in need
So long as they stay true to my word in heart and deed.

Live free happy for the days of sorrow and pain have past

The cheer from the en 'ilph flew high and flew loud
The elders took So 'nalilph on their shoulders
They carried him out to his chariot the Proud
Where he would go on to ---SOURCE TEXT
ENDS

[This is where the stone tablet broke and the rest of the story is lost to us. Yet, another ancient text suggests the Cask of So 'nalilph has the complete tale. Again, this would both be of incredible historical value and a great gesture of goodwill from the peoples of the Xin Federation to the en 'ilph, as they've lost this history too. With or without the grant, I am going to find him.]

AGES OF THE EN 'ILPH

A small scroll, believed to be from the Gholvuk was recovered by Sean Murray and translated to Common. Some historians debate the authenticity of this document due to apparent contradictions regarding the character of So 'nalilph and details about en 'ilph history found in other texts, but these are fringe opinions. The general consensus among scholars is that this is indeed a genuine passage from the Gholvuk.

Here is declared the Anterior Age...

Aforetime ago, the reaches of space rested in the balance of The Father. So 'nalilph beckoned and gathered his Children to him with the will to spread light and life throughout the great darkness. Rising to the call, The Children sowed the seeds of civilization unto the world. With accordance to The Father's measurements and detail, life crept forth from all corners of the land. Unknowledgeable unto whence they came, the untouched life stumbled forth with the light of So 'nalilph residing in their frame.

Here is declared the birth of the Antecedent Age...

Thereafter life was a simple one. Survival and with it learning the crucible of life and all its punishments. Taught lessons, however, did not solely originate from the planet itself, other light carriers matured dangerous logics and ideals. Banding together the infant generation of the light they built fellowships grounded in fear and survival. Clans were composed around strength in numbers.

Certain individuals embraced the light inside them and gained access to a power greater than their own understanding. These individuals became the first Enlightened or en 'ilph.

Here is declared the beginning of the Abandoned Age...

Certain Children that took upon the Enlightenment of the en 'ilph did not find So 'nalilph's wishes proper. These Children renounced the Father. Quickly taking the glory of So 'nalilph for themselves, lying to those who did not know of The Father's power, dividing responsibility for the world amongst themselves. The Sun, Nature, Feelings, Justice, Death, with others soon to follow in the path. The world fell into false belief, and this belief manifested the might of the new gods. With So 'nalilph's family declining, new powers and beliefs ignited amongst the universe.

Here is declared the Apostasy Age...

Upon the going out of the false gods, declarations of persecution were scattered to the false believers. The fooled creatures' ears became filled with lies and heresy that So 'nalilph had become a foolish and weak god. Wielding authority and exuberance, the false believers began their eradication. Painting tags of persecution and extermination on the backs of en 'ilph. Herded and slaughtered like livestock, the en 'ilph bled. Strong or cunning light bearers fought and escaped if the graces smiled upon them, if not they became martyrs. When hope was extinguished, en 'ilph called to the heavens. No cries of anguish were heard that day, but cries of praise. En 'ilph remembered the saying of the creator, the light himself.

"After these violences pass I will guide you to my side."

Here is declared the wars of the Aggression Age...

With this great display of faith, So 'nalilph heard the praise of his people. With the light bearers on the brink of annihilation, The Light himself came to aid. Manifesting himself to the side of his people, So 'nalilph revealed his true power and incinerated the threat. Viewing the True Light and the favor of So 'nalilph the en 'ilph bolstered themselves, taking up arms and marching to the lines of the false gods and their desecrations. The small number of en 'ilph marched through legions larger than their own, raining fear onto the hearts of their enemy, bloodletting

the false gods and their power through the slaughtering of the false believers.

Here is declared the beginning of the Ascension Age...

With So 'nalilph's light in their eyes and hearts, justice was their crusade. Making way to the enclave the false gods had built, the en 'ilph aided So 'nalilph in felling the lesser gods. Severing its members and powers, they disbanded leaving only the darkest of its affiliates. These left over defilers were called Shades. So 'nalilph waged war upon the Shades' doorstep, The Light stood in and amongst the shadows of its former family, giving one last chance to repent. With the echoes of world shattering blows, the en 'ilph kept the faith.

THE GALAXY OF MY MIND

An en 'ilph legend, written from the perspective of the conqueror. Discovered by elf spies at a Federation encampment and taken to the library in Éyn Dorei to be translated by the Great Sage, Lilwa Dixel.

"In order to conquer the stars, one must learn that wit always trumps strength. Sometimes a single thought is worth more than a battalion of umagh."

– Nyxia, Harbinger of the Xin

The night sky arched over the treetops, clothing the forest lake in a sparkling black dress. With a soft breeze rippling my cloak, I drifted toward the circle of natives waiting in the trembling torchlight on the shore.

Shimmering lines of emerald green highlighted the features of their blocky faces, and two pairs of arms protruded from their thick robes. Apart from the figure dressed in gold at the center of the congregation, they all looked the same to me. As I drew closer, their knuckles tightened around their spears, and the green lines turned a cautious yellow.

"We greet you, wanderer," came the raspy drawl of a native. "Your request of a meeting with the imperial conclave has been granted. I am the Voice, and all your dealings will be with me."



My orbital reconnaissance had revealed that the inhabitants of the small planet operated within a strict hierarchical system, and solved every major conflict with the edge of a sword and the tip of a spear. In my journey through the endless void, I'd never come across a species so forged in battle. And it wasn't just mindless slaughter either, the en 'ilph followed a code of honor – a holy book – where dueling and war were seen as the highest forms of art. If only I could sway them, the en 'ilph would make a useful pawn on the federation's strategy table.

"I bring a message." My lips twisted into the right shape, producing the words of their language.

"By the mercy of So 'nalilph, I shall hear it." The Voice took a step closer, looking up at me with his palms open.

Like a shadow cast by a low-hanging sun, I towered over him. "My message is for the Warlord Chieftain."

At once, they drew their weapons, the color of their facial lines snapping to a violent red.

"I shall cut out your insolent tongue and mount your head on a spike!" the Voice hissed.

We did share the bipedal locomotion and four-armed polymelia, but they were altogether smaller than me, and their digits fewer and thicker. I let my cloak drop to further emphasize my extra-planetary origin, making it obvious that I shared none of their social conventions.

The chieftain rose from his throne, dusting off his golden robes. In contradiction to the members of his court, the lines in his face still

shimmered with a tranquil green hue. He held up his hand, sending a wave of relaxation through his tense men.

"The stars hold many secrets!" he announced, parting the crowd as he strode toward me. "Remember the words of the great So 'nalilph."

At the mention of their deity, a blue sheen flickered across his face and those of his men. The chieftain put a light hand on my arm and escorted me down to the edge of the water.

"Interloper, I shall measure your message against the sharpness of my blade," the chieftain said, leaning in. "I best not find it dull."

A grin touched my lips as I placed my fingers against his temple, injecting his mind with images from my memory. Our silent armada, drifting through the darkness of the void. Legions upon legions of warriors, marching in formation. Emperors and kings, bowing at our feet. "Join us and conquer the galaxy." I drew back, leaving him with the image of a smoldering husk of a planet. "Oppose us and *burn*."

The chieftain blinked. Logic dictated that someone in the business of using intimidation would have a conceptual understanding of fear. Total annihilation would be the fate of this world, and yet he turned to his people, rivers of magma burning across his face.

"This interloper deems herself a harbinger of the greatest force!" the chieftain bellowed. "But no force can match the power of So 'nalilph!"

The en 'ilph erupted in cheers at the words of their leader, and cries of outrage at my insolence. They cared less for cognitive reasoning than my prior probing and dissections had led me to believe. Their small cerebral cortexes did serve at the emotional whim of their cardiac-limbic systems, which steadily pumped blood and feelings through their veins. But I'd failed to realize that they were, in fact, all heart and no brain.

One of the warriors stepped forth, sword at the ready. "As your first champion, my lord, let me slay this interloper. Let me show her that the chosen people bow to no one, save the almighty So 'nalilph!"

The air filled with the steely rhythm of weapons slamming together.

"So 'nalilph! So 'nalilph!" they chanted, calling for my execution.

"I am a diplomat," I said, turning to their leader, "not a warrior."

The chieftain nodded, but I could see in his tiny eyes that my words meant nothing to him. In his mind, everyone was a warrior. Instead, I saw the spark of an idea. He held up his hand, silencing the conclave.

"I shall put this interloper's words on the scale of truth." He drew his sword, balancing the edge on his fingertips. A murmur of delight reverberated through the crowd. "A test of combat to see who represents the greater power!" Stabbing the sword into the sand in front of me, he took a step back, grabbing the spear of his champion and pointing it at my chest. "Let the mercy of So 'nalilph shine upon the victor of this blessed duel!"

The smell of wet sand, rotting algae, and incense tickled my olfactory receptors as I breathed in the scene. No amount of arguing would convince these warmongers that survival sometimes meant bending a knee. With such unshakable faith in their deity and their own prowess in battle, they would go out fighting, heads held high.

With a tight crescent of warriors around us on one side and the lake on the other, the shore became our arena. The chieftain watched me, his knees bent, ready to pounce. As soon as I touched the sword, he would kill me and strengthen his position as the planet's ruler.

I closed my eyes, my hand hovering over the hilt of the blade. Like swirling galaxies, their minds appeared before my inner vision, glittering with impulse, desire, and emotion. The largest galaxy, sparkling with ambition, blazed toward me on a devastating collision course.

Instead of taking the weapon, I held out my hand toward the charging chieftain. The tip of his spear pricked the skin of my palm, drawing a single drop of blood. My synapses flared up, slamming into his mind, embracing the shattering impact. One thought filled my

head and his – a thought of boiling blood, like the sloshing innards of their planet. A billion brain cells screamed at the sudden pressure of my invading mind. Then, with a nauseating pop, they all exploded – a volcanic eruption inside his skull.

As if swallowed by a black hole, the galaxy of his mind fell dark and silent.

Slowly, I opened my eyes. The chieftain stood frozen mid-charge, the tip of his spear resting against my palm. Streams of blood seeped out of his eyes and nostrils.

As I drew back my hand, his knees buckled and thudded into the sand. He keeled over, his head hitting the shallow water with a splash. Like a tombstone, my untouched sword loomed over the fallen chieftain.

Only a moment had passed since he issued the challenge, and in the lingering shock and confusion, I reached out with my mind once more. This time with a simple message to all the en 'ilph on the shore. A single thought.

The stars hold many secrets.

One by one, they looked up at the night sky, the red draining from their faces, soon replaced by a reverent blue.

"With an open palm, you have defeated our greatest warrior," the champion said, kneeling at my feet. "How, I do not know. But one of such might must be the chosen of So 'nalilph!"

"The stars hold many secrets!" the warriors echoed, joining him on the beach.

"The stars do indeed hold many secrets..." I gazed at the Chieftain's blood, blooming in the dark water, conquering the stars in the lake. "...and they belong to us."

A WORLD WORTHY OF CONQUERING

A fictional retelling of first contact between xin and bo 'polne, traditionally credited to Gorlub, Chief Poet of the Umagh Seven. Translated to Common by Leslie Starr O'Hara.

If anyone had asked Commander Gi's opinion, she'd have told them to leave this planet alone. It was useless to the Xin Federation.

Sure, it had some valuable mineral resources. So did a trillion other planets. But no one had asked Gi.

She'd been sent to correct the failures of a small and ineffective conquering force. Her orders: to subdue the natives and establish an outpost for the mining of metals. It was the subduing of the natives part that had proved impossible for her predecessor, according to what he'd told her in briefing on her arrival to Baoxao.

"It's troublesome," he'd said in his insipid qlumarian whine. "We can't fight the bao in combat, can't even get into the city because of the bo 'polne."

"Bo 'polne?" She roughly understood the word to mean 'extremely ugly' in the qlumarian sub-commander's native tongue, but her telepathic sense did not expound upon the definition.

"Those nasty pets they keep."

"Pets?" Gi had scoffed. "You're letting the bao's fluffy companions stop you from doing your job?"

"Of course not, Commander. If we had a larger fighting force, or if we could target them from the skies—"

Gi laughed mirthlessly. She raised her hand and sent the qlumarian a telepathic jolt of withering disapproval, intense enough to make him writhe in discomfort. "Just stay on the ship. I'll have your troublesome natives quelled before dinnertime."

It wouldn't be difficult. She was xin, the most powerful race in the known galaxies. She needn't invade the city; she needed only to invade a few minds. Then the bao she controlled would take care of the rest for her. So she'd set out in her pod, leaving the qlumarian to kitchen duty.

When Commander Gi landed her exploration pod on the red dust of Baoxao, its sun had just begun to creep above the horizon, casting a surreal glimmer over everything in her view. By allowing her eyes to go out of focus, she could almost re-envision this forsaken landscape as a towering metropolis, a city of riches on a world worthy of con-



quering. But the sun rose higher, bleeding its harsh, orange light across the sky, and the illusion shattered. The sky-piercing structures were revealed to be only ancient hunks of rock—the arid mountains and crags that composed ninety percent of Baobao's topography. And the deceptive glimmer was not the glass and plasma of an advanced civilization, but billions of tiny flakes of mica, embedded into every surface of every wind-hollowed canyon.

Gi waved a hand and the pod's door whooshed open, filling the cabin with dust and making her cough. It filled her pores, too, turning her gray skin ruddy. Stupid, useless world. She climbed down to the ground and set off for this "city" the qlumarian had mentioned.

Apparently what passed for a city on this backwater of a planet was a network of underground tunnels and galleries, carved out of the mountain's interior. She transferred a map from the pod's computer onto her wrist screen and began walking in the direction it indicated the entrance would be.

She'd walked no farther than forty paces when she tripped over a rock and tumbled to the ground. Something shifted beneath her, and all of a sudden she was falling through darkness, a shower of dirt and pebbles pelting her head and shoulders.

"Oof!" She landed painfully on her backside.

Gi sat up, rubbing her back, and looked around. Underneath her and surrounding her on three sides was a continuous, curving slab of smooth, red rock. On the fourth side stood a row of stout iron bars, caging her in. She looked up. A patch of orange sky floated at the top of the hole, so small from her perspective that she could cup it in one hand. The walls of the hole were smooth stone, all the way up. There was no way out.

She grasped two bars and hauled herself to her feet. A dim, flickering light shone into the cage from the other side of what she now saw was a smallish cavern, its walls lined with more cages like hers, all empty. At the opposite end of the space, between an arched doorway and two great mounds of what looked like blankets, stood a massive bipedal figure. A bao. He, or she—it was impossible to tell—was a round, lumpy creature, wearing a dirty leather skirt-thing

that hung down to feet several sizes too large for the body. Its skin was red like the rock walls. It had a head as thick as the neck that held it up, and shoulders only slightly thicker than that.

It seemed the bao—who she surmised must be a guard—had not yet noticed her. It stood half faced away from Gi, its large three-fingered hand seemingly occupied with something deep inside of its flat nose. If this specimen was a fair representation of its species, the qlumarian was even more incompetent than she'd thought. A ring of large iron keys hung from its waist. That was what Gi needed. She raised her hand and reached out to take hold of the creature's mind, to will it to release her from the cage. But her telepathy failed.

Had the fall paralyzed her sense? No, she could feel the sense welling up, emanating out of her hand as always; it just wasn't reaching its destination. It was as if a fuzzy barrier blocked her power from reaching its target.

The xin had never encountered a sapient species capable of resisting their telepathy, whether by technological or biological means. Certainly no xin commander had ever been stymied by a member of such a primitive race.

The guard turned toward her, its fat finger still exploring the interior of its nose, and finally noticed Gi looking at it from inside the cage. It grunted in mild surprise, then turned and stuck its head out of the doorway and yelled something that sounded like, "Grum!"

Then, with its foot, it nudged one of the piles of blankets...which came to life, un-crumpling to twice its former size. And Gi realized that it was not a mound of blankets at all, but an animal—a great, savage beast covered in warty skin that sagged and bunched in odd places. The thing approached Gi with strange, ungainly movements, apparently dragging its hindquarters across the floor with two muscular front legs. As it got closer, Gi saw several stubby, fin-like appendages behind the front legs that rolled and twisted, keeping its body off the ground and somehow assisting in its forward propulsion. So this was the dreaded bo 'polne.

It came right up to the cage and smashed its disgusting face against the bars. She

couldn't count its eyes. They seemed to sprout out of its head at random. Its mouth yawned open, revealing rows of sharp teeth and an ample, lolling tongue. Gi's entire head would have fit in that toothy maw with plenty of room to spare. At least the qlumarian had been right about one thing. "Extremely ugly" was a monumental understatement. And she was beginning to understand why he'd seemed so frightened.

—

At some point during the bo'polne's inspection of her, the guard had left the cavern, but now it returned with a second bao. This bao's leather skirt-thing was less dirty, and it wore shining metal chains around its beefy neck, so Gi supposed that this one must be important somehow—a chief, perhaps, come to interrogate the new alien captive. She reached her telepathic sense out to it, and hit the same fuzzy barrier that had foiled her attempt with the guard.

"Grum," said the chief.

The guard replied, "Harmf," and put its finger back up its nose.

The chief gestured toward Gi. "Grot grum."

This conversation continued in a similarly monosyllabic fashion. Gi was unused to being shut out of discussions, no matter how alien the speakers. Her telepathic sense allowed instant understanding of any language. But here, with the bao, there was nothing. How could that be?

She had a theory, and it didn't bode well for her chances of getting out of this cavern alive. But it was the only possibility she could fathom: the bao were too primitive. Too stupid.

Telepathy worked by bouncing waves of mental energy off of an intelligence and reading the vibrations. It didn't require the subject to be intellectually advanced. The xin had successfully sensed, communicated with, and controlled the minds of many races far less intelligent than themselves. The prerequisite had always been thought to be use of language, which was why telepathy worked on sapient beings, and not on merely sentient ones; not on animals. But here was a species whose use of language did not qualify them as "intelligent" at all. The bao

were basically walking, talking rocks that had somehow developed metallurgy.

Having apparently come to some sort of decision, the bao ceased grunting at each other. The chief nudged the second mound of blankets with a toe, and it rose up quivering, all teeth and warts and innumerable eyes. The bo 'polne dragged itself across the stone floor to stand next to its friend and the two bao followed it, the guard loosing the keyring as it walked.

They're about to let these bo 'polnes in the cage to eat me, Gi realized with a jolt of fear.

Gi focused all of her mental powers at the two bao, frantically trying to seize their minds. But you can't grasp a thing that is not there.

The bo 'polnes stood, snarling and salivating, as the guard thrust a key into the lock. Gi searched the stone floor for a rock, a pebble, anything to use as a weapon against the beasts. But there was nothing.

The key clanked. The cage door creaked open. One bo 'polne dragged itself through the opening, and the other squeezed in behind it. With one final, desperate push, Gi reached her hand out toward the bao and channeled every remaining ounce of energy through her palm. Still, the beasts loomed over her, fearsome teeth glinting. One of them let out a long groan of pleasure, climbing in pitch like a battle cry. Gi fell on her back, exhausted, eyes shut, and braced herself for an excruciating death.

And then a single word welled up in her mind: *Morsel*.

Gi opened her eyes. One bo 'polne towered above her while the other lowered its head toward her prone body, its tongue reaching to lick the bare skin of her arm. Odd sounds issued from their open mouths, and more words bubbled up in Gi's consciousness: *Feast on the exotic morsel*.

Yes, feast!

She'd chosen the wrong target.

Gi unleashed her sense upon the bo 'polnes, penetrating both their minds at once. Inches away from her body, their jaws clamped

shut. One turned, and then the other, and they dragged themselves out of the cage. The two bao grunted at each other, looking surprised right up until the bo 'polnes ripped their heads from their stupid thick necks.

Gi stood and walked out of the cage. She could feel the bo 'polnes' hunger, but she did not allow them to eat. She compelled them forward, out of the cavern, and through the tunnels. Along the way they met more bao and more bo 'polnes, but Gi dealt swiftly with all who resisted, and the rest submitted before long.

When she reached the Federation ship that evening with an obedient horde of bo 'polnes at her back, the qlumarian former sub-commander pissed himself in fear. She tasked him with the job of mucking out cages for the remainder of their stay. The outpost still needed building and the bao slaves set to mining, but those were mere details. Commander Gi had discovered a far more valuable resource on Baoxao. With her new pets, she would conquer a thousand other worthy worlds.

CHATTEL

A Story of Qlumarian Resistance

Excerpt from a journal found hidden in an officer's quarters among the wreckage of the fallen warship Ghaanaell. Translated to Common by Connor D. Johnson.

The bar was crowded with species from every major star system. Half a dozen algothians monopolized the booth closest to the room's hydration unit, trying to keep their scales from drying out. Two gen crouched under the bar's overhanging fixtures and placed competing bets on the four eons playing some electronic strategy game that Equi found unnecessarily complicated. Two of the eo plugged some of their cybernetics into the board, desperate for an edge on their opponents. Perhaps it was a class issue—Equi had heard some controversy over who could afford the eo's more high-end enhancements.

I wonder if they had that problem before the xin showed up, Equi thought. He looked around the bar. All but a few of the patrons ignored the music, a synthesized, arrhythmic, enian tune that Equi had tired of the first time he heard it. He swayed towards his friend, the only other qlumarian in the bar,

and struggled to be heard without being *overheard*.

"All I'm saying," Equi said. "Is that things used to be different. We weren't always like *this*," he gestured at his tight-fitting silicon battle-suit, designed with neither comfort nor aesthetics in mind.

He finished off his drink, then continued. "Grandfather told me our old suits were much better, said they gave the xin a run for their money.

"And all I'm saying," Nari responded, all four eyes focused on her friend, "Is that you should drop this, now. I came out here to celebrate, not to watch you go from promotion to execution in record time."

"Why can't we talk about this? If the xin are such a big deal, why—" Equi went to slam the table and missed. He didn't slip further—qlumarians weren't clumsy—but his cranial tail slumped. Equi groaned and recoiled it around his neck.

"Grandpa also said we used to let these flow naturally. We didn't wrap them about our neck like collars."

"We're lucky they *aren't* collars, Equi."

Equi sighed. He shook his empty glass and considered ordering more. He tapped his wrist. A flash of light displayed the time for a fraction of a second. The brevity didn't matter to a qlumarian.

It was too late to order another drink. They tasted awful, anyway. No bar outside Quaidar-1 served anything palatable to a qlumarian. In fact, Equi had long-since realized that *most* species in the Xin Federation couldn't get *anything* they liked away from their home world or system. That irked him—the xin could read minds, surely they could come up with a drink their subjects enjoyed?

That would require them to give a damn about their subjects, Equi thought.

"Only because they don't *need* actual collars," he said.

"They stick them on bo 'polnes." Nari chuckled, her laugh full of fear and remembrance. "For all the good it does."



"We aren't animals or monsters!" Equi said.
"No, we're far less threatening."

Equi's four eyes gave a synchronized blink.
His old stress tic.

"I ever tell you what Grandpa told me?" he asked.

"Is it something you *should* tell me?"

"No."

Silence. Equi let it hang until Nari tired of the guilt.

"Fine," she said. "Go ahead."

"He said that we nearly beat the xin when they first showed up. I guess some qlumarians had focus tricks that kept the xin from being able to get into our heads. The xin had to retreat. Do you have any idea how uncommon that is?"

"Far as I know, the only other ones to pull that off were the ygommuans."

"The only ones we know of, you mean. There could be other stories the xin have suppressed. Given that the ygommuans are the biggest sycophants in the Federation, I doubt the xin have any problem with people talking about their resistance."

Nari looked around, avoiding Equi's gaze.

"Maybe your grandpa didn't remember right," she said.

Equi's cranial tail flicked, a gesture of amused disbelief. "A qlumarian misremembering? *Really?*"

"Fine, fine. But it doesn't matter, Equi; The xin won eventually. They always do. So what's the point of all this whining?"

Equi hesitated. "I'm not sure. I'm just... I don't like being underfoot like this. I *know* what we used to be. You've heard the same stories, right? Even in the worst of times, at least we were *free*."

Nari looked away. Her voice went quiet.

"No use pining for the past," she said.

Equi nodded... then clenched all four eyes and spoke: "Maybe there is."

Nari's tail froze on her shoulder.

"What do you mean?"

"Grandpa said the only reason the xin won way back when was the technology gap. And, with all the stuff they've equipped us with, that's not so big a gap, anymore."

"Which is something we owe them," Nari said. "Just like we owe them for that Starcell vaccine. It's not like we have it off the worst in the federation. We're sub-commanders, that counts for something."

"Yeah, but look at who we command—all the weak guys, the clever ones who are strong in numbers, but not a war. The smart ones who would question our orders, who wouldn't just go along if we told them to turn their guns on their conquerors. Maybe there's a reason for that. Maybe the xin know that we *could*—"

"*Stop*," Nari commanded. "Stop right there. Don't say it, don't think it." She leaned forward. "That kind of talk'll get us both killed. Probably your whole unit too. Sweet stars, Equi, have you seen how the xin execute traitors? What they make them do to themselves?"

The door opened before Equi could respond. The figure had to duck to get inside the door, two of its four slender arms rising to the top of the frame.

It was a xin. The bar's reaction was subtle, but noticeable to anyone with a qlumarian's senses. Slight tension, a muddled combination of fear, respect, adoration, and anger. The xin added to it by standing straight and pretending not to notice, holding the threat of a mental invasion and discovery in reserve like a holstered gun. He, or she—Equi never really got the difference between xin genders—otherwise behaved like just another patron... which it was. *Everyone else* was out of place in the Xin's universe.

Nari's eyes widened. Her tail stiffened, straightened at the back of her neck. Equi stared at his empty glass, desperately wishing he had more. Nari didn't give him a

look. In any other situation, she might have. A look that said, "keep your mouth shut" or "be careful."

Here, she did nothing. She couldn't afford to do or think anything. Those thoughts could attract the xin, could tip it off that something was wrong and give it reason to probe further.

Equi, on the other hand? Equi was going to get caught unless he got very, very lucky. He remembered Nari's statement about xin executions.

The xin walked to their table.

Equi made eye-contact and shifted, desperately trying to give a creature that read minds as naturally as it breathed a reason *not* to do so.

"Captain Equi, I presume?" the xin said. The question was a courtesy. The xin could have read his mind the moment it saw him.

Then, Equi remembered something. Something buried deep enough to keep from triggering the xin, a memory of a qlumarian trick—he emptied his mind completely, tried to focus *only* on his surroundings. The xin only smiled.

"Yes," Equi said.

"I'm glad I ran into you. I heard about your promotion."

"You did?"

The xin tilted its head. Equi hurriedly added, with a slur—"Sir."

"Heard about it' may be a bit misleading; I suggested your promotion. Your performance in the raids last month was exceptional."

Think nothing.

"Thank you, sir. It's an honor to hear you say so."

"Is something wrong, Captain Equi?"

Think nothing. Push down the anger.

"No, sir."

"You're certain?"

Say nothing, think nothing. You're no good dead.

Nari glanced towards Equi with her bottom set of eyes.

"Yes, sir. Simply a long, exciting day."

"I was unaware that qlumarians were predisposed to celebrating with alcohol."

Equi forced himself not to think of the long celebratory traditions squashed by creatures just like this one, or about how much he wished to see his boot upon its head.

"We're more multicultural these days, sir," Equi said.

The xin did something that could have been a sneer or a smile.

"One of many benefits of the current age, I suppose," the xin said.

Think. Nothing.

Then, Nari leaned forward. "Sir, we should be leaving, soon. It's getting late and the automaton has been ignoring us. Would you mind?"

The xin nodded. "Yes, of course."

It looked at the automated bartender, designed to respond to xin's psychic signals. It hurried over and Nari swiped the ID embedded in her wrist across its optics. There was a beep, and she quickly stood and lifted Equi, draping his shoulder over hers as though he couldn't stand. He went along with the ruse. It was easy enough—he was too afraid to stand.

"You'll have to forgive my friend," she said. "He's had a bit much to drink."

"He has every reason to. Run along."

They did. Equi let his head hang, still struggling to keep his mind empty. His anger for the xin slowly turned towards himself. He couldn't stand up to *one* xin, alone in a bar. How would anyone overcome the whole race? No wonder the xin treated them like chattel. That's all they were.

That's right, said a voice in his head. Equi turned to the xin as they walked through the door. It smiled.

Nothing but chattel.

SOMETHING FAMILIAR

A tale of the first visitors from the Empire. Recorded into the annals at the Whitehaven Library by the Nameless Sage. Original source unknown.

Night trapped the heat from the previous day and let it hang heavy in the predawn darkness. Ruthlie laced her curved blade to the inside of her bare calf, cursing the sweat that was already forming on her brow and making her hands clammy. She made her way down the length of the deck surveying the extensive gardens spread out in front of her, careful not to tangle her hair in the hanging dried herbs. It would be dark for some time longer, but close enough to morning that scavengers should have made their way back home. Her skin already burning, she hoped for a good day of harvesting before the heat became unbearable.

Light flickered in the sky above, like a star burning out and shooting across the sky. She lifted her face towards the falling star and made a silent wish for a cool breeze. Her eyes fixed on the glowing orb. It didn't burn out into the heavens; it grew. Turning, it flung across the night sky and rocketed towards her and the small space she called home. Ruthlie's pulse leapt. Frozen in place she tried to gauge its trajectory before making a mad dash through the gardens. The light shattered apart, splitting in two. The earth under Ruthlie shook as the larger part of the star plummeted into the rocky gorge beyond the borders of her land. Light, dust, and mist sizzled around her as something slammed into the ground not more than two horse lengths away.

Silence. Nothing moved. Ruthlie felt herself shiver. Surprised, she smiled at a thin layer of frost that covered her feet. The sparkling white dust crept up her legs and melted over her heated arms. She moved through the field, brushing against the newly frosted herbs, and letting her cooling skin sing. With

her blade in hand she got a shivery rush of relief from the heat as she made her way to see what the star had brought her.

Ggomu knew he was being punished for his interference with the bo'polnes. In his opinion those brainless beasts were better left off scouting ships. But apparently his knowledge of them meant little to the xin.

Ggomu cursed the incompetent aglothians and their malfunctioning scout ship. The explosion had blown a hole in the ship's hull and rocked the crew of five upside down, sideways and upside down again. He knew his side was split, and that there was little chance the aglothian captain would be able to land the piece of trash they were flying on.

Arms on either side of the craft's gaping hull, he waited until it grew closer to land. He let go of the ship, and grasping his ice blaster with both hands, propelled himself into the night sky. He shot the ground directly under himself, hoping to create a thick layer of frost to slow his fall. His body felt the stifling

heat of the planet, the chilling frost from his blaster and then the ground and darkness.

Whatever the star had brought her, it was unconscious but still alive, at least for now. She'd managed to limp it to her cottage, tuck the small items she'd collected off of it under a floor board, and light two lanterns. Four eyes in even rows were still closed; its mouth was slightly open showing a row of razored teeth, blue designs adorned its brow. Its armour was thick, but its side was torn from its shoulder all the way down to its hip, thick blue blood stained her floor boards.

She knew she should have left it for the scavengers. The way her skin cooled as she leaned over the unconscious body made it worth the risk. Life ended so quickly in the stifling heat of her home. She was tired of death.

Grabbing a few supplies from the kitchen she decided to risk the added heat and boil some water to clean out the wound. Quickly breaking up some herbs she put them into

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the pot. She wasn't sure if her remedies would help but she had a few things that had a wide range of effectiveness.

Pressure on his side woke him from the restless fog of his fall. Blasted hot planets. He wondered if he would have been better off disintegrating with the brainless aglothians. Opening one eye at a time he tried to focus on whatever was kneeling over him. Her skin looked thin and fragile, a halo of golden hair fell around the oddly calm face.

He tried to sit himself up, but was gently pushed back down to the floor by a soft hand. Her voice was smooth like a fresh snowfall. He had no idea what she was saying, but complied with her obvious desire for him to lie still.

She lifted the side of the binding, her pink lips pursing together in frustration. Resisting the urge to reach out and cool her skin, he let her get up. She walked the length of the room to where a pot hung over a cursed fire, and added a handful of what he assumed was some pathetic healing herbs. Like anything on this planet could help him.

This was something he'd never seen in all his days with the xin. What kind of creature would bring a warrior into their home? Perhaps his discovery of this compliant species would earn him a place back on his ship. Or maybe he would keep the discovery from the xin as long as possible out of spite. Either way, he'd have to live out the day to find out.

Ruthlie checked the bandage for the sixth time that day. She was pleased to see the wound closing, and her latest mixture appeared to decrease its temperature. Leaning back, she breathed in the cold sticky air around her. It was the oddest creature she had ever seen, but lying, on her floor it looked not so different from her somehow. Gently changing the strips of cloths on its forehead, she spoke as he came in and out of consciousness.

"If you're wondering why it is that I'm helping you, I can't relieve your curiosity." She spoke hoping her voice would tether him to this world. "I'm not quite sure myself and I doubt

you'd understand me if I could tell you." He shifted slightly making a weak moan of sorts. She continued talking, "I supposed you remind me of someone I used to know. Or perhaps you remind me of what I've never known."

Night came quickly. Did this planet have shorter days or had he slept longer than he thought? Either way, the wretched creature finally left his side to wash the rags in a basin in the kitchen. The fire was out in the kitchen, his fever was gone, and the wound had closed up well enough that he could easily move without re-opening it. He wished he hadn't needed to be healed by such a lower creature. By all accounts, he would have been better to die in the crash, but focusing on her again, he knew he would certainly gain favour when he returned with news of this pathetic species.

Stretching to his full height he silently took a moment to watch.

Her movements were soft and quick. The glow of the small lanterns radiated off her skin, curling his long fingers into his palm, he again resisted the urge to reach out and cool her. She clearly felt the heat that was stifling around them. Why did she continue to live in such a dreadful climate? He needed to make quick work of her and get off this cursed planet.

His mouth turned up; letting out a cool breeze he snuffed the small flames.

A breeze ruffled the edge of her skirts. The lit lanterns flickered against the coming night, and darkness filled the room.

Lifting her face she waited for the slow change in temperature around her. Ruthlie lowered herself towards the floor and slid one leg out. Unsheathing the single curved blade from her calf she sighed. She was so tired of death.

ANNALS OF THE FEDERATION

Hundreds of copies of this text have been uncovered from many sources ranging from

officers' quarters, children's playrooms, classrooms, arms lockers, and libraries (to name just a few). This crash-course in xin history is published in a neat pamphlet and evidently distributed like a tract all across the Federation. It has seen over a dozen translations into Common, but Calvin Christopher's is praised for its accuracy and translation philosophy of formal equivalence.

It has been said that only the heroes of ancient legend were endowed with the seventh sense to inflict terror into the minds of others. But the xin species was roused from their collective psychic slumber when Eilo's Light scorched Yeneah. Those closest to it were vaporized into nothing but those xin who were far enough away were bathed in wave of heat that unlocked their latent telepathy. After the Kindling, as it came to be called, the enslaved xin overthrew their Kain masters and used their technology against them to eradicate the entire hated race from their home planet.

