

YARRO  STUDIOS

SPACEFARING IN FIFTH EDITION

Everything you need to know to run space adventures
in the world's greatest roleplaying game

EXPLORATION OPTIONS

This section details different approaches you can take to breathing, gravity, and other aspects of space exploration.

BREATHING

This section provides options for how breathing works in outer space.

TRADITIONAL

When a creature enters space, it magically has an air bubble form around it. This bubble has enough air to last the creature 10 days. After 10 days, the air disappears and the creature begins to suffocate.

AETHER

Using this approach, the entirety of known space is filled with an unusual substance called “aether.” Aether can be breathed by any living creature as fine as the air, water, or other substance it is accustomed to surviving off of.

No special equipment or magic is needed to breathe in space if your group uses this approach.

AIR CRYSTALS

Special crystals built into the hulls of spaceships consistently conjure fresh air, which is pumped into the spaceship interior and fills a magical air bubble that surrounds the ship. The GM determines how far this air bubble extends into space, typically for a radius of 120 feet for most ships.

NO AIR

There is no air in space in this approach. Creatures who wish to breathe must use special equipment or magic to survive.

GRAVITY

TRADITIONAL

All Gargantuan objects and structures have local gravity. ‘Down’ refers to the bottom of ships and the center of exceptionally large objects, such as asteroids and planets. Huge and smaller objects and structures have no gravity.

GRAVITY CRYSTALS

Special crystals built into the hulls of spaceships allow for gravity in the local area. Each ship has a designated ‘down,’ to which gravity pulls at a normal rate. The GM determines how far this local gravity extends into space, typically for a radius of 120 feet for most ships.

NO GRAVITY

Using this approach, there is no gravity in space. Items that are thrown maintain their momentum indefinitely, and there is not well-defined up or down.

MOVING IN ZERO GRAVITY

Most creatures lack an innate zero G speed, which is used to move through areas of no gravity. Such a creature can wiggle and wobble their way through empty space at half their normal speed. If the creature has an innate swimming or flying speed that is faster than its innate walking speed, it can move at half that speed instead.

Magical flying speeds, such as those given by a fly spell or creatures with the (hover) tag, count as a zero G speed.

MOVING BETWEEN PLANETS

Space is big, really big. In fifth edition, you can measure the distance between planets in Astral Units (AU). A spaceship’s speed (typically 1-6) determines how many AU it can travel in a 24-hour period. Neighboring planets tend to be 5 to 30 AU away from each other.

DAWN IN SPACE

Many magic items regain spent uses each day at dawn. While traveling through space, off any planet with any well-defined dawn, the GM decides what constitutes ‘dawn’ for the purposes of recharging magic items or similar game mechanics. ‘Dawn’ in this context usually occurs once every 24 hours.

Alternatively, you can allow for such magic items to regain powers when the party finishes a long rest.





COMBAT OPTIONS

WEAPONS IN SPACE

While futuristic, alien technology may pop up in your spacefaring adventures, most spacefarers use traditional high fantasy weapons: swords, bows, and the like. Magical craftsmen have developed both laser and electric variants of these weapons, described in the New Magic Items section of this booklet.

VEHICLES IN SPACE

Most creatures travel through space in spaceships. Spaceships are objects, meaning they have an AC and hit points as normal. As massive vehicles, most spaceships also have siege equipment as weaponry and a unique mechanic we call “toughness.”

SAMPLE SPACECRAFT

Ship	Cost	Speed (AU/Day)	Crew	Passengers	Cargo (tons)	AC	HP	Toughness
Cruiser	15,000 gp	6	1	6	0	13	100	10
Freighter	100,000 gp	3	150	0	500	17	700	20
Galley	30,000 gp	4	80	0	150	15	500	20
Keelboat	3,000 gp	1	1	6	1/2	15	100	10
Longship	10,000 gp	3	40	150	10	15	300	15
Monopod	5,000 gp	5	1	1	0	13	50	5
Rowboat	50 gp	1	1	3	0	11	50	0
Sailing Ship	10,000 gp	2	20	20	100	15	300	15
Warship	25,000 gp	2	60	60	200	15	600	20

Toughness. Toughness is a numeric value of 1 or higher, typically in multiples of 5. When a spaceship would take damage, it takes an amount of damage less equal to its toughness value (minimum of 0 damage). For example, if a ship has a toughness of 10 and would take 14 damage of any type, it instead takes 4 damage.

Toughness represents how minor scratches are negligible for the operation of massive vehicles.

Weak Points. Many spaceships have weak points, such as engines or thermal exhaust ports. The ship lacks toughness at these points; any damage dealt to a weak point affects the entire ship as a whole.

Weaponry. Most spaceships are equipped with massive siege-style weaponry. This can include ballistae, catapults, magical cannonry, and other innovations. Some of these magical creations are described in the New Magic Items section.

RANDOM ENCOUNTERS

These tables can be used for combat or social encounters. The DM determines whether groups encountered from these tables are friendly, indifferent, or hostile to the party.

These can be used for creatures encountered in outer space or on alien planets. In outer space, these creatures are usually encountered on spaceships (attended or abandoned), or are astral variants (see New Space Creatures). Creatures marked with an asterisk (*) are in this booklet.