Those Wars of Extermination brought together the heads of the various clans and guilds of the xin and they formed the Council. Under the direction of those twelve members, the xin worked together to consolidate their victory. Yeneah had been washed clean and it would remain that way, for it was decreed that only xin could set foot on the planet on pain of death.

When the xin population began to exceed the capacity of their planets, the Council looked to the heavens for expansion. The armada was split into six fleets and sent in different paths to find the closest planets. The first many planets were uninhabited by intelligent life and became part of a growing network of outposts and industry planets supporting the xin foundation.

The Xin Federation truly began when the Second Fleet landed on a fertile world ravaged by the civil wars of the indigenous species of algothians. The xin who would become the first Sovereign Emperor, Xodar the Aweful, saw an opportunity in the warlike algothians. Instead of the debilitating nightmares that were inflicted on the Kain, he showed the algothians a vision of the terrible future that would come out of their neverending wars and a glorious alternative as the Vanguard of the Xin Federation. The algothians' widespread submission to xin authority gave Xodar his first taste of the

power he craved and gained him a seat at the Council table.

Xodar sought more pliable soldiers to command and soon had added the monstrous gen as well as the clever qlumarians to his fleet. However, the qlumarians would turn out not to be as pliable as they first appeared and in short order had incited many algothians to insurrection. They soon would fully understand the psychic prowess of Xodar, for he soon had turned the qlumarians into his willing subjects through tortuous brainwashing. They were not exterminated, but instead were given leadership over the algothians as they had shown they were capable of managing them.

It was at this time when the Sixth Fleet, exploring beyond the border of xin-controlled space, came across unknown warships that were far superior to those of the xin Federation. All that survived the First Encounter were a few scout fliers and the psychic reverberations of the thousands of xin deaths. In the aftermath, Xodar presented a plan for the survival of the xin to a bewildered Council, a plan that called for the assimilation of new alien species and their integration into the ranks of the xin Federation armada. This would strengthen the remaining five fleets while decreasing xin deaths by using the other species as frontline warriors. In their fear of the Unknown Enemy and in light of Xodar's past victories, the Council assented to every part of his proposal, including that he should lead the Armada as the Sovereign Emperor of the xin Federation. Despite Xodar's preparation, the Unknown Enemy was not confronted again during Xodar's reign and he lived to a great age, passing the emperorship to his offspring.

Zhorah, the second Sovereign Emperor, was not remembered for incorporation but chiefly for the Obliterations. Zhorah lead the assault on the planet Lurga, where the dominant species on that planet, the Kzintu, were fending off the Second and Third Fleets. The Kzintu were an advanced civilization and moreover, immune to the xin psychic attacks. The victory at Lurga proved the necessity of extinguishing any life form like the Kzintu who posed a serious threat to the xin. Zhorah the Abolisher would have no new alien species join the Federation during her reign but rather collected dumb beasts like the Bo 'polnes for use during invasions. When Zhorah died, the population of the Federation had

been greatly reduced, having fought five separate Obliterations.

New life was breathed into the Federation during the time of Kaesae the Jovial, when many new useful species were added to the fleets. In addition to the qlumarians, the xin added the umagh as sub-commanders because of their proficiency in husbandry and their keen minds. The xin are not an inventive species, having gained their technology as spoils of war and so the eo were seen as an advantageous acquisition as they greatly enhanced the technology of the Federation, improving their weapon and propulsion systems and even developing implants that gave the user diverse abilities. As the spread of the Xin Federation grew, the makeup of each fleet became unique as the diffusion of new species throughout slowed considerably.

Shortly into the reign of Skytal the Foolhardy, the third from Kaesae, the Council expressed doubts that the unknown enemy would ever return to haunt the xin. The Unknown Enemy had not resurfaced since the First Encounter and many posited they had been crushed in the Obliterations. Their defeat would mean the Sovereign Emperor was not needed any longer. In response, Skytal took two fleets and ventured deep into the sector where the unknown enemy was thought to be. Many cycles later they returned, low on fuel and emptied of provisions. They brought back no spoil for they had not found their enemy but unbeknownst to them, they had brought back the Scourge.

The Emperor's flagship had taken on Vorgathian mold spores while exploring a

small planet on their return home. After arrival in Federation space, affected persons, including Skytal himself, died of infection, becoming living husks and infecting more beings upon their death. It was only after the loss of a third of the entire armada and several planets was the Scourge stopped. It so happens that the spores can survive frozen in space and from time to time the mold re-emerges when a ship lands in a hospitable atmosphere and results in the loss of many soldiers and much equipment to contain it.

Following the death of Skytal, who left no heirs, the Council voted on who was to become the next Sovereign Emperor, deeming the office a unifying force in the still vulnerable Federation. No longer would birthright determine succession, but a Sovereign Emperor would be chosen based on their ability; a practice that would continue nearly unbroken to this day.

Since the Kindling, the xin have decreed that they nevermore shall be slave to another species. Only once have they faced a foe that would threaten their supremacy, and the knowledge that the Unknown Enemy may still be out there drives the xin to grow ever more powerful. They seek to add to their number, by persuasion or force, all creatures they can bend to their will or else expunge them from existence.

Here ends the Foundation of the Xin Federation. The account of the Second Encounter and the alleged Third Encounter are told elsewhere.

CHAPTER 2: THE XIN FEDERATION

THE XIN FEDERATION IS AN empire as old as time – or so the xin say. Its rule spans much of the galaxy. Over the years, hundreds of planets and species fell under the Federation's sway. The empire is ruled by the xin, a powerful species with telepathic abilities. The xin use these powers to force lesser beings to their knees (or anatomical equivalent).

The Federation's goal is expansion unending. The xin cannot abide the existence of free worlds – or as xin propaganda would say, 'savages not yet enlightened by the glory of xin'. They wish to unite the entire universe under their enlightened rule.

FEDERATION HISTORY

Ancient xin first appeared on Yeneah. They lived not as apex predators but as prey. Though they have always been large in size, they did not possess the natural physical defenses needed to rise to the top of the food chain, then occupied by the formidable kain.

Survival of the xin species hinged on development of the mind. Luckily for the xin, evolution took to the task with gusto, and with some technological encouragement, it eventually unlocked their greatest gift: the ability to influence the minds of others. As the psychic prowess of the species improved, so too did their place within the planet's pecking order.

The xin turned their power against the kain. Psychic assaults drove kain mad, and kain slew kain until their forces were so depleted that the xin could commence an overt campaign of domination. The xin deemed their former masters undeserving of life even as slaves, and so the kain disappeared from the galaxy. Rumors persist of their continued existence as specimens in xin laboratories, but official Federation statements dismiss these as nothing more than stories told to frighten young xin.

The downfall of kain provided the xin a planet indisputably their own, but they wanted more. With advanced kain technology at their disposal, their civilization developed in leaps and bounds. Soon they spread their conquest to the stars. Never again would they be ruled by less worthy creatures.

While each individual xin is powerful by conventional standards, the power of the xin species is limited by naturally low birth rates. Thus, they would need to use other, more populous species as instruments of their conquest. From this necessity came the Xin Federation: a government that soon became the nexus of an interplanetary empire. The Federation is ruled by the Sovereign Emperor and the Council of Twelve. Council members are elected from the xin population by popular vote. A new Sovereign Emperor is chosen by the Council of Twelve from within their ranks upon the death of the previous emperor and must be elected unanimously. Only xin may hold positions as councilors in Federation government. Any xin may run, but the winners are almost always decorated soldiers. Councilors hold their position for life, and elections are only held when a Council member dies.

Councilors are highly respected by all xin. The Federation supports a perception that the xin are of one mind and support their government with unwavering fervor. If ever a rebellion, assassination, or even minor spat between the xin populace and the Council occurred, no record exists.

Most planets conquered by the xin are 'primitive' and thus only valued for their resources. However, on rare occasions the xin find a planet with something more valuable than raw materials: worthy subordinates.

Alien cultures with formidable opponents bearing martial prowess or other useful products receive an offer more appealing to most than the brutal slavery faced by less remarkable species: a place of prominence in the empire. Thus, the xin unite disparate species into a Federation under their command.

From the technological aptitude of the eo people to the unmatched physical strength of the gen, each Federation member species contributes something of value to the xin cause. Even some of the weaker peoples find use as expendable grunt infantry in planetary campaigns. If a conquered species has advanced technology but no exceptional physical skills or useful ways of thinking, the xin will strip them of their technology and force them into slavery like any other unremarkable race.

Two species stood out as the most gifted [and thus useful] of the conquered hordes: qlumarians and umagh. Qualified members of those races are granted the opportunity to serve as sub-commanders within the Federation army. Qlumarians and umagh are responsible for overseeing a share of the other Federation species. See **Appendix A** [p114] for a quick reference guide to this alien hierarchy.

The campaigns of the Great Conquest progressed methodically, one planet at a time, until Federation forces grew large enough to conduct campaigns in multiple systems simultaneously. Due to low birth rates and an ever-expanding crusade, the xin are now spread thin across the galaxy. Each campaign task force consists of large numbers of the subordinate races commanded by between one and five xin in various central leadership positions. Today, the Federation grows near-exponentially as troops burn the Federation crest into the earth and stone of dozens of worlds across the galaxy. The only thing standing between the xin and total domination is the galaxy's sheer scale; though if left unchecked, the Federation will one day reach every dark corner of the cosmos.

The scope of the Federation stretches ever farther into the wider universe. Now they have discovered a new world; primitive, rich in resources, and unaware of the greater galactic community. In other words, a world ripe for invasion.

FEDERATION CULTURE

While the Federation population disproportionately skews toward military service, not all Federation subjects pursue martial

careers. Federation leadership recognizes that even a civilization geared toward expansion and conquest requires commerce, arts, services, and the other lynchpin features of healthy society in order to optimally function. In stark contrast to the rigid, species/ability-based roles within the Federation war machine, all civilian members of the Federation are welcome to pursue whatever life path most appeals to them. Local authorities are empowered to reassign incompetent or disruptive civilians to other roles, and particularly troublesome dissidents may even be shipped off for forceful integration into far-flung 'special draftee' units in the Federation military.

Due to the draconian nature of Federation law enforcement and justice systems, petty crime is rare. However, despite official Federation statements to the contrary, whispers persist of corrupt officials enabling underground black markets and paramilitary groups hidden within the fabric of both Federation society and military alike...

SPECIES & LANGUAGES

The universe is filled with countless planets and advanced species, each one having its own culture and language. The scope of this book is limited to the alien races united by the Xin Federation, and a few non-Federation species.

FEDERATION

While each of the eleven species of the Xin Federation has its own language spoken in like company, all races are publicly expected to speak Xin, the official language of the Federation. If any soldier is caught speaking a language other than Xin in the presence of commanders, the offender faces psychic punishment and rehabilitation. All Federation species and their respective languages are listed below along with notes on pronunciation.

Aglothians are small, amphibious creatures with four arms, two legs, and a long tail. In Common their name is pronounced ag-loh-thee-uhn. The singular is "aglothian" and the plural adds an "S". They come from the planet Aevel and speak Aglothian; a smooth,

musical language with prominent vowel sounds.

Buewix are reptilian humanoids about the size of a dwarf. The Common translation renders their pronunciation *byoo-wiks*. The species name is the same in plural and singular form. Their language is Buewix; a language full of harsh, guttural sounds and many consonants that wouldn't translate easily to Common.

En 'ilph are about the size of a human but with four arms, a digitigrade arrangement of foot and leg bones, and facial tattoos that change color to communicate emotion. The language of the en 'ilph is peppered with a strange symbol that has no counterpart in Common. Translators render this symbol as an apostrophe, but it is purely symbolic and does not affect Common inflection. In Common, it's pronounced *en-ilf*. Its singular and plural forms are identical. Their native tongue, Enian, spoken on their home planet Carith 'gorilph, is recognizable by long,

flowing words, often spoken slowly and with gravitas.

Eo are the most technologically advanced Federation species. They are taller and bulkier than humans, and largely serve as shock troops. In native Eon, the species name is a series of numbers. All creatures on the eo homeworld of Eneo are identified by a numeric code. In Common, the name has been rendered "eo", pronounced *ee-oh*, and is the same in its plural and singular form.

Gen are the largest Federation aliens. Their arms and shoulders are armored with natural rock-like growths. The Common translation is pronounced *jen*. The plural and singular forms of the name are the same. They come from the planet Genia and speak Gen. Their language sounds like short, animalistic grunts.

Mynsies are small creatures whose most distinctive feature is the acid-secreting pores on their hands. Before it was destroyed by the xin, mynsies called the planet Unol home.

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In Common, the species name is pronounced *min-see*. The singular is "mysy" and the plural is "mysies". Their language, Mysyan, is spoken very quickly and will sound like it's full of stammers to an untrained ear.

Qlumarians are the smallest species in the federation. They have a long, cranial tail marked with bioluminescent stripes. The Common translation renders their pronunciation *kloo-mahr-ee-uhn*. The singular form is "qlumarian" and the plural form adds an "S". Their home planet and native tongue are both called Qaffen. The language uses a lot of harsh consonants and hisses. As Federation sub-commanders, qlumarians also speak the languages of the races under their leadership: Aglothian, Buewix, Enian, and Mysyan.

Ryolkennim are slightly larger than humans and incredibly strong. They are easily identified by their backwards knees. They come from the planet Kennel. "Ryolkennim" is the plural form of the species name and the singular is "Ryolken". In Common, it is pronounced *roi-uhl-ken*. Their native tongue is Ryolkenna, a language spoken in growls.

Umagh are medium creatures but they're almost as wide as they are tall. Their giant mouths are full or long, sharp teeth. The Common pronunciation is *oom-og*. The plural and singular forms of the species name are the same. They come from the planet Melmagh and their native tongue is Umagh, a language that can only be described as "slobbery". As Federation sub-commanders, umagh also speak the languages of the races under their leadership: Eon, Gen, Ryolken and Ygommuan.

Xin stand about nine to ten feet tall and have four eyes and four arms with five fingers and two thumbs on each hand. They have four psychic receptors on their foreheads that are often mistaken for additional eyes. The Common translation is pronounced *zin*, with identical plural and singular forms. The home planet of the xin is Yeneah and their language is Xin. For further reading about the xin language, see **The Xin Language** and **The Xin Alphabet** (p35) sections in this book. Xin can use their telepathic abilities to understand and be understood by any creature that uses language. Despite this, the xin are well-versed in the languages of every other Federation species.

Ygommuans are a race of humanoid insects that have been bred as warriors. They speak Ygommuan, a language that's impossible for any humanoid race to vocalize due to its insect-like clicks and chirps. There is no possible phonetic transliteration of the species name, so Common translators invented a name, pronounced *ee-gohm-moo-ahn*. The singular is "ygommuan" and the plural form adds an "S" to the end. Ygommuan come from the planet Ygom.

NON-FEDERATION

There are many alien species outside the Xin Federation's sphere of influence. Below are descriptions of three such races.

Crills are medium-sized creatures with small legs and large upper bodies giving them a triangular figure. They are scavengers, and this is reflected in their eclectic armor and clothing. The name is pronounced *kril* according to the Common translation. The singular is "cril" and the plural adds an "s". Crills are native to the planet Dhillgon and speak Dhillgoi, a language that uses shares a similar set of sounds with Common.

Kalneans are aquatic humanoids with large, paddle-like hands and feet. They cannot breathe in a standard oxygen-nitrogen atmosphere, so they always wear armor with a fish bowl style helmet when out of water. Their language is Odrakian, which to land-dwelling creatures will simply sound like bubbling. In the Common translation, it's pronounced *kal-nee-an*. The singular form is "kalnean" and the plural adds an "S". Kalneans come from the water planet Odrak.

Pharoks are interdimensional beings that constantly phase between different planes of reality. They usually have cybernetic implants and never wear any clothes or armor. The Common translation pronounces it as *fair-ok*. The native language of their planet Xonon is Pharokian. When a pharok speaks, their unique vocal cords create a secondary sound very similar to an echo.

XIN LINGUISTIC CULTURE

The xin pride themselves in having a well-reasoned process for everything they do. This includes every aspect of their language,

from the way it's written to how it's spoken, as well as an extension of language — personal naming conventions.

XIN NAMES

Xin assign great value to personal designations and believe that a full name should reveal much about the bearer. Most xin designations have three parts: root, lot, and thoughtself.

A xin child receives a root from their parents at the age of one. Xin traditionalists believe that the root influences the familial past-and-future of the child, for better or for worse, and should reflect parental experiences. Xin roots are not gender-specific.

At the age of twelve, a xin child is brought before the Council and given their lot, a designation that describes their expected future role in xin society. Generally, xin with lots that drastically deviate from their current position in xin society either greatly surpassed their expected role or failed to live up to their duties.

Xin lots are supplemented by an additional moniker: a psychic impression called a thoughtself. This 'thought-title', selected by the individual at adulthood, gives an impression of the xin's personality or accomplishments, and can be any combination of images, sounds, emotions, or sensations. Some particularly accomplished xin use a verbal stand-in for their thoughtself when dealing with non-xin who lack the telepathic capabilities to properly 'pronounce' this additional name. However, xin culture considers these spoken names to be mild perversions of the true self and looks down on those who use them.

For example, a xin parent famous for telepathic interrogation may give their child the root name 'Saena', meaning "mindcrusher". Saena may then receive the lot 'Vane', meaning "commander". By adulthood, Saena Vane embraces her own methodical personality by adding the psychic impression of a ticking metronome within her name.

When translating xin names to Common, standard practice dictates keeping the first name in its original form while translating the second, and dropping the thoughtself entirely. So Saena Vane would typically be written as Saena the Commander. However, some xin

find ways to individually adapt their thoughtself into their Common names.

Some popular roots are: Bara, Gi, Hala, Kaesae, Kan, Nol, Saena, Skytal, Vi, Vran, Xodar, Zelken, and Zorah.

Common xin lots are: Feltor, Finna, Kade, Plarzon, Pris, Seeq, Sit, Tolah, and Vane.

THE XIN LANGUAGE

When it comes to language, the xin believe in clarity of thought. One will not discover poetry in any xin archives, nor shall they find a xin using flowery words to communicate.

This philosophy evolved to influence how the Xin language is written; that is, without any punctuation. Every thought or sentence is designed to stand on its own. Xin see no profit in cluttering up a page or screen with unnecessary markings. Xin strive to write with absolute clarity, so that no extra symbols are needed to communicate meaning, thus rendering punctuation useless. Furthermore, their words are spelled with what to the xin is an admirable logic: every word is spelled out phonetically so pronunciation is communicated as clearly as the idea being expressed.

There are several phonemes in Xin that have no equivalent in the Common Tongue. These can best be described as clicks, pops, and sharp inhalation.

Xin is written in vertical columns that begin at the bottom of a page. This is an expression of a xin cultural touchstone of rising to excellence and dominance. Each column contains a single sentence. To begin a new thought, move to the next column. There is no rule in the Xin Language to allow for sentences that exceed the height of a single column. A sentence too long to fit in one column would be seen as a failure, and xin take pains to plan their writing to avoid such an embarrassment. New columns are added from left to right.

THE XIN ALPHABET

Xin aspiration toward perfection and clarity are seen most clearly in the Xin alphabet. To avoid confusion, every letter represents only one sound. For example, there will never be a soft "G" that sounds like a "J".

The same is true of vowels. Vowels in Common have long and short sounds; these sounds are represented by different symbols in the alphabet.

Additionally, there are no redundant letters. Many alphabets contain letters whose sounds can be made up using other letters. The Xin alphabet has no equivalent for "C", "Q" or "X" since those letters do not communicate a unique sound that cannot be formed by other symbols. The lack of an "X" is a curious case since the race and language is called "Xin". This spelling arose due to rough translations into Common by scholars who had not acquired enough understanding of the xin to know better. By the time they understood their mistake, the name and spelling had stuck.

The Common translation of xin is an affront to their species because it uses the letter "X", a letter with no unique purpose in the Common alphabet, to represent a "Z" sound. The frivolous nature Common and other languages ultimately fuels the ongoing xin

disdain for and sense of superiority toward other races.

Xin evolved as a written and spoken language with efficiency at the forefront. Perhaps in days of old the language had more quirks, but any such features have long since been purged from both the language and memory. Many human written languages began with logograms representing words and phrases before alphabets were invented. Not so with Xin; writing was always alphabetic. That the seemingly-obligatory evolutionary step of logograms before alphabets was altogether skipped in the history of Xin remains another point of pride for the race.

One additional point of interest in Xin symbols is their numbering system, which contains seven unique symbols. This is because the xin use a base-seven, septenary numbering system, unlike the base-ten decimal system that is most popular among the peoples of this world. The base-seven system was likely developed due to the fact that xin have seven digits on each hand.

XIN SYMBOLS

Vowels

									
Short A	Short E	Short I	Short O	Short U	Long A	Long E	Long I	Long O	Long U

Consonants

								
B	D	F	G	H	J	K	L	M

								
N	P	R	S	T	V	W	Y	Z

Combination Consonants

		
CH	SH	TH

Special Symbols

		
Click	Pop	Sharp Inhalation

Numbers

						
0	1	2	3	4	5	6

PART 2

Rules



CHAPTER 3: TECHNOLOGY

WITH THE IN-
vasion of the
Xin Federation
there came new
equipment for
adventurers to
adopt, including weapons, armor and other
technology.

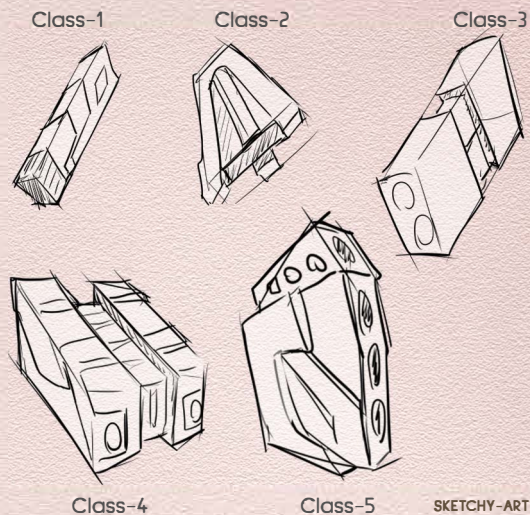
Character classes do not grant proficiency in alien items. To learn about gaining proficiency in alien technologies, see **Chapter 5** [p70] of this book.

Not every piece of equipment in this book is imbued with a mechanical effect. That doesn't mean such items are without value; a captured set of carbon mail armor can be used to enhance a disguise or convince authorities of the existence of aliens in their midst! The roleplay and lore utility of such gear is limited only by the players' imaginations.

POWER CELLS

Power cells fuel most alien technology. Weapons, armor, and vehicles that have the *power cell* property cannot operate without a functioning power cell. Most power cells store potential energy in chemical suspensions of increasing size, efficiency, and cost. Though not considered 'fragile' when not charging, power cells can be volatile if handled carelessly, a trait deliberately exploited in some grenades.

There are five classes of power cells. Each class is listed below, along with the most common types of compatible technologies. Power cells can be looted from equipment of the matching level [Class-1 cells from Class-1 technology, etc].



Items that rely on power cells will only operate when fueled by the correct class of power cell.

Class-1 cells are used with light weapons, grenades, and powered light armor. They will be easy to find in any alien ship, base, camp, or other settlement.

Class-2 cells are used with heavy weapons and force shields. Only slightly less common than Class-1 power cells, Class-2 cells can be found in some alien camps and settlements and will be common in alien bases.

Class-3 cells are used with aerovests, augmentations, and special weapons. Class-3 power cells are more valuable than the previous two classes, and consequently are usually kept under lock and key in alien ships and bases.

Class-4 cells are used with scooters, rovers, and mechanized armors. Like Class-3 power cells, Class-4 cells will be protected in locked safes and other protected compartments.

Class-5 cells are used in shuttles. Class-5 power cells are extremely powerful and are heavily regulated by the Xin Federation. They may be scavenged from crashed or abandoned shuttles. Beyond such sources, they will not likely be found in the field. They are kept in locked and guarded storage areas on Federation ships and planets. Non-Federation species may not have rules regarding Class-5 power cells and may be more lax with their storage.



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TECHNOLOGY CLASSES

Alien weapons and technology are divided into five categories called **Technology Classes** [or tech classes] based on the power cell class used by that item.

To find out what items fall into each class, consult the **Technology Class** table found below.

Technology Class

Tech Class	Proficiency
Class-1	Light weapons, grenades, other technology using Class-1 power cells
Class-2	Shields, powered armors, heavy weapons, other technology using Class-2 power cells
Class-3	Special weapons, augmentations, aerovests, flitters, other technology using Class-3 power cells
Class-4	Scooters, rovers, skimmers, mechanized armors, other technology using Class-4 power cells
Class-5	Shuttles, other technology using Class-5 power cells

CHARGING

When a power cell is drained, it must be recharged before it can be used again. This requires a **power cell charger**, which converts matter into energy to recharge depleted power cells.

Standard cell chargers are large and cumbersome, making them nearly impossible to transport without a vehicle. Most chargers weigh at least 200 lb. and are built into the walls of spaceships, shuttles, or alien bases.

Chargers are miniature fusion reactors. They use hydrogen from the surrounding air supply as reaction mass for a fusion reaction and convert some of that mass into energy. The fusion reaction is initiated by plugging a power cell into a charger. A charger will not be able to create new energy in a vacuum. It must be exposed to an air supply. Air is not hydrogen-rich [not on this planet, at least!] which results in power cells taking a long time to regain their charge.

A power cell charger requires a 24 hour cycle to generate and convert energy for use in power cells, after which five points of charge are available for use. Federation

regulations strongly discourage attempting to use a mid-cycle charger to power devices due to the risk of feedback and catastrophic system failure. A power cell's level dictates the number of charge points necessary to fully recharge that power cell: a Class-1 cell requires one point, a Class-5 cell requires five points, and so on. Generally, the best time to charge power cells is during a short or long rest. Class-1 and 2 power cells can be fully charged over the course of a short rest. Class-3 power cells can be charged over the course of a long rest. It takes nearly a full day to charge a Class-4 power cell and a full day for a Class-5 cell.

PORTABLE CHARGERS

A recent innovation in the Xin Federation is the portable power cell charger: a device designed specifically for charging on the go. Though still hefty at 50 lb., these chargers are significantly more compact than their wall-mounted fellows, making them ideal for adventurers; that is, if they can find one.

Portable cell chargers are not yet standard issue and are consequently much rarer than **standard cell chargers**. Their relative newness, combined with a difficult and expensive manufacturing process, caused a distinct shortage of portable cell chargers among most of the Federation's far-flung armies and fleets.

Most adventurers will only be able to charge their cells inside alien bases and ships, thus raising the stakes for charging devices and encouraging players to be thrifty in their use of alien tech. It's recommended that Game Masters do not introduce their players to portable chargers until they reach higher levels, thus earning the ability to charge their weapons with relative ease.

ITEM RARITY

While light weapons may be prevalent among aliens, other items are less commonplace. Alien item rarity is based on the item's tech class and can be found on the **Alien Technology Rarity** table on the following page. This table is a generalization and serves as a simplified guide for item rarity. For a full list of all alien items and their rarity, see **Appendix C** [p115].



Rarity may be altered based on the setting and circumstances of an adventure or campaign. The following table assumes an alien invasion into a standard swords and sorcery fantasy setting

Alien Technology Rarity

Tech Class	Rarity
Class-1	Uncommon
Class-2	Rare
Class-3	Rare
Class-4	Very rare
Class-5	Legendary

Game Masters may consider scaling item rarity with character level. As characters progress through a *Blades & Blasters* campaign and become more entrenched in a world increasingly filled with alien technology, these items may become more common.

making an Intelligence check on the **Tech Comprehension** table [p71]. If the piece of technology was not understood by the character making the repair, a successful repair will count as one success toward tech comprehension.

The difficulty of the repair task can be determined by the Game Master. At the GMs discretion, a repair may require multiple checks, depending on the size and complexity of the item and the amount of damage it has sustained. Most repairs will likely rely on Intelligence, Dexterity or both.

Some repairs may require the acquisition of missing parts, which can be scavenged from other pieces of alien technology. See the **Salvageable Material** table on the following page for suggested salvage components.

REPAIRING ALIEN TECHNOLOGY

In order to repair alien technology, a character must be proficient in the use of an **alien toolkit** [p64].

If a character is not proficient in the item they are attempting to repair, the success or failure of the repair can be determined by

SCAVENGED TECHNOLOGY

After a battle or upon finding inoperable alien technology, characters can elect to scavenge for materials with which to craft their own high-tech weapons, armor, and vehicles. If a character has the required proficiency and the right materials, they can use an alien toolkit to construct scavenged

technology. Scavenged technologies are slightly less powerful than their factory-made counterparts, but will nevertheless add significantly to a party's [or an army's] toolkit.

Materials that can be recovered are found on the **Salvageable Material** table found below.

Salvageable Material

Feature	Unit
Alien scrap metal	lb.
Alien polymer	lb.
Circuit board	pc.
Energy converter	pc.
Power cell (class specific)	pc.
Power cell mount (class specific)	pc.
Coolant	oz.
Wire	ft.

Salvaging material from damaged or destroyed alien technology can be done in addition to traditional scavenging. Game Masters should secretly roll on the **Scavenging Materials** table below to determine how much loot their players

recover. The specific materials found are left to the Game Master's discretion.

Scavenging Material

d20 Effect

1	No salvageable material is found
2-9	One unit of material from the Salvageable Materials table
10-19	Two units of material from the Salvageable Materials table
20	Four units of material from the Salvageable Materials table

Magical energies can sometimes interfere with the regular function of advanced technology; thus, attempting to integrate advanced technologies into already-magical weapons or armor is not recommended. Due to the nature of the crafting process, component weights are not reflective of the weight of the final product. Items that can be scavenged can be found on the **Crafting & Augmenting Items** table below. More detail can be found on each item in their respective entries in the weapons, armor, and vehicles sections of this chapter.

Name	Time	Proficiency	Materials
Scavenged blaster	2 days	Any Class-1 Technology	Class-1 power cell, Class-1 power cell mount, energy converter, circuit board, 2 lb. scrap metal (alien or standard metals), 1lb. alien polymer, 10 ft. wire, 2 oz. coolant
Scavenged rifle	4 days	Any Class-1 Technology	Class-1 power cell, Class-1 power cell mount, energy converter, 1 circuit boards, 5 lb. scrap metal (alien or standard metals), 2 lb. alien polymer, 15 ft. wire, 5 oz. coolant
Scavenged cannon	6 days	Any Class-2 Technology	Class-2 power cell, Class-2 power cell mount, energy converter, 2 circuit boards, 20 lb. scrap metal (alien or standard metals), 3 lb. alien polymer, 40 ft. wire, 8 oz. coolant
Scavenged explosive	8 hours	Any Class-1 Technology	Class-1 power cell, 1 lb. scrap metal (alien or standard metals), 0.5 lb. alien polymer, 2 ft. wire
Scavenged staff	4 days	Any Class-2 technology	Class-2 power cell, Class-2 power cell mount, energy converter, circuit board, 10 lb. scrap metal (alien or standard metals), 3 lb. alien polymer, 25 ft. wire, 6 oz. coolant
Scavenged light armor	7 days	Any Class-2 Technology	Class-2 power cell, Class-2 power cell mount, energy converter, 3 circuit boards, 2 lb. scrap metal, 6 lb. alien polymer, 25 ft. wire, 8 oz. coolant, any non-magical light armor
Scavenged medium armor	14 days	Any Class-2 Technology	2 Class-2 power cells, 2 Class-2 power cell mounts, 2 energy converters, 2 circuit boards, 15 lb. scrap metal, 10 lb. alien polymer, 15 ft. wire, 20 oz. coolant, any non-magical medium armor
Scavenged heavy armor	21 days	Any Class-3 Technology	Class-3 power cell, Class-3 power cell mount, 3 energy converters, 4 circuit boards, 30 lb. scrap metal, 15 lb. alien polymer, 30 ft. wir, 34 oz. coolant, anynon-magical heavy armor
Scavenged flitter	1 month	Any Class-3 Technology	2 Class-3 power cells, 2 Class-4 power cell mounts, 4 energy converters, 6 circuit boards, 300 lb. scrap metal, 30 lb. alien polymer, 120 ft. wire, 40 oz. coolant
Scavenged skimmer	3 months	Any Class-4 Technology	Class-4 power cell, Class-4 power cell mount, 8 energy converters, 8 circuit boards, 900 lb. scrap metal, 50 lb. alien polymer, 200 ft. wire, 92 oz. coolant

WEAPONS

Alien weapons come in many different varieties, each having its own set of unique abilities. Some characters favor melee weapons, others ranged, and still others spellcasting. The aliens brought with them an array of weapons that can suit the style and preference of any adventurer.

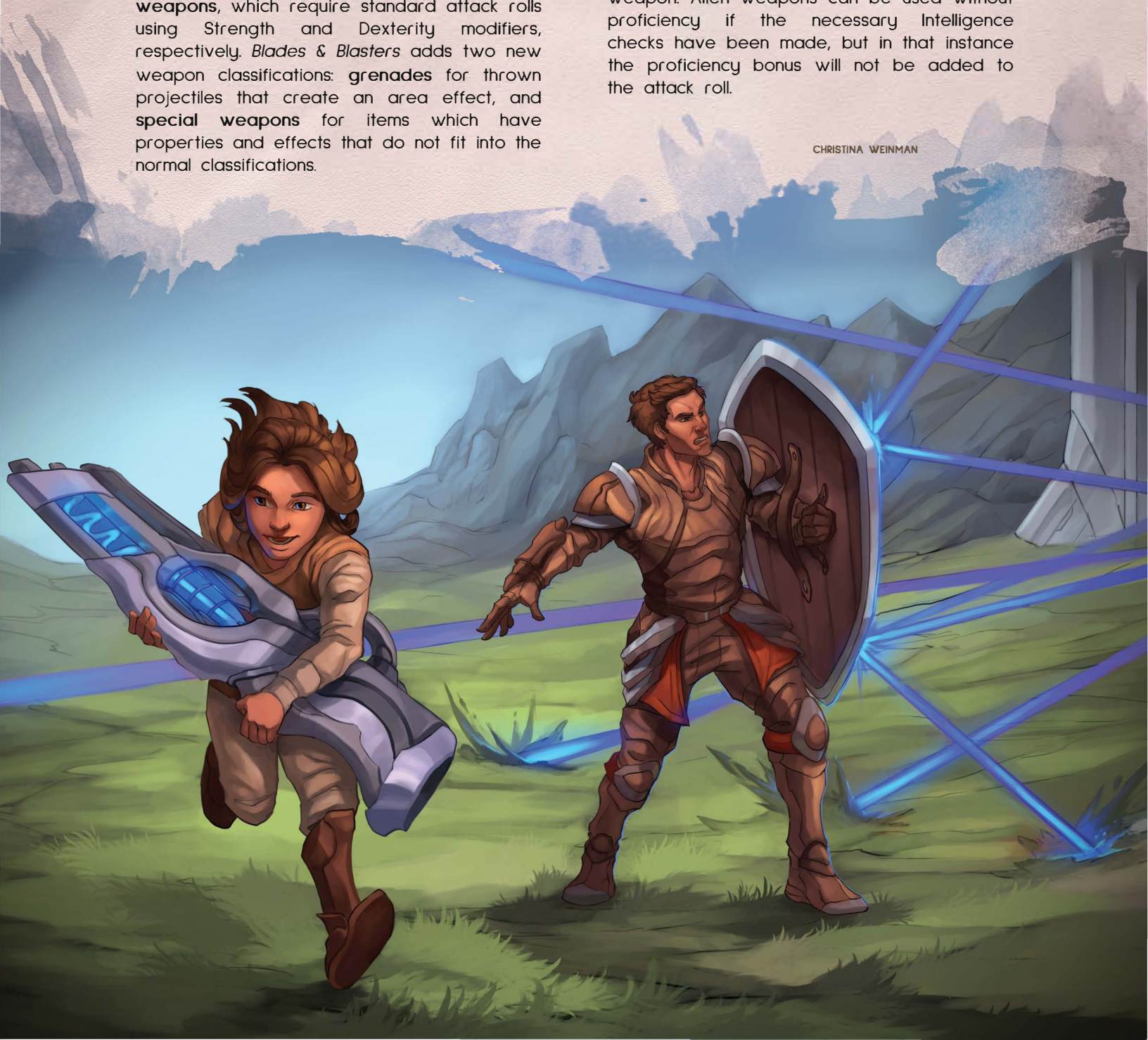
The **Weapons** table [p43] shows a complete list of alien weapons, their weight, the damage they deal when they hit, and any special properties they possess. Weapons have been organized using the standard classifications: **melee weapons** and **ranged weapons**, which require standard attack rolls using Strength and Dexterity modifiers, respectively. *Blades & Blasters* adds two new weapon classifications: **grenades** for thrown projectiles that create an area effect, and **special weapons** for items which have properties and effects that do not fit into the normal classifications.