CHARACTERS LEVEL 1-4

d20	Encounter
1	Roll twice and use both results; these two groups are hostile to each other
2	antigoo*
3	automaton*
4	azer
5	1d4 + 1 bandits and a bandit captain
6	blink dog
7	darkmantle
8	dretch
9	ettercap
10	1d4 + 2 eyebirds*
11	gargoyle
12	gibbering moulder
13	1d4 + 2 globugoblins
14	grick
15	2d4 kobolds
16	phase spider
17	pseudodragon
18	rust monster
19	will-o'-wisp
20	Roll twice and use both results; these two groups are friendly to each other

CHARACTERS LEVEL 5-10

d20	Encounter
1	Roll twice and use both results; these two groups are hostile to each other
2	aboleth
3	air, earth, fire, or water elemental
4	black pudding and 1d4 ochre jellies
5	bone devil
6	cloaker
7	cybergolem*
8	deva
9	fungal cloud*
10	glabrezu
11	guardian naga or spirit naga
12	hezrou
13	otyugh
14	roper
15	salamander and 1d4 magmins
16	shambling mound
17	unknowable horror*
18	wyvern
19	xorn
20	Roll twice and use both results; these two groups are friendly to each other

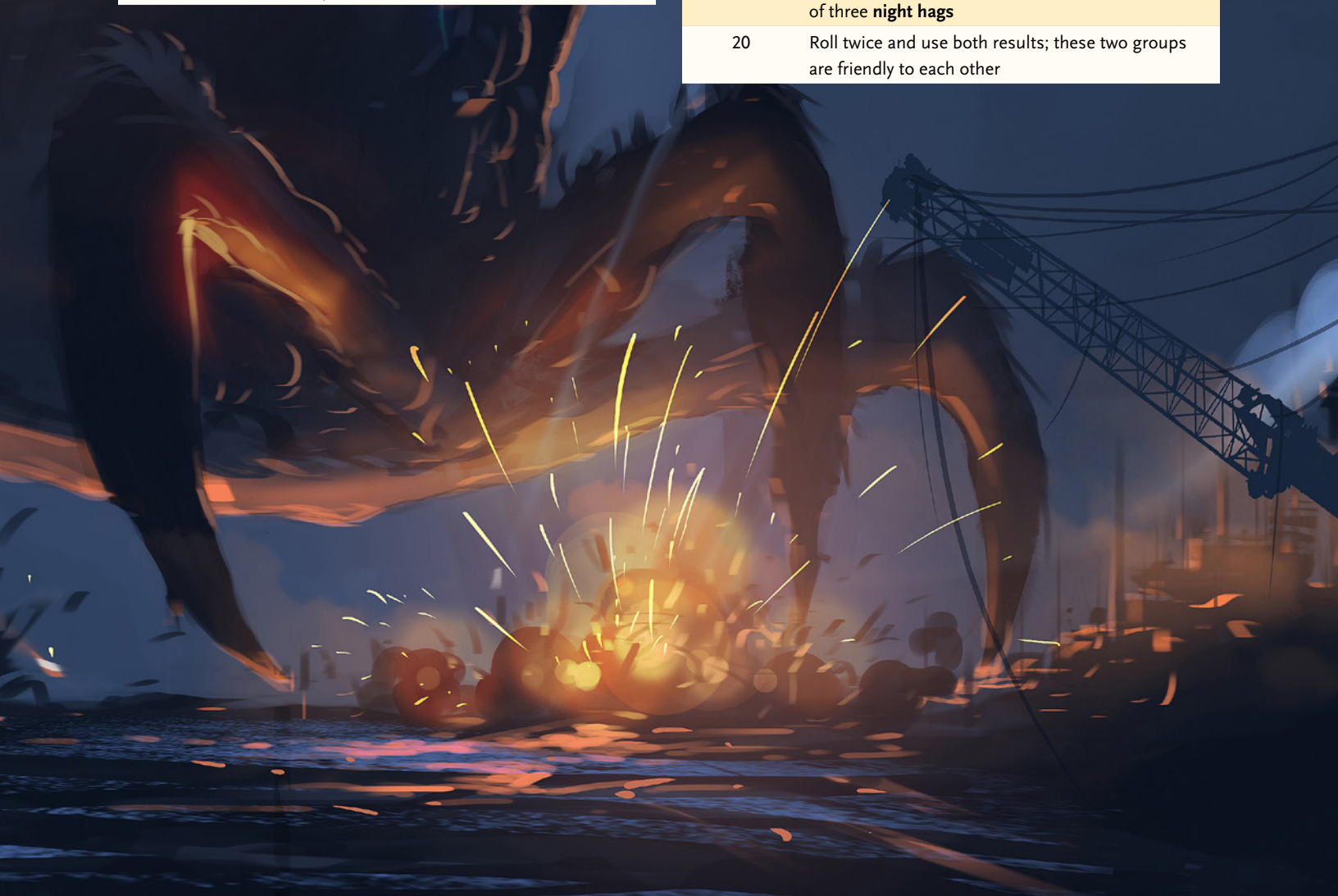


CHARACTERS LEVEL 11-16

d20	Encounter
1	Roll twice and use both results; these two groups are hostile to each other
2	2d4 + 2 azers
3	behir
4	djinni
5	a number of doppelgangers equal to the number of members in your party
6	efreeti
7	2d4 gricks infected with fungal cloud* disease
8	gynosphinx
9	ice devil
10	living meteor*
11	marilith
12	medusa and 1d4 gorgons
13	nalfeshnee
14	planetar
15	purple worm
16	remorhaz
17	roc
18	spirit naga and a guardian naga
19	star giant*
20	Roll twice and use both results; these two groups are friendly to each other

CHARACTERS LEVEL 17-20

d20	Encounter
1	Roll twice and use both results; these two groups are hostile to each other
2	2d4 aboleths
3	air elemental , fire elemental , earth elemental , and a water elemental
4	androsphinx
5	balor
6	dragon turtle
7	efreeti with two salamanders and 1d4 + 1 azers
8	gynosphinx and an androsphinx
9	a number of invisible stalkers equal to the number of members in your party
10	kraken
11	living meteor* inhabited by a 2d4 wyverns
12	marilith and 1d4 + 1 vrocks
13	pit fiend
14	planetar and 1d4 devas
15	purple worm and a remorhaz
16	solar
17	three star giants* , one of which is sick with fungal cloud* disease
18	technolich*
19	wraith and 1d4 shadows , under the magical control of three night hags
20	Roll twice and use both results; these two groups are friendly to each other



NEW MAGIC ITEMS

This section describes new types of magic items and spells you may encounter in space.

CANNON OF PIERCING

Weapon (siege equipment), very rare

Ammunition shot from this cannon ignores the toughness or damage threshold of vehicles.

It takes a creature one action to load the cannon, and one action to aim it. The character firing the cannon makes a ranged attack roll with a bonus equal to +6 plus the character's Dexterity modifier.

The cannon has a range of 120/480 ft. and deals 28 (8d6) bludgeoning damage on a hit.

HELM OF ADAPTATION

Wondrous item, common

While wearing this headpiece, you can breathe normally in any environment.

LASER BALLISTA

Weapon (siege equipment), rare

This massive behemoth of magical technology fills a 10- by 10-foot square and weighs 2,000 pounds. It fire magically conjured bolts of radiant energy.

A ballista takes one action to load, and then one action to aim and fire. The character firing the ballista makes a ranged attack roll with a bonus equal to +6 plus the character's Dexterity modifier.

The laser ballista has a range of 120/480 ft. and deals 22 (4d10) radiant damage on a hit.

LASER WEAPONS

Weapon (any), uncommon

Powered by arcane energy crystals, laser weapons deal radiant damage instead of bludgeoning, piercing, or slashing damage.

Ranged laser weapons conjure their own ammunition, which disappears immediately

after hitting or missing on an attack. These weapons can supply an indefinite amount of such ammunition without being recharged or replaced.

LIGHTNING WEAPONS

Weapon (any), uncommon

A triumph of magical artifice, lightning weapons deal lightning damage instead of bludgeoning, piercing, or slashing damage. A creature hit by a lightning weapon can't take reactions until the start of its next turn.

Ranged lightning weapons conjure their own ammunition, which disappears immediately after hitting or missing on an attack. These weapons can supply an indefinite amount of such ammunition without being recharged or replaced.

PANEL OF TRACKING

Wondrous item, uncommon

This magical tracking tool allows creatures to hijack the magical radiation that fills the cosmos in order to pursue Huge or larger spacecraft in the confines of outer space. You make a Wisdom (Survival) check contested by the craft's Dexterity (Stealth) check. On a success, you begin to track the ship as if it had left a trail behind.

PROPULSION BOOTS

Wondrous item, common

While wearing these enchanted boots, you have a zero G speed equal to your walking speed.



NEW SPACE CREATURES

Most creatures can be found in innumerable corners of the universe. Many monstrosities, aberrations, elementals, fey, and other creature types could populate an entire planet and still fit an 'alien' theme. This section supplements preexisting bestiaries with even more interesting allies and enemies for your party to encounter.

ANTIGOO

A magical experiment gone wrong or the cursed loogie of an enormous astral being, no one is sure of the origin of the curious antigoo. With its curious antigravity and antimagic powers, many artificers are researching whether its abilities can be duplicated, utilized, or even weaponized.

ANTIGOO

Small ooze, unaligned

Armor Class 8

Hit Points 18 (4d6 + 4)

Speed 0 ft., fly 20 ft. (hover), zero G 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	6 (-2)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Damage Resistances force

Condition Immunities blinded, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages –

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Antigravity Aura. There is no gravity within 30 feet of the antigoo.

Antimagic. The antigoo has advantage on saving throws against spells, and spell attacks against the antigoo are made with disadvantage. If the antigoo succeeds on its saving throw against a spell or if a spell attack misses it, there is a 50% chance the spell fails and has no effect on the antigoo or any other targets.

Amorphous. The antigoo can move through a space as narrow as 1 inch wide without squeezing.

Breathless. The antigoo does not need to breathe.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 (1d6 – 2) bludgeoning damage.

ASTRAL VARIANTS

Not all creatures in space are native to space. You may encounter an **otyugh**, **night hag**, **doppelganger**, or other being that has adapted to space life either through experience or evolution.

Giving existing stat blocks a space 'feel' is easy. Simply make any number of the following changes:

- Switch mundane weapons for spacey magical equivalents, like those described in the New Magic Items section of this booklet.
- Give the creature an innate zero G speed, typically equal to its fastest standard speed.
- Give the creature proficiency with space-themed tools, such as space vehicles.
- Give the creature magic to help it breathe in space, such as a *helm of adaptation*.

The **astropirate** stat block is an example of how to adapt an existing stat block to be an astral variant. It is based on the bandit stat block, implementing the changes described above.

ASTROPIRATE

Typically roving in gangs and manning stolen spacecraft, astropirates are a common threat in the ungoverned emptiness between planets.

ASTROPIRATE

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft., zero G 30 ft.

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

Tools space vehicles

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Special Equipment. The astropirate wears a *helm of adaptation*. The astropirate can breathe normally in any environment.

ACTIONS

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

Light Laser Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) radiant damage.



AUTOMATON

The worlds run on the backs of underappreciated servants. Enterprising young artificers have invented a way to put those servants out of a job: the automaton.

This stat block represents a fresh automaton, newly out of its packaging. Long-used and secondhand automatons may develop unusual personality quirks and may have limited functionality, such as access to only a few tool or language proficiencies.

Today's automatons stay awake and alert indefinitely. Early prototypes of automatons needed to be regularly plugged into a magic crystal or exposed to sunlight for 8 hours to recharge.

AUTOMATON

Medium construct, neutral

Armor Class 16 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 20 ft.

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

Tools all

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages all

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Stun Prod. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 2 (1d4) lightning damage, and the creature must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute.

A creature stunned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Constructs have disadvantage on this saving throw.



CYBERGOLEM

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 30 ft., zero G 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	23 (+6)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities poison, psychic, radiant

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

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Radiance Absorption. Whenever the golem is subjected to radiant damage, it takes no damage and instead regains a number of hit points equal to the radiant damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two cyberpunch attacks.

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

Laser Pulse (Recharge 5-6). The golem shoots laser energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 42 (12d6) radiant damage on a failed save or half as much on a successful one.