WEAPON PROFICIENCY

Alien weapons do not follow the nomenclature of the 5th edition rulebooks, as no class grants proficiency in alien weapons. The terms **simple** and **martial** are thus intentionally not used here to avoid confusion. Instead, weapons are classified as **light** and **heavy**. Light weapons are generally smaller and simpler to operate, while heavy weapons are larger, more complex, and are more destructive than light weapons.

Proficiency with an alien weapon allows a player to add their proficiency bonus to the attack roll for any attack they make with that weapon. Alien weapons can be used without proficiency if the necessary Intelligence checks have been made, but in that instance the proficiency bonus will not be added to the attack roll.

CHRISTINA WEINMAN



WEAPON PROPERTIES

Alien weapons have many familiar properties, but there is one property new to this book. The new property and its description is listed below.

Power Cell. This weapon requires a power cell to operate [Power Cells, p38]. Each time an attack is made with the weapon, some of the power is drained. A power cell weapon

only has a certain number of shots or hits that can be made before the power cell is empty. Reloading a power cell can be done as a bonus action. If the weapon with the power cell property is a melee weapon, it can still be used when the power is drained, but it will only deal bludgeoning or slashing damage.

Weapons

Name	Damage	Weight	Properties
Light Ranged Weapons			
Scavenged blaster	3d4 radiant	3 lb.	Class-1 power cell (range 40/100), reload (15 shots), light
Scavenged rifle	3d6 radiant	10 lb.	Class-1 power cell (range 80/400), reload (3 shots), two-handed
Laser pistol	3d6 radiant	2 lb.	Class-1 power cell (range 40/120), reload (20 shots), light
Repeater	6d4 radiant	4 lb.	Class-1 power cell (range 30/80), reload (10 shots), light
Laser rifle	3d8 radiant	7 lb.	Class-1 power cell (range 100/500), reload (5 shots), two-handed
Warp rifle	3d6 radiant	10 lb.	Class-1 power cell (range 80/300), reload (1 shot), two-handed, special
Frost pistol	2d10 cold	4 lb.	Class-1 power cell (range 30/80), reload (10 shots), light
Radiation blaster	4d6 necrotic	12 lb.	Class-1 power cell (range 45/120), reload (5 shots) two-handed
Shotgun	5d8 radiant	10 lb.	Class-1 power cell (range 10/30), reload (4 shots), two-handed
Dart gun	3d6 piercing	4 lb.	Class-1 power cell, ammunition (range 45/150), reload power cell (20 shots), reload ammunition (9 shots), light
Plasma blaster	3d10 fire	12 lb.	Class-1 power cell (range 30/60), reload (8 shots), two-handed
Heavy Ranged Weapons			
Scavenged cannon	3d10 radiant	25 lb.	Class-2 power cell (range 300/600), reload (1 shot), heavy, two-handed
Freeze ray	4d8 cold	25 lb.	Class-2 power cell (range 40/100), reload (1 shot), heavy, two-handed, special
Rocket launcher	5d8 fire	20 lb.	Class-2 power cell, ammunition (range 150/300), reload power cell (5 shots), reload ammunition (1 shot), heavy, two-handed
Tracer rocket launcher	5d8 fire	25 lb.	Class-2 power cell, ammunition (range 250/500), reload power cell (3 shots), reload ammunition (1 shot), heavy, two-handed, special
Laser cannon	3d12 radiant	18 lb.	Class-2 power cell (range 500/1000), reload (2 shots), heavy, two-handed
Thunder cannon	2d10 thunder	25 lb.	Class-2 power cell (15 ft. cone), reload (3 shots), heavy, two-handed, special
Antimatter rifle	6d8 necrotic	10 lb.	Class-2 power cell (range 120/360), reload (2 shots), two-handed
Grenade launcher	+	20 lb.	Class-2 power cell, ammunition (range 50/200), reload power cell (10 shots), reload ammunition (1 shot), heavy, two-handed, special

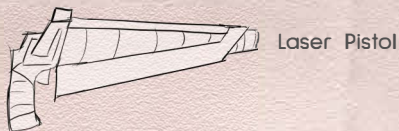
Table continued on next page.

Weapons

Name	Damage	Weight	Properties
Grenades			
Scavenged explosive	5d4 piercing	2lb.	Thrown (range 50/80), special
Fragmentation grenade	5d6 piercing	1 lb.	Thrown (range 50/80), special
Flash-bang grenade	2d10 fire	1 lb.	Thrown (range 50/80), special
Concussion grenade	2d10 psychic	1 lb.	Thrown (range 50/80), special
Frost grenade	2d6 piercing/ 3d6 cold	1 lb.	Thrown (range 50/80), special
Smoke grenade	—	1 lb.	Thrown (range 50/80), special
Light Melee Weapons			
Xin baton	1d4 psychic/ 1d4 bludgeoning	3 lb.	Class-1 power cell, reload power cell (15 hits), light, special
Ygommuan brand	1d4 cold/ 1d6 slashing	6 lb.	Class-1 power cell, reload power cell (15 hits), finesse, light, special
Heavy Melee Weapons			
Scavenged staff	1d4 lightning/1d8 bludgeoning	12 lb.	Class-2 power cell, reload power cell (8 hits), reach, heavy, two-handed
Shockwave staff	1d6 thunder/ 1d8 bludgeoning	10 lb.	Class-2 power cell, reload power cell (10 hits), reach, heavy, two-handed, special
Heat staff	1d10 fire/ 1d8 bludgeoning	10 lb.	Class-2 power cell, reload power cell (10 hits), reach, heavy, two-handed, special
Special Weapons			
Gravity gun	††	8 lb.	Class-3 power cell (range 30/50), reload (8 shots), two-handed, special
Nitro needler	††	10 lb.	Class-3 power cell (range 30/60), reload (2 shots), light, special
Blind stunner	1d6 radiant	2 lb.	Class-3 power cell (range 40/100), reload (12 shots), light, special
Chaos launcher	††	16 lb.	Class-3 power cell (range 60/150) heavy, reload (3 shots), two-handed, special
Scrambler	7d8 psychic/1d8 radiant	8 lb.	Class-3 power cell (range 5), reload power cell (5 shots), light, special

† Damage depends on the type of grenade loaded into the grenade launcher.

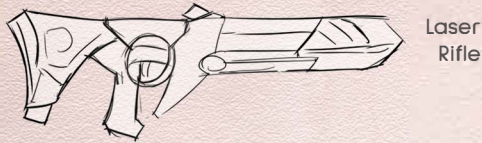
†† See weapon description.



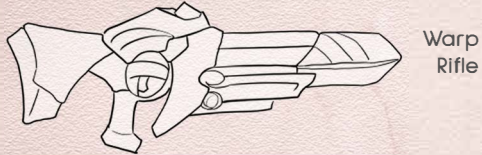
Laser Pistol



Repeater



Laser Rifle



Warp Rifle



Frost Pistol



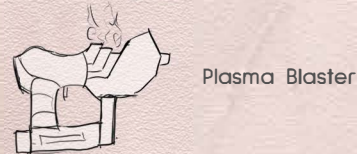
Radiation Blaster



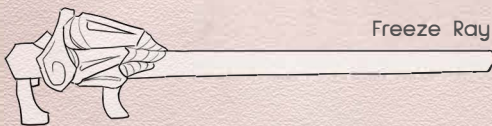
Shotgun



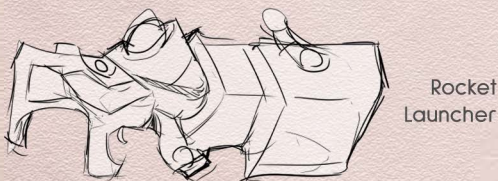
Dart Gun



Plasma Blaster

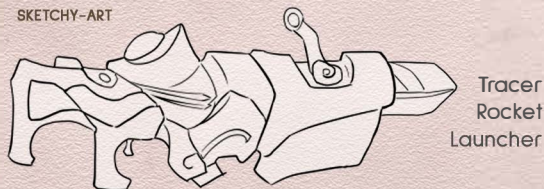


Freeze Ray



Rocket Launcher

SKETCHY-ART



Tracer Rocket Launcher

WEAPON DESCRIPTIONS

This section serves to give a Game Master and the players a better understanding of the new weapons. Some of the weapons are relatively standard fare for science fiction, while others have unique features and abilities that could not be listed in the Weapons table.

LIGHT RANGED WEAPONS

What would an alien invasion story be without laser guns? All light ranged weapons require a Class-1 power cell to operate.

Dart Gun. This weapon is unique in that it requires both a power cell and ammunition: **darts**. Each round, the dart gun fires three glass-like polymer spikes at a target. One pound of alien polymer can be used to make two 9-shot magazines.

Frost Pistol. This gun fires a beam that supercools a short-to-medium-range target.

Laser Pistol. The classic science fiction sidearm. The laser pistol shoots a damaging laser at its target.

Laser Rifle. The laser rifle is the sharpshooter's weapon of choice. It deals a more powerful laser blast than the pistol at medium-to-long range.

Plasma Blaster. This weapon shoots a beam of colored plasma at a target. It is more harmful than a laser blast, but has a significantly shorter effective range.

Radiation Blaster. This gun fires a powerful, invisible dose of harmful radiation at a creature or plant that breaks down the target at the cellular level.

Repeater. The repeater has a higher rate of fire, shooting six laser beams per round at a single target, but at a shorter effective range than most laser weapons.

Scavenged Blaster. A homemade equivalent of the standard laser pistol.

Scavenged Rifle. Its range may be shorter than the standard laser rifle and it deals less damage, but this homemade rifle can still hit the enemy where it hurts.

Shotgun. A short-range, high-damage laser gun with an effective range of up to 10 feet. Useful only in extremely close quarters.

Warp Rifle. The warp rifle simultaneously fires a laser beam and a warp bubble that bends space, allowing the laser to arc around corners. This feature counteracts the additional AC granted to targets that have up to three-quarters cover. Targets with total cover cannot be hit by a warp rifle.

HEAVY RANGED WEAPONS

Some heavy ranged weapons are simply heavier versions of their light counterparts, while others have their own unique features. All heavy ranged weapons require Class-2 power cells to operate.

Antimatter Rifle. This weapon fires a stream of antimatter that causes the mutual annihilation of the stream and the matter it comes in contact with.

Freeze Ray. A beam fires out of this large gun and supercools the target. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be petrified for one minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Grenade Launcher. This weapon can use any type of grenade as ammunition except for the scavenged explosive. If fired directly at a target, a fired grenade will deal 2 [1d4] bludgeoning damage before exploding. Alternatively, the user may target a five foot square area in which the grenade will explode. The grenade detonates whether or not it hits its target. An inaccurate launch and resulting point of impact can be determined at the Game Master's discretion. The grenade launcher must be loaded using a bonus action before firing again. To determine damage and/or effects, consult the Weapons table for the statistics of the grenade used in the launcher.

Laser Cannon. A heavier alternative to the laser rifle with a longer range and more powerful laser. Due to its bulk, a Strength score of 14 or higher is required to wield it.

Rocket Launcher. This weapon fires an exploding projectile at a target and deals fire damage on a successful hit. It requires both ammunition [rockets] and a power cell to operate.

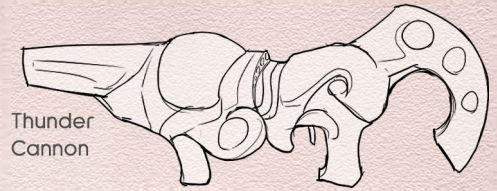
Scavenged Cannon. Unlike the laser cannon that served as its inspiration, the scavenged cannon only gives the user one shot instead of two before reloading. However, that single shot can target an enemy up to six hundred feet away.

Thunder Cannon. The thunder cannon fires a blast of acoustic energy in a 15-foot cone. Targets within the cone take thunder damage and must succeed on a DC 15 Constitution saving throw or be pushed back 10 feet and knocked prone.

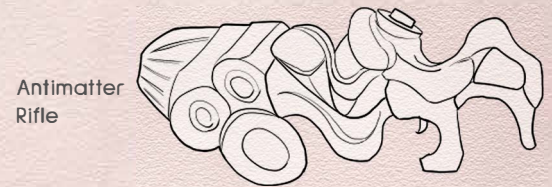
Tracer Rocket Launcher. This weapon fires an explosive seeker projectile at a target. No attack roll is required to attack with a tracer rocket. If the target is a creature, they make a DC 18 Dexterity saving throw. The target takes 22 [5d8] fire damage on a failed save or half as much damage



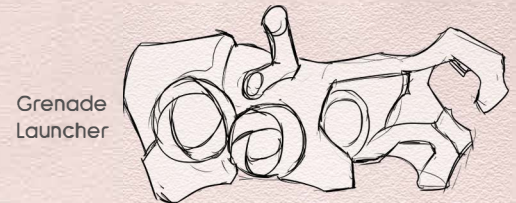
Laser
Cannon



Thunder
Cannon



Antimatter
Rifle



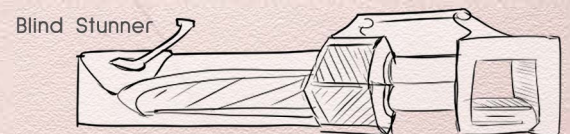
Grenade
Launcher



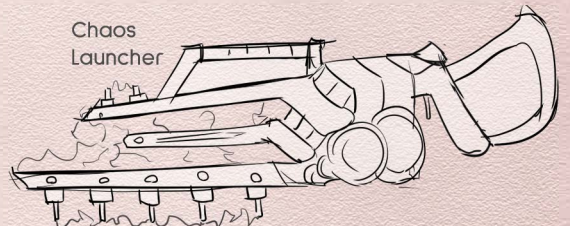
Gravity
Gun



Nitro
Needler

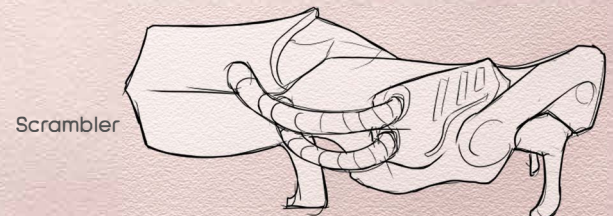


Blind Stunner



Chaos
Launcher

SKETCHY-ART



Scrambler

on a successful one. This weapon requires both ammunition [rockets] and a power cell to operate.

GRENADES

A grenade is a small explosive sphere that can be thrown, rolled or placed. All grenade types explode six seconds after activation, or at the beginning of the user's next turn. All grenades are powered by a single Class-1 power cell. All grenades produce an area effect when they explode.

Grenades do not require externally installed power cells to operate, as power cells are built into each grenade. Harvesting power cells from grenades is a fruitless effort; grenade power cells are designed specifically to fit grenades and will not fit standard power cell ports. Additionally, they hold only enough charge for a single use.

If throwing or rolling a grenade, the player must choose a five foot square ground-area target to attack. No matter what, the grenade will land somewhere and explode six seconds later.

Not even the Xin Federation has perfect manufacturing processes. Duds exist. Game Masters may consider adding an element of unpredictability into grenade combat by secretly rolling a d20 (or any other die, depending on how frequent of an occurrence duds are in the GM's game world) to determine whether or not a grenade is a dud. If a 1 is rolled, the grenade will not go off.

A failed check will cause it to land at a different location, determined at the Game Master's discretion. Placing the grenade on the ground counts as an attack, but no check is required.

Grenades do not require proficiency, but before first use, a character must complete the necessary Intelligence checks [p71].

Concussion Grenade. All creatures within a 15-foot cube originating from the grenade's detonation point take psychic damage. If the target is a creature, it must succeed on a DC 12 Wisdom saving throw or become incapacitated for six seconds.

Flash-Bang Grenade. All creatures within a 15-foot cube originating from the grenade's

detonation point take thunder damage. If the target is a creature, it must make a DC 15 Constitution saving throw. On a failed save, the creature is blinded for 1 minute.

Fragmentation Grenade. All creatures within a 15-foot cube originating from the grenade's detonation point must make a DC 20 Dexterity saving throw. A target takes piercing damage on a failed save, or half as much damage on a successful one.

Frost Grenade. All creatures within a 15-foot cube originating from the grenade's detonation point must make a DC 15 Dexterity saving throw. A target takes piercing damage and cold damage on a failed save, or half as much piercing damage on a successful one. Additionally, the 15-foot cube freezes and becomes difficult terrain for five minutes.

Scavenged Explosive. This rough oval is filled with deadly explosives. Due to its shape it cannot be rolled at a target or used in a grenade launcher.

Smoke Grenade. When it lands, the smoke grenade emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius lasting for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke in 2 rounds; a strong with (20 or more miles per hour) disperses it in 1 round.

LIGHT MELEE WEAPONS

These weapons are similar to some melee weapons found in the core rule books, but their Class-1 power cells provide additional damage and effects beyond their base slashing, piercing, or bludgeoning damage. When their power cells are depleted, these weapons lose all extra damage types and effects until the power cells are recharged or replaced.

Characters can choose to engage the powered abilities of their alien melee weapons (which consumes power cells) or to use them only for their base bludgeoning, piercing, or slashing effects. They must declare before making the attack whether or not the weapon is empowered. Unlike an alien ranged weapon, an empowered melee weapon only expends charge from its power cell on a successful hit. Turning a weapon on or off in this manner requires a bonus action.

Ygommuan Brand. A curved sword much like a scimitar or cutlass. Ygommuan brands deal slashing damage, but also contain a power cell that supercools the blade to inflict cold damage on targets. When the charge in the power cell runs out, the ygommuan brand will only deal slashing damage. Targets struck by an empowered hit must succeed on a DC 14 Constitution saving throw or have their movement speed reduced by 5 feet for one minute. Creatures with resistance or immunity to cold damage automatically succeed on this saving throw.

Xin Baton. The striking head of this sleek metal baton shimmers eerily when empowered. Every empowered hit causes bludgeoning and psychic damage. If the power cell loses all of its charge, the baton can still be used for attacks, but will only deal bludgeoning damage. A target struck by an empowered hit with this weapon must succeed on a DC 14 Wisdom saving throw or become frightened of the attacker for six seconds.

HEAVY MELEE WEAPONS

The following weapons are similar to traditional quarterstaves, but possess additional properties due to their Class-2 power cells. If the power cells lose their charge, the staves will only deal bludgeoning damage.

Characters have the option to engage the powered abilities of their alien melee weapons or only use them for their bludgeoning, piercing, or slashing effects. They must declare before making the attack whether or not the weapon is empowered. Unlike with an alien ranged weapon, an empowered melee weapon only expends charge from its power cell on a successful hit. Turning a weapon on or off in this manner requires a bonus action.

Heat Staff. A long metal shaft with a 10-foot reach, superheated to deal additional harm. When the heat staff is empowered, it deals bludgeoning and fire damage. On an empowered critical hit, the target is blinded for one minute.

Scavenged Staff. A homemade powered quarterstaff that bludgeons an opponent and deals a painful electric shock.



Shockwave Staff. A pole that can be used as a quarterstaff. The shockwave staff has a 10-foot reach and deals bludgeoning and thunder damage when empowered. A target struck by an empowered hit with this weapon must succeed on a DC 15 Strength saving throw or be pushed back 5 feet.

SPECIAL WEAPONS

All alien weapons that drastically differ in function from the normal rules of ranged or melee weapons are categorized as special weapons. All special weapons require Class-3 power cells to operate.

Blind Stunner. This ranged weapon fires an extremely bright beam of light at one creature. The creature takes radiant damage and is also blinded for 1 minute.

Chaos Launcher. Developed by the chance-loving ryolken, the chaos launcher alters matter at a subatomic level. The technology is completely unpredictable and can either harm or help a target, in line with ryolken socio-military doctrine on combat-as-entertainment. Consult the **Chaos** table on the next page to determine the weapon's effect.

Chaos

d100 Effect

01-04	The chaos launcher backfires. The user must roll on this table again and apply the effect to themselves rather than the target.
05-08	The 5-foot square beneath the target becomes slippery for the next minute. If the target tries to move, it must succeed on a DC 15 Dexterity saving throw or fall prone.
09-12	The target is teleported to an unoccupied space 20 feet away.
13-16	The target glows with a bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of the target is blinded until the end of its next turn.
17-20	For the next minute, the illusion of a medium ethereal creature appears. Every creature except the user of the chaos launcher within 30 feet that is aware of the ethereal creature must succeed on a DC 10 Wisdom saving throw or be frightened until the illusion fades.
21-24	The target's Strength ability score is increased by 6 for the next minute.
25-28	Roll a d20. The target's height decreases by a number of inches equal to the roll. They remain this height for the next 24 hours.
29-32	For the next minute, the target's AC is increased by 4.
32-36	The target is hit by a fireball, exploding in a 10-foot radius. All creatures within the fireball must take 9 (2d8) fire damage or succeed on a DC 18 Dexterity saving throw to halve the damage.
37-40	The target levitates for the next minute, hovering 1 foot above the ground. The target is unable to move from this space, perform any Dexterity (Athletics) checks and has a disadvantage on Dexterity saving throws.
41-44	The target's speed is doubled for the next minute.
45-48	A carbon spike is launched at the target, dealing 13 (2d12) piercing damage on a hit.
49-52	A cloud of thick mist forms around the target and spreads out in a 15-foot radius for the next minute. Any creature within the mist will have a disadvantage on actions that rely on vision. Creatures outside of the mist will not be able to see anything inside the mist.

d100 Effect

53-56	Roll a d20. The target's height increases by a number of inches equal to the roll. They remain this height for the next 24 hours.
57-60	The target melts into a puddle of goo. The target will reconstruct itself at the end of its next turn. If the target is a creature, it will be prone and unable to perform any action until the end of its next turn.
61-64	The target is surrounded by a bubble of hard carbon. No one can attack the target without first destroying the bubble, nor can the target attack anyone outside of the bubble. The carbon bubble has an AC of 16 and 20 hit points.
65-68	For the next minute, the target's AC is decreased by 4.
69-72	A loud ringing noise emanates from the target in a 20-foot radius until the end of the user's next turn. Any creature within that space must succeed on a DC 15 Constitution saving throw or become incapacitated until the ringing stops.
73-76	A physical duplicate of the target is created 5 feet away from the target. If the target is a creature, the duplicate will copy all of the target's actions. The duplicate will disappear after 1 minute.
77-80	The target's Dexterity ability score is decreased by 6 for the next minute.
81-84	A waking nightmare manifests itself in the target's mind for one minute. The creature must succeed on a DC 12 Wisdom saving throw on each turn until the effect wears off or become frightened. If the target is not a creature, there is no effect.
85-88	The target is teleported into the vacuum of space. At the start of their next turn, the target must make a DC 20 Constitution saving throw or take 9 (2d8) cold damage. A successful save will halve the damage. The target returns to the space they previously occupied or the nearest unoccupied space at the end of their next turn.
89-92	The target is unable to speak for the next minute. If the target is not a creature, there is no effect.
93-96	The target regains 2 hit dice.
97-00	The chaos is prolonged and randomization increased. Roll on this table at the start of each round for the next minute, ignoring this result on subsequent rolls.

Gravity Gun. This is a ranged device that can be used as a weapon or as a tool to lift and move objects. The target is held by the energy field a foot away from the barrel of the gun and its position will change relative to the position of the gun. The gravity gun can be used against one target at a time. The target must be size Large or smaller. On a hit, the target is lifted and suspended above the ground by the gravity gun. If the target is a creature, it may make a DC 18 Constitution saving throw to break free. The target will be held until the user takes another action to release it, or it breaks free with a successful saving throw. On its next action, the user can use the gravity gun to drop the target, causing no damage, or it can throw the target up to 50 feet away. The target takes 13 (2d12) bludgeoning damage when it lands.

Nitro Needler. The nitro needler shoots a quantum blast that temporarily alters the abilities of the target. The weapon can be set to **attack** or **assist** the target.

- **Attack.** The creature must make a DC 15 Constitution saving throw. On a failure, their speed is halved and their Dexterity ability score is reduced by 2. The creature can repeat this saving throw at

the end of each turn, ending both effects on itself on a success.

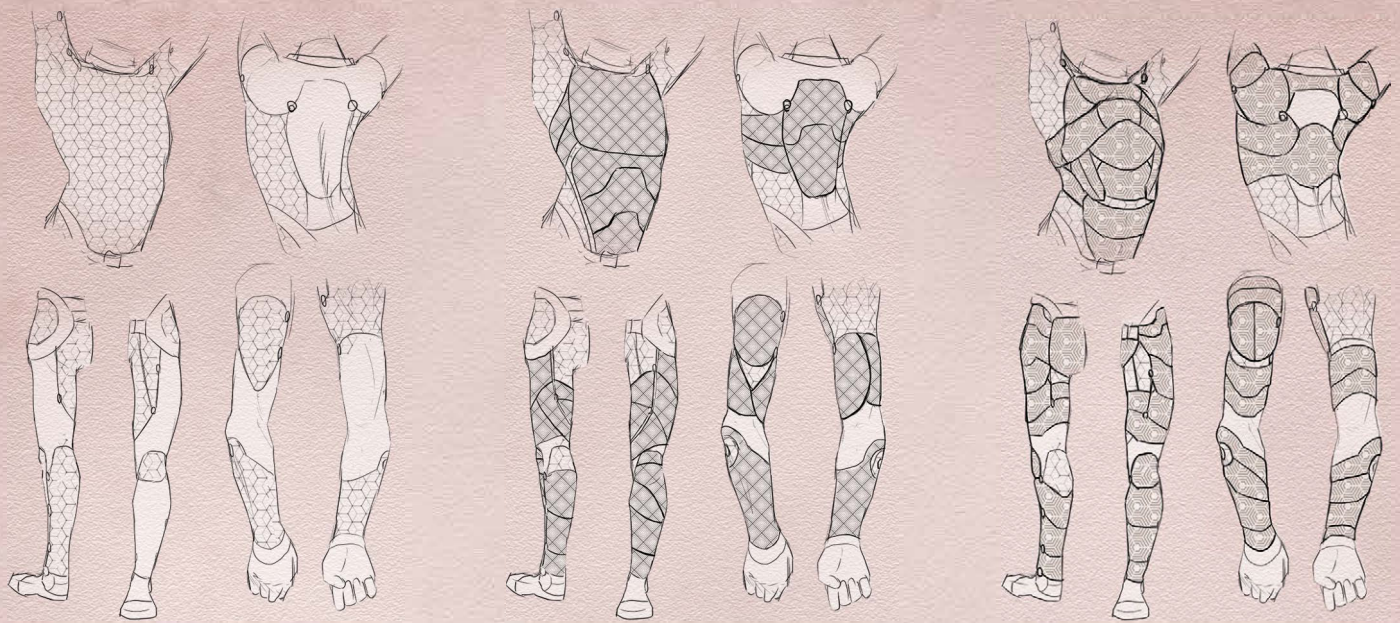
- **Assist.** The creature's speed is doubled and their Dexterity ability score is increased by 2 for 1 minute.

Scrambler. This weapon targets one creature and fires a powerful short-range electromagnetic pulse that scrambles the minds of both organic creatures and constructs in the five-foot square in front of the scrambler. The target must make a DC 12 Constitution saving throw or take psychic damage, radiant damage and be incapacitated. On a successful save, the creature takes half as much damage and isn't incapacitated. The creature may repeat the saving throw at the end of each of its turns. For every turn that the creature fails the saving throw, it will take 3 (1d6) psychic damage. The creature will remain in this condition until it succeeds on the saving throw.

The scrambler has a secondary effect. On an attack roll of 24 or higher that also beats the target AC, any advanced technology carried by the target or in the 5-foot square in front of the scrambler becomes nonfunctional for ten minutes.

CAT LONG
In memory of Larry Daniel





SKETCHY-ART

Uniform

Padded Uniform

Plated Uniform

ARMOR & SHIELDS

The aesthetic style of armor worn by the aliens of the Xin Federation will not vary from race to race, as guidelines for Federation armor are standardized. Within those restrictions, however, exist different types of armor with unique features and abilities. All Federation armor types are designed to protect against laser blasts, making them **resistant to radiant damage**.

Armors worn by non-Federation species may not share all of the traits of Federation armor. For example, the armor worn by cril scavengers and kalnean soldiers are not resistant to radiant damage. But it's a big universe! There are many aliens not mentioned in this book with armor, weapons, and technology without limit. Even those recognized in these pages are not limited by the information on their stat blocks. A cril may be wearing armor that he looted from a derelict Federation ship. A kalnean, desperate for superior protection, may take the suit off the body of a Federation soldier she killed in battle.

ARMOR PROFICIENCY

Most alien armor types adhere to standard proficiency rules. Anyone with the requisite anatomy can don a suit of armor or strap a shield to an arm, but it is proficiency that gives characters the knowledge to wear it effectively. If an adventurer wears armor that they are not proficient in, they have disadvantage on any ability check, saving

throw, or attack roll that involves Strength or Dexterity, and they cannot cast spells.

Standard alien armor categories include **Light**, **Medium**, or **Heavy Armor**, and **Shields**. But even within these categories, there are exceptions to the core proficiency rules. Any armor that uses a power cell can only be used if a player completes the necessary Intelligence checks to use it, as per Tech Comprehension rules [p71]. Even then, the adventurer will not be proficient with that armor unless they have an appropriate feat or are proficient in the tech class that corresponds to the power cell class used by the armor.

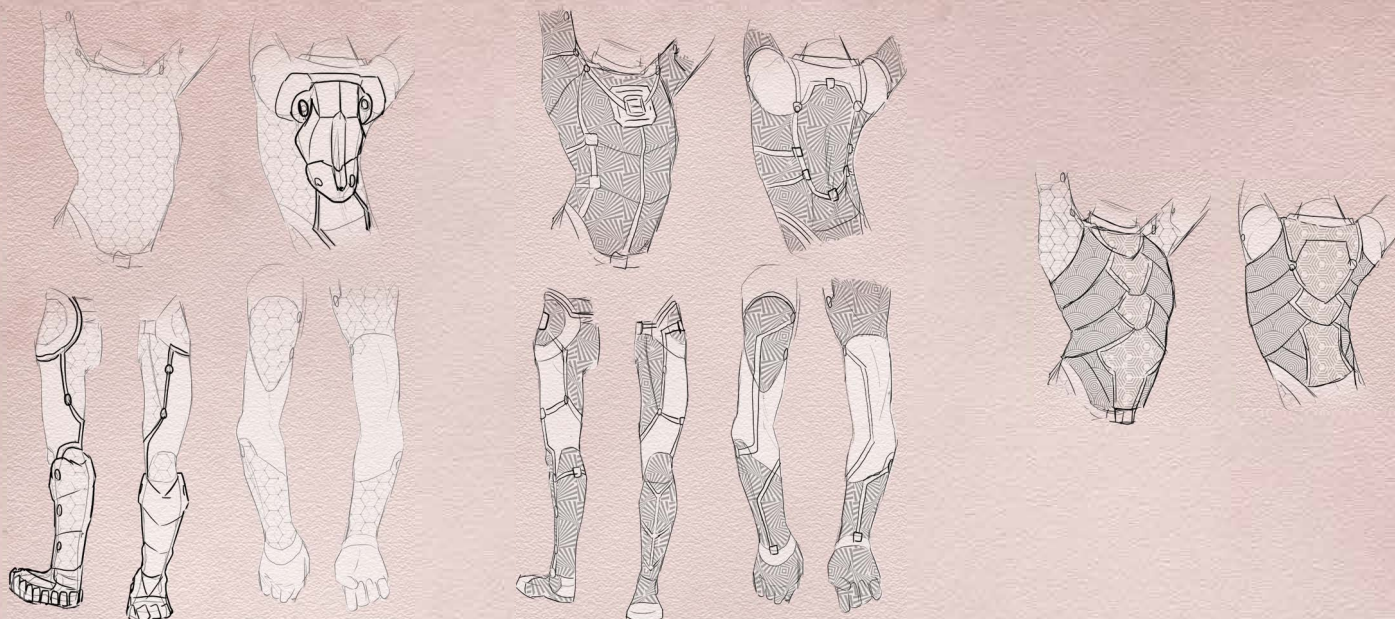
In addition to the three core armor categories, the aliens have brought with them something new: **Mechanized Armor**. Proficiency in this category is required to use the combat or engineer mech.

ARMOR DESCRIPTIONS

This section serves to provide a better understanding of the new armor types and their abilities. Each armor type is listed in its category below.

LIGHT ARMOR

While light armor may not provide the protection of heavier classes, most options allow the wearer to remain agile. When wearing light armor, a character adds their Dexterity modifier to the armor's base number to determine Armor Class. All light armors produced by the Xin Federation are resistant to radiant damage.



SKETCHY-ART

Gravity Shifter

Stealth Suit

Carbon Mail Armor

Gravity Shifter. This outfit gives the wearer the ability to walk on any surface without the restrictions of gravity. The user can walk on walls, ceilings, or any other surface without falling while the gravity shifter is activated. A character wearing this armor can use an action to activate or deactivate the gravity shift mode. The gravity shifter is the heaviest of the light armors, but it has been specially designed so that the weight will not impede movement. This suit requires a Class-2 power cell to operate in gravity shift mode. The power cell will be drained after 30 minutes of use in gravity shift mode.

Padded Uniform. This suit is a thin latex garment with extra padding to provide additional protection.

Plated Uniform. The plated uniform uses a latex outfit as its base, but it is covered in protective armor plating made out of a hard resin. Characters who wear this suit have a disadvantage on stealth checks.

Scavenged Light Armor. A set of light armor with added technology to assist with fine motor control. The wearer can use an action to activate the motion-assist function, an apparatus that stabilizes and guides the wearer's wrists and fingertips. Doing so grants the wearer advantage on Sleight of Hand skill checks. The Class-2 power cell runs out after 10 minutes of use.

Stealth Suit. This suit provides little protection against damage, but a character wearing the stealth suit can use an action to activate the suit's stealth mode. When activated, the

suit will bend light, making the wearer appear invisible. The stealth suit will not hide sounds, smells or even the character's shadow. An activated stealth suit grants the user the traits of the *Invisible* condition.

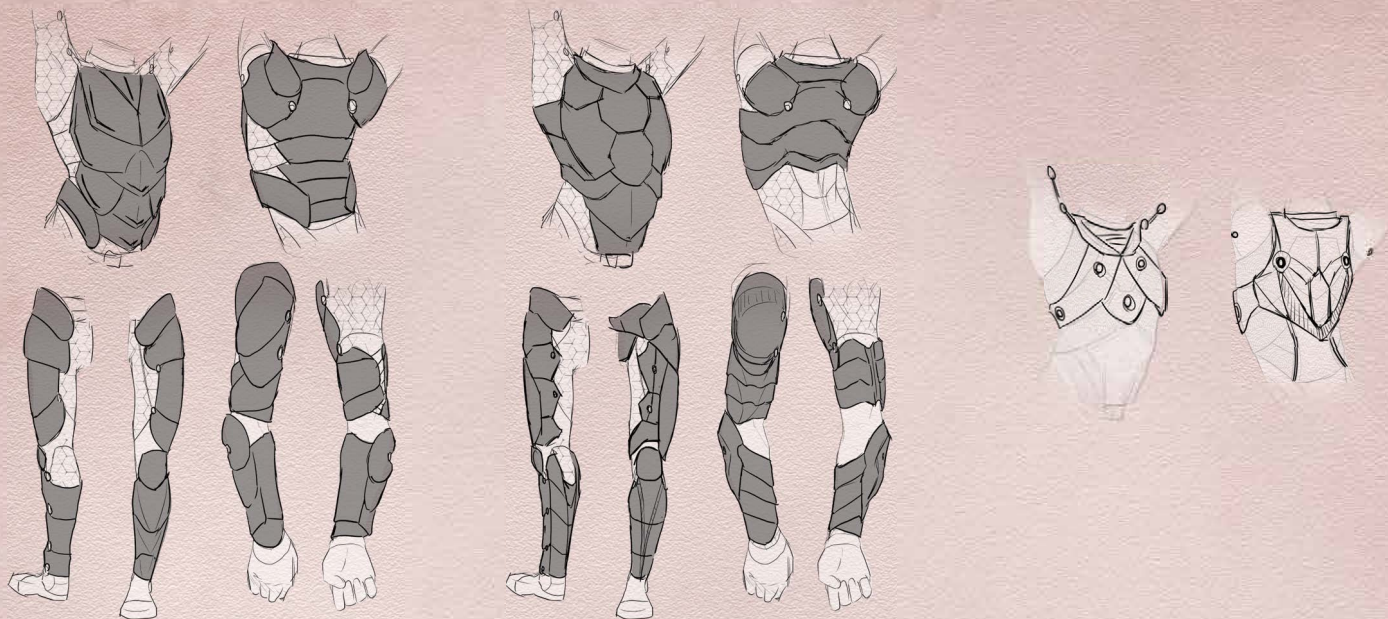
Uniform. The uniform is a thin latex garment that provides very little protection, and serves as the universal jumpsuit over which all other Xin Federation armor types are built. Non-Federation aliens may not build their armors for use with such a base suit. The standard Federation uniform for extra-terrestrial explorers and conquerors is silver with a burgundy hex pattern. It is covered with small connection points which can be used to attach padding, plating or other features.

MEDIUM ARMOR

Medium armor offers more protection than light armor. However, these suits are more likely to impede movement and stealth. When wearing medium armor, a character adds their Dexterity modifier, up to a maximum of +2 points, to the armor's base number to determine Armor Class. Every type of medium armor issued to Federation soldiers is resistant to radiant damage.

Carbon Mail Armor. This armor has a vest made of interlocking carbon rings. The arms and pants are padded latex.

Carbon Plated Combat Suit. Made from a latex garment with an outer layer of shaped carbon plates that cover most of the wearer's body. A character may reduce any bludgeoning damage taken while wearing this



SKETCHY-ART

Carbon Plated Combat Suit

Nanoweave Combat Suit

Force Shield Armor

armor by 1d4. Additionally, this armor uses a Class-2 power cell to empower the limbs of the suit, granting the wearer a +1 bonus to all combat checks. The power cell will be drained after 20 attacks using this feature. Characters who wear this suit have disadvantage on stealth checks.

Nanoweave Combat Suit. This armor uses a latex suit as an under layer. On the outside are shaped lightweight nanoweave plates and mail that cover most of the wearer's body. Characters who wear this suit have disadvantage on stealth checks.

Scavenged Medium Armor. A set of medium armor with added technology that provides jet pulses in time with the wearer's movement to increase movement speed by 5. The Class-3 power cell runs out after 10 minutes of use.

HEAVY ARMOR

Heavy armor offers the best protection of the three core armor categories. These suits protect the wearer from head to toe, covering the whole body. Armor types in this category are heavy and bulky, requiring adequate strength to wear them. As with light and medium armor, Xin Federation heavy armor is resistant to radiant damage, thus offering extra protection against laser blasts.

Force Shield Armor. A nanoweave plated uniform. Strapped to the back is a shield generator with a built-in power cell charger. A character may use an action to activate or deactivate the generator. When activated,

the generator creates a force shield that envelopes the character's entire body just above the surface of the uniform.

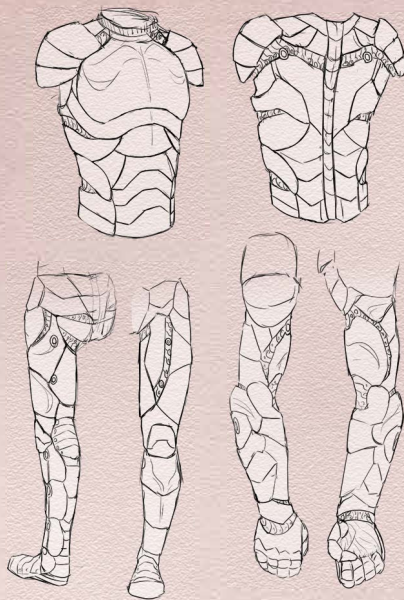
This suit requires a Class-2 power cell to operate the force shield. The power cell will be drained after five minutes of use. When the shield is activated, the wearer's Armor Class is 20. When deactivated, the wearer's Armor Class is 16.

If a character makes an unarmed strike with the force shield activated, the target takes an additional 5 (2d4) lightning damage.

To wear this armor, a character must have a Strength ability score of 13 or higher. Characters who wear this armor have disadvantage on stealth checks.

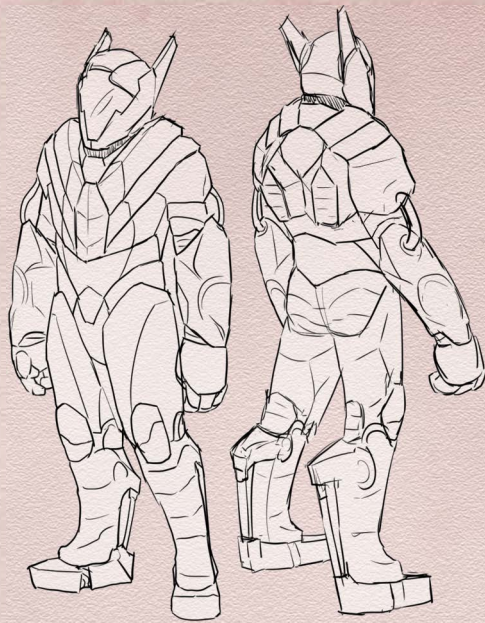
Nanoweave Plated Armor. This armor features a specially-designed mesh of interlocking layered plates intended to resist physical breach when subjected to piercing force. It grants the wearer resistance to piercing and slashing damage. Characters who wear this armor have a disadvantage on stealth checks.

Scavenged Heavy Armor. A set of modified heavy armor with added technology that releases an electric charge dealing 1d4 lightning damage against the attacker whenever the wearer is struck by a melee attack. If struck underwater, this feature shocks the wearer as well. This armor grants the wearer resistance to lightning damage. The power cell runs out after 10 minutes of use.



SKETCHY-ART

Nanoweave Heavy Plated Armor



Mech Suit

MECHANIZED ARMOR

Mechanized armors are bulky robotic exoskeletons that grant the wearer extra strength, speed and protection. Due to its large size and total enclosure, a character's racial and class features (besides skill and ability modifiers) are suppressed wearing mechanized armor. Spells with somatic components cannot be cast while operating mechanized armor.

A suit of mechanized armor has its own set of hit points that must be depleted before any damage can be done to the character underneath.

Mechanized armor suits or "mechs" have a rotating store of Class-4 power cells and chargers, so their power will never be drained unless the suit is badly damaged. Proficiency in mechanized armor is required to operate these suits.

Combat Mech. The combat mech has an AC of 18, speed of 30 ft. as well as 210 (20d10) hit points. It also gives the user access to mech-exclusive weapons and features. If a mech's hit points are depleted, the suit is 'dead' until repaired. A dead suit is inoperable and will not respond to the attempted actions of its pilot, who is incapacitated until they use an action to exit the suit. While in a dead suit, characters can no longer use any of the mech's features and must rely on their own stats, weapons, and armor.

- **Mech Strength.** When in use, the combat mech adds gives the pilot a Strength ability score of 22.

- **Mech Immunity.** While wearing the combat mech, the character is immune to necrotic and poison damage.
- **Mech Resistance.** The combat mech has resistance against cold, fire, radiant, slashing, and thunder damage.
- **Lightning Vulnerability.** If the combat mech suit is hit by an attack dealing lightning damage, half of the damage will reduce hit points on the suit and the other half is transferred to the pilot.
- **Multiattack.** The character makes two melee attacks, three ranged attacks, or one melee and one ranged attack.
- **Mounted Repeater.** A ranged weapon mounted to the mech's right arm that fires repeating laser blasts 100/200 feet at one target. A hit causes 6d8 radiant damage.
- **Mounted Tracer Rocket Launcher.** A ranged weapon mounted to the mech's left arm that fires a tracer rocket 250/500 feet at one target. A hit causes 5d8 fire damage. If the target is a creature, it must make a DC 20 Dexterity saving throw. On a success, the creature takes half damage.
- **Robot Strike.** The character can use the mech's arms or legs to strike a target with a reach of 10 feet. On a hit, the target takes 3d10 bludgeoning damage.
- **Frightful Presence.** Each creature of the wearer's choice that is within 120 feet of the combat mech and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or

the effect ends for it, the creature is immune to the combat mech's Frightful Presence for the next 24 hours.

Engineer Mech. The engineer mech has a speed of 30 ft. as well as 126 (12d10) hit points. It also gives the user access to mech-exclusive features and actions. If the mech's hit points are depleted, the character is incapacitated as long as they remain inside a dead mech suit and they can no longer use any of the mech's features. They must use an action to exit the mech.

- **Mech Strength.** When in use, the engineer mech adds gives the pilot a Strength ability score of 22.
- **Mech Immunity.** While wearing the engineer mech, the character is immune to necrotic and poison damage.
- **Mech Resistance.** The engineer mech has resistance against cold, fire, and piercing damage.
- **Lightning Vulnerability.** If the engineer mech suit is hit by an attack dealing lightning damage, half of the damage will reduce hit points on the suit and the other half is transferred to the pilot.
- **Expert Engineer.** The engineer mech has built-in tools that can repair any item of alien technology. A character wearing

the engineer mech has advantage on Intelligence checks to repair alien objects.

- **Multiattack.** The character makes two melee attacks.
- **Robot Strike.** The character uses the mech's arms or legs to strike a target with a reach of 10 feet. On a hit, the target takes 3d10 bludgeoning damage.
- **Frightful Presence.** Each creature of the wearer's choice that is within 120 feet of the combat mech and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the combat mech's Frightful Presence for the next 24 hours.

SHIELDS

The aliens of the Xin Federation do not use slabs of conventional protective material as shields like some of the primitive races on the planets they conquer. Instead, they rely on force shield technology to generate a protective energy barrier.

TAYLOR CHRISTENSEN



Name	Armor Class (AC)	Strength	Stealth	Weight	Power Cell
Light Armor					
Uniform	10 + dex	—	—	5 lb.	—
Padded uniform	12 + dex	—	—	7 lb.	—
Plated uniform	13 + dex	—	Disadvantage	13 lb.	—
Stealth suit	10 + dex	—	—	15 lb.	Class-2
Gravity shifter	12 + dex	—	—	20 lb.	Class-2
Scavenged light armor	base + dex	—	—	base + 5 lb.	Class-2
Medium Armor					
Carbon mail armor	14 + dex (max 2)	—	—	13 lb.	—
Carbon plated combat suit	14 + dex (max 2)	—	Disadvantage	17 lb.	Class-2
Nanoweave combat suit	15 + dex (max 2)	—	Disadvantage	25 lb.	—
Scavenged medium armor	base + dex (max 2)	—	Disadvantage	base + 10 lb.	Class-2 (2x)
Heavy Armor					
Nanoweave heavy plated armor	16	—	Disadvantage	40 lb.	—
Force shield armor	16/20	Str 13	Disadvantage	58 lb.	Class-2
Scavenged heavy armor	base	Str 15	Disadvantage	base + 20 lb.	Class-3
Mechanized Armor					
Engineer mech	17	+6	Disadvantage	1,050 lb.	Class-4
Combat mech	18	+6	Disadvantage	1,030 lb.	Class-4
Shield					
Force shield	+2	—	—	32 lb.	Class-2
Bubble shield	+3	—	Disadvantage	33 lb.	Class-2

† Mechanized armor suits carry their own weight when operational.

Bubble Shield. A force shield bubble appears around the creature, increasing its AC by 3 for 1 minute or until the creature uses a bonus action to deactivate the bubble shield. Any objects in the path of the bubble when it's activated will be repelled upon activation, or, if the object is larger, the user will be repelled from the object. Weapons with a 10 foot reach that exceed the bounds of the shield must be dropped before activation or they will be cut in half. Energy weapons (laser, plasma, thunder, etc.) can be fired from within the shield but physical projectiles will be stopped. The bubble shield uses power from a Class-2 power cell in short bursts. After the shield has been deactivated, the user must let it recharge for two turns before activating it again.

Force Shield. This shield projector is mounted on a character's arm in the manner of a standard shield. The force shield uses a Class-2 power cell to generate a protective energy field inside the metal frame of the shield, increasing the user's AC by 2. The force shield can be active for the length of time that its user would be awake on a standard day, but the power cell must be recharged during a short rest.

The shield can be used to make a Shield Bash melee weapon attack against one creature in an adjacent space. A hit causes 2 [1d4] bludgeoning damage plus 4 [1d8] lightning damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

A force shield cannot be used in conjunction with a bubble shield. The frequencies of the two force fields will conflict and cause one to deactivate, the choice of which can be made at the Game Master's discretion.

AUGMENTATIONS

Cybernetic devices, often referred to as **augmentations**, are pieces of alien technology that are embedded in or installed on a creature's body to augment existing abilities or provide entirely new ones. These devices interface directly with the creature's mind and are controlled by the creature as if the implant were another part of the creature's body.

All augmentations have built-in specialized power converters that use the host's excess

thermal and electrical energy to recharge while they sleep or otherwise rest.

AUGMENTATION PROFICIENCY

If a character has proficiency in Class-3 technologies or has the Self-Care feat (p73), they have proficiency with augmentations. Proficiency allows the character to properly install any alien cybernetic device without having to roll a skill check. Such a character understands the installation procedure and will be able to correctly install or implant the augmentation, at which point, the device will make the appropriate internal connections to interface with the character's mind. Many augmentations will be visible on the surface of the creature using them, but some are fully implanted under the skin, resulting in unsightly lumps.

Attempting to implant a cybernetic device without proficiency can be very difficult. A character must first succeed on the appropriate number of Intelligence checks to understand the technology. For more information, see the **Tech Comprehension** table (p71). Once the technology is under-

stood, the player can then roll another check to attempt to implant the device.

The results of any attempt shall be determined by the **Installing Cybernetic Devices** table below. After two failed attempts to implant a cybernetic device, the augmentation will be destroyed.

Installing Cybernetic Devices

Int. or Dex. Check	Result
1	Device is damaged beyond repair; character takes 1d6 fire damage plus 2d8 piercing damage
2-8	One failure; character takes 1d8 piercing damage and has disadvantage on next check
9-12	One failure; character takes 1d4 piercing damage
13-17	One failure
18-20 or higher	Success; character implants the cybernetic device

AUGMENTATION DESCRIPTIONS

This section serves to give the reader a better understanding of the different types of implanted cybernetic devices and their abilities. An augmentation cannot function if the requisite limb or organ is non-functional.

Aqua Breather. This device is attached to a character's throat. It operates like a fish's gill and separates oxygen from water, allowing them to breathe while submerged in a body of water.

Bionic Arm. This device is a small polymer sleeve that anchors to the user's humerus bone or equivalent and provides robotic enhancement to a character's arm through a synthetic musculature framework. A successfully attached bionic arm increases a player's Strength ability score by 2 points, to a maximum of 20.

An unarmed strike made using a bionic arm will deal 7 (2d6) bludgeoning damage.

Adding a second bionic arm will increase the player's Strength ability score by an additional 2 points.

Due to the power draw on the user's limb, a bionic arm device cannot be added to an



DAVID
SUTHERLAND

arm that already has the wrist rocket enhancement.

Bionic Leg. Similar to the bionic arm, this device is a polymer sleeve attached to a character's thigh that increases a player's speed by 5 feet. Additionally, the player will have advantage on any saving throw against an action that might knock them prone.

An unarmed strike made using a bionic leg will deal 9 [2d8] bludgeoning damage.

Adding a second bionic leg will increase the player's speed by an additional 5 feet.

Dead Eye. This cybernetic lens is attached over a character's orbital socket. It interfaces with their brain for advanced targeting assistance. A player with the dead eye implant has advantage on all attack rolls to hit with ranged weapons.

A dead eye implant cannot be added to an eye that already has the night vision device implanted.

Learner's Chip. This augmentation is a small microchip placed under the skin just behind the ear. The learner's chip enhances a character's ability to learn and retain knowledge. Players with the learner's chip increase their Intelligence ability score by 2 points and decrease the amount of downtime training time required to become proficient in a skill by 50%.

Motion Sense. This augmentation is a small sensor that interfaces with a character's brain, allowing them to see moving objects by monitoring tiny vibrations in surrounding terrain. The motion sense device is implanted in a character's spine at the base of the skull. A character with the motion sense device can detect moving creatures or objects even if the subjects are invisible, shrouded by darkness, or obscured by other objects at a range of 60 feet. It cannot detect extra-planar movement.

Night Vision. This cybernetic device is installed over a character's orbital socket and gives them Darkvision with a range of 120 feet.

A night vision implant cannot be added to an eye that already has the dead eye device.

Translator. This device connects to a character's brain at the temple. It allows that character to speak and understand a spoken language after listening to at least two minutes of conversational speech in that language. The translator does not aid in understanding writing. Language proficiencies gained through the translator are lost if the translator is removed.

Wrist Rocket. This augmentation is a cybernetic enhancement that adds a small projectile launcher to a character's forearm. The wrist rocket can hold 2 rockets. After both rockets are fired, it must be reloaded before firing again. Reloading requires the use of an action. The wrist rocket has a range of 100/200 and deals 22 [5d8] fire damage on a hit.

A wrist rocket cannot be added to an arm that already has the bionic arm enhancement.

VEHICLES & TRANSPORTATION

Much like horses and carriages, alien vehicles enable characters to move quickly over the landscape. Additionally, vehicles can carry gear and items to keep a character from becoming over-encumbered with treasure and tools.

Hover vehicles like the scooter and rover float above solid and liquid surfaces by means of anti-gravity repulsors. Aero-vests use rockets to achieve lift, and shuttles use a combination of the two technologies.

Like other tool proficiencies, vehicle handling is not tied to a specific skill or ability, since tool proficiency represents broad understanding of the tool outside narrow contexts. Such checks are made as situationally-determined ability checks at the GM's discretion.

Basic information about individual vehicles can be seen in the **Vehicles** table on the next page, and detailed information can be found in the **Vehicle Descriptions** section.

Vehicles

Item	Power Cell	Speed	Carrying Capacity
Aerovest	Class-3	100 ft.	300 lb.
Scooter	Class-4	360 ft.	350 lb.
Scavenged Flitter	Class-3 (2x)	250 ft.	300 lb.
Scavenged Skimmer	Class-4	300 ft.	2,000 lb.
Rover	Class-4	300 ft.	5,000 lb.
Shuttle	Class-5	2,100 ft.	15,000 lb.

When characters operate vehicles, consider having them make appropriate skill checks when performing difficult maneuvers or piloting under challenging circumstances.

VEHICLE PROFICIENCY

All alien vehicles use Class-3, 4, or 5 power cells, which means that a player must have proficiency in either those technology classes or with alien vehicles to add their proficiency bonus to any related rolls.

When a character has proficiency, they may operate vehicles and conduct simple maneuvers without mandatory skill checks. In order to operate alien vehicles without proficiency, a player must first complete the necessary Intelligence checks to understand the relevant technologies. See the **Tech Comprehension** table [p71] for details.

VEHICLE DESCRIPTIONS

This section serves to give a Game Master and the players a better understanding of the different types of alien vehicles and corresponding abilities.

While a pilot may successfully operate a vehicle without making a check, more difficult maneuvers - such as evasive action - may require additional skill checks, subject to GM discretion.

Game Masters may want to raise the DC on alien vehicle operation-related checks (including piloting and gunnery) if the operator is not proficient in alien vehicles.



Aerovest. Though not strictly a vehicle, the aerovest is a mode of transportation rooted in advanced technologies. The aerovest is secured to a character via shoulder straps, like a knapsack. A character wearing the aerovest can use a bonus action to activate the vest and fly in any direction for one minute, or until they use a bonus action to deactivate propulsion. The top flying speed of the aerovest is 100 feet. To keep equipment weight low, the vest lacks a dedicated safe-descent system. Accordingly, Federation commandos often use aerovests as single-use tools. A common tactic involves using the vests to zip behind enemy lines, cut themselves loose upon reaching their target location, and drop-roll the remaining distance into combat to take enemies by surprise. Such a maneuver turns the discarded aerovests into crude unguided rockets that then fly out of control until they hit something and explode. However, the vests sometimes fail to detonate on impact and are salvaged by enemy forces.

The aerovest uses a Class-3 power cell which must be recharged or replaced after five minutes of flight.

The aerovest has an Armor Class of 12 when stationary and 22 (4d10) hit points. When in use by a character, the aerovest has the same AC as the user.

AEROVEST

Small alien vehicle

Armor Class 12 (or same as user)

Hit Points 22 (4d10)

Speed fly 100 ft.

Damage Resistances fire, thunder

Damage Immunities poison, psychic

Flight. As a bonus action, the user can activate their aerovest and fly up to 100 feet in any direction. The aerovest can sustain flight for 1 minute or until the user deactivates it as a bonus action. The aerovest uses a Class-3 power cell which must be recharged or replaced after 5 minutes of flight.

Difficult Landing. The aerovest lacks a safe-descent system. If attempting a landing from higher than 10 feet in the air, the user must steady their descent by making a DC 12 Dexterity saving throw, taking 1d6 bludgeoning damage upon landing on a failed save for every 10 feet they fell to a maximum of 20d6.

Rover. The rover is a small troop transport designed to safely convey up to six small or medium creatures to and from battle.

This vehicle hovers two to three feet above the ground and moves at a top speed of 300 feet (30 miles per hour). It has an Armor Class of 15 when stationary and 110 (10d20) hit points.

A rover uses a Class-4 power cell and can drive for two hours before the power cell must be recharged or replaced. Many rovers are modified to contain more cell slots, up to 10. If all of the slots are filled by charged power cells, the rover can drive for 20 hours without stopping to recharge or replace the depleted power cells.

ROVER

Large alien vehicle

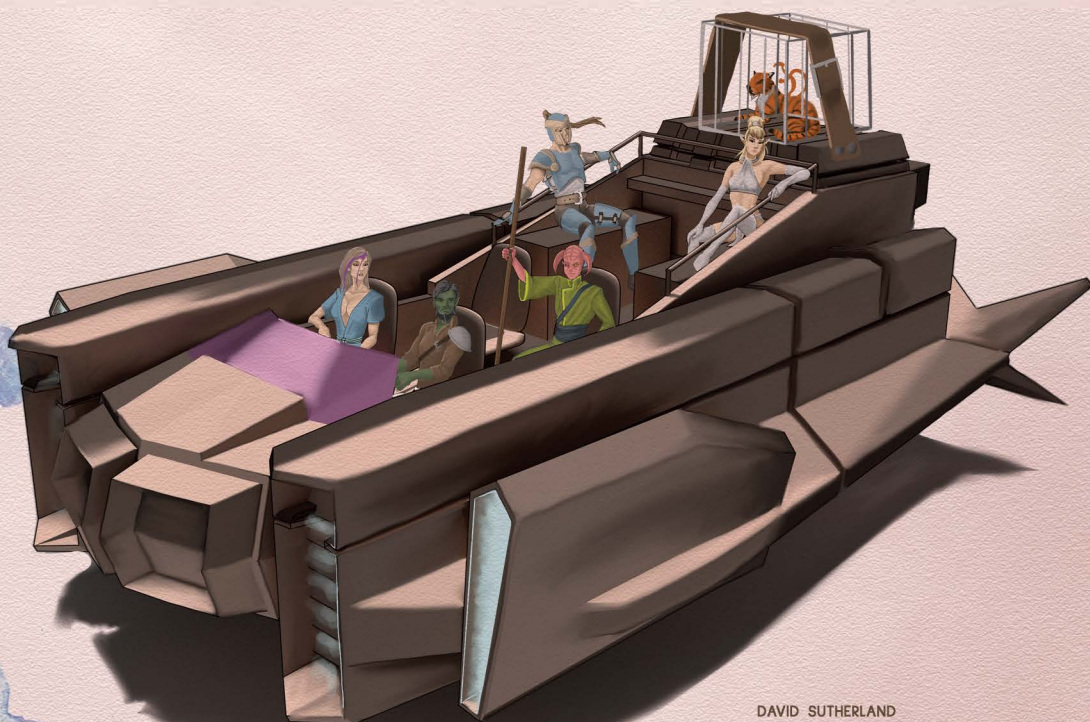
Armor Class 15

Hit Points 110 (10d20)

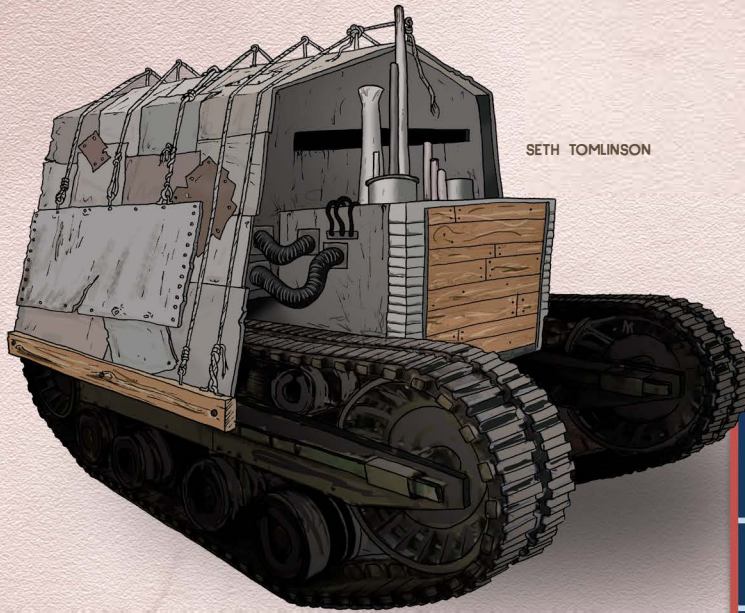
Speed 300 ft. (35 mph.)

Damage Resistances fire, radiant

Damage Immunities poison, psychic



DAVID SUTHERLAND



Scavenged Skimmer. A heavily armored vehicle consisting of an enclosed metal box behind and engine. The entire contraption is mounted to a chassis and is propelled by a continuous track system. It can carry up to six passengers and several hundred pounds of cargo, but the skimmer's inexperienced construction makes executing complex maneuvers exceptionally difficult, especially when carrying cargo.

It has an Armor Class of 16 when stationary and 78 [12d12] hit points.

SCAVENGED SKIMMER

Large alien vehicle

Armor Class 16

Hit Points 104 [16d12]

Speed 300 ft. [35 mph.]

Damage Immunities poison, psychic

Encumbered. When carrying more than 1000 lbs., any attempt to maneuver the scavenged skimmer is made with a -2 penalty to the accompanying skill check.

Scavenged Flitter. A monstrosity of bare-bones vehicular engineering, the flitter is essentially a two-seater saddle mounted atop a crude jet engine and is designed only to move in a straight line from Point A to Point B. Attempting to maneuver the scavenged flitter in any manner other than in a straight line while moving at a speed of 125 feet or higher automatically imposes disadvantage on the accompanying skill check.

The flitter has an Armor Class of 12 when stationary and 44 [8d10] hit points.

SCAVENGED FLITTER

Medium alien vehicle

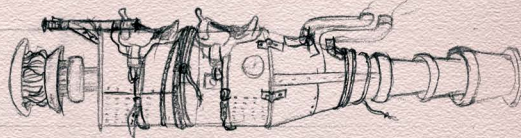
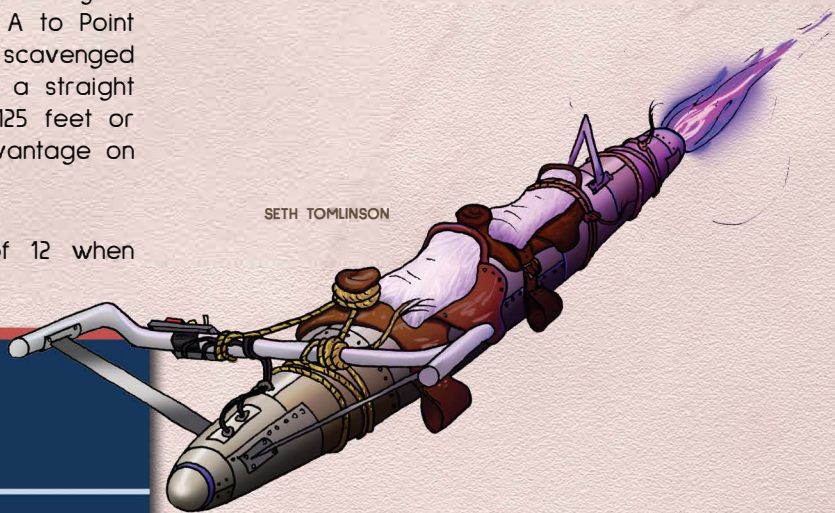
Armor Class 12

Hit Points 44 [8d10]

Speed 250 ft. [30 mph.]

Damage Immunities poison, psychic

Straight Shot. When moving at a speed of 125 feet or more, any attempt to maneuver the scavenged flitter is made with disadvantage.





DAVID SUTHERLAND

Scooter. This vehicle is designed to convey a single small or medium creature, but can accommodate an additional rider in a pinch. It can carry two small creatures [such as buewix or mynsy attack teams] at full speed, one medium and one small at 3/4 speed, or two medium creatures at half-speed.

The scooter does not 'fly', but hovers about a foot above the ground by default. The driver can vary the height by up to a foot in either direction to avoid small obstacles; the scooter itself cannot automatically dodge obstructions [such as large rocks or wreckage], but will automatically adjust for changes in slope. Its top speed is 360 feet per round [40 miles per hour]. It has an Armor Class of 14 when stationary and 52 [8d12] hit points.

A factory-new scooter uses a single Class-4 power cell and can drive for 4 hours before the power cell must be recharged or replaced. However, many xin expeditionary units found this range unsatisfactory and modified their scooters with up to three additional cell slots, for a total of four. If all slots are filled by charged power cells, a scooter can drive for 16 hours before stopping to recharge or replace the cells.

SCOOTER

Medium alien vehicle

Armor Class 14

Hit Points 52 [8d12]

Speed 360 ft. [40 mph]

Damage Resistances fire

Damage Immunities poison, psychic

Shuttle. This flying vehicle can hover above the ground and fly into the atmosphere or space. It is designed to convey troops and supplies back and forth from a ship in orbit, not for long-term flight in the vacuum. Once outside of the atmosphere, the shuttle's power cells will drain quickly to sustain life support functions. A fully-powered shuttle will lose power in half the time it would take to deplete its power cell[s] in the atmosphere.

To operate at peak efficiency, the shuttle requires at least two willing crew members: a navigator and a gunner, each of whom must succeed on the standard Intelligence checks required to understand alien technology [p71] or have proficiency with alien vehicles. If these two crew members do not have proficiency with alien vehicles, any skill checks they make related to operating the shuttle are made without their proficiency bonuses. The shuttle can carry up to 15 large creatures, or 20 medium or small creatures. All other ship functions, such as boarding ramp release, charging ports, and communications suite, cannot be accessed by the navigator or gunner while they are attending to their stations and should be handled by additional crew.

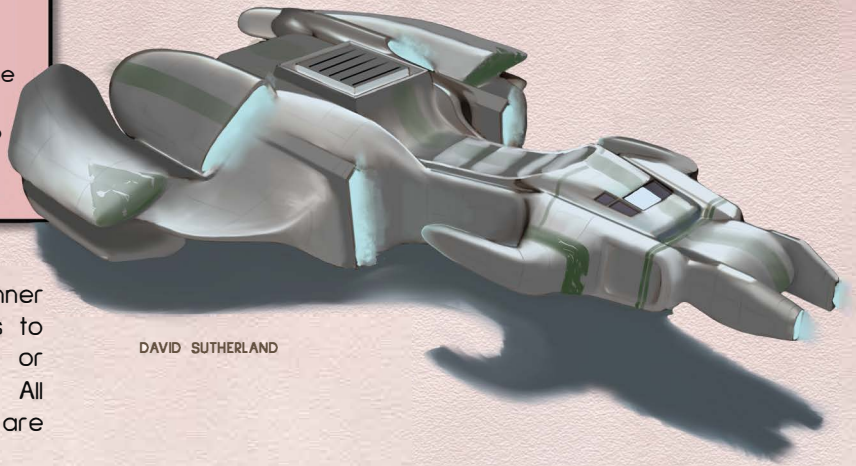
The shuttle flies at a top speed of 2100 feet or 240 miles per hour. It also has a variety of features and abilities that can be seen on its stat block.