CYBERGOLEM

A type of especially powerful automaton, the cybergolem runs off of the same crystals that power laser weapons. They often serve as guardians of ancient astral temples or the workshops of spacefaring inventors.

EYEBIRD

This three-eyed oddity lives in flocks between the stars. Their favorite snack is a juicy eyeball, freshly plucked from the skull of a waylaid cosmonaut.

EYEBIRD

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 10 ft., fly 30 ft., zero G 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	13 (+1)	7 (-2)

Skills Acrobatics +4, Perception +3

Senses darkvision 120 ft., passive Perception 13

Languages –

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Breathless. The eyebird does not need to breathe.

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

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

ACTIONS

Eyestrike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage, and if the target is a creature with eyes it must succeed on a DC 12 Dexterity saving throw or be blinded until the creature finishes a short or long rest.

FUNGAL CLOUD

This stale-smelling spreading of spores is driven by a primal urge to continue its species. It lies dormant in alien corridors for months or even years at a time until a lifeform crosses its path, at which point it strikes. A creature infected with a fungal cloud is liable to explode in a burst of spores within only a matter of days.

FUNGAL CLOUD

Medium plant, unaligned

Armor Class 5

Hit Points 102 (12d8 + 48)

Speed 0 ft., fly 20 ft. (hover), zero G 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	18 (+4)	1 (-5)	4 (-3)	5 (-3)

Saving Throws Wis +0

Damage Resistances bludgeoning, piercing, and slashing

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 7

Languages –

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Breathless. The cloud does not need to breathe.

Cloud. The cloud can occupy another creature's space and vice versa, and the cloud can move through any opening at least 1 inch across.

Flammable. If the cloud takes any fire damage or occupies the same space as an open flame, it ignites. At the start of each of the cloud's turns while on fire, it and any creatures occupying the same space take 9 (2d8) fire damage.

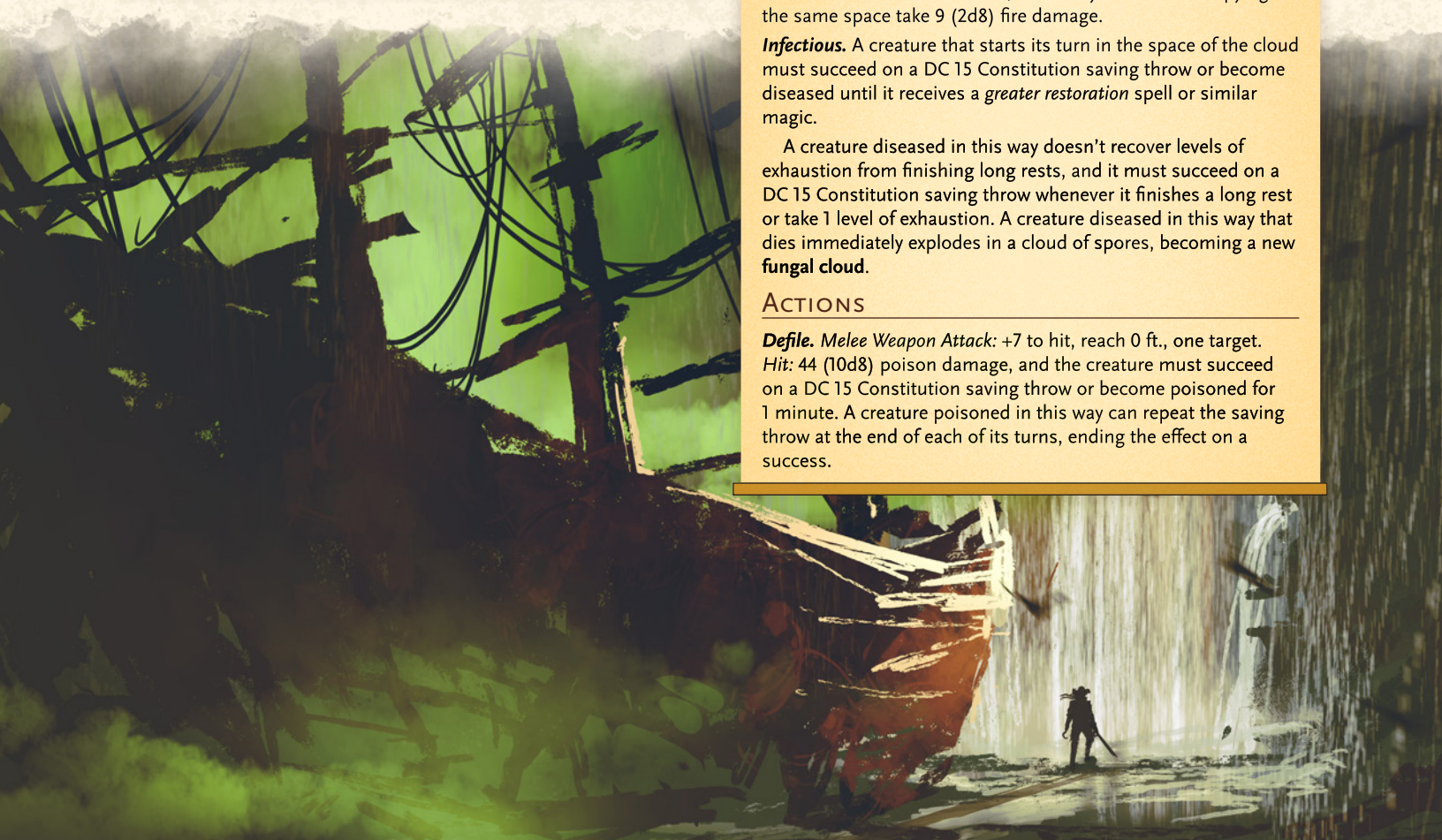
Infectious. A creature that starts its turn in the space of the cloud must succeed on a DC 15 Constitution saving throw or become diseased until it receives a *greater restoration* spell or similar magic.