A shuttle uses a Class-5 power cell and can operate for six hours continuously, after which the power cell must be recharged or replaced. Xin regulations prohibit installation of more than one Class-5 power cell except in emergencies. Though more cells and chargers can be added to a shuttle using an alien toolkit. Additional installed power cells will each add another six hours of flight time.

While the shuttle is flying, depleted cells can be swapped out and charged by a portable charger (if one is available) while the craft is in operation, so long as at least one charged cell remains in use to power the craft. With such continuous charging, a shuttle can theoretically stay airborne indefinitely.

Class-5 power cells are very rare due to the Federation's strict regulation of their most powerful technologies. Use this information to make it a challenge for characters to earn their ultra powerful, flying fortress!

Crew members in the navigator or gunner stations may add their Dexterity modifiers to skill checks related to piloting the shuttle or operating the shuttle's ranged weaponry. All other shuttle-related skill checks are determined at the GM's discretion.



DAVID SUTHERLAND

SHUTTLE

Gargantuan alien vehicle

Armor Class 18

Hit Points 341 (31d20)

Speed fly 2100 ft. (240 mph.)

Damage Resistances bludgeoning, cold, fire, piercing, plasma, radiant, slashing, thunder

Damage Immunities poison, psychic

Challenge 20 (25,000 XP)

Evasive Target. When flying at a speed of 100 feet or faster, any attacks made against the shuttle from the ground have disadvantage. The shuttle has disadvantage on attack rolls against ground targets made while flying at a speed of 100 feet or faster.

All Hands On Deck. If only one crew member is on board, they must decide to crew either the navigation or gunnery station. On their turn, they may elect to switch stations. If they do so, they may only make a single ranged weapon attack (gunnery) or move up to half the shuttle's speed (navigation) during that turn, due to the time required to switch positions. Staying at one station for more than one turn allows the full use of its capabilities on the next turn; until they switch stations, remaining at the same position allows full movement speed (navigation) or two ranged weapon attacks (gunnery).

Actions

Multitask. The shuttle's gunner can make two ranged weapon attacks.

Mounted Laser Cannon. *Ranged Weapon Attack:* range 500/1000 ft., one target. *Hit:* 26 (4d12) radiant damage.

Torpedo (Recharge 5-6). *Ranged Weapon Attack:* range 750/1500 ft., one target. *Hit:* 58 (9d12) fire damage.

Engine Blast. The shuttle hovers less than 30 feet above an area and revs its engines. Every creature within a 20 foot radius below the shuttle must succeed on a DC 18 Dexterity saving throw or take 7 (2d6) fire and 10 (3d6) force damage and be knocked prone. On a successful save, the creature takes half the damage. The shuttle's flying speed then becomes zero until the start of its next turn.

Scan for Lifeforms. The shuttle's navigator uses the scanner system to search the world below and detect any invisible or hidden targets on the same plane as the shuttle. The scanner cannot penetrate a layer of lead at least two inches thick.

Acquire Target. The shuttle's gunner uses the scanner system to lock on to a single target. This gives the shuttle advantage on any attack made against that target until the end of the shuttle's next turn. The target must be either visible within the shuttle's line-of-sight or identified by Scan for Lifeforms.



CHAPTER 4: OTHER EQUIPMENT

A LIEN ITEMS ARE NOT OF this world, and consequently will generally not be found in the bustling marketplace of even the largest city or town — unless that area has survived an alien invasion, or has traded with others who have.

Not all equipment or loot falls into the categories found in the previous chapter. Federation invaders, like most conquerors, bring with them many personal items ranging from tools to toys and everything in between.

Alien equipment can be found stashed in vehicles, in chests by an encampment, or on the bodies of fallen alien soldiers.

EQUIPMENT

This section describes items with special rules or uses. Most items in this section do not require proficiency. Exceptions include the alien toolkit, energy restraints, and any musical instruments.

For simple items that do little other than add to the flavor of a room or story, see the **Trinkets** section in this chapter (p68).

Aglothian Harp. A seemingly simple harp with fewer strings than a traditional non-alien harp. When played underwater, it produces an unexpectedly beautiful sound that can charm Medium or smaller fish into obeying simple commands by attuning them to the user's brain waves.

Alien Toolkit. Most repairs to alien technology benefit from this set of advanced tools. The kit includes everything necessary for diagnosing and fixing basic malfunctions in alien devices and vehicles. Ability to repair alien technology requires proficiency in the alien toolkit and proficiency in that item's technology class.

Bo 'polne Mucus. Mucus extracted from a bo 'polne is initially stored in a vial due to the small amount that can be safely extracted from each bo 'polne in a single session but it can be found in larger quantities. It is commonly stored in a 2 gallon jug weighing 20 lb. As an action, the contents of this vial or jug can be splashed onto a creature within 5 feet of the caster or the vial can be thrown up to 20 feet, shattering it on impact. The container can be thrown up to 10 feet. In either case, a ranged attack is made against a creature or object, treating the mucus as an improvised weapon. On a hit, the target takes 1d6 acid damage from a vial or 6d6

from a jug. If a jug hits a creature, the creature must succeed on a DC 12 Strength saving throw or be glued to the ground for 1 minute, taking an additional 3 [1d6] acid damage for each round that it's bound. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Book. While most records are kept on computerized systems, physical books still exist in Xin society, albeit mainly as relics of a less efficient time. New books are largely unheard of, though rumors persist that the wealthy and powerful sometimes use books to store information too personal or sensitive for breachable modern formats.

Chest. A large chest made of alien metal. Some chests require codes to open, others require keys, and still others have no lock and require creative problem-solving to open. Without the key or code, a creature proficient with thieves' tools can pick this lock with a successful DC 20 Dexterity check.

Communication Pad. This item can be used to send, receive, and store messages. The device is powered by a Class-1 power cell. Its charge depletes after a day of use and must be recharged to send and receive data. Federation communication pads all use the written Xin language. In order to use such a device effectively, a character must be able to write and understand Xin. Ability to operate this item, as granted through Intelligence checks [p71] will not give the user understanding of Xin.

Conquest Trap. A small piece of transparent plastic with an attached millimeter-thin ring of metal. This ring wraps around a pressure plate on the front, and has a quick-set adhesive on the back. The plastic frame is designed to automatically affix to an immobile surface such as a floor or wall. On the plate sits a modular grip for a small piece of bait, such as a coin or gem. An action is required to properly place the bait and hold the trap against the intended surface, which secures and sets the trap.

When the plate or bait is stepped on or touched by a victim of small or medium size, the hair-trigger metal loop closes around the appendage touching the trap. A creature that thus sets off the trap must succeed on a DC 15 Dexterity saving throw or be bound to the trap and restrained. A bound creature can

use its action to make a DC 20 Strength check, freeing itself on a success and taking 1d4 slashing damage on a failure as the loop cuts into flesh. Suspicious creatures specifically investigating the bait without touching it can detect the transparent plastic around it on a DC 15 Investigation check and deduce its nature on a DC 18 Intelligence check. .

Energy Restraint. These restraints use beams of coherent energy to bind a small, medium, or large creature's limbs and suspending it from a 10-foot high circular metal frame. Escaping the energy restraints requires a successful DC 20 Dexterity check or a DC 25 Strength check. The restraints are powered by a rotating pair of Class-3 power cells. As one cell's charge is depleted after 1 day of use, it is immediately swapped with the second power cell, so that the restraints never lose power. While the second cell is in use, characters have the opportunity to replace the depleted cell.

An unbound creature can use its action to attempt to access the panel on the frame and deactivate the restraints. This requires proficiency in Class-3 alien technology and may also require a Xin passcode. An unbound creature may use its action to attempt to break the machine to release a bound creature. Attempting to tamper with an active energy restraint requires a DC 20 Dexterity check. Failure on this check results in a blast dealing 4d6 lightning damage to the restrained creature. The energy restraint has 60 hit points, an Armor Class of 17 and is resistant to fire, lightning and radiant damage.

Enian Lyre. A stringed instrument used by en 'ilph in religious ceremonies. Enian lyres are often very ornate and intricately carved from wood or ivory with gold inlaid designs. Once per day, a one-minute performance with the instrument by a proficient enian lyre player will cast the spell *Calm Emotions*. This ability recharges at dawn.

Entertainment Suit. A creature can take one minute to don this full-body latex suit. The suit projects images of a false reality into the wearers mind. These images are accompanied by electric pulses throughout the suit that simulate physical sensations. The suit requires a Class-2 power cell to operate and will drain the battery completely after five hours of use.

Eon Xyloboard. This electronic instrument has 20 metal keys that are hit by a small hammer. The vibrations are processed through an internal mixing board and sound system and broadcast through the xyloboard's built-in speakers. Many different sound styles can be selected by the user. It requires a Class-1 power cell and will drain the battery after three hours of use.

Expanse Gel. An orange gel, usually dispensed in single-use, 1 oz. tubs. While officially used only by Federation interrogators, demand by diplomats guaranteed its (often prohibitively expensive) availability on the thriving illicit market. When rubbed on a creature's temples or equivalent anatomy, the user becomes hyper-aware of micro-expressions, body language, and tone shifts in others. For 1 minute after use, the user is able to detect falsehoods uttered by creatures they can see within a 15-foot radius. Creatures entering the radius for the first time that succeed on a DC 15 Charisma saving throw are able to successfully lie without detection.

Side effects include mild paranoia and dry mouth. Terrestrial subjects describe the gel's strong smell as similar to spearmint combined with a strange spice. Many Federation staff know to guard their words carefully when they detect its distinctive scent.

Gnirf Venom. Venom extracted from a gnirf. As an action, the contents of this vial can be splashed onto a creature within 5 feet of the user, or the vial can be thrown up to 20 feet, shattering on impact. In either case, a ranged attack is made against a creature or object, treating the venom as an improvised weapon. On a hit, the target takes 2d4 poison damage and must make a Constitution saving throw with a DC of 14. On a failure, the creature gains disadvantage on attack rolls for the next 30 seconds as the gnirf venom's numbing properties affect spatial coordination. Filtered and distilled gnirf venom is a key ingredient in a dangerously potent intoxicant and is highly prized among more remote Federation communities in both raw and refined forms for its rumored medical benefits when administered in microdoses.

Hydraulic Fluid. Found in many alien vehicles or machines with moving parts or in 1 gallon containers. As an action, a full container can be thrown at a creature within up to 10 feet away, shattering on impact. Make a ranged

attack against a creature or object. The broken container deals 1d4 slashing damage and the fluid deals 1d8 necrotic damage. If the target creature does not have resistance to slashing damage, they must then succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour.

Injector. An electronic syringe that has been filled with an adaptive, all-purpose alien 'smart' medication. As an action, the injector can be used to cure any non-magical disease, give advantage on saving throws against poison for 1 day, or restore 1d10 hit points. An injector can only be used once.

Light. A Class-1 power cell powers this fist-sized glass sphere. It emits bright light in a 20-foot radius and dim light for an additional 10 feet. The sphere will shed light for one week, after which the power cell must be switched out or charged. A bonus action can be used to turn the light on or off. The sphere can be used as an improvised ranged weapon. On a hit, the light shatters and deals 1d6 slashing damage. The light breaks with a loud bang if thrown against a hard object or surface.

Microscope. This portable lens apparatus allows a creature to view cells, molecules and microbes within small objects.

Mynsy Acid. The acid has been extracted from the pores of a mynsy and stored in a vial. As an action, the contents of this vial can be splashed onto a creature within 5 feet of the caster or the vial can be thrown up to 20 feet, shattering on impact. In either case, a ranged attack is made against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage. Mynsy acid is highly corrosive and can burn holes through organic materials such as wood or flesh if carelessly spilled and not immediately cleaned up.

Plaisian Powder. A vial of yellow powder that glimmers like crushed diamonds. When ingested or inhaled, a creature will experience vivid hallucinations and a feeling of euphoria, and their speed is halved and all ability checks are made with disadvantage. These effects last for one hour.

Regenerating Cord. This cord is stronger than traditional silk or hempen rope. It has 6 hit points and can be broken with a DC 25 Strength check. If two broken halves are

joined together at the break for 24 hours, the cord will re-form into a single piece.

Scanner. This device can detect carbon-based lifeforms within 60 feet, even if those creatures are invisible. Scanners use a Class-1 power cell. The handheld scanner cannot penetrate a layer of lead at least one inch thick, and can fail to discern individual life-signs if said individuals are buried or otherwise surrounded by dense clusters of insects or other tiny creatures.

Self-Pitching Tent. A small, portable case, usually painted a bright blue. At the press of a button, the case unfolds into a metal and canvas cubic tent capable of sheltering one large, four medium, or six small creatures from the elements.

So 'nalilph Holy Symbol. An alien holy symbol representing the god of the en 'ilph, commonly carved into a talisman, molded on a precious amulet, or carved into a box containing a sacred item. Clerics and paladins

cannot use So 'nalilph holy symbols as spellcasting focuses unless they become devotees of So 'nalilph and learn the customs of worship from en 'ilph adherents.

Terrarium. A small glass case with a mesh lid used to house domesticated dibuds or similarly sized creatures. A terrarium is self-cleaning and can be pre-loaded with food to automatically feed inhabitants.

Xin Ration Pack. This plastic box contains 1 processed cube of xin food equal to 1 modest ration. A non-Federation character that consumes a xin ration must succeed on a DC 10 Constitution check or suffer a negative reaction to consuming alien substances, taking 2d8 poison damage and becoming poisoned for 1 day.

Ygommuan Ice Horn. A musical instrument primarily made of ice, played by blowing into a metal mouthpiece. The sound grows richer as it melts. Most Ygommuan ice horn musicians cast a new instrument for each per-

CAT LONG



formance from their own unique casting and mold. Though simple to play compared to other instruments, the purity of the water used in the casting and the skill with which it is made dictates the quality of the ice horn. Accordingly, many musicians will filter and re-use the same melted and refrozen water over and over again across performances. For particularly legendary musicians, their water and casting materials become valuable heirlooms.

TRINKETS

Trinkets are simple tokens that can stock a room, dungeon, crate, or a creature's pockets. Most items do not have an obvious use, but serve add detail to the world of your story. They can be determined by rolling on the **Trinkets** table below.

Trinkets

d100 Trinket

- | | |
|----|---|
| 01 | A silver necklace decorated with hanging angular xin letters cut from colored glass |
| 02 | A stone statue of a puat with 9 red dots |
| 03 | An egg-shaped metal container |
| 04 | A small packet filled with a sparkly orange powder |
| 05 | A fabric pouch filled with unknown gemstones |
| 06 | A model flying saucer in a glass bottle |
| 07 | A set of large formalwear with four sleeves |
| 08 | A dead gnirf in a glass frame |
| 09 | A large painting with odd 3D visual effects |
| 10 | A small purple knife stained with grey blood |
| 11 | A tiny silver token shaped like a laser rifle |
| 12 | A gauntlet made from carefully folded construction paper |
| 13 | A book with an image of two kissing aglothians on the cover |
| 14 | A ring made from alien metal that's too large for an average person's fingers |
| 15 | A set of Federation-issued boots with convex metal disks fastened to the bottom |
| 16 | An empty bottle with a pump spout |
| 17 | A framed 3D photograph of an alien family |
| 18 | A mirror with Xin symbols around the frame |
| 19 | A rectangular plastic card with Xin characters printed on it |
| 20 | A scaly leather satchel that doesn't look like the skin of any known creature |
| 21 | A single latex glove with a scratched-out symbol on the palm |
| 22 | Plastic cartridges with labels written in Xin |
| 23 | A torn map of an unknown city |
| 24 | A statue of a gniffy that glows in the dark |
| 25 | A set of soiled alien undergarments |

d100 Trinket

- | | |
|----|--|
| 26 | A tiny rubber dibud |
| 27 | A cloth doll with 4 arms |
| 28 | A round coin made from alien metal with a Xin symbol on its face |
| 29 | An apple-sized polished stone with an earring hook |
| 30 | A set of sharp false teeth, oddly shaped |
| 31 | A glass stein with a square base |
| 32 | A game board with a pentagonal grid and no pieces |
| 33 | A shovel with a very sharp triangular blade |
| 34 | A piece of transparent aluminum |
| 35 | A pink, slippery baton |
| 36 | A set of nuts and bolts that don't fit any tool that can be found |
| 37 | A pendant with an unknown symbol |
| 38 | A clear glass bottle with a triangular base and flat sides |
| 39 | A used handkerchief stained with purple mucus |
| 40 | A set of eyeglasses with 6 lenses |
| 41 | A xin plush toy |
| 42 | A lock of thick white hair |
| 43 | An alien action figure |
| 44 | A dagger blade that has been bent and broken off of its handle |
| 45 | A 12-piece 3D puzzle |
| 46 | A 7-sided die with Xin symbols carved on each side |
| 47 | A set of informational paper cards with strange symbols and pictures |
| 48 | A set of 4 alien figurines of different sizes, connected at the base |
| 49 | A printed image of a human man with an elephant trunk in place of his nose |
| 50 | A broken half of a circuit board |

BASTIEN AUFRERE



d100 Trinket

- 51 A pair of small blocks with no markings that appear to be solid alien metal
- 52 A dried out, dead kniffy
- 53 A shrunken head of a mynsy
- 54 A spoon made from an unknown green metal
- 55 A small stasis pyramid containing a few larval gnirfs
- 56 A set of umagh nesting dolls
- 57 A blue glass cube with a 3D image of an alien woman in the center
- 58 A photograph of a building with spiraling towers rising above the clouds
- 59 A sheet of paper with a shimmering, unrecognizable script.
- 60 A poster of an unknown constellation
- 61 An acorn-sized plastic wheel
- 62 A multicolored steel disk
- 63 A fluid-filled jar containing a gen fetus
- 64 A blueprint of an unknown structure
- 65 A diary handwritten in Xin
- 66 A set of wooden hex tiles with images of different biomes on each tile
- 67 A gold figurine of a ryolken soldier riding an ogrit
- 68 A sketchbook with drawings of scantily clad alien men
- 69 A small chest with latches that look like 7-fingered hands
- 70 A chewed-up plastic dowel
- 71 A tiny figurine of an unknown creature
- 72 A metal sphere that jingles when shaken
- 73 An empty corrugated card box
- 74 A bottle filled with a strange, slippery lotion
- 75 An architectural drawing of a multi-floored building inside the digestive system of a humanoid

d100 Trinket

- 76 An ornate metal case containing ashes
- 77 A small iron cube with an inset gear on each face
- 78 An empty alien metal flask
- 79 A set of tiny wooden cubes of different colors
- 80 A gold coin with an embossed alien symbol
- 81 A strange leaf with 7 points
- 82 A gold locket containing a droplet of yellow blood
- 83 A black cylinder emitting a mysterious hum
- 84 A necklace of colored teeth from unknown beasts
- 85 A Class-1 power cell that won't charge
- 86 A 20-sided metal die with very sharp corners
- 87 A mummified wygyrt with an emblem of So 'haliph branded on its forehead
- 88 A tiny plastic box with a closed lid filled with muddy water
- 89 A hand-crafted fabric doll that looks like an elf
- 90 A thin bound book containing photographs of naked aliens
- 91 A tiny metal tool of indeterminate use
- 92 A set of medium formalwear with 4 arms
- 93 A metal jug with a star-shaped hole in the bottom
- 94 A taxidermied puat
- 95 A thin metal stick that smells like berries
- 96 A small brass idol of So 'haliph
- 97 A glass frame containing several pressed and dried alien insects with beautiful wings
- 98 A shiny new key
- 99 A copper coin with featureless faces that sparkle in the dark
- 100 A plastic model spaceship

CHAPTER 5: UNDERSTANDING & USING TECHNOLOGY

CHARACTERS MAY BEGIN their adventure immersed in a world full of advanced technology, or technology could be revealed to them slowly as their campaign progresses. Whatever the case, characters will be exposed to weapons and technology outside of their expertise; and likely beyond their understanding.

UNDERSTANDING TECHNOLOGY

When adventurers find a piece of alien technology, players may quickly recognize and understand what the object is, but their characters may not. Later in the game, when characters have been exposed to more alien technology, they might recognize previously-encountered items, but they may not understand how such objects can be used.

To determine the technology's intended purpose, properties, and operation, a character must succeed on a series of Intelligence checks.

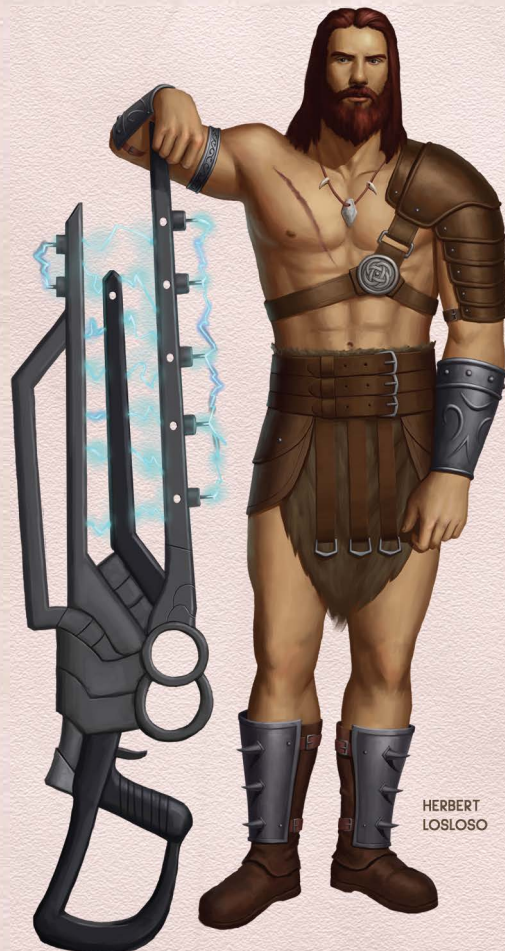
On one success, the player intuits the object's nature and will have a general understanding of its purpose. On a second success, the player earns the ability to use that item. However, success shall not grant the player proficiency with that item, so their proficiency bonus would not be added to any action when using that technology.

Alien items are divided into five tech classes. The categorization of alien technology can be seen in the **Technology Classes** section (p39). To learn about the difficulty of the Intelligence check, consult the **Tech Comprehension** table on the following page. Items with a high tech class are nearly impossible to figure out through Intelligence checks.

Consider making an item break if a character fails on three or more Intelligence checks before taking a short or long rest.

Alternatively, if the object is not destroyed, a number of failed checks could deplete the charge in its power cell, rendering the item useless until the power cell is recharged or replaced.

A broken item that is not understood may be repaired by a character proficient in (and in possession of) an alien toolkit, but a successful Intelligence check from the Tech Comprehension table must be made to complete the repair. A successful repair will count as one success toward tech comprehension.



HERBERT
LOSLOSO

A character that has seen an item used or has themselves operated a similar item in the past has advantage on the Intelligence checks made to identify and operate the item. Similarly, one character who understands the item may grant another player advantage on this check by explaining its function and operation.

TECH COMPREHENSION

Tech Class of Item	Int. Check	Result
1	1	One failure; character has disadvantage on next check
	2-10	One failure
	11-19	One success
	20 or higher	One success; character has advantage on next check
2	1	One failure; character has disadvantage on next check
	2-12	One failure
	13-19	One success
	20 or higher	One success; character has advantage on next check
3	1	One failure; character has disadvantage on next check
	2-14	One failure
	15-19	One success
	20 or higher	One success; character has advantage on next check
4	1-2	One failure; character has disadvantage on next check
	3-16	One failure
	17-19	One success
	20 or higher	One success; character has advantage on next check
5	1-5	One failure; character has disadvantage on next check
	6-18	One failure
	19-24	One success
	25 or higher	One success; character has advantage on next check

TECH PROFICIENCY

Proficiency in any skill, tool, or other item comes from a character's background, class, or as a result of extensive training. For characters who are not native to a technologically advanced world, proficiency has to be earned through training and/or feats.

DOWNTIME TRAINING

Proficiency can be gained in the use of specific alien items through training as a downtime activity. Unlike training in terrestrial tools, it may prove difficult (or nearly

impossible!) for a player to find a willing instructor, but this will depend on the world of the story created by the Game Master.

If a willing instructor is found, the standard training rules may be followed: training lasts 250 days and costs one gold piece per day, plus the cost of any additional living expenses like rations and lodgings. In the more likely scenario that a character does not find a willing instructor, they are left to their own devices to figure out how to use the item effectively. For a player to train themselves in the use of an alien item, they must spend 350 days of downtime devoted to training. Self-training takes more time, but with the advantage that no trainer has to be paid.

The Game Master may find it expedient to modify this book's training rules to better fit campaigns less concerned with specific downtime management.

FEATS

There are many feats that can enhance a character's skill with alien weapons, vehicles, and technology.

Through downtime training alone, a character could spend more than some races' lifetimes to gain proficiency in all the alien technologies in this book. The training process can be abridged or bypassed entirely through the judicious acquisition of feats.

A feat denotes an expertise or talent that grants capabilities to a character beyond what they can learn from their class or background. Players may take one feat of their choice at any level that gives the option for an Ability Score Improvement or Feat. When taking a feat, a player forgoes

JOHNNATAN TIMOTEO



their optional Ability Score Improvement or other feat.

The character taking a feat must meet any prerequisite required by that feat. Prerequisites may include proficiency in alien technologies. A proficiency prerequisite may be with an item, like an alien toolkit or a single weapon; a category, like Light Ranged Weapons or Mechanized Armor; or a tech class.

BLASTER

Prerequisite: Shooter feat and a Dexterity score of 12 or higher

This feat is perfect for characters who have mastered the use of alien ranged weapons. When attacking a target with a Light or Heavy Ranged Weapon, the player may choose from one of the following effects:

- +3 bonus to the attack roll
- Make two attacks with the same weapon instead of one

DEFT HANDS

Prerequisite: A Dexterity score of 13 or higher

A character with this feat can reload ammunition or power cells in alien weapons and technology as a free action.

DRIVER

Prerequisite: Proficiency with at least two categories of alien technology

Acute spatial sense and a desire to move with otherworldly haste draws a character to gain this feat, which grants the following benefits:

- Proficiency with the alien toolkit.
- Proficiency with alien vehicles.
- As an action, a character may put their vehicle in overdrive, pushing it beyond the factory-default limits. A vehicle in overdrive can be piloted at 1.5 times its maximum speed for one minute. However, any checks made to avoid obstacles or do any other tricky maneuvers [at the GMs discretion] will be made with disadvantage.

ELECTRO-DUELLIST

A character with this feat gains the following benefits:

- Proficiency with the alien toolkit.
- Proficiency with both Light and Heavy Melee Weapons.
- Increase Strength ability score by 1 point, to a maximum of 20.
- Activating or deactivating the empowered features of a melee weapon can be done as a free action instead of a bonus action.

FIRE IN THE HOLE

A character with this feat can pursue their love for destruction and mayhem with an emphasis on explosives. This feat grants the following benefits:

- Advantage on ranged attacks with grenades.
- Craft exceptional explosives out of salvaged material. A character with this feat can use the scavenged grenade recipe to craft fragmentation, smoke, flash-bang, or concussion grenades.

MECHANICAL MAVERICK

Prerequisite: Shooter - Advanced feat or proficiency with either Light or Heavy Ranged Weapons

A character is well on their way to mastering alien weapons. This feat grants them the following benefits:

- Proficiency with the alien toolkit.
- Proficiency with Special Weapons.
- Unless otherwise disadvantaged, attacks made with special weapons are made with advantage.

MECHANIZED PROTECTION

Mail and plating is well and good against swords and spells, but some adventurers need a little something extra. This feat gives a character the following benefits:

- Proficiency with the alien toolkit.
- Proficiency with powered alien armors and shields.
- So long as the character is not incapacitated and their shielding is activated [force shield, bubble shield, or force shield armor], the AC bonus from the shield can be added to any Dexterity saving throw made against a spell or harmful effect.

Eligible items in this category are: bubble shield, carbon plated combat suit, force

shield, force shield armor, gravity shifter, scavenged armors, and stealth suit.

ROBO WARRIOR

Prerequisite: Mechanized Protection feat, or proficiency with Class-3 alien technologies, and proficiency with either Light or Heavy Ranged Weapons

A character with this feat is granted the following benefits:

- Proficiency with the alien toolkit.
- Proficiency with Mechanized Armors.
- While wearing a suit of mechanized armor that has not been reduced to 0 hit points, the character can use a bonus action to inspire an ally within 30 feet that can see them. An inspired character can add 1d4 to a single roll cast within one minute of being inspired.

SCAVENGER

A character with this feat gains proficiency with the alien toolkit and can create scavenged weapons in half the required time. Additionally, when rolling on the Salvage

Table, the character obtains double the amount of salvage rolled.

SELF-CARE

Prerequisite: Proficiency with alien toolkits and at least one other item of alien technology, and an Intelligence or Dexterity score of 13 or higher

The character has become so immersed in alien technology that they consider it an extension of the body. A character with this feat gains proficiency in Augmentations.

SHOOTER – BASIC

A character with this feat gains the following benefits:

- Proficiency with the alien toolkit.
- Proficiency with Light Ranged Weapons.
- Increase Dexterity ability score by 1 point, to a maximum of 20.

SHOOTER – ADVANCED

Prerequisite: Shooter – Basic feat or proficiency with at least two items from the Light or Heavy Ranged Weapons categories

The character's dedication to honing their skills with alien ranged weapons unlocks the following benefits:

- Proficiency with the alien toolkit.
- Proficiency with Heavy Ranged Weapons.
- As a bonus action, the character may take aim, so long as they can see their target and aren't disadvantaged. If the character takes aim, they gain a +1 bonus to an attack roll made with a Light or Heavy Ranged Weapon.

TECH TRAINEE – CLASS-1

A character with this feat doesn't want to limit themselves to one category of technology. They want to learn it all. By taking this feat, they gain the following benefits:

- Proficiency with the alien toolkit.
- Fast-training for proficiency with all Class-1 alien technologies. Time and cost requirements for training Class-1 technology proficiency is reduced by 90% of the norm, so long as the player can access an item within this category and is able to train with it. The training item's power cell must



TAYLOR
CHRISTENSEN

have at least a half charge when the final training session begins.

- Increase Strength or Dexterity ability score by 1, to a maximum of 20.

TECH TRAINEE – CLASS-2

Prerequisite: Technology Trainee - Class-1 feat or proficiency in at least two items of alien technology

Knowledge of a few alien technologies may satisfy some, but for others it only whets the appetite. Some characters want to learn more. This feat grants the following benefits:

- Proficiency with the alien toolkit.
- Fast-training for proficiency with all Class-1 and 2 alien technologies. Training in each class is done separately. Time and cost requirements for training Class-1 and 2 technology proficiency is reduced by 90% of the norm, so long as the player can access an item within this category and is able to train with it. The training item's power cell must have at least a half charge when the final training session begins.
- When a hostile creature's movement provokes an opportunity attack, the character can use their reaction to attack with a Light or Heavy Ranged Weapon, rather than making a melee opportunity attack.

TECH TRAINEE – CLASS-3

Prerequisite: Technology Trainee - Class-2 feat or proficiency in at least one category of alien technology

A character with this feat is granted the following benefits:

- Proficiency with the alien toolkit.
- Fast-training for proficiency with all Class-1, 2, and 3 alien technologies. Training in each class is done separately. Time and cost requirements for training Class-1, 2, and 3 technology proficiency is reduced by 90% of the norm, so long as the player can access an item within this category and is able to train with it. The training item's power cell must have at least a half charge when the final training session begins.
- Increase Intelligence ability score by 1, to a maximum of 20.
- Gain proficiency in Intelligence saving throws.

TECH TRAINEE – CLASS-4

Prerequisite: Technology Trainee - Class-3 feat or proficiency in at least two categories of alien technology.

This feat is for the character that has mastered the use of many alien technologies but still wants more. They gain the following benefits:

- Proficiency with the alien toolkit.
- Fast-training for proficiency with all Class-1, 2, 3, and 4 alien technologies. Training in each class is done separately. Time and cost requirements for training Class-1, 2, 3, and 4 technology proficiency is reduced by 90% of the norm, so long as the player can access an item within this category and is able to train with it. The training item's power cell must have at least a half charge when the final training session begins.
- Gain proficiency in one alien musical instrument.
- Knowledge of the function of most alien technologies grants the character advantage on saving throws against alien weapons used within 20 feet of them.

TECH TRAINEE – CLASS-5

Prerequisite: Technology Trainee - Class-4 feat or proficiency in at least three categories of alien technology

For the completionist; a character that wishes to have proficiency in every single piece of alien technology can take this feat and gain:

- Proficiency with the alien toolkit.
- Fast-training for proficiency with all Class-1, 2, 3, 4, and 5 alien technologies. Training in each class is done separately. Time and cost requirements for training Class-1, 2, 3, 4, and 5 technology proficiency is reduced by 90% of the norm, so long as the player can access an item within this category and is able to train with it. The training item's power cell must have at least a half charge when the final training session begins.
- Learn one alien language.
- Extensive training allows the character to make one check using an alien technology with advantage. This ability is recharged after a short or long rest.

PART 3

Bestiary



CHAPTER 6:

ALIENS

FOR THE PURPOSES OF THIS book, an “alien” is any creature hailing from another world that is intelligent enough to make use of tools and technology. Unintelligent alien lifeforms are categorized as alien beasts (p103). This chapter is an A-Z bestiary containing a selection of easy-to-run aliens of many levels, ready to be deployed against (or for!) a party of adventurers.

Aliens are not native to this world. They will not likely be found in ancient dungeons or citadels unless they have a purpose there. More often, an alien will be found not far from its base camp or camouflaged shuttle. For those aliens belonging to the Xin Federation, the descriptions of their culture reflect life after their integration into the Federation unless specified otherwise.

All of these creatures have access to and proficiency in items and technologies that are far more advanced than those available to a typical adventurer. For more information on equipment and technology, read Chapters 3-5 of this book (p38-74).

The **stat blocks** found in this section shall provide the essential information that a Game Master needs to run the alien. The rules for running an alien do not differ from the rules governing a traditional 5th Edition RPG monster.

The stat blocks in this chapter are organized alphabetically by creature name.

DANIEL
JOHNSON



AGLOTHIAN

Aglothians are the front-line warriors of the Xin Federation. On their own, they are the physically weakest aliens in the Federation, but finding an aglothian on its own is rare. They usually operate in packs to scout the land for their superiors.

Thousands of years ago, before the xin conquered Aevel, the aglothian people were divided into dozens of warring clans. Most of the disunity was religious in nature. Before the arrival of the xin, aglothians worshipped The Three Mothers, a triangular constellation of their three brightest stars. Disagreements over interpretations of their sacred texts and modes of worship led to schisms. Schisms became bitter rivalries, and rivalries became wars without end.

Under Federation rule, aglothians were united and finally had peace. Finding a new master — one greater than the Mothers — brought unity and amity. Aglothians still hold clan loyalties, but only as a matter of tradition. No longer is there any discord between the clans.

They are obedient servants to their immediate superiors, the qlumarians, and cower before the might of their true leaders: the xin.

Aglothians prefer ranged combat, where their comparative lack of physical prowess presents less of a disadvantage. However, when cornered they are known to jump on their enemies and bite.

Masters of Land and Sea. Aglothians have a natural ability to breathe air and water allowing them to scout the sea and the land. Their quick pace makes them formidable messengers who can outrun many of their opponents, even on land. Aglothians will not be slowed down by harsh environments.



SKETCHY-ART

AGLOTHIAN RAIDER

Small alien, lawful evil

Armor Class 12 (uniform)

Hit Points 11 (2d6 + 4)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	5 (-3)

Skills Athletics +2, Acrobatics +3

Senses blindsight 60 ft., passive Perception 12

Damage Resistances radiant

Languages Aglothian, Xin

Challenge 1/2 (100 XP)

Amphibious. The aglothian can breathe air or water.

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

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

Actions

Dart Gun. Ranged Weapon Attack: +4 to hit, range 45/150 ft., one target. *Hit:* 11 (3d6 + 2) piercing damage.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature that has been grappled by the aglothian, incapacitated, or restrained. *Hit:* 6 (1d6 + 2) piercing damage.



HERBERT LOSOSO

BRAINWASHED SPY

Medium humanoid (any race), lawful neutral

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Skills Insight +3, Investigation +2, Perception +3, Sleight of Hand +4, Stealth +4

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Cunning Action. On each of its turns, the brainwashed spy can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Hearing and Sight. The brainwashed spy has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The brainwashed spy makes two melee attacks.

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

BRAINWASHED ABDUCTEE

In the early stages of conquest, specialized scientific ships descend on the target world in secret. These are not Federation warships, but are purpose-built for scouting, experimentation, and brainwashing. Federation specialists sneak into villages and kidnap civilians, preferably of low social status at first. They leave just as they arrived; unnoticed.

The abductees are brainwashed by the xin through a complex psycho-technical procedure and then returned to their world. Their missions may be to spy, sabotage, or even become a covert strike force. The individual characteristics, wants, needs, tastes, and desires of a brainwashed abductee still exist but are subdued by their primary drive: to serve the Xin Federation.

It takes two weeks of intense conditioning to effectively brainwash a captive and requires the presence of either a trained xin or specialized equipment. A brainwashed abductee will be compelled to check-in at least every two weeks with their Federation masters to refresh their brainwashing. If this regular appointment is for some reason missed, the brainwashed abductee will be able to make saving throws against being charmed that decrease in difficulty each week, starting at DC 20 and decreasing by 5 for every week the abductee isn't refreshed.

This is intended for NPCs only. It will be fun for no one if players lose control of their characters for weeks on end.

Charmed Loyalty. Abductees are loyal to their leaders in the same sense that a charmed creature is loyal to the charmer. Xin brainwashing is more powerful than a charm spell, and there is no saving throw that the creature can use to break themselves free initially. However, another creature may use spells or items that end or suppress the charmed effect to release the creature from brainwashing. In the case of suppression, the charmed effect resumes once the suppressing spell ends.

Disrupted Patterns. The familiar routines of an abductee's life are altered by the orders of the brainwasher. Friends and family may notice changes in the habits and behavior of a brainwashed abductee. Even if the abductee's mission is carried out in absolute secrecy, their behavior may seem off to anyone who interacts with them.

Consider using other stat blocks for higher-level brainwashed NPCs.

BRAINWASHED ASSASSIN

Medium humanoid (any race), lawful neutral

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +3, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages any one language (usually Common)

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the brainwashed assassin can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack. Once per turn, the brainwashed assassin 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The brainwashed assassin makes two melee attacks or two ranged attacks.

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

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

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

BUEWIX

Buewix are small bipeds that serve as light infantry for the Xin Federation.

Through generations of brutal conditioning, other Federation species came to believe in the xin's grand vision of conquest. No brainwashing or coercion was necessary to convince the buewix, who fit naturally into the role of the merciless horde.

Buewix females reproduce only once in their lives. They carry a brood of anywhere from three to eight children, after which their reproductive organs shut down. Buewix culture holds pregnancy and motherhood as highly sacred. Honor is bestowed upon mothers proportionate to the number of children they bear.

Despite the chaotic bent of most buewix, an informal hierarchy exists in buewix culture. Though no cleverer than their men, buewix women dominate decision making due to physical superiority.

After the buewix homeworld was conquered by the Federation, the xin transformed this unspoken hierarchy into something official: buewix women serve as captains and platoon leaders in the Federation army. Seldom will any buewix complain about this arrangement. As long as their desire to cause pain isn't inhibited, they don't care who holds an official position of power.

Buewix operate under qlumarian sub-commanders and their xin rulers, but require no oaths of loyalty toward the xin to fight their battles; the buewix as a species thrive on inflicting pain and suffering, and happily destroy world after world for the xin. This makes them something of a double-edged sword to the xin; while the buewix are useful for spreading terror and chaos, they are fairly difficult to control even after the enemy surrenders.

Builders and Tricksters. Buewix enjoy setting traps and taking their enemies by surprise. Their ability to breathe both air and water allows them to set traps and ambushes in unexpected place.



SKETCHY-ART

BUEWIX SOLDIER

Small alien, chaotic evil

Armor Class 12 (uniform)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	18 (+4)	10 (+0)	8 (-1)

Skills Perception +2, Sleight of Hand +5

Senses passive Perception 12

Damage Resistances radiant

Languages Buewix, Xin

Challenge 1 (200 XP)

Amphibious. The buewix can breathe air or water.

Buewix Cunning. The buewix has advantage on Intelligence and Wisdom saving throws against magic and alien weapons.

Actions

Laser Pistol. Ranged Weapon Attack: +5 to hit, range 40/120 ft., one target. *Hit:* 12 (3d6 + 3) radiant damage.

BUEWIX COMMANDER

Small alien, chaotic evil

Armor Class 12 (uniform)

Hit Points 75 (10d10 + 20)

Speed 25 ft.

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

Skills Intimidation +3, Perception +3, Persuasion +3

Damage Resistances radiant

Condition Immunities charmed

Senses passive Perception 13

Languages Buewix, Xin

Challenge 4 (1,100 XP)

Amphibious. The buewix can breathe air and water.

Brave. The buewix commander has advantage on saving throws against being frightened.

Buewix Cunning. The buewix has advantage on Intelligence and Wisdom saving throws against magic and alien weapons.

Actions

Laser Rifle. Ranged Weapon Attack: +5 to hit, range 100/500 ft., one target. *Hit:* 15 (3d8 + 2) radiant damage.

Repeater. Ranged Weapon Attack: +5 to hit, range 30/80 ft., one target. *Hit:* 17 (6d4 + 2) radiant damage.

Leadership [Recharges after a Short or Long Rest]. The buewix can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet makes an attack roll, skill check, or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the buewix. A creature can benefit from only one Leadership die at a time. This effect ends if the buewix is incapacitated.

CRIL

Hailing from a distant corner of the galaxy, crils can be found wherever large-scale conflicts rage.

They are a race of scavengers; to them, conflict isn't to be avoided, it's a summons to collect newly available parts, vehicles, and equipment. Crils seek out conflict zones and collect anything of value, sometimes before the actual end of hostilities.

Crils are highly adaptable and will strategize and fight in a manner that suits the needs of the situation. A cril may pummel its enemy with a quarterstaff, snipe from hundreds of feet away with a rifle, impale on a spear, or pierce with a dart gun. None of these actions would be an uncommon sight to anyone familiar with crils.

Fiercely Territorial. When a cril or group of crils claim a scavenging target, they will defend it with their lives unless offered a worthy trade or met by an overwhelming force. Cril resolve and combat prowess increases when fighting in their territory.

Loyal to Gold. Crils serve no masters but themselves and, by extension, profit. Crils may be bargained with and allied with at a price, but their loyalties will shift immediately if a better deal comes along.



SKETCHY-ART &
SHIVAM AKSHAY

CRIL SCAVENGER

Medium alien, chaotic neutral

Armor Class 14 (padded uniform)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	11 (+0)	12 (+1)	18 (+4)

Skills Athletics +5, Deception +6, Investigation +2, Persuasion +6, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Dhilgoi

Challenge 4 (1,100 XP)

Bargainer's Advantage. The cril has advantage on charisma checks when negotiating or making a deal with another creature.

Territorial Advantage. When the cril is within 15 feet of its claimed scavenging target, it has advantage on all attacks.

Actions

Multiattack. The cril makes two ranged attacks or one ranged and one melee attack.

Scavenged Rifle. Ranged Weapon Attack: +4 to hit, range 80/400 ft., one target. Hit: 15 (3d6 + 2) radiant damage.

Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

EN 'ILPH ZEALOT

Medium alien, lawful evil

Armor Class 15 (carbon mail armor)

Hit Points 97 (13d12 + 13)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	16 (+3)	10 (+0)	12 (+1)

Skills Investigation +5, Perception +3, Religion +5, Sleight of Hand +4

Damage Resistances psychic, radiant

Senses darkvision 60 ft., passive Perception 13

Languages Enian, Xin

Challenge 5 (1,800 XP)

Dark Devotion. The en 'ilph has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The en 'ilph makes two melee attacks or one ranged attack.

Smoke Grenade. Ranged Weapon Attack: +6 to hit 5 foot ground-area target, range 50/80 ft. The grenade will go off whether or not it hits its target. A missed destination can be determined at the GM's discretion. When it lands, the smoke grenade emits a cloud of smoke that creates a heavily obscured area in a 20 foot radius lasting for 1 minute.

Plasma Blaster. Ranged Weapon Attack: +4 to hit, range 25/60 ft., one target. *Hit:* 17 (3d10 + 1) fire damage.

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) slashing damage.

Shockwave Staff. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) thunder damage. A creature must succeed on a DC 15 Strength saving throw or be pushed back 5 feet.

EN 'ILPH

En 'ilph culture is the most overtly religious in the Xin Federation. They worship a deity heretofore unheard of among non-spacefaring folk: So 'nalilph, God of the Universe.

The beliefs of primitive beings have no bearing on the en 'ilph. They are committed to their god and devout in their worship. However, this belief does not, to the en 'ilph, preclude the existence of other deities.

En 'ilph believe that ancient weapons are imbued with special powers. For this reason, they train heavily in melee combat and often wield inherited sacred swords and daggers in combat. En 'ilph recognize that practicality must sometimes take precedence over tradition, and so also carry modern melee and ranged weapons.

En 'ilph sartorial traditions are unique among the comparatively bland wardrobes of other Federation species; they wear the robes of the So 'nalilph's devout over their standard-issue Federation armor.

En 'ilph that adventurers may encounter are primarily divided between two social classes: zealots and priests. Priests are religious leaders, said to be in communion with the divine, and zealots are their devout followers. Within the Federation's power structure, en 'ilph are subordinate to alumarians and the xin, but their true allegiances are religious in nature. The zealots will follow the priests, and the priests will follow their god, even if that means disobeying their Federation masters. The xin are aware of this, and strive to prevent situations in which xin interests diverge from those of the en 'ilph.



SKETCHY-ART &
NANTU SORINA

Upon reaching adulthood, all en 'ilph undergo Ja 'hela, a sacred coming-of-age ritual in which they are tattooed from head to toe with a glowing ink that changes color based on the emotions of its host body.

Cultic Influence. Although en 'ilph believe So 'nalilph is the supreme deity, their belief system allows for other gods that have power and a place in the celestial realm. En 'ilph will target religious groups and attempt to integrate modified depictions and characteristics of So 'nalilph to suit local pantheons. This is done to reshape the local belief system towards So 'nalilph and by extension the Federation. En 'ilph priests place particular focus on converting cultists, priests, acolytes, clerics and paladins.

Power of God. A small number of the most devout en 'ilph priests manifest strange powers and abilities. It's told that these priests, known as the Gifted Faithful, perform miraculous wonders in the name of So 'nalilph. The Federation officially denies the truth of such claims, but the stories nonetheless persist and strengthen the resolve of So 'nalilph's devout. On this world, the astonishing feats performed by certain priests would be recognized as magic.

EN 'ILPH PRIEST

Medium alien, lawful evil

Armor Class 15 (carbon mail armor)

Hit Points 136 (14d12 + 32)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	16 (+3)	10 (+0)	17 (+3)

Skills Investigation +6, Perception +4, Persuasion +7, Religion +6, Sleight of Hand +5

Damage Resistances psychic, radiant

Senses darkvision 60 ft., passive Perception 14

Languages Enian, Xin

Challenge 7 (2,900 XP)

Dark Devotion. The en 'ilph has advantage on saving throws against being charmed or frightened.

Actions

Multiattack. The en 'ilph makes three melee attacks, or one ranged attack.

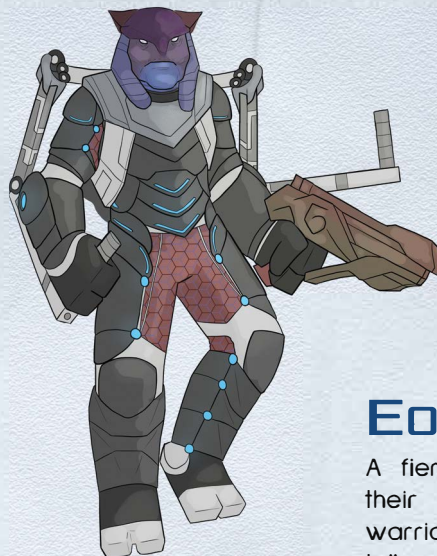
Smoke Grenade. *Ranged Weapon Attack:* +6 to hit 5 foot ground-area target, range 50/80 ft. The grenade will go off whether or not it hits its target. When it lands, the smoke grenade emits a cloud of smoke that creates a heavily obscured area in a 20 foot radius lasting for 1 minute.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 +3) slashing damage.

Shockwave Staff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) thunder damage. A creature must succeed on a DC 15 Strength saving throw or be pushed back 5 feet.

Plasma Blaster. *Ranged Weapon Attack:* +6 to hit, range 25/60 ft., one target. *Hit:* 17 (3d10 + 1) fire damage.

Proselytize. The en 'ilph priest can tell a parable of So 'nalilph to one creature within 30 feet of it that is not engaged in combat and has an Intelligence score of 7 or higher. The word of So 'nalilph transcends even language barriers; whether or not a creature understands the language, it can be overcome by the priest's fervent tone and pitch. The creature must succeed on a DC 13 Wisdom saving throw or be charmed for 1 day. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



SKETCHY-ART

Eo Trooper

Medium alien, lawful neutral

Armor Class 17 (nanoweave combat suit)

Hit Points 145 (10d20 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	15 (+3)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +6, Con +8

Skills Athletics +10, Intimidation +6

Damage Resistances acid, cold, fire, force, radiant, thunder

Damage Immunities poison

Senses passive Perception 17

Languages Eon, Xin

Challenge 10 (5,900 XP)

Amphibious. The eo trooper has an implant that allows it to breath air and water.

Actions

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

Fragmentation Grenade. Ranged Weapon Attack: +7 to hit 5 foot ground-area target, range 50/80 ft. The grenade will go off whether or not it hits its target. A missed destination can be determined at the GM's discretion. Any creature within a 15 foot cube originating from the grenade must make a DC 20 Dexterity saving throw. On a failed save a creature takes 17 (5d6) piercing damage. On a successful save the creature takes half the damage.

Laser Cannon. Ranged Weapon Attack: +7 to hit, range 500/1000 ft., one target. Hit: 21 (3d12 + 2) radiant damage.

Shotgun. Ranged Weapon Attack: +7 to hit, range 20/50 ft., one target. Hit: 20 (4d8 + 2) radiant damage.

Eo

A fiercely militaristic race, eo take pride in their reputation as the toughest frontline warriors in the Xin Federation. They stand taller than most sentient bipeds, and often reach heights of seven to eight feet tall. They are also among the most technologically gifted species of the Empire.

Eo culture relies heavily on technology for everything from routine tasks to courtship. At birth, an eo has a computer implanted in its brain called an Adjunct, a multipurpose smart device that tracks data, keeps a calendar, monitors health, decrypts data or opens locks that match its key signature, and much more. Nearly any simple task an eo is able to think of can be managed to some degree by its Adjunct.

Eo whose Adjuncts are broken or removed have a tendency to become extreme hypochondriacs. Without the comfort and assurance of a constant monitor, they become a burden upon the Xin Federation's healthcare system with their constant visits and checkups. The Federation's Council of Twelve consequently decreed it to be a priority to manufacture supplemental eo adjuncts as soon as possible.

Eo serve the Federation military under the command of the umagh and the xin.

Throughout their history, eo displayed a special proclivity for technology. This led to the emergence of many different eo classes, each with their own specialization that gives them unique advantages on the battlefield.

Raised by Machines. Every eo grows up in a culture far more integrated with machines than other Federation species. Technology is second nature to an eo. This makes the eo a valuable asset to the Federation since they are quick to understand new technologies encountered on the many worlds on which they've fought during Federation conquests.

Eo AERIAL TROOPER

Medium alien, lawful neutral

Armor Class 17 (nanoweave combat suit)

Hit Points 145 (10d20 + 40)

Speed 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	15 (+3)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +7, Con +8

Skills Acrobatics +8, Athletics +10, Intimidation +6

Damage Resistances acid, cold, fire, force, radiant, thunder

Damage Immunities poison

Senses passive Perception 17

Languages Eon, Xin

Challenge 11 [7,200 XP]

Flight. As a bonus action, the eo can activate their aerovest and fly up to 100 feet in any direction. The aerovest can sustain flight for 1 minute or until the eo deactivates it as a bonus action. The aerovest uses a Class-3 power cell which must be recharged or replaced after 5 minutes of flight.

Actions

Multiattack. The eo makes two ranged attacks.

Concussion Grenade. *Ranged Weapon Attack:* +8 to hit ground 5 foot ground-area target, range 50/80 ft. The grenade will go off whether or not it hits its target. A missed destination can be determined at the GM's discretion. Any creature within a 15 foot cube originating from the grenade takes 11 (2d10) psychic damage. The creature must succeed on a DC 12 Wisdom saving throw or become incapacitated for 6 seconds.

Repeater. *Ranged Weapon Attack:* +8 to hit, range 30/80 ft., one target. *Hit:* 18 (6d4 + 3) radiant damage.

Plasma Blaster. *Ranged Weapon Attack:* +8 to hit, range 25/60 ft., one target. *Hit:* 19 (3d10 + 3) radiant damage.

Aerovest. The eo flying trooper activates its aerovest. It stays airborne and can fly in any direction for 1 minute, or until the trooper uses an action to deactivate the jet pack.

Eo GRAVITY TROOPER

Medium alien, lawful neutral

Armor Class 17 (gravity shifter)

Hit Points 145 (10d20 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	15 (+3)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +6, Con +8

Skills Acrobatics +8, Athletics +10, Intimidation +6

Damage Resistances acid, cold, fire, force, radiant, thunder

Damage Immunities poison

Senses passive Perception 17

Languages Eon, Xin

Challenge 11 [7,200 XP]

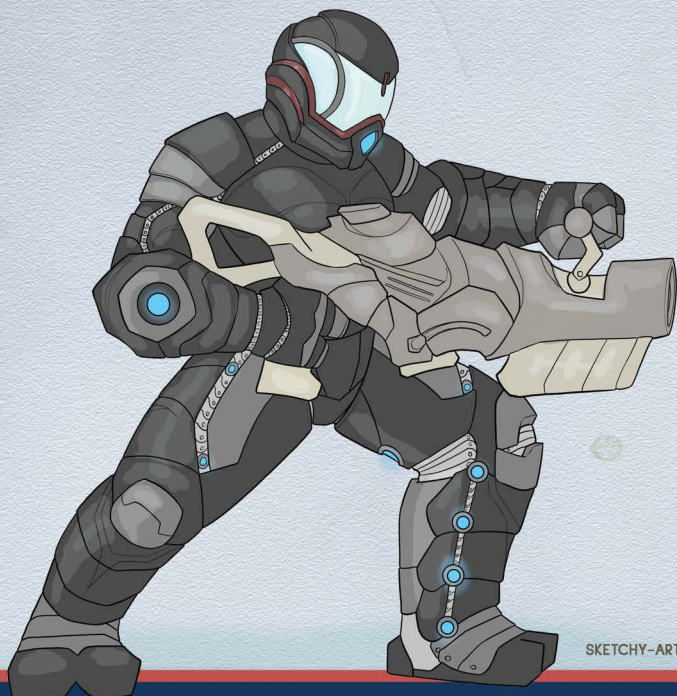
Actions

Multiattack. The eo makes two melee attacks or two ranged attacks, but can only use the gravity gun action once per action.

Gravity Gun. *Ranged Weapon Attack:* +7 to hit, range 30/50 ft., one target. *Hit:* The target is held above the ground by the gravity gun. If the target is a creature, it must succeed on a DC 18 Constitution saving throw to break free. The creature may repeat this saving throw at the end of each of its turns. The creature will be held until the eo gravity trooper takes another action to release it, or it breaks free with a successful saving throw. On its next action, the trooper can use the gravity gun to throw the target up to 50 ft. away. The target must take 13 (2d12) bludgeoning damage when it lands.

Plasma Blaster. *Ranged Weapon Attack:* +7 to hit, range 25/60 ft., one target. *Hit:* 19 (3d10 + 3) radiant damage.

Heat Staff. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 5 (1d10) fire damage. On a critical hit, the target creature is blinded for 6 seconds.



SKETCHY-ART

Eo Demolition Trooper

Medium alien, lawful neutral

Armor Class 16 (nanoweave plated armor)

Hit Points 145 (10d20 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 [+5]	16 [+3]	18 [+4]	15 [+3]	14 [+2]	12 [+1]

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +10, Intimidation +6, Perception +7, Stealth +8

Damage Resistances acid, cold, fire, force, radiant, thunder

Damage Immunities poison

Senses passive Perception 17

Languages Eon, Xin

Challenge 16 (15,000 XP)

Perfect Arm. The eo demolition trooper is able to throw any grenade and hit its target automatically.

Actions

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

Flash-Bang Grenade. *Ranged Weapon Attack:* range 50/80 ft. The grenade will go off whether or not it hits its target. A missed destination can be determined at the GM's discretion. Any target within a 15 foot cube originating from the grenade takes 11 (2d10) fire damage. If the target is a creature, it must make a DC 15 Constitution saving throw. On a failed save, the creature is blinded for 1 minute.

Concussion Grenade. *Ranged Weapon Attack:* range 50/80 ft. The grenade will go off whether or not it hits

its target. A missed destination can be determined at the GM's discretion. Any creature within a 15 foot cube originating from the grenade takes 11 (2d10) psychic damage. The creature must succeed on a DC 12 Wisdom saving throw or become incapacitated for 6 seconds.

Fragmentation Grenade. *Ranged Weapon Attack:* range 50/80 ft. The grenade will go off whether or not it hits its target. A missed destination can be determined at the GM's discretion. Any creature within a 15 foot cube originating from the grenade must make a DC 20 Dexterity saving throw. On a failed save a creature takes 17 (5d6) piercing damage. On a successful save the creature takes half as much damage.

Grenade Launcher. *Ranged Weapon Attack:* +8 to hit 5 foot ground-area target, range 50/200 ft. The grenade will go off whether or not it hits its target. A missed destination can be determined at the GM's discretion. The grenade launcher must be loaded with a grenade to operate. See grenade description for damage.

Tracer Rocket. *Ranged Weapon Attack:* range 250/500 ft. *Hit:* 22 (5d8) fire damage. If the target is a creature, it must make a DC 18 Dexterity saving throw, taking half as much damage on a success.

Repeater. *Ranged Weapon Attack:* +8 to hit, range 30/80 ft., one target. *Hit:* 18 (6d4 + 3) radiant damage.



Eo Mech Trooper

Large combat suit, medium alien, lawful neutral

Armor Class 18 (combat mech)

Hit Points 199 (19d20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+5)	16 (+3)	18 (+4)	15 (+3)	14 (+2)	12 (+1)

Saving Throws Str +9, Dex +7, Con +8

Skills Intimidation +8

Damage Resistances acid, cold, fire, radiant, slashing, thunder

Damage Immunities necrotic, poison

Senses passive Perception 17

Languages Eon, Xin

Challenge 14 (11,500 XP)

Amphibious. The eo mech trooper's combat mech allows the eo to breathe underwater for 1 hour.

Combat Mech. The eo wears a robotic suit of armor called a combat mech. The suit has its own speed, armor class, hit points and weapons. If the mech's hit points are depleted, the eo can no longer use any of the mech's features and will be incapacitated until it uses an action to exit the mech. The eo must then rely on its own stats and weapons (use Eo Trooper stats). The eo will not take any damage until the combat mech drops to 0 hit points.

Mech Strength. The combat mech adds gives the pilot a Strength ability score of 22.

Mech Immunity. While wearing the combat mech, the eo is immune to necrotic and poison damage.

Mech Resistance. The combat mech has resistance against cold, fire, piercing, radiant and slashing damage.

Charge. If the eo moves at least 15 feet straight toward a target and then hits it with Robot Strike on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Lightning Vulnerability. If the mech suit is hit by an attack dealing lightning damage, half of the damage will reduce hit points on the suit and the other half is transferred to the pilot.

Actions

Multitask. The eo makes two melee attacks, three ranged attacks, or one melee and one ranged attack.

Mounted Repeater. *Ranged Weapon Attack:* +10 to hit, range 100/200 ft., one target. *Hit:* 30 (6d8 +3) radiant damage.

Mounted Tracer Rocket Launcher. *Ranged Weapon Attack:* range 250/500 ft., one target. *Hit:* 22 (5d8) fire damage. If the target is a creature, it must make a DC 20 Dexterity saving throw, taking half as much damage on a success.

Robot Strike. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 +8) bludgeoning damage.

Frightful Presence. Each creature of the eo's mech suit that is within 120 feet of the eo and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the combat mech's Frightful Presence for the next 24 hours.

Fragmentation Grenade. *Ranged Weapon Attack:* +10 to hit 5 foot ground-area target, range 50/80 ft. The grenade will go off whether or not it hits its target. Any creature within a 15 foot cube originating from the grenade must make a DC 20 Dexterity saving throw. On a failed save a creature takes 17 (5d6) piercing damage. On a successful save the creature takes half as much damage.

FEDERATION ANDROID

The species serving aboard Xin Federation vessels are augmented by a contingent of eo-designed androids. These (humanoid, in the case of some models) robots are designed to serve the Federation in a variety of specialized roles: as fighters, mechanics, medics, and for menial labor; wherever else they are required.

Androids of any class will follow the commands of authorized Federation personnel. That generally includes commanders (xin, qlumarians, and umagh), but authorization may be given to other Federation individuals on a case-by-case basis. Authorization must be granted verbally by an individual already possessing authorization, and both parties must be visible to the android.

Programmed Loyalty. Federation Androids are programmed for unflinching loyalty to their masters and will never refuse a task given by an authorized individual. Characters with proficiency in Class-4 technology or higher, an understanding of the Xin language, and an alien toolkit may reprogram an incapacitated android to serve them if they succeed on a DC 20 Intelligence check.

Lightning Absorption. Androids are immune to lightning damage. If an android is hit with a lightning attack, there is a chance that the energy will restore hit points and improve attacks.

Translators. Androids are equipped with a device that allows them to understand any language and be understood by any creature that uses language per the function of the translator augmentation (p58).



ED MATTINIAN

FIGHTER ANDROID

Medium construct, lawful neutral

Armor Class 15 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	14 (+2)	10 (+0)	18 (+4)	5 (-3)

Saving Throws Con +6

Damage Resistances bludgeoning, piercing, radiant, slashing

Damage Immunities lightning

Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned

Senses blindsight 30ft., passive Perception 16

Languages Can communicate with any creature that uses language

Challenge 2 (450 XP)

Translator. The android can understand every language and be understood by any creature that uses language after two minutes of language exposure.

Lightning Absorption. If the android is hit with an attack that deals lightning damage, it can make a DC 12 Constitution saving throw. On a success, it regains 1 hit die and may add 1d4 to its next Strength or Dexterity check including attacks.

Actions

Multitask. The fighter android makes three ranged attacks or two ranged attacks and one melee attack.

Repeater. Ranged Weapon Attack: +8 to hit, range 30/80 ft., one target. **Hit:** 19 (6d4 + 4) radiant damage.

Thunder Cannon. The android fires a sonic blast in a 15-foot cone. Targets within the cone take 11 (2d10) thunder damage. If the target is a creature, they must succeed on a DC 15 Constitution saving throw or be pushed back 10 feet and knocked prone.

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

Bubble Shield. A force shield bubble appears around the android, increasing its AC by 3 for 1 minute, or until the android uses an action to deactivate the bubble shield.



ED MATTINIAN

SERVICE ANDROID

Medium construct, lawful neutral

Armor Class 12 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	13 (+1)	15 (+2)	18 (+4)	5 (-3)

Damage Resistances bludgeoning, piercing, radiant, slashing

Damage Immunities lightning

Condition Immunities charmed, exhausted, frightened, paralyzed, poisoned

Senses blindsight 30ft., passive Perception 16

Languages Can communicate with any creature that uses language

Challenge 1 (450 XP)

Translator. The android can understand every language and be understood by any creature that uses language after two minutes of language exposure.

Lightning Absorption. If the android is hit with an attack that deals lightning damage, it can make a DC 12 Constitution saving throw. On a success, it regains 1 hit die and may add 1d4 to its next Strength or Dexterity check including attacks.

Actions

Repair. The android restores 1d10 hit points to a damaged android, vehicle, mech, or other piece of technology it can touch.

Heal. The android dispenses a medicinal injection and restores 1 hit die of hit points to any creature it can touch

Clean. The android cleans a 5 foot space, removing the effects of oil, slime, or other substance.

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

GEN

Towering above all other Federation species are the gen. The appearance of a gen on the battlefield represents a physical threat that demands immediate attention.

When the Federation found their world, gen culture was only a few centuries removed from discovering metalworking. Gen lived in small family communes among the beasts on the plains of Genia, where they were considered gentle giants by other sentient, but less evolved species. After the Federation's conquest on Genia, gen were taken as slaves and forced to fight in the xin armies. Other species on Genia were of no use to the Federation army. Some were left to live freely on their planet and others were domesticated for labor or consumption.

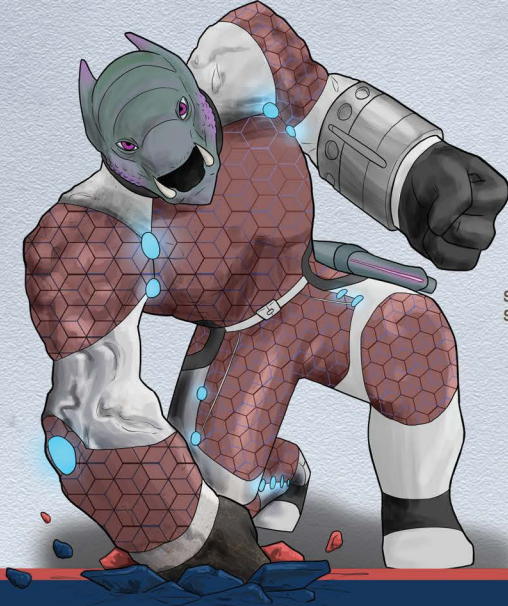
Years of brutal treatment all but stripped away the once calm and amiable nature of the gen. Now gen are known for their ferocity on the battlefield and penchant for violence.

Within the Federation, significant animosity simmers between the gen and the eo. The gen see the eo as arrogant once-powerful warriors brought low by their reliance on technology, while the eo see the gen as unenlightened brutes who refuse to embrace their potential.

During a millennia-long separation after a natural disaster, two distinct subspecies of Gen emerged, the aedu and the azon. Aedu are more muscular than azons and can often overpower their enemies by sheer strength. They often carry light weapons, but aedus usually play to their strengths and physically dominate their opponents.

Azon are thinner than their aedu counterparts and not nearly as strong. They place great cultural emphasis on the family unit, which is often superseded by the squad in military contexts.

Because of their radical racial dimorphism, gen serve different roles in the xin military. Aedu gen serve as frontline fighters, and azon gen become snipers and infiltrators. They report to their immediate superiors, the umagh.



SKETCHY-ART &
SETH TOMLINSON

AEDU GEN

Large alien, neutral

Armor Class 15 (uniform, force shield)

Hit Points 52 (7d12 + 7)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	12 (+1)	7 (-2)	10 (+0)	5 (-3)

Skills Athletics +6, Intimidation +1, Perception +2

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 12

Languages Gen, Xin

Challenge 4 (1,100 XP)

Charge. If the gen moves at least 15 feet straight toward a target and then hits it with a Body Slam on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Radiation Blaster. Ranged Weapon Attack: +5 to hit, range 45/120 ft., one target. *Hit:* 17 (4d6 + 3)

Force Shield Bash. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 4 (1d8) lightning damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Body Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage. If the target is a creature, it is pushed 10 ft. away from the gen.

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



AZON GEN

Large alien, neutral

Armor Class 14 (uniform)

Hit Points 52 (7d12 + 7)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	7 (-2)	12 (+1)	5 (-3)

Skills Athletics +5, Intimidation +1, Perception +3

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 13

Languages Gen, Xin

Challenge 4 (1,100 XP)

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

Sniper's Advantage. The gen has advantage on ranged weapon attacks when it holds a higher position than its target.

Actions

Laser Rifle. Ranged Weapon Attack: +6 to hit, range 100/500 ft., one target. *Hit:* 17 (3d8 + 4) radiant damage.

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

KALNEAN

Kalneans are at war with the Xin Federation. The Federation does not consider defeating the kalneans a priority, as it believes they lack the resources to mount a substantial offense and their homeworld, Odrak, is borderline uninhabitable for most Federation species.

Odrak is almost entirely covered in water. Though they can walk upright on land, kalneans cannot breathe in a 'standard' gaseous oxygen-nitrogen atmosphere. Kalneans wear a water-filled helmet similar to a fish bowl, allowing them a supply of self-sustaining water to breathe. Kalneans can breathe and therefore survive without helmets in most water-based liquid environments and may lie in wait for unsuspecting prey in lakes or sewers.

After watching the Federation swallow system after system, kalnean leadership decided to take the fight to the xin. They follow Federation fleets and launch guerilla attacks against its soldiers to weaken the xin forces.

Kalneans may stand against the xin, but that does not make them allies to the people of this world. They look out for themselves above all, and are mistrustful of strange races due to past betrayals by allies who later joined the xin. They will swiftly attack any creature they perceive to be a threat.