A creature diseased in this way doesn't recover levels of exhaustion from finishing long rests, and it must succeed on a DC 15 Constitution saving throw whenever it finishes a long rest or take 1 level of exhaustion. A creature diseased in this way that dies immediately explodes in a cloud of spores, becoming a new **fungal cloud**.

ACTIONS

Defile. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target.

Hit: 44 (10d8) poison damage, and the creature must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.



GLOBUGOBLIN

This peculiar goblinoid is nearly identical to terrestrial goblins, but has adapted to life in zero gravity. They're most known for literally falling apart while in areas of gravity.

GLOBUGOBLIN

Small ooze (goblinoid), neutral evil

Armor Class 15 (natural armor)

Hit Points 7 (2d6)

Speed 10 ft., zero G 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Amorphous. The globugoblin can move through a space as narrow as 1 inch wide without squeezing.

Breathless. The globugoblin does not need to breathe.

Gravity Susceptibility. The globugoblin is prone in areas with gravity.

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

ACTIONS

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

Pseudobow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

LIVING METEOR

Titanic, rugged, and hungry are the three words that best describe living meteors. Typically spherical in shape, living meteors have large mouths they use to bite and swallow prey that comes too close to their surface.

LIVING METEOR

Gargantuan elemental, unaligned

Armor Class 19 (natural armor)

Hit Points 277 (15d20 + 105)

Speed 15 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Str +13, Con +12, Wis +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, fire, poison

Condition Immunities petrified, poisoned, prone

Senses blindsight 120 ft., passive Perception 11

Languages Ignan, Terran

Challenge 16 (15,000 XP)

Proficiency Bonus +5

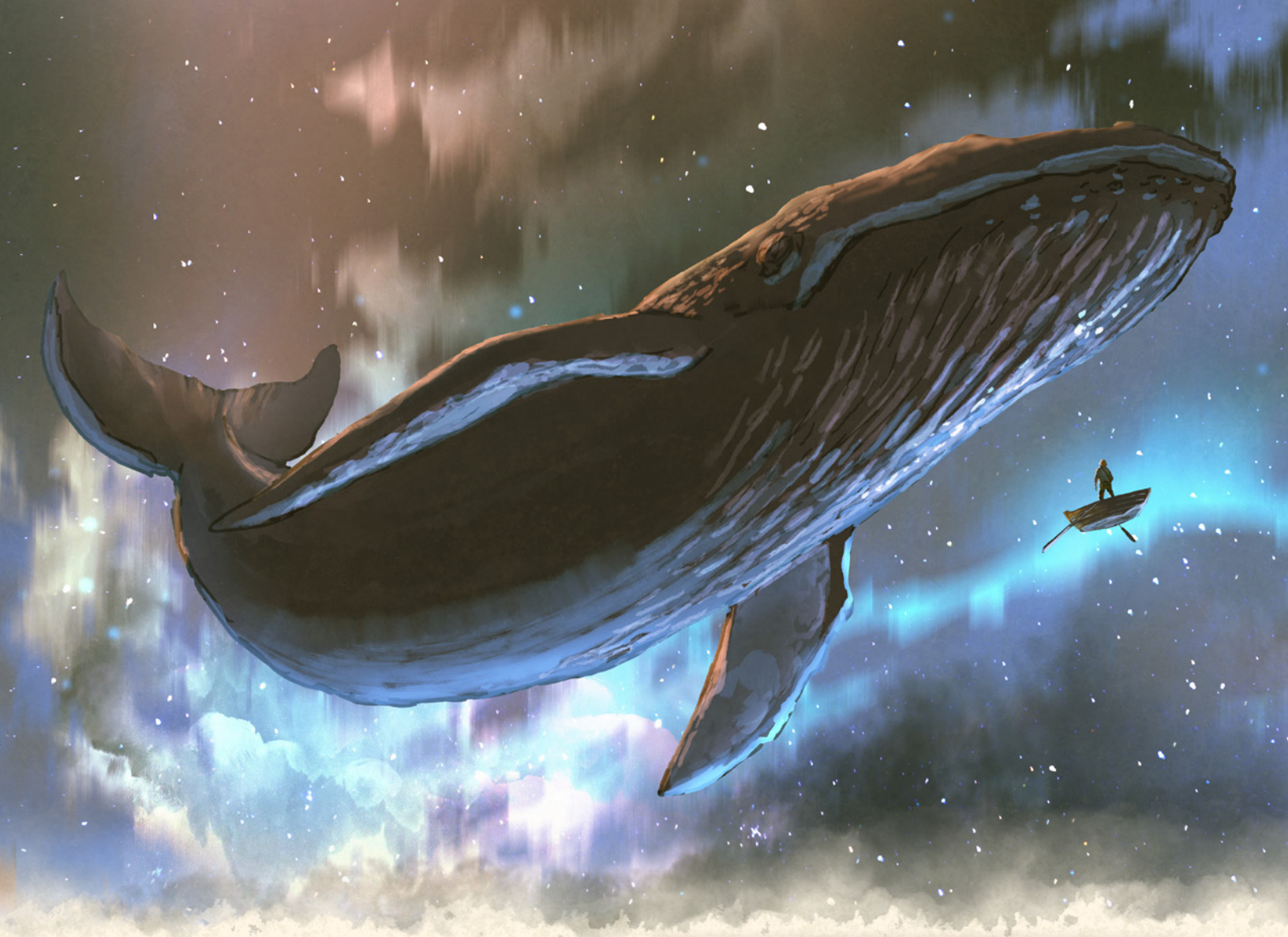
Gravity Aura. When a creature ends its turn within 60 feet of the meteor, the creature must succeed on a DC 20 Strength saving throw or be pulled up to 30 feet closer to the meteor.

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 41 (6d10 + 8) piercing damage, and the target is swallowed if it is a Large or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the meteor, and takes 20 (3d12) acid damage at the start of each of the meteor's turns.

The meteor's gullet can hold up to three creatures at a time. If the meteor takes 30 damage or more on a single turn from a creature inside it, the meteor must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the meteor. If the meteor dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.





SPACE WHALE

Through a curious series of unfortunate and improbable events, an entire planet's worth of dolphins once escaped into outer space. After generations in these harsh environs, they slowly evolved to the size and power of killer whales.

SPACE WHALE

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft., zero G 60 ft.

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

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages Deep Speech, telepathy 120 ft.

Challenge 3 (700 XP)

Proficiency Bonus +2

Echolocation. The whale can't use its blindsight while deafened.

Breathless. The whale does not need to breathe.

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.



STAR GIANT

Huge giant, chaotic neutral

Armor Class 16 (scale mail)
Hit Points 230 (20d12 + 100)
Speed 50 ft., zero G 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Athletics +14, History +8, Nature +8, Perception +9
Damage Immunities fire, radiant
Senses passive Perception 19
Languages Common, Ignan, Giant
Challenge 13 (10,000 XP)
Proficiency Bonus +5

Breathless. The giant does not need to breathe.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *color spray*, *continual flame*, *heat metal*, *light*
 3/day each: *daylight*, *fireball*

ACTIONS

Multiattack. The giant makes two maul attacks.

Maul. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.
Hit: 30 (6d6 + 9) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target.
Hit: 35 (4d12 + 9) bludgeoning damage.

Shooting Star (Recharge 5-6). The giant hurls a magical burst of light at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

STAR GIANT

Giants are widely known for their innate connection to the environment and natural powers. Giants who live on stars are no exception – they are rumored to sup on plasma and ride bucking solar flares for fun.



TECHNOLICH

Large construct, chaotic evil

Armor Class 17 (natural armor)

Hit Points 283 (27d10 + 135)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	7 (-2)	20 (+5)	22 (+6)	16 (+3)	17 (+3)

Saving Throws Str +13, Int +12, Wis +9, Cha +9

Skills Arcana +12, Nature +12, Perception +9

Damage Immunities force, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, poisoned

Languages all

Challenge 19 (22,000 XP)

Proficiency Bonus +6

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

Magic Resistance. The technolich has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the technolich has a phylactery container, a destroyed technolich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within the phylactery.

Lair Master. For the purposes of spell range and reach, the technolich can cast a spell as if it were standing in any space of its choice within the lair.

Force Absorption. Whenever the technolich is subjected to force damage, it takes no damage and regains a number of hit points equal to the force damage dealt.

Master Tinkerer. When the technolich casts *mending* on a construct, the construct regains up to 20 hit points.

ACTIONS

Multiattack. The technolich uses its Static Pulse, and then uses its Bite or Crushing Floor action.

Bite. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 18 (2d10 + 7) bludgeoning damage.

Crushing Floor. The technolich mentally commands a 5-foot square of its lair floor to suddenly raise up to 20 feet. If a creature or object is on the section, it must make a DC 20 Dexterity saving throw. On a failed save, it stays on the square. If the square reaches a ceiling, the creature takes 55 (10d10) bludgeoning damage. On a successful save, the creature jumps into an unoccupied space within 5 feet of the square. If there are no unoccupied spaces within 5 feet of the square, the creature instead takes half damage. A raised square safely descends to its original space at the end of the technolich's turn.

Static Pulse. All creatures within 30 feet of the technolich must make a DC 20 Constitution saving throw. On a failed save, a creature takes 45 (10d8) lightning damage and is stunned for 1 minute. The creature can repeat this saving throw at the end of each of its turns, ending the effect on a success. On a successful save, the creature takes half as much damage and isn't stunned.

Spellcasting. The technolich casts one of the following spells using Intelligence as the spellcasting ability (save DC 20):

At will: *clairvoyance* (within lair only), *mage hand*, *mending*, *message*, *passwall* (within lair only), *thaumaturgy*

3/day each: *animate objects*, *counterspell*, *detect thoughts*, *fabricate*, *grease*

1/day each: *antilife shell*, *antimagic field*, *creation*, *dominate monster*, *globe of invulnerability*, *power word kill*, *telekinesis*

LEGENDARY ACTIONS

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

Conveyor Belt. A Medium or smaller creature of the technolich's choice within its lair must succeed on a DC 20 Dexterity saving throw or be moved up to 30 feet in a horizontal direction of the technolich's choice.

Repair Self. The technolich casts *mending* on itself, regaining 20 hit points.

Mass Produce. An *automaton* under the technolich's mental control appears in an unoccupied space within the lair.



UNKNOWABLE HORROR

Large aberration, neutral evil

Armor Class 10

Hit Points 126 (12d10 + 60)

Speed 40 ft., fly 60 ft. (hover), zero G 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Int +7, Wis +8, Cha +9

Skills Arcana +7, History +7, Nature +7

Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses blindsight 120 ft., passive Perception 14

Languages Abyssal, Deep Speech, Infernal

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Amnesiac. A creature that stops looking at the horror forgets everything about the horror and the danger it poses.

Breathless. The horror does not need to breathe.

Inscrutable. The horror is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the horror's intentions or sincerity have disadvantage.

A creature that attempts and fails to magically read the horror's thoughts or emotions must succeed on a DC 17 Wisdom saving throw or take one random type of short term madness for 1 minute.

ACTIONS

Multiattack. The horror makes two bite attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (4d12) piercing damage.

TECHNOLICH

Seeking immortality, a powerful artificer may upload its consciousness into a machine. Nested in the center of a massive factory, the mage now lives as a giant skull or brain floating in a jar (its arcane phylactery). It has become a technolich. This factory is the technolich's lair, and it has complete control over every facet of the building. Most technoliches seek constantly to build upon their factory and add to their domain, attempting to establish new societies filled entirely with their robotic creations.