Armor Vulnerability. Because kalneans can only breathe in water, they have a significant vulnerability in their armor. If a kalnean's helmet is broken, it will quickly suffocate. To protect themselves, kalneans tend to keep their distance from enemies in combat.

KALNEAN SOLDIER

Medium alien, neutral

Armor Class 15 (plated uniform)

Hit Points 58 (9d8 + 18)

Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +4

Damage Resistances cold

Senses passive Perception 12

Languages Odrakian

Challenge 3 (700 XP)

Helmet Dependence. The kalnean requires its water-filled helmet to breath. For every successful attack against the kalnean, it must make a DC 5 Dexterity saving throw, on a failed save, the helmet will be broken by the attacker and the water will drain out. If this happens, the kalnean will become prone and will die of suffocation in 1 minute.

Actions

Laser Pistol. Ranged Weapon Attack: +4 to hit, range 40/120 ft., one target. *Hit:* 12 (3d6 + 2) radiant damage.

Suffocating Cry. Outside of its helmet, the kalnean's voice is painful to hear for land-dwelling creatures. If the kalnean is not wearing a helmet or if its helmet is broken, it can let out a suffocating cry, causing 1d6 psychic damage to any creature in a 30 foot radius.



SKETCHY-ART &
SHIVAM AKSHAY

SKETCHY-ART



MYNSY

Small alien, lawful evil

Armor Class 17 (padded uniform)

Hit Points 110 (13d10 + 39)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	13 (+1)	9 (-1)	12 (+1)

Skills Acrobatics +8, Sleight of Hand +8

Damage Resistances cold, fire, radiant

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 11

Languages Mynsyian, Xin

Challenge 6 (2,300 XP)

Uncanny Dodge. When an attacker that the mynsy can see hits it with an attack, the mynsy can use its reaction to halve the attack's damage.

Evasion. The mynsy can nimbly dodge out of the way of certain area effects. When the effect allows the mynsy to make a Dexterity saving throw to take only half damage, the mynsy instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Actions

Multiattack. The mynsy makes two attacks.

Repeater. Ranged Weapon Attack: +8 to hit, range 30/80 ft., one target. *Hit:* 20 (6d4 + 5) radiant damage.

Acid Hands. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage plus 9 (2d8) acid damage.

MYNSY

Mynsies are small aliens from Unol, a tidally locked planet. The side of Unol that faces the sun is a barren desert and the dark side is a frozen wasteland. Mynsies live in The Ring of Twilight, a narrow band of habitable land that stretches vertically around the planet between the dark side and the light.

Before the arrival of the Xin Federation, mynsies were monarchists. Unol's Ring of Twilight was divided at the poles into two powerful kingdoms engaged in perpetual warfare since their inception thousands of years ago. Most mynsies made loyal subjects to their kings and queens. When confronted by the prospect of invasion, mynsies traded their monarchs for the Federation.

The power of the Federation was able to bridge a divide that separated mynsies for millenia. Because of this accomplishment, mynsies are true believers in the cause of the Xin Federation and want to unite all worlds under the power of the xin. This makes them dependable soldiers who will carry out the commands of their superiors, the qlumarians, without question.

Their greatest asset in combat is their extreme speed and dexterity. They often choose to wear light armor to maximize freedom of movement, and carry ranged weapons to match their physical speed and energy like the repeater: a laser gun that fires multiple shots per round.

Even unarmed, a mynsy is still dangerous, as their hands secrete a potent acid. A mynsy can strike with its hands to deal both bludgeoning and acid damage simultaneously.

Strength in Numbers. Mynsies often run in groups of three or four, making them very difficult to overcome unless separated from the pack.

Acid Immunity. Mynsies have evolved a natural immunity to acid due to the defensive acid sacs in their hands.

PHAROK BOUNTY HUNTER

Medium alien, chaotic neutral

Armor Class 12

Hit Points 55 (10d10)

Speed 30 ft.

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

Skills Deception +4, Insight +4, Investigation +5

Senses passive Perception 14

Languages Pharokian

Challenge 4 (1,100 XP)

Dimensional Flicker. Once every other round, as a reaction, the pharok can flicker out of the dimensional plane for one second to dodge an attack. When using this ability, the pharok adds 1d6 to its AC. The pharok can also use this ability to pass through walls and objects, no more than six inches thick. It must clear the object that it's passing through by the end of its turn or it will phase back to this reality and die immediately.

Translator Implant. The pharok has an implant that allows it to understand every language and be understood by any creature that uses language after two minutes of language exposure.

Bionic Arm. The pharok is equipped with a bionic arm implant, granting it advantage on any Strength or Dexterity checks that rely on the use of its arm and a powerful unarmed strike.

Dead Eye. The pharok has a cybernetic device implanted in its eye that interfaces with its brain for advanced targeting. This gives the pharok advantage on all ranged attacks.

Wrist Rocket. On its other arm, the pharok has a wrist rocket implant. The implanted rocket launcher can hold two rockets. After both rockets are fired, the launcher must be reloaded. A pharok has nowhere to carry spare ammunition, so to reload it must return to wherever it stores the rockets.

Actions

Multitattack. The pharok makes one melee and one ranged attack.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Wrist Rocket. *Ranged Weapon Attack:* +4 to hit, range 100/200, one target. *Hit:* 24 (5d8 + 2) fire damage.

PHAROK

Pharoks have no formal affiliation with the Xin Federation. The Federation doesn't even know where pharoks come from, though not for lack of trying. Xonon sits in the middle of the remnants of an ancient cosmic event: the Brol Nebula, shrouded by ionized clouds.

Evolution in close proximity to the nebula's electromagnetic fields granted special abilities to many of Xonon's lifeforms. Pharoks in particular developed a survival mechanism unique in the known cosmos: they can momentarily phase between different planes of reality at will to avoid harm.

Pharok society is fairly insular, and most that leave their home system do so in exile. With their unique skills, they are particularly well-suited for one of the most dangerous professions in the galaxy: bounty hunting.

Dimensional Dodgers. When a pharok flickers between dimensional planes, it doesn't fully travel from one to the other. Instead, it briefly exists in an in-between state, neither in the world nor outside of it. It takes concentration and practice to hone this ability, and even a skilled pharok cannot hold itself in a dimensional flicker for more than one second. The ability to flicker between planes allows pharoks to ignore many physical barriers, dodge attacks, and more.

One with the Machine. When pharoks phase between dimensions, they cannot take anything with them except what is connected to their own nervous systems. For this reason, pharoks are usually naked. They carry no weapons and wear no armor. They instead make use of cybernetic implants that connect to their brains, becoming one with their bodies.

Translators. Pharoks are equipped with a translator implant, which allows them to understand any language and be understood by any creature that uses language, after two minutes of a brief period of language exposure. This feature makes them one of only a few alien species that can communicate with those unfamiliar with extraterrestrial cultures.



SKETCHY-ART &
NANTU SORINA

QLUMARIAN

Qlumarians are the least physically imposing species within the Xin Federation, but are among its most powerful and influential.

Evolution did not grant qlumarians stature, but gifted them with the ability to change shape. This ability allowed qlumarians take frightful forms to scare off predators and grow natural weapons for defense. Taking advantage of this ability, qlumarians became the dominant species on their planet. Now in an age of advanced technology, shape-changing is no longer a necessity for survival, but there are still innumerable ways that it can come in handy in scouting, espionage, or combat.

Qlumarians are one of two sub-command species within the Xin Federation. Along with the umagh, qlumarians are tasked with leading the disparate lesser species of the



SKETCHY-ART

Federation. They command aglothians, buewix, the en 'ilph, and mynsies.

In combat, qlumarians prefer unconventional weapons, such as the blind stunner, scrambler, and nitro needler.

Sub-Commanders. As leaders, qlumarians are able to rally their troops and raise the morale of their allies, giving them each a slight boost to almost any task, be it combat, construction, or diplomacy.

Translators. According to the laws set for sub-commanders of the empire, qlumarians are equipped with a translator implant, which allows them to understand any language and be understood by any creature that uses language, after two minutes of a brief period of language exposure. This feature makes them one of only a few alien species that can communicate with those unfamiliar with extraterrestrial cultures.

QLUMARIAN

Small alien, lawful evil

Armor Class 16 (carbon mail armor)

Hit Points 137 (11d12 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	20 (+5)	22 (+6)	18 (+4)	17 (+3)	25 (+7)

Saving Throws Dex +10, Con +11, Cha +12

Skills Deception +12, History +9, Investigation +9, Nature +9, Persuasion +12

Damage Resistances acid, fire, poison, psychic

Damage Immunities lightning

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 18

Languages Aglothian, Buewix, Enian, Mynsyan, Qlumarian, Xin

Challenge 8 (3,900 XP)

Translator Implant. The qlumarian has an implant that allows it to understand every language and be understood by any creature that uses language after two minutes of language exposure.

Illumination. The qlumarian's natural bioluminescent markings shed a dim light in a 15-foot radius.

Shapechanger. The qlumarian can use its turn to take on the appearance of any humanoid or object that is roughly the same shape (such as an adult gnome or human child) or to turn back to its true, qlumarian form. The effects of the Shapechanger ability will last until the qlumarian uses an action to return to its original form. It also reverts to its true form if it dies. Its statistics are the same no matter what its appearance, but certain forms will give the qlumarian extra abilities.

- **Aquatic Adaptation:** The qlumarian adapts its body to an aquatic environment, sprouting gills and growing webbing between its fingers. It can breathe underwater and gains a swimming speed equal to its walking speed.
- **Frightful Form:** The qlumarian takes on a horrifying form. Each creature that is within 30 feet of the qlumarian and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the qlumarian's Frightful Form for the next 24 hours.
- **Natural Weapons:** The qlumarian grows claws, fangs, spines, horns, or a different natural weapon of its choice. The damage from its unarmed strike is

increased by 9 (2d8) and deals bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon.

Actions

Multiattack. The qlumarian makes two ranged attacks.

Scrambler. Ranged Weapon Attack: Range 5 ft., one target. *Hit:* The target must make a DC 12 Constitution saving throw or take 36 (7d8 +5) psychic damage plus 4 (1d8) radiant damage and be incapacitated. On a successful save, the creature takes half as much damage and isn't incapacitated. The creature may repeat the saving throw at the end of each of its turns. For every turn that the creature fails the saving throw, it will take 3 (1d6) psychic damage. Additionally, On an attack roll (+10 to hit) of 24 or higher that also beats the target AC, any advanced technology carried by the target or within the 5-foot square in front of the scrambler becomes nonfunctional for ten minutes.

Bubble Shield. A force shield bubble appears around the qlumarian, increasing its AC by 3 for 1 minute, or until the qlumarian uses an action to deactivate the bubble shield.

Leadership (Recharges after a Short or Long Rest).

The qlumarian can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet makes an attack roll, skill check, or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the qlumarian. A creature can benefit from only one Leadership die at a time. This effect ends if the qlumarian is incapacitated.

Nitro Needler. Ranged Weapon Attack: +10 to hit, range 30/60 ft., one creature. *Hit:* The nitro needler has two settings:

- **Attack:** The creature must make a DC 15 Constitution saving throw or their speed will be halved and their Dexterity ability score will be adjusted by -2. The creature can repeat this saving throw at the end of each turn, ending the effect on itself on a success.
- **Assist:** The creature's speed is doubled and their Dexterity ability score is increased by +2 for 1 minute.

RYOLKEN

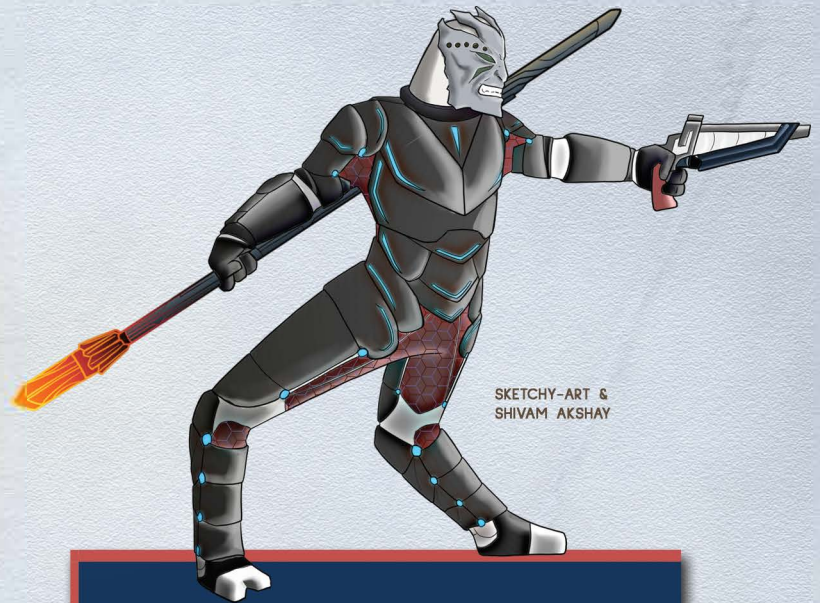
What ryolkennim lack in intelligence they make up for in strength. Their umagh superiors enjoy commanding ryolkennim soldiers, knowing the ryolkennim will always follow orders to the best of their considerable abilities, without question.

Ryolkennim live for amusement, and the Federation showed them that the best entertainment is warfare. Without leaders, such organized violence is difficult to achieve, and most leaderless ryolkennim are satisfied to fall back on old Ryolkennim habits of donning entertainment suits, reading books, or watching holo-stories for entertainment.

Leaderless, ryolkennim can be disorderly and lazy, but a ruler can organize them for war. Ryolkennim love battles, and often charge into combat with no consideration for the risks. Ryolkennim infantry focus on dispatching their enemies quickly and efficiently.

Most ryolkennim are true neutral, but some have a chaotic bent. They thrive more than others on the unpredictability of warfare. These become chaos agents, and their tactics are wholly unpredictable. One day, a chaos agent may be a vicious, brutal killer. The next, they may enjoy the fight and take their time toying with an adversary. Such agents are even more reckless than the rest of their kin, and are in ryolkennim culture known as the Wayward due to their unpredictability.

Loyal to the Kill. Ryolkennim are loyal to their leaders not because of any legal duty, but because of said leader's ability to provide consistent entertainment through combat. The ryolkennim benefited greatly under Federation direction, which consistently led the ryolkennim into the pitched combat that their species now lives for. A ryolkennim soldier will follow an order to fight even if the odds are unfavorable.



SKETCHY-ART &
SHIVAM AKSHAY

RYOLKEN INFANTRY

Medium alien, neutral

Armor Class 16 (nanoweave combat suit)

Hit Points 123 (13d8 + 65)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	8 (-1)	15 (+2)	11 (+0)

Saving Throws Str +7, Dex +4, Con +8

Skills Athletics +7

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 15

Languages Ryolkenna, Xin

Challenge 6 (2,300 XP)

Reckless. At the start of its turn, the ryolken can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The ryolken makes two melee attacks or one melee attack and one ranged attack.

Laser Pistol. Ranged Weapon Attack: +4 to hit, range 40/120 ft., one target. **Hit:** 11 (3d6 + 1) radiant damage.

Heat Staff. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning damage plus 5 (1d10) fire damage. On a critical hit, the target creature is blinded for 6 seconds.

Body Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) bludgeoning damage.

RYOLKEN CHAOS AGENT

Medium alien, chaotic neutral

Armor Class 17 (nanoweave combat suit)

Hit Points 133 (14d8 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	20 (+5)	8 (-1)	10 (+0)	11 (+0)

Saving Throws Str +8, Dex +5, Con +8

Skills Athletics +7

Damage Resistances bludgeoning, piercing, slashing

Senses passive Perception 15

Languages Ryolkenna, Xin

Challenge 7 (2,900 XP)

Reckless. At the start of its turn, the ryolken can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Charge. If the ryolken moves at least 15 feet straight toward a target and then hits it with a Body Slam on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from the ryolken and knocked prone.

Actions

Multiattack. The ryolken makes two attacks, but can only use the chaos launcher once per turn.

Chaos Launcher. Ranged Weapon Attack: +5 to hit, range 60/150 ft., one target. *Hit:* effect determined by the Chaos Table.

Laser Pistol. Ranged Weapon Attack: +5 to hit, range 40/120 ft., one target. *Hit:* 12 (3d6 + 2) radiant damage.

Shockwave Staff. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 3 (1d6) thunder damage. A creature must succeed on a DC 15 Strength saving throw or be pushed back 5 feet.

Body Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

UMAGH

The umagh are one of the two species in the Xin Federation granted the role of sub-commanders. They have been tasked with the leadership of eo, gen, ryolkennim and ygommuans.

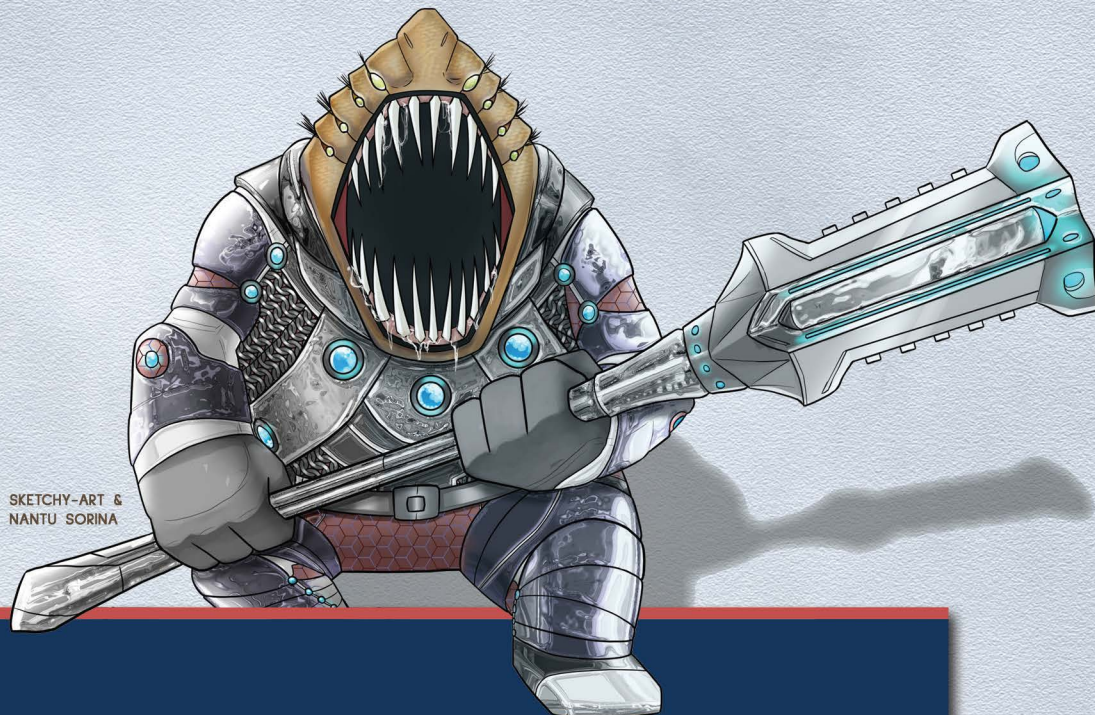
Umagh are enormously rotund by conventional standards, but appearances can be deceiving; the last error many foes make is to assume umagh are as slothful as their size would suggest. They pride themselves on their powerful limbs and extremely smooth skin. Umagh are very proud of their bodies; unlike in cultures where battle scars are respected, umagh view scars and other physical deformities as signs of imperfection and failure, for which the individual must compensate with aggression and accomplishment. Thus, a scarred umagh commander who nonetheless advances to a high rank can be assumed fearsome indeed.

In combat, conventional umagh tactics focus on heavy, devastating melee strikes. They are incredibly strong and confident in their ability to crush their opponents if needed, though they are happy to let their underlings battle on their behalf. If their minions fight the enemy, there is less risk to their perfect bodies and consequently their social standing.

Sub-Commanders. As leaders, umagh are able to rally their troops and raise the morale of their allies, giving them each a slight boost to almost any task, be it combat, construction, or diplomacy.

Translators. According to the laws set for sub-commanders of the empire, umagh are equipped with a translator implant, which allows them to understand any language and be understood by any creature that uses language after two minutes of language exposure. This feature makes them one of only a few alien species that can communicate with those unfamiliar with extra-terrestrial cultures.

Animal Handlers. Umagh are skilled animal trainers and handlers. Their species has a pre-Federation history of training puats, carnivores from the the umagh home planet, for battle. They often send out vanguard packs of puats before them in combat to strike fear into the hearts of their enemies.



UMAGH

Medium alien, lawful evil

Armor Class 16/20 (force shield armor)

Hit Points 165 (10d12 +100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 [+9]	16 [+3]	30 [+10]	17 [+3]	18 [+4]	27 [+8]

Saving Throws Str +15, Con +16, Int +10

Skills Animal Handling +11, Intimidation +14, Persuasion +14

Damage Resistances force, piercing, radiant, slashing, thunder

Damage Immunities poison

Condition Immunities exhausted, frightened

Senses passive Perception 20

Languages Eon, Gen, Ryolkenna, Umagh, Ygommuun, Xin

Challenge 10 [5,900 XP]

Translator Implant. The umagh has an implant that allows it to understand every language and be understood by any creature that uses language after two minutes of language exposure.

Puat Commander. The umagh can command a puat or a pack of puats to perform simple tasks.

Charge. If the umagh moves at least 10 feet straight toward a target and then hits it with a Body Slam on the same turn, the target takes an extra 11 (2d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed 10 feet away from the umagh and knocked prone.

Actions

Multiattack. The umagh makes three melee attacks.

Activate Force Shield. The umagh can activate its armor to generate a force shield just above the surface of the suit. The power cell will quickly drain and the force shield will automatically deactivate after 1 minute, otherwise an additional action must be taken to

deactivate the armor. Once the shield has been deactivated, the umagh must wait 2 turns before activating it again.

Heat Staff. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 13 (1d8 + 9) bludgeoning damage plus 5 (1d10) fire damage. On a critical hit, the target creature is blinded for 6 seconds.

Xin Baton. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 11 (1d4 + 9) bludgeoning damage plus 2 (1d4) psychic damage. A creature struck with an empowered xin baton must succeed on a DC 14 Wisdom saving throw or become frightened for 6 seconds.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) plus if the target is a creature it takes an additional 7 (2d6) poison damage.

Body Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 18 (2d8 +9) bludgeoning damage plus 5 (2d4) lightning damage if the force shield armor is activated.

Unarmed Strike. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 11 (1d4 +9) bludgeoning damage plus 5 (2d4) lightning damage if the force shield armor is activated.

Leadership [Recharges after a Short or Long Rest]. The umagh can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet makes an attack roll, skill check, or a saving throw. The creature can add a d6 to its roll provided it can hear and understand the umagh. A creature can benefit from only one Leadership die at a time. This effect ends if the umagh is incapacitated.

XIN

Xin are the titular leaders of the Xin Federation. Though they command the Federation's diverse hordes, the xin themselves make up an extremely small percentage of the Federation due to low birth rates. Accordingly, it is rare for a xin to deal with non-Federation species directly. The xin delegate that responsibility to their sub-commanders, the umagh and qlumarians. The xin treat these lesser leaders as middle-managers who oversee the execution of the Federation's will across the galaxy.

The xin are masters of melee and ranged weapons, but their weapon of choice is the mind. Born as prey on an unforgiving world, the xin had to focus on developing their mental abilities to ensure the survival of their species. They eventually evolved power to reach into the minds of other creatures to create illusions, influence thoughts, and even cause psychic damage.

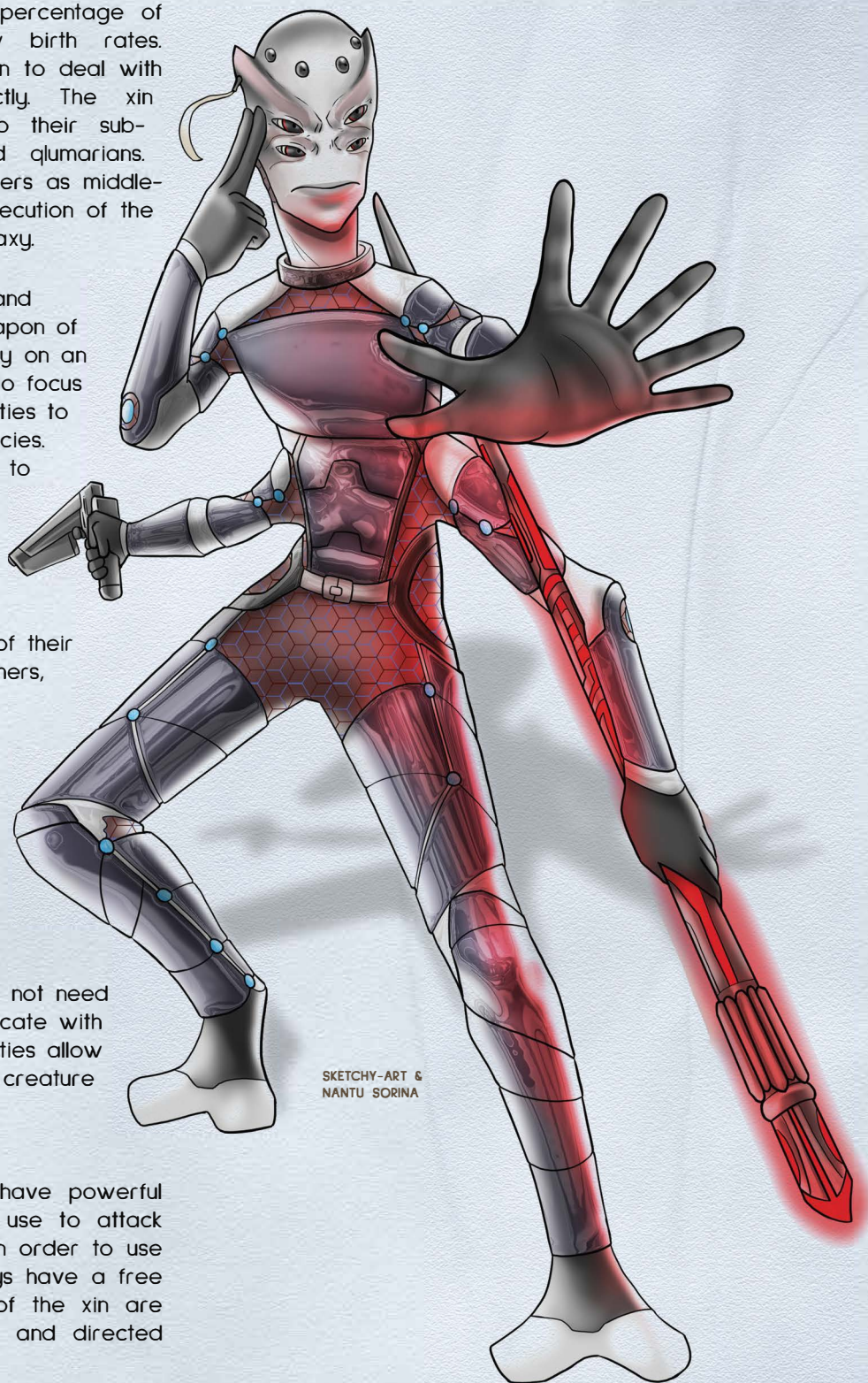
The xin soon became masters of their world and sought to rule all others, forming the Xin Federation.

Commanders. As leaders, xin are able to rally their troops and raise the morale of their allies, giving them each a moderate boost to almost any task, be it combat, construction, or diplomacy.

Psychic Translators. The xin do not need a translator implant to communicate with new cultures. Their psychic abilities allow them to communicate with any creature that uses language, and to be understood by others at-will.

Telepathic Warriors. The xin have powerful mental abilities that they can use to attack and deceive their opponents. In order to use these powers, they must always have a free hand. The telepathic powers of the xin are channeled through their hands and directed at targets.

Always Alert. Xin never drop their guard, even while asleep; they rest half of their mind at a time while the other half remains awake.



SKETCHY-ART &
NANTU SORINA

XIN

Large alien, lawful evil

Armor Class 17 (padded uniform)

Hit Points 188 (13d12 + 104)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+2)	20 (+5)	26 (+8)	22 (+6)	24 (+7)	25 (+7)

Saving Throws Str +10, Int +18, Wis +18

Skills Deception +15, History +18, Insight +18, Perception +18, Persuasion +15

Damage Resistances acid, cold, fire, lightning, plasma, poison

Damage Immunities psychic

Condition Immunities charmed, frightened, stunned, unconscious

Senses passive Perception 20

Languages Aglothian, Buewix, Enian, Eon, Gen, Mynsyau, Qaffen, Ryolkenna, Umagh, Xin, Ygommuau. Can communicate verbally with any creature that uses language

Challenge 14 (11,500 XP)

Always Alert. Xin never drop their guard, even during sleep, they rest half of their mind at a time, while the other half remains awake. While using this ability, all checks are made at a disadvantage and passive perception loses the +8 proficiency bonus.

Telepathic Translator. The xin can use its psychic powers to understand every language and be understood by any creature within 30 feet that uses language.

Telepathic Detection. The xin's telepathic ability allows it to detect the brainwaves of any creature within 30 feet of the xin.

Actions

Multiattack. The xin makes one psychic action and then makes two ranged attacks or one melee attack. If the xin uses Mind Assault, it cannot use any other attacks that turn.

Laser Pistol. Ranged Weapon Attack. +13 to hit, range 40/120 ft., one target. *Hit:* 15 (3d6 + 5) radiant damage.

Warp Rifle. Ranged Weapon Attack. +13 to hit, range 80/300 ft., one target. *Hit:* 15 (3d6 + 5) radiant damage.

Xin Baton. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) psychic damage. A creature struck with an empowered xin baton must succeed on a DC 14 Wisdom saving throw or become frightened for 6 seconds.

Shockwave Staff. Melee Weapon Attack. +10 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 3 (1d6) thunder damage. A creature must succeed on a DC 15 Strength saving throw or be pushed back 5 feet.

Waking Nightmare. The xin uses psychic power to craft an illusion that takes root in the mind of a creature within 60 feet of the xin. The target must succeed on a DC 20 Intelligence saving throw or a manifestation of the creature's deepest fear will appear in its mind for 1 minute, dealing 10 (1d8 + 6) psychic damage every round until the effect ends. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mirror Image. Three illusory duplicates of the xin appear in its space. Until the spell ends, the duplicates move with the xin and mimic its actions, shifting position so it's impossible to track which image is real. The xin can use its action to dismiss the illusory duplicates. Each time a creature targets the xin with an attack during the spell's duration, roll a d20 to determine whether the attack instead targets one of the duplicates. If the xin has three duplicates, it must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, it must roll an 8 or higher. With one duplicate, it must roll an 11 or higher. A duplicate's AC equals 10 + the xin's Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The effect ends when all three duplicates are destroyed. A creature is unaffected by the duplicates if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Sleep. The xin targets one creature and uses psychic power to force it to sleep. The creature must succeed on a DC 20 Constitution saving throw or become unconscious. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind Assault (Recharges after Short or Long Rest).

Melee Weapon Attack: +10 to hit, reach 5 ft., one willing creature or creature that is grappled by the xin, incapacitated, or restrained. *Hit:* The xin puts its hand against the creature's head and emits a psychic energy. The creature takes 32 (4d12 + 6) psychic damage. The creature must succeed on a DC 20 Intelligence saving throw or be stunned 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.

Xin Leadership (Recharges after a Short or Long Rest).

The xin can utter a special psychic command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll, skill check, or a saving throw. The creature can add a d10 to its roll, per the *Bardic Inspiration* ability, regardless of whether it can hear or understand the xin. A creature can benefit from only one Leadership die at a time. This effect ends if the xin is incapacitated.

YGOMMUAN

Evolution and cultural development on a hostile planet filled with dangerous creatures forged the ygommuans into capable combatants. Their skills have been divided between two different warrior classes, one specializing in freezing their enemies from a distance with powerful ice weapons, and the other focusing on close combat with ygommuun brands.

Ygommuans come from a frozen world with pockets of slightly warmer, still freezing, air under the icy surface. They built cities in these pockets that mimicked the twisted volcanic spires which pepper the otherwise frigid landscape. Ygommuans have a long history of designing their structures to blend into their environment as camouflage against unfriendly eyes. Though their buildings parrot the appearance of the warmest parts of their planet, ygommuans thrive in what would conventionally be called sub-freezing conditions.

When they joined the interstellar community, ygommuans discovered that the makeup of their homeworld's ice was particularly inimical to other species. Accordingly, the ygommuans developed unique ice-based weapons, which the Federation soon standardized as a weapon of choice for ygommuun forces.

Cold Immunity. Ygommuans thrived in frozen conditions since time immemorial. They are immune to cold damage.

YGOMMUAN BLADE WARRIOR

Medium alien, lawful evil

Armor Class 18 [carbon mail armor, force shield]

Hit Points 153 (18d12 + 36)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	15 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Str +9, Dex +8

Skills Acrobatics +8, Athletics +9

Damage Resistances radiant

Damage Immunities cold

Senses passive Perception 15

Languages Ygommuun, Xiri

Challenge 8 (3,900 XP)

Ygommuun Sense. The motion sensing pores on the ygommuun's skin can feel any attack made with a non-magical weapon before it hits. This prevents any creature from making a Sneak Attack.

Uncanny Dodge. When an attacker that the ygommuun can see hits it with an attack, the ygommuun can use its reaction to halve the attack's damage.

Actions

Multiattack. The ygommuun makes two melee attacks or one melee attack and one ranged attack.

Ygommuun Brand. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 8 (1d6 + 5) slashing damage plus 2 (1d4) cold damage. A creature struck by an empowered ygommuun brand must succeed on a DC 14 Constitution saving throw or have their speed reduced by 5 feet for one minute. Creatures resistant or immune to cold damage automatically succeed on this saving throw.

Frost Grenade. Ranged Weapon Attack: +8 to hit 5 foot ground-area target, range 50/80 ft. The grenade will go off whether or not it hits its target. A missed destination can be determined at the GM's discretion. Any creature in a 15-foot cube originating from the grenade must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) piercing damage and 10 (3d6) cold damage. On a successful save, the creature takes half as much piercing damage. Additionally, the 15-foot cube freezes and becomes difficult terrain for 5 minutes.

Force Shield Bash. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 7 (1d4 + 5) bludgeoning damage plus 4 (1d8) lightning damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

YGOMMUAN ICE WARRIOR

Medium alien, lawful evil

Armor Class 18 (carbon mail armor, force shield)

Hit Points 170 (20d12 + 40)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	15 (+2)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Str +9, Dex +10

Skills Acrobatics +10, Athletics +9

Damage Resistances radiant

Damage Immunities cold

Senses passive Perception 15

Languages Ygommuan, Xin

Challenge 9 (5,000 XP)

Ygommuan Sense. Motion-sensing organs on ygommuan skin can detect any attack made with a non-magical melee weapon before it hits. This prevents any creature from making a Sneak Attack.

Uncanny Dodge. When an attacker that the ygommuan can see hits it with an attack, the ygommuan can use its reaction to halve the attack's damage.

Actions

Multiattack. The ygommuan makes two melee attacks or one melee attack and one ranged attack.