UNKNOWABLE HORROR

Through the efforts of tireless, brave, and clever researchers, the truths of unknowable horrors have slowly infiltrated the consciousness of the spacefaring public. A many-tentacled beast made of pure darkness, journals of astral adventurers-gone-missing have discussed this alien foe. Its defense mechanism is simple: when you look away from it, you forget everything about it. This is why the only publicly available information on the evil enemy is written. If anyone has the ability to remember an interaction with an unknowable horror, they either haven't survived or aren't telling.

NEW CHARACTER OPTIONS

This section provides two new space-themed subclasses for players: the Circle of the Night for druids, the Nautiloid Captain archetype for rangers, and the Heavy Spirit origin for sorcerers..

DRUID: CIRCLE OF THE NIGHT

As much as some druids are in touch with fey and the realms of faerie and dreams, you are in touch with the realms of shadow and darkness, and the spaces between the stars.

NIGHT ARMOR

2nd-level Circle of the Night feature

As a bonus action, you can expend a use of your Wild Shape to conjure shadowy wisps that cover you with a type of near-incorporeal armor. While wearing this special armor, you gain the following benefits:

- Your Armor Class is equal to 10 + your Dexterity modifier + your Wisdom modifier. You can still gain the benefits of a shield while wearing this armor.
- You have a zero G speed equal to your walking speed.
- You can add your Wisdom modifier to any Constitution saving throws made to maintain concentration on spells you cast.
- You can use Wisdom instead of Strength or Dexterity for the attack and damage rolls of your weapon attacks.

This armor lasts for 10 minutes or until you use your Wild Shape again.

DEVIL'S SIGHT

2nd-level Circle of the Night feature

You can perceive in even the darkest of nebulae. You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

EXTRA ATTACK

6th-level Circle of the Night feature

You can attack twice, instead of once, whenever you take the Attack action on your turn while not in wild shape. Moreover, you can cast a cantrip that normally has a casting time of one action in place of one of those attacks.

CLOAK OF SHADOWS

10th-level Circle of the Night feature

Even without your night armor, you can now cloak yourself in shadow. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

ONE WITH DARKNESS

14th-level Circle of the Night feature

No longer a being of the light, your transformation to a creature of darkness is complete. While wearing your night armor, your body turns just as dark and incorporeal as the wisps of your carapace. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons while your night armor is active.



RANGER: NAUTILOID CAPTAIN

You've learned spacefaring from evil psionic overlords. You've learned rebellion from your innate sense of justice. What will you do with these gifts from the gods?

SPACE EXPLORER

3rd-level Nautiloid Captain feature

Your training gives you above-average maneuverability and survival skills in space. You gain the following benefits:

- You have a zero G speed equal to your walking speed.
- You can add twice your proficiency bonus when making checks to evaluate whether alien plants, animals, and liquids are safe to eat or drink.
- You have advantage on Wisdom (Survival) checks to track spaceships, as well as on Intelligence checks to recall information about them.
- Your group can't become lost except by magical means while traveling for an hour or more through outer space.

PSIONIC JOLT

3rd-level Nautiloid Captain feature

Once per turn when you hit a creature with a weapon attack, you can shunt psionic energy through its mind. The creature takes an additional 1d6 psychic damage.

REINFORCED MIND

7th-level Nautiloid Captain feature

Much practice has developed your mental callouses. Your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage.

MULTICULTURAL

11th-level Nautiloid Captain feature

Your exposure to a broad cross section of the universe's inhabitants has introduced you to a wide variety of martial traditions. You can choose a second option from the Fighting Style class feature.

PSIONIC RESISTANCE

15th-level Nautiloid Captain feature

Your innate mental prowess protects you even further. You have advantage on saving throws against spells and other magical effects.



SORCERER: HEAVY SPIRIT

You're innately tied to fundamental forces of the universe: spacetime and gravity. This connection grants you magical abilities, especially over physical forces that govern existence.

PUSH AND PULL

1st-level Heavy Spirit feature

As an action, you can target a Huge or smaller creature or object you can see within 30 feet. That target must succeed on a Strength saving throw or be moved up to 25 feet in a horizontal direction of your choice.

You can take this action once for free, and regain expended uses when you finish a long rest. Beginning at 3rd level, you can spend 1 sorcery point to take this action again.

BUILD POTENTIAL

6th-level Heavy Spirit feature

You can focus and build potential energy in yourself. If you do not move on your turn, you can use your action to store your potential movement for your next turn. On your next turn, your speed doubles, your long jump distance increases to match your doubled speed, your high jump distance increases to match your normal speed, and you can jump this distance with or without a running start.

LOCALIZED REVERSAL

14th-level Heavy Spirit feature

You learn the spell *reverse gravity* if you don't already know it, and you can cast it without expending a spell slot by spending 7 sorcery points. When you cast *reverse gravity* in this way, choose any number of objects or creatures in the area of effect. Those targets are unaffected by the spell.