Frost Pistol. *Ranged Weapon Attack:* +10 to hit, range 30/80 ft., one target. *Hit:* 15 (2d10 + 6) cold damage.

Freeze Ray. *Ranged Weapon Attack:* +10 to hit, range 40/100 ft., one target. *Hit:* 24 (4d8 + 6) cold damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be petrified for one minute. The creature can repeat this saving throw at the end of each turn, ending the effect on itself on a success.

Frost Grenade. *Ranged Weapon Attack:* +10 to hit 5 foot ground-area target², range 50/80 ft. The grenade will go off whether or not it hits its target. A missed destination can be determined at the GM's discretion. Any creature in a 15-foot cube originating from the grenade must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) piercing damage and 10 (3d6) cold damage. On a successful save, the creature takes half as much piercing damage. Additionally, the 15-foot cube freezes and becomes difficult terrain for 5 minutes.

Force Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d4 + 6) bludgeoning damage plus 4 (1d8) lightning damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



SKETCHY-ART

CHAPTER 7: ALIEN BEASTS

ALIEN BEASTS ARE NON-self-reflective creatures not native to this world. Many of these creatures are kept as pets or servants of Federation species, while others may be stowaways or unwelcome guests aboard Xin freighters. Others still may have traveled unwillingly, frozen in iced-over meteorites. This chapter contains a variety of ready-to-play alien beasts suitable for adventurers of many levels.

The stat blocks in this chapter are organized alphabetically by creature name.

Bo 'POLNE

The Xin Federation learned the hard way that this aberration is all but untamable. These beasts are most commonly found in their horde pens within the bowels of Federation ships. They are deployed as a near-last resort when the Federation cannot force a population into submission through more conventional means. Releasing a swarm of bo 'polnes is not a decision made lightly; once unleashed, recovering or subduing a bo 'polne swarm requires significant effort, often at the cost of many lives.

Bo 'polnes are often mistaken for mindless beasts, but they are more intelligent than they look. Some xin have been able to establish telepathic communication with bo 'polnes, but the link rarely lasts long enough for the xin to gain control.

Bo 'polnes are instinctual beings. They eat to live and live to eat. What little intelligence they do have is almost always focused on the next meal.

Bo 'POLNE

Large alien aberration, chaotic neutral

Armor Class 10

Hit Points 95 (10d12 + 30)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	8 (-1)	3 (-4)

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Berserk. Whenever the bo 'polne starts its turn with 40 hit points or fewer, roll a d6. On a 6, the bo 'polne goes berserk. On each of its turns while berserk, the bo 'polne attacks the nearest creature it can see. If no creature is near enough to move to and attack, the bo 'polne attacks an object with preference for an object smaller than itself. Once the bo 'polne goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Actions

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

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

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Binding Acid [Recharge 2-3]. The bo 'polne spits a glob of acidic mucus at a point it can see within 30 feet of it. The target takes 3 (1d6) acid damage. If the mucus hits a creature, the creature must succeed on a DC 12 Strength saving throw or be glued to the ground for 1 minute, taking an additional 3 (1d6) acid damage for each round that it's bound. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



SKETCHY-ART &
SHIVAM AKSHAY

DIBUD

The dibud is a small, frog-like creature native to the many swamps of the aglothian homeworld. Dibuds are fearful of most other creatures, and are openly aggressive toward creatures that they believe they can easily defeat or match in combat, including other dibuds. Except to mate or feed, dibuds avoid each other and other creatures. Some aglothians keep them in terrariums as pets. Dibuds have mild empathic powers and can share their fear or panic with other beings in close proximity.

They enjoy eating gnirfs, but most terrestrial insects also make a passable meal for a dibud.



SKETCHY-ART

DIBUD

Tiny alien beast, no alignment

Armor Class 11

Hit Points 5 (2d4 + 5)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	11 (+0)	2 (-4)	8 (-1)	3 (-4)

Damage Immunities lightning

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Illumination. The dibud's natural bioluminescent markings shed a dim light in a 10-foot radius.

Lightning Flesh. The dibud's flesh carries an electric charge. A creature that touches the dibud takes 2 (1d4) lightning damage.

Empathic Alarm. When the dibud is scared or startled, all creatures within a 10-foot radius of the dibud must succeed on a DC 9 Wisdom saving throw or become frightened by the source of the dibud's alarm (per the *frightened* condition). If a creature is the source of the dibud's fear, that creature automatically succeeds on this saving throw. The condition ends if the dibud falls unconscious or calms.

Actions

Tongue. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage plus 2 (1d4) lightning damage.

GNIRF

Eight of the eleven Federation species consider gnirfs their sworn enemies. Try as they might, none have ever been able to fully eradicate these pests. Gnirfs are an invasive species on so many planets that their original homeworld is unknown. Gnirfs can be found most places that small or larger creatures gather, but show a preference for warmer climates. They subsist on saltwater or sweat, but can eat small quantities of fresh meat in a pinch. When they land on a target creature, they use their needle-sharp claws to inject small amounts of a natural anesthetic to reduce victim resistance as the gnirf feeds.

GNIRF

Tiny alien beast, no alignment

Armor Class 9

Hit Points 1 (1d4 - 1)

Speed 1 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	8 (-1)	5 (-3)	9 (-1)	2 (-4)

Senses passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Flyby. The gnirf does not provoke opportunity attacks when it flies out of an enemy's reach.

Distracting Flutter. When a creature the gnirf can see makes a melee attack against a target within 5 feet of this gnirf, it may use its reaction to impose disadvantage on the attack roll.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 2 (1d4) poison damage. Due to the numbing properties of gnirf venom, the target must succeed on a DC12 Constitution saving throw or have disadvantage attack rolls for 12 seconds.

SWARM OF GNIRFS

Medium swarm of tiny alien beasts, no alignment

Armor Class 11

Hit Points 24 (7d8 - 7)

Speed 1 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	8 (-1)	5 (-3)	9 (-1)	4 (-3)

Senses passive Perception 11

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

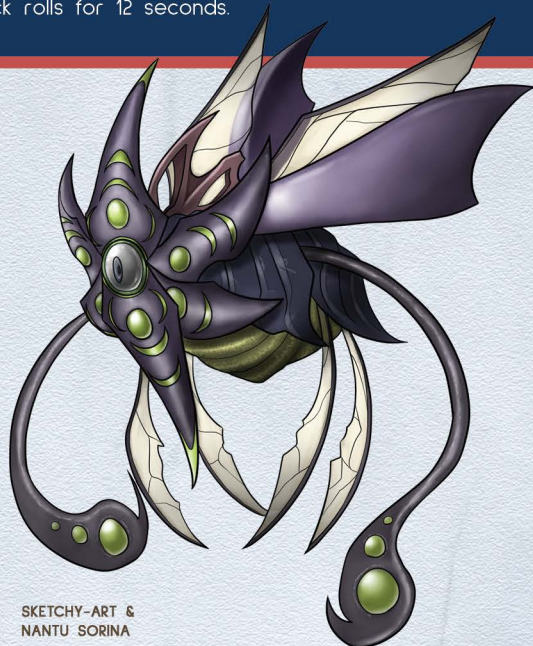
Languages —

Challenge 1/4 (50 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 gnirf. The swarm can't regain hit points or gain temporary hit points.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage plus 5 (2d4) poison damage, or 2 (1d4) piercing damage and 2 (1d4) poison damage if the swarm has half of its hit points or fewer. Due to the numbing properties of gnirf venom, the target must succeed on a DC12 Constitution saving throw or have disadvantage attack rolls for 12 seconds.



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SKETCHY-ART

KNIFFY

A kniffy is a tiny flying creature known for its piercing cry and remarkably swift adaptation to new environments. Buewix soldiers will often lay down small kniffy box hives as living anti-personnel alarm systems. Once placed, the hive quickly claims its new territory and unleashes noisy swarms of kniffies to harass any victims that, knowingly or not, get too near to the hive.

KNIFFY

Tiny alien beast, no alignment

Armor Class-12

Hit Points 4 (1d4 + 2)

Speed 10 ft., fly 60 ft.

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

Skills Perception +3

Senses blindsight 30 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Sight. The kniffy has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Pack Tactics. The kniffy has advantage on an attack roll against a creature if at least one of the kniffy'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.

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

LURKER

The original name and origin of this 'species' of artificial intelligences is unknown, but throughout the galaxy they are called "lurkers". The Xin Federation believes lurkers to be remnants of an extinct civilization that predated even their own empire.

The artificial intelligence houses itself in mechanical creatures that can be as small as a frog or as large as a dragon. It primarily grows and reproduces by assimilating metals, but lurkers often use other materials for armor or camouflage. Consequently, it can manifest itself in many forms. It incorporates and takes on the properties of whatever metal it consumes. Lurkers will usually opt to create many small bodies rather than a few large ones, though in some circumstances medium or even huge forms prove advantageous.

They lurk dormant in asteroid belts until they detect the presence of ships or space fauna. The lurkers then attach themselves like parasites and leech energy and materials to construct additional bodies.

Multiple Models. Though Federation archives contain records of countless lurker variants, the majority of lurkers fall within three "models". The diminutive Mk1 is believed to be the original model, and is a simple chassis with four legs and three manipulator appendages, and maneuvering jets. Mk1 lurkers are often covered with a rocky carapace for camouflage. A single Mk1 poses little threat to the cautious, but left unattended it will "spin" additional lurkers out of scavengable material.

When a Mk1 lurker horde requires extra muscle to dig a burrow or defend territory, they will assimilate materials and develop the much larger and more powerful Mk2. Now prepared for the offensive, Mk2s trade in the camouflage of Mk1s for improved strength and combat ability. A Mk2 can have as many as ten limbs fitted with claws, pincers, and stingers. The limbs protrude in all directions from a central hub. There is no "correct" right-side-up or upside-down for a Mk2, as its limbs and sensors can function at most angles. If it is flipped over it can assume movement without missing a beat. In fact, when it walks it appears to roll by rotating its central hub to make use of all of its legs.

This design prevents the Mk2 from being knocked prone. The propulsion jets on an Mk2 are not powerful enough to sustain flight, but they allow it to leap 40 feet in any direction.

Mk3s are the least commonly spotted class of lurker. Whether this is due to the significant investment of time and materials required in building one, or because few who face them live to tell the tale is a subject oft-debated by Federation scholars. The name "lurker" is considered inappropriate for a Mk3, as they will rarely go into standby dormancy like the Mk1 or Mk2; Federation troops in the field sometimes refer to them as "loomers" due to their bulk. Mk3s are specifically, if crudely, designed for combat. Their dense bodies have four limbs designated for support and movement. Its other limbs [up to eight] are fitted with claws, pincers, and stingers. The Mk3 also has a tongue-like appendage called a "trunk" that rolls out of an orifice in its body with lightning speed to bludgeon a target.

While this book stops at Mk3, Game Masters could create additional lurker models, sizes, and configurations to challenge a party.

Always Watching. Though they lie dormant for long periods, lurkers are never truly asleep. They maintain passive scanning for nearby threats and targets.

Adapting in the Void. Lurkers are incredibly resource-efficient and can assimilate almost any non-living material into their bodies for fuel or repairs.

SETH TOMLINSON



LURKER Mk1

Tiny construct, no alignment

Armor Class 14 (natural armor)

Hit Points 47 (5d8 + 25)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	4 (-4)

Skills Acrobatics +5, Stealth +5

Damage Resistances lightning, radiant

Damage Immunities cold, fire, poison

Condition Immunities charmed, exhausted, frightened

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

Perception 13

Languages Understands most languages but can only be understood by other lurkers

Challenge 2 (450 XP)

False Appearance. While the lurker remains motionless, it is indistinguishable from its source material (a log, a rock, etc.).

Wall-Crawler. Because of its tiny size and strong grip, the lurker is able to crawl up sheer edges and walls, even along ceilings.

Keen Hearing and Sight. The lurker has advantage on Wisdom (Perception) checks that rely on hearing or sight.

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

Spin the Swarm. Over the course of a day, a Mk1 can consume 5 lb. of a scrap material to create another Mk1 lurker. 15 Mk1 lurkers can spend three weeks working together to transform themselves and 100 lb. of scrap material into a single Mk2 lurker.

Reconstruction. If the lurker is in the same space as any Tiny object composed of the same material as the lurker, it can absorb that item over a span of 5 minutes to restore 1 hit die.

Overcharge. If the lurker consumes a Class-1 power cell, it becomes overcharged. Both the lurker's movement speed and attack damage are doubled for 1 minute.

Actions

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

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

LURKER Mk2

Medium construct, no alignment

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., leap 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	6 (-3)	12 (+1)	4 (-4)

Skills Acrobatics +5, Perception +4

Damage Resistances lightning, radiant

Damage Immunities cold, fire, poison

Condition Immunities charmed, exhausted, frightened, prone

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

Languages Understands most languages but can only be understood by other lurkers

Challenge 6 (2,300 XP)

Keen Hearing and Sight. The lurker has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Reconstruction. If the lurker is in the same space as any Small object composed of the same material as the lurker, it can absorb that item over a span of 5 minutes to restore 1 hit die.

Spin the Swarm. Over the course of two weeks, a Mk2 can consume 150 lb. of a scrap material to create another Mk2 lurker or 15 Mk1 lurkers. 6 Mk2 lurkers can spend 6 weeks working together to transform themselves and 200 lb. of scrap material into a single Mk3 lurker.

Overcharge. If the lurker consumes a Class-2 power cell, it becomes overcharged. Both the lurker's movement speed and attack damage are doubled for 1 minute.

Leap. The lurker can use its propulsion jets to leap 40 feet in any direction. If an enemy makes an attack of opportunity against a leaping lurker, that attack is made with disadvantage.

Actions

Multiattack. The lurker makes two attacks: one with its claws or pincer, the other with its stinger.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 3) slashing damage.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 3) piercing damage, plus if the target is a medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be grappled. At the end of each of its turns it can repeat the saving throw, ending the effect on itself on a success. The lurker cannot use its pincer attack while grappling a target. It can release its target as a bonus action.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 3) piercing damage.

LURKER Mk3

Large construct, no alignment

Armor Class 18 (natural armor)

Hit Points 149 (13d10 + 78)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	8 (-1)	12 (+1)	4 (-4)

Skills Intimidation +3, Perception +5

Damage Resistances lightning, radiant

Damage Immunities cold, fire, poison

Condition Immunities charmed, exhausted, frightened

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

Perception 15

Languages Understands most languages but can only be understood by other lurkers

Challenge 10 (5,900 XP)

Charge. If the lurker moves at least 20 feet straight toward a target and then hits it with its stinger attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Reconstruction. If the is in the same space as any Medium object composed of the same material as the lurker, it can absorb that item over a span of 5 minutes to restore 1 hit die.

Spin the Swarm. Over the course of a month, a Mk3 can consume 300 lb. of scrap metal to create another Mk3 lurker, 2 Mk2 lurkers, or 50 Mk1 lurkers.

Overcharge. If the lurker consumes a Class-3 power cell, it becomes overcharged. Both the lurker's movement speed and attack damage are doubled for 1 minute.

Actions

Multiattack. The lurker makes three attacks: two with its claws or pincer and one with its stinger or trunk.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 6) slashing damage.

Pincer. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 6) piercing damage, plus if the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be grappled. At the end of each of its turns it can repeat the saving throw, ending the effect on itself on a success. The lurker cannot use its pincer attack while grappling a target. It can release its target as a bonus action.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 6) piercing damage.

Trunk. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage, plus if the target is a medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be knocked prone.



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OGRIT

Ogrits are unruly, temperamental beasts. Animal handlers find them extremely difficult to domesticate, but the effort is usually worthwhile. When tamed, ogrits are used as mounts by some of the small and medium sized aliens of the Federation, chiefly buewix commanders and ygommuu blade warriors.

A holdover from their icy planet of origin, ogrit legs are dotted with small vents that can release jets of superheated air at will. Additionally, their keen hearing may allow them to detect threats before its rider.

OGRIT

Medium alien beast, neutral

Armor Class 10

Hit Points 11 (2d6 + 4)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities fire

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

Actions

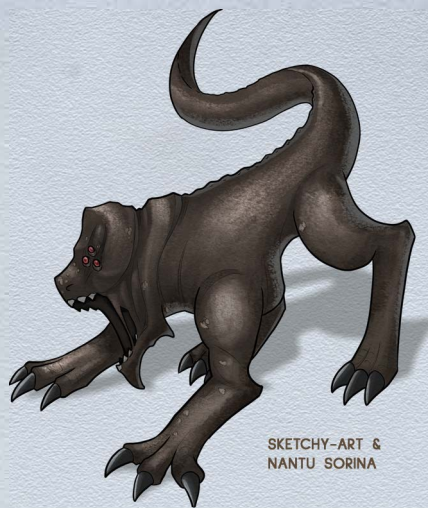
Kick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 3) bludgeoning plus 2 (1d4) fire damage.

Fire Breath. The ogrit exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

PUAT

Puats are the front-line war beasts of the umagh. They possess empathic abilities that can cause nearby creatures to become frightened. The umagh send out puat packs to break enemy morale.

When not in battle, puats enjoy the company of other creatures. They are incredibly happy when playing, but will quickly get lonely if left without any companions. Puat keepers know better than to leave one on its own for too long, as it will attack objects and harm itself in its distress. They are best housed with at least two or three other puats.



PUAT

Small alien beast, lawful neutral

Armor Class 12

Hit Points 41 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	10 (+0)	15 (+3)	7 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Empathic Fear Wave. The puat emits a psychic force in a 30-foot radius, striking fear into the hearts of any creature within the radius. The creature must make a DC 13 Wisdom saving throw or become frightened. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once a creature has succeeded on the saving throw, it is immune to the puat's Empathic Fear Wave for the next 24 hours.

Pack Tactics. The puat has advantage on an attack roll against a creature if at least one of the puat'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.

Empathic Assault *(Recharges after a Short or Long Rest).* The puat emits empathic energy causing the target creature to have an uncontrollable panic attack and take 6 (1d12) psychic damage. The creature must succeed on a DC 15 Intelligence saving throw or be stunned 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.

VORGATHIAN MOLD

Despite claims to the contrary, the Xin Federation cannot subjugate every lifeform it encounters. First xin contact with vorgathian mold occurred years ago, but the exact date is unknown. The mold is believed to have destroyed several xin ships and killed thousands of personnel before coming to the attention of the greater Empire. The fungus is incredibly difficult to destroy and can grow in almost any environment. It spreads like a pathogen, and can swiftly overgrow ships, cities, and even entire planets.

Game Masters could consider inventing their own weakness for the mold. This could create an engaging line of inquiry for players as they try to figure out how to kill this nearly unstoppable fungus.

Even the smallest amount of vorgathian mold can grow into a real threat. It spreads exponentially, doubling in size every day under ideal conditions. When the mold grows to more than 10 feet in diameter, it will split into 2 discrete vorgathian mold entities.

While more aware than standard vegetation, Vorgathian mold possesses only a rudimentary intelligence. Despite Xin propaganda, it is not evil or malicious. It's a neutral, non-sapient lifeform. The mold's only wants are to survive and to grow.

The Empire's researchers spent long years probing for a reliable counteragent to vorgathian mold. Today's best practices consist almost entirely of erecting airtight barriers to quarantine the affected building or city. In the case of planet-wide infections, the world is cut off from interstellar travel and condemned to a painful death.



Self-Preserving. Vorgathian mold will not rest passively while other creatures invade its space. If threatened, it ejects clouds of harmful spores or ensnares assailants. Spores use air-jet propulsion to swarm like insects and attack nearby creatures.

High-Invulnerable. The mold has no weaknesses and is resistant or immune to almost every conceivable type of damage.

Undead Infection. To propagate the species, vorgathian mold will take control of the body of any creature that has died in the same space as the mold, turning it into a vorgathian zombie. The zombies will attack other creatures in an attempt to spread the infection further. After a two-day lifespan, spores and fungus will burst from the zombie, at which point its body will collapse and join the mold. Vorgathian zombies killed in combat will experience a similar spore burst.

VORGATHIAN MOLD

Tiny to large plant, neutral

Armor Class 13 (natural armor)

Hit Points 126 (12d12 +48)

Speed —

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	18 (+4)	3 (-4)	12 (+1)	1 (-5)

Damage Resistances bludgeoning, fire, force, piercing, poison, slashing, thunder

Damage Immunities cold, lightning, psychic, radiant

Condition Immunities charmed, exhausted, frightened, grappled, prone, restrained, unconscious

Senses tremorsense 10 ft., passive Perception 15

Languages —

Challenge 6 (2,300 XP)

Surface Cover. Vorgathian mold spreads and covers all surfaces in its path. The mold can occupy another creature's space and vice versa.

Tenacious & Adaptable. Vorgathian mold can grow in thrive in even the most hostile environment. It is impervious to changes in temperature, and can grow in almost every possible biome.

Rapid Propagation. Vorgathian mold can double its mass in 1 day. When it grows enough to occupy more than 4 spaces (10 feet in diameter), a new vorgathian mold entity is born.

Spreading the Disease. Any creature that drops to 0 hit points due to necrotic damage from vorgathian mold, or while occupying the same space as the mold and fails its death saves will be taken over by the mold. The vorgathian mold will immediately begin spreading itself into the dead creature. The creature will be resurrected as a vorgathian zombie in 1 day.

Actions

Spore Burst. The vorgathian mold emits a burst of spores in a 10-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 32 (5d12) necrotic damage.

Ensnare. The fungus entangles one target occupying the same space. The target takes 11 (2d10) necrotic damage. If the target is a creature, they must succeed on a DC 12 Strength saving throw or be grappled. The creature must take an additional 5 (1d10) necrotic damage for each of its turns that it remains grappled. The creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The vorgathian mold has disadvantage on this attack if the target is larger than itself.

VORGATHIAN SPORE SWARM

Medium swarm of tiny plants, neutral

Armor Class-12 (natural armor)

Hit Points 27 (6d8)

Speed 0 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	3 (-4)	7 (-2)	1 (-5)

Damage Resistances acid, bludgeoning, cold, fire, force, lightning, piercing, poison, radiant, slashing, thunder

Damage Immunities psychic, necrotic

Condition Immunities charmed, exhausted, frightened, grappled, prone, restrained, unconscious

Senses passive Perception 10

Languages —

Challenge 1 (200 XP)

Tied to the Host. Vorgathian spores can only survive in proximity to their host vorgathian mold. The vorgathian spore swarm can safely fly 15 feet away from the mold. The swarm must take 3 (1d6) necrotic damage on each of its turns that ends outside of that range.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening that doesn't have an airtight seal. The swarm cannot regain hit points or gain temporary hit points.

Actions

Infect. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 11 (4d4 + 1) necrotic damage, or 6 (2d4 + 1) necrotic damage if the swarm has half of its hit points or fewer.



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MICHAŁ GRZEŚKOW



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VORGATHIAN ZOMBIE

Undead, size depends on species, neutral

Armor Class-11

Hit Points 93 (11d10 +33)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	4 (-3)

Condition Immunities exhausted, unconscious

Senses passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Death Burst. If damage reduces the vorgathian zombie to 0 hit points, its flesh will burst open and 1 vorgathian spore swarm will fly out of the zombie's remains.

Short Lifespan. The vorgathian zombie will only survive for 2 days, after which it will experience a death burst and its matter will be repurposed to join the mold.

Actions

Multiattack. The vorgathian zombie may two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 7 (2d6) necrotic damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage plus 7 (2d6) necrotic damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) bludgeoning damage.

WYGYRT

Wygyrts are pets of the Federation. They are not native to the home planet of any Federation species, and were found on a less-advanced world. Their irresistibility led to their domestication and widespread presence throughout the empire.

Rumors abound that some malicious intelligence lies behind the wygyrts' almost preternaturally rapid spread throughout the Empire as pets to the powerful and influential.

Game Masters could consider giving some individual wygyrt's an INT score between 16 and 24. Uncovering a conspiracy of mutated, hyper-intelligent wygyrts could make for a unique sidequest.



SKETCHY-ART

WYGYRT

Tiny alien beast, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	10 (+0)	5 (-2)	12 (+1)	18 (+4)

Skills Perception +3, Stealth +5

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

Irresistible. The wygyrt can use a bonus action to charm any creature within a 15-foot radius that is aware of the wygyrt and possesses an Intelligence score greater than 5. The target creature must succeed on DC 10 Wisdom saving throw or be charmed for 6 seconds. After the effect wears off, a creature is immune to the wygyrt's charm for the next 24 hours.

Actions

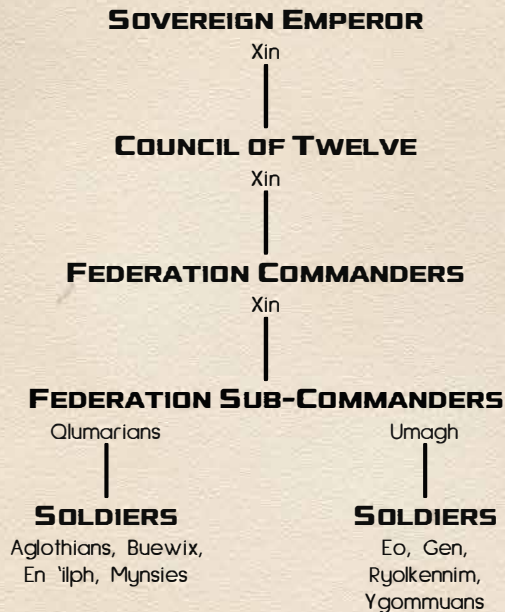
Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

APPENDICES



APPENDIX A: ALIEN HIERARCHY

XIN FEDERATION



NON-FEDERATION

NO KNOWN HIERARCHY
Crils, Kalneans, Pharoks

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79
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86

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	Communication pad	65
	Gnirf venom	66
	Laser pistol	45
	Light	66
	Terrarium	67
	Uniform	52
	Xin ration pack	67
Uncommon	Carbon mail armor	52
	Class-1 power cell	38
	Class-2 power cell	38
	Concussion grenade	47
	Dart gun	45
	Darts	45
	Enian lyre	65
	Entertainment suit	65
	Flash-bang grenade	47
	Fragmentation grenade	47
	Frost grenade	47
	Frost pistol	45
	Laser rifle	45
	Microscope	66
	Mynsy acid	66
	Padded uniform	52
	Plaisian powder	66
	Plasma blaster	45
	Plated uniform	52
	Radiation blaster	45
	Repeater	45
	Scanner	67
	Self-pitching tent	67
	Shotgun	45
	Smoke grenade	47
Rare	So 'nalilph holy symbol	67
	Ygommuuan brand	48
	Aerovest	59
	Aglothian harp	64
	Antimatter rifle	46
	Blind stunner	48
	Bo 'polne mucus	64
	Class-3 power cell	38
	Conquest trap	65
	Force shield	56
	Freeze ray	46
	Gravity gun	50

Rarity	Item	Page
Rare	Gravity shifter	52
	Heat staff	48
	Hydraulic fluid	66
	Injector	66
	Nanoweave combat suit	53
	Nanoweave plated armor	53
	Nitro needler	50
	Power cell charger	39
	Regenerating cord	66
	Rocket launcher	46
	Rockets	46
	Shockwave staff	48
	Stealth suit	52
	Warp rifle	45
	Xin baton	48
Very rare	Aqua breather	57
	Bionic arm	57
	Bionic leg	58
	Book	65
	Bubble shield	56
	Carbon plated combat suit	52
	Chaos launcher	48
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	Class-5 power cell	38
	Dead eye	58
	Energy restraint	65
	Expanse gel	66
	Force shield armor	53
	Grenade launcher	46
	Laser cannon	46
	Learner's chip	58
	Motion sense	58
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	Rover	60
	Scooter	62
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	Wrist rocket	58
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	Portable power cell charger	39
	Scrambler	50
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APPENDIX D: HOOKS & EVENTS

TWO-SENTENCE ADVENTURE HOOKS

d10 Hook

- 1 Rumors abound that the enemy's forces seek the keys to an ancient doomsday weapon of an advanced but extinct civilization. They're collecting parts from old crashed spaceships to repair a Mech Suit with which to batter down the fortified walls of the capital city.
- 2 Magic users claim they're being visited by strange helmeted creatures that use devices to drain magical energies. It's the Kalneans, and they believe this magical energy is the key to striking a decisive blow against the Federation.
- 3 Townsfolk are falling ill to a strange plague that slowly cocoons the victim in mucus. Patient zero came into contact with a crashed biohazard pod that fell from the sky.
- 4 Amidst a Federation invasion, a rogue faction of aliens representing Federation society's criminal underground appears in local council chambers. They offer covert aid and assistance in repelling the Federation, but the price of their assistance is quite steep.
- 5 Aliens have long avoided this world because this is where the Old Ones are imprisoned. An alien extremist group aims to change that.
- 6 Fishing boats have gone missing on the lake. A child claims she swam to the bottom and saw a giant metal structure. It's a Federation reconnaissance and research ship.
- 7 A meteorite impacts the ground and releases its flash-frozen pack of ancient, intergalactically feared alien beasts of legend. Can the heroes neutralize the threat before Federation forces learn of the incursion and arrive to sterilize the planet?
- 8 A Federation vessel crash-lands in a secluded area after a meteorite storm damages the ship. The crew intends to tell the Federation about this primitive, unclaimed world, but needs to acquire resources to repair their communications array before they can call for rescue.
- 9 A mysterious figure unites disparate religious cults and gangs under a single banner. An en 'ilph priest is gathering them as a prelude to invasion.
- 10 In the midst of an otherwise successful invasion, the alien forces suddenly change course for no discernable tactical reason. The xin commander's pet wygyrt ran away, and could be a useful bargaining chip as the native forces take the opportunity to reorganize and rally.

TWO-SENTENCE RANDOM EVENTS

d10 Hook

- 1 You meet a hooded, oddly proportioned being on the road. They are ineffectively trying to use a strange tool on their injured horse, and seem unfamiliar with even the most basic of social niceties.
- 2 A cry interrupts travel down the road. In a concealed ditch, a frightened alien infant clutches a blanket made of an unknown material.
- 3 A strange creature tears through the square with two equally foreign, uniformed beings in hot pursuit. The creature swerves to avoid an obstacle and runs into you.
- 4 The local merchant invites you to view his 'special products'. They're traditional arms and armor jury-rigged with scavenged alien tech, albeit to varying degrees of effectiveness.
- 5 A group of bandits captured a wounded creature not of this world. Little do they know that their guest's friends are already en route.
- 6 An alien craft lands in the woods and begs the nearest beings for aid. A lurker infestation threatens to take over the ship, and the swarm is becoming more intelligent over time.
- 7 While traveling through a secluded region, you come across a mysterious dome several miles in diameter. A lab specimen of Vorgathian mold escaped confinement and the research ship quarantined the area.
- 8 A group of cloaked and hooded minstrels spin tales of fantastical machines and countless worlds. They're Federation deserters living in exile.
- 9 Livestock disappear in the night and strange shapes are found burned into the crop fields. It's the youthful shenanigans of bored alien pilots from a space station.
- 10 A voice calls for help from a pile of leaves. A software bug in a discarded eo Adjunct chip caused it to develop a sense of self, and it wants to live.



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CHARACTER NAME

BLADES & BLASTERS

PLAYER NAME

CLASS/LEVEL

SUBCLASS

EXPERIENCE

NEXT LEVEL

ALIGNMENT

BACKGROUND

RACE

PATRON/DEITY

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

STRENGTH

- ☐ SAVING THROWS
☐ Athletics

DEXTERITY

- ☐ SAVING THROWS
☐ Acrobatics
☐ Sleight of Hand
☐ Stealth

CONSTITUTION

- ☐ SAVING THROWS

INTELLIGENCE

- ☐ SAVING THROWS
☐ Arcana
☐ History
☐ Investigation
☐ Nature
☐ Religion

WISDOM

- ☐ SAVING THROWS
☐ Animal Handling
☐ Insight
☐ Medicine
☐ Perception
☐ Survival

CHARISMA

- ☐ SAVING THROWS
☐ Deception
☐ Intimidation
☐ Performance
☐ Persuasion

ARMOR
CLASS

INITIATIVE

SPEED

CURRENT HP

TEMPORARY HP

HIT DICE

Total

DEATH SAVES

Successes

Failures

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

EQUIPMENT

- ☐ Platinum (pp)
1pp = 10gp
- ☐ Gold (gp)
1gp = 2ep
- ☐ Electrum (ep)
1ep = 5sp
- ☐ Silver (sp)
1sp = 10cp
- ☐ Copper (cp)

PROFICIENCIES & LANGUAGES

PROFICIENCY BONUS

PASSIVE PERCEPTION

INSPIRATION

ATTACKS & SPELLCASTING

ACTIONS & BONUS ACTIONS

CHARACTER NAME

FEATURES & TRAITS

CHARACTER BACKSTORY

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

INVENTORY & TREASURE

CHARACTER NAME

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O

CANTRIPS

[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

8	Slots Total	Slots Expended
Prepared ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____ Spell Name		

9	Slots Total	Slots Expended
Prepared ☐ _____ ☐ _____ ☐ _____ ☐ _____ ☐ _____ Spell Name		

STARTER MAP

North Caliana – As the name suggests, it's the northernmost division of the great continent of Caliana. Labelled on the map are political jurisdictions (cities, provinces, and countries), bodies of water (rivers, lakes, seas, oceans), and mountain ranges. Beyond that, the only limit is the Game Master's imagination. This world is waiting to be populated with peoples, cultures, landmarks, castles, dungeons, all in service of the adventure.

The geographic features drawn into the map are too numerous to describe in full, but there are a few worth detailing.

There are two bodies of water with more than one outflow point: Tamstone Waters and the Alahaugr Sea. The rivers draining south from Tamstone suggest a marshy inland delta caused by weak flow and a vast area of flat land. This region will likely be prone to flooding during seasons of rain.

The Alahaugr Sea drains south to the Channel of Birmingham, cutting through the eastern and western ranges of the Skag Mountains. Incredibly strong flow throughout millennia of the continent's natural history cut through the uplifting rock faster than the mountains could be formed. The peaks surrounding Alahaugr likely have large glaciers to supply that flow all year long. A second channel flows north to the Depths of Strafjor. This would more than likely be a man-made canal. If it is a natural river, it would weaken the flow available to the southern river and would indicate that the entire area is near sea level.

Recurrent tectonic activity in the northern mountain ranges causes frequent earthquakes. But it's not all bad, to the south of the Skag Mountains, near Gunnarsholt, there are luxurious hot springs.

Volcanic activity is abundant along the Ash Hills, especially in the mountains surrounding the phantom vale. The entire valley could be a barren wasteland, inhospitable to most civilized folk, but a fitting lair for a dragon.

The subtropical climate on the southern shores of the Brightisle Sea makes it the perfect region for vineyards. If any of the people living in Caliana make wine, they couldn't ask for a better place to do it than Allington or Port Lugin.

These are simply ideas. North Caliana is now out of the hands of this writer.

TAYLOR CHRISTENSEN