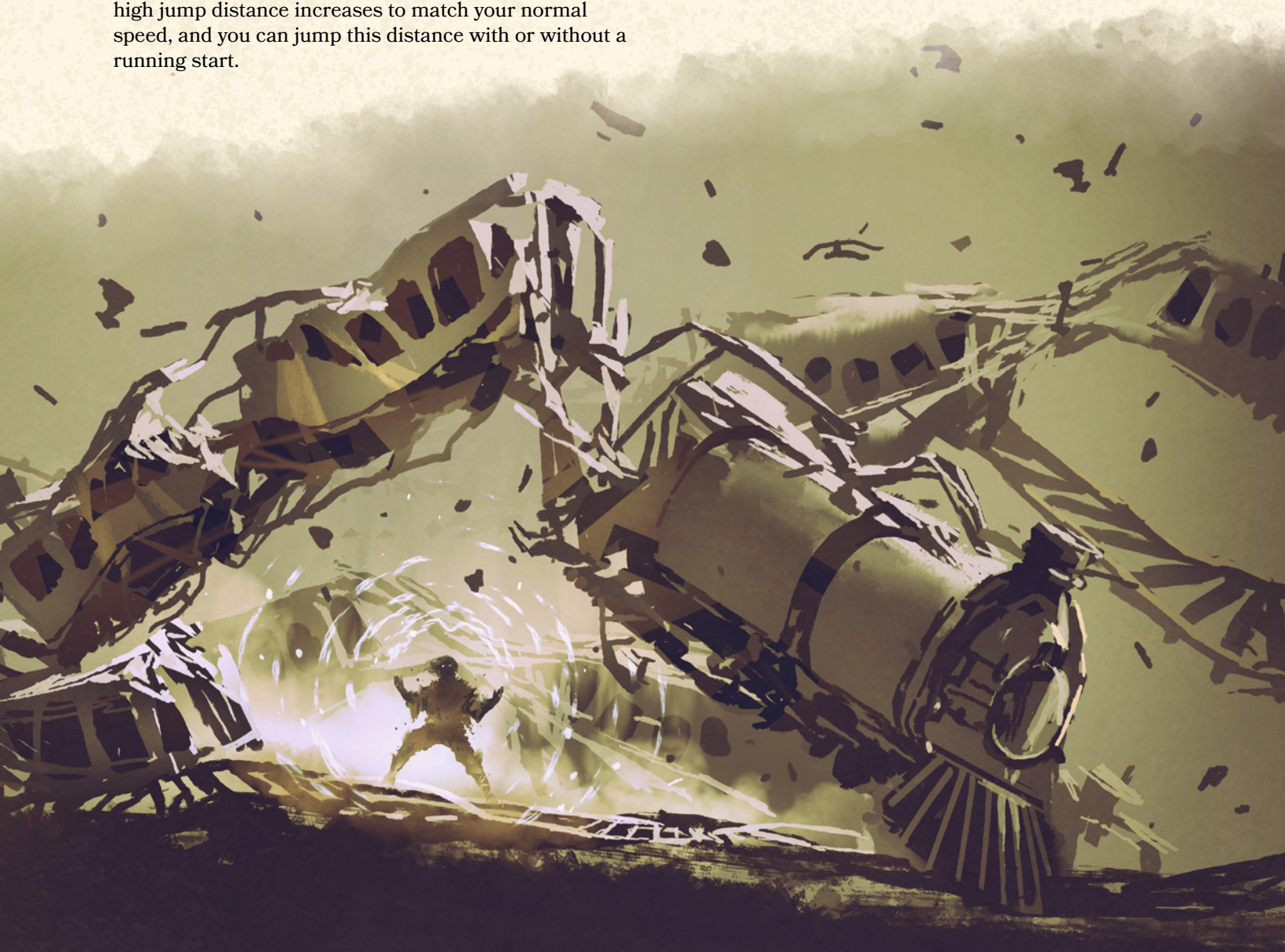
POWER WORD GRAVITY

18th-level Heavy Spirit feature

As an action, choose a single creature you can see within 120 feet. If that creature has 200 hit points remaining or fewer, gravity on the creature suddenly increases tenfold and it sinks to the ground. The creature is prone and restrained for up to 1 minute.

At the end of each of its turns, the affected creature can attempt a Strength saving throw against your spell save DC. On a failed save, it takes 28 (8d6) bludgeoning damage from its own unbearable weight. On a successful save, the effect ends.

You can take this action once. You regain expended uses when you finish a long rest.



SPACE TRINKETS

Whether a character begins their adventure with a beloved keepsake or finds an odd tchotchke in the midst of their adventures, strange trinkets abound in space.

SPACE TRINKETS

- | d20 | Trinket |
|-----|---|
| 1 | A small metal cube that, when held, projects a hologram lasting no longer than thirty seconds of your favorite memory. |
| 2 | A slender device similar in shape to a pencil made from an unknown metal that pulses at seemingly random moments. |
| 3 | A necklace with a cast-iron model of your homeworld hanging from it. |
| 4 | Two silver-plated dice using alien numerals attached to each other by small chain. |
| 5 | A pocket-guide to the flora and fauna of a far-off-world. |
| 6 | A small disc with a strange rune that glows in rapidly changing colors when you dream, or so you've been told. |
| 7 | A metallic tin with a label that has been partially torn off. It contains eight red pills. |
| 8 | A towel with the name of someone close to you embroidered on it. You were told to never travel without it. |
| 9 | A flower that, when you look at it, causes you to immediately divert your attention to something else, forgetting that it exists at all. |
| 10 | A small palm sized tablet that, when you found it displayed the number 743. It's counting down at odd intervals and you don't know why. |
| 11 | A pocket mirror that allows you to visualize new hair and make-up styles. |
| 12 | A beautifully illustrated atlas to the known universe. |
| 13 | The journal of a famous astro-engineer, containing hastily drawn diagrams and indecipherable formulas. |
| 14 | A glass sphere that contains a bioluminescent insect in suspended animation. Wires connect the creature to a switch on the outside of the glass allowing you to change what color it glows. |
| 15 | A gas mask. It's broken. |
| 16 | A headset that connects you to an AI of unknown origin. They are incredibly chatty, ask invasive questions, and – although they are seemingly omniscient – give terrible advice. |
| 17 | A jar of a multi-purpose sticky substance that is used as sweetener, lotion, adhesive, and hair product. The first time you touch it, a tiny green creature that only you can see is conjured and gives you a minute long pep-talk before disappearing. |
| 18 | A badge allowing you VIP admittance to the most sensational nightclub in the known universe. |
| 19 | The eight-fingered hand of a notorious space-mobster . |
| 20 | A ring forged from meteorite. |



EXPLORE THE OUTER DARKNESS

Many avid fans of the fifth edition ruleset want to explore science fantasy and spacefaring in addition to traditional high fantasy. This booklet contains the exploration and combat options, magic items, monster stat blocks, and three new subclasses perfect for spacefaring in fifth edition.

This booklet is compatible with the Yarro Studios *Space Freighter Infinidungeon* and *Immersive Battle Map Book Volume 2*.

Discover more at
www.YarroStudios.com

