

A character in futuristic, dark armor with glowing orange accents stands on a balcony, looking out over a city at night. The city lights are visible in the background, and a large, dark structure is visible in the foreground. The character is wearing a helmet with a visor and has a sword or staff-like object in their hand. The overall scene is dark and atmospheric, with a blue and orange color palette.

**5E 2024**  
**THE PLAYER'S GUIDE  
TO THE  
ENDLESS GALAXY**

**D&D 5E HOMEBREW**

**A complete guide to everything a Player needs to  
know for the Chronicles of the Endless campaign**

## Disclaimer

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To **RaccKing21**, for taking the first step and establishing the baseline for the rules that appear throughout this document.

— *Made by fans, for fans.* —

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PART 1  
THE GALAXY

# CHAPTER 1: SETTING

## THE ENDLESS GALAXY

**T**HE ENDLESS GALAXY is a vast and ancient galaxy shaped by the rise and fall of powerful civilizations. It is the setting of the events depicted in *Endless Space*, *Endless Space 2*, *Dungeon of the Endless* and *Endless Legend*, all developed by Amplitude Studios.

Modern civilizations possess advanced technology, including faster-than-light travel, planetary engineering, artificial intelligence, and large-scale genetic modification. However, much of the most powerful technology in use today originates from an earlier civilization and is not fully understood.

Empires span multiple star systems connected by stable warp routes. Control of these routes determines trade, communication, and military movement. Not all regions of the galaxy are mapped or stable. Uncharted systems, ancient ruins, and hazardous anomalies are common.

No single power rules the galaxy. Multiple civilizations compete for territory, resources, and influence. Alliances shift, wars occur, and political tensions remain constant. Most large-scale conflicts are driven by control of territory, strategic systems, and access to rare resources.

The most important of these resources is Dust.

## A BRIEF HISTORY

### THE RISE OF THE ENDLESS

Millennia ago, the galaxy was dominated by a civilization known as the Endless. They originated on the planet Tor and expanded across numerous star systems. At their height, they mastered nanotechnology, genetic engineering, planetary construction, and consciousness transfer.

They reshaped ecosystems, constructed vast automated infrastructures, and influenced or engineered multiple lifeforms. Their technological achievements allowed them to maintain control over a large portion of the galaxy for an extended period.

One of their most significant creations was Dust, a programmable nanomaterial that became central to their civilization.

### VIRTUAL AND CONCRETE

As their technology advanced, the Endless developed a process that allowed a mind to be

transferred into artificial systems. This process, called virtualization, enabled digital immortality.

Over time, Endless society divided into two ideological groups. The Virtual supported digitization and the abandonment of biological limits. The Concrete opposed this transformation and believed physical existence should be preserved.

Political disagreement escalated into open conflict.

### THE DUST WARS

The conflict between the Virtual and the Concrete became known as the Dust Wars. Both factions used advanced technology and large-scale weapons. Planets were destroyed, infrastructures were corrupted, and entire systems were destabilized.

The war ended not with victory, but with collapse. Endless civilization fragmented, and its centralized power structures failed.

### THE AFTERMATH AND THE MODERN ERA

After the fall of the Endless, surviving populations and engineered species were left without guidance. Automated facilities and ruins remained scattered throughout the galaxy.

Over centuries, new civilizations rose. Some rediscovered fragments of Endless technology. Others developed independently. Control of Dust reserves and ancient ruins became a major source of power.

Today, the Endless no longer rule the galaxy. Their technology is partially understood but cannot be recreated in full. Their legacy continues to shape political, economic, and military structures across all major civilizations.



# CHAPTER 2: DUST & POWER

**D**UST IS THE LIFEblood OF THE ENDLESS GALAXY. It flows through the veins of economies, powers the engines of empires, and awakens the potential of Heroes. To understand the galaxy is to understand Dust — its nature, its dangers, and its promise. This chapter explores the substance that shapes all things.

## WHAT IS DUST

Dust is a programmable nanomaterial created by the Endless. It consists of microscopic machines capable of computation, construction, repair, and energy manipulation.

Modern civilizations cannot manufacture Dust from raw materials. They can refine, store, and program existing supplies, but the original production methods have been lost. As a result, Dust deposits are among the most valuable resources in the galaxy.

Dust is used to power advanced systems, enhance equipment, support research, and facilitate complex technological processes. It also functions as a universal currency in most advanced regions.

In high concentrations, Dust is dangerous. Improper exposure can cause severe biological damage or death. Because of this, Dust storage and transport are heavily regulated.

Control of Dust reserves directly affects political and military strength.

## DUST IN SOCIETY

Dust is integrated into nearly every advanced civilization.

It serves as a standard medium of exchange across empires. Governments, corporations, and trade organizations maintain regulated reserves. Economic stability often depends on access to reliable Dust supplies.

Dust also supports infrastructure. It enhances starship systems, assists planetary development, improves manufacturing, and accelerates scientific research. Colonies with steady access to Dust develop faster than those without it.

Because of its importance, Dust is protected by military forces and monitored by governing authorities. Smuggling and illegal refinement operations exist in unstable regions, and conflicts frequently arise over systems rich in Dust.

For most citizens, Dust is a resource and a currency. For governments, it is a foundation of power.

## DUST EXPOSURE & HEROES

Direct exposure to concentrated Dust is extremely dangerous. Most individuals exposed to unstable quantities do not survive.

In rare cases, however, an individual survives exposure and the Dust integrates with their body at a microscopic level. When this occurs, the individual may develop capabilities beyond normal biological limits.

These individuals are known as Heroes.

Enhancements vary. Some Heroes display increased physical performance. Others demonstrate advanced cognitive ability or exceptional strategic awareness. In rare cases, Heroes can manipulate matter or energy in ways that appear extraordinary but remain technological in origin.

The term “Hero” refers to this condition, not to moral character. Heroes may serve as commanders, scientists, diplomats, mercenaries, or political advisors.

Because of their strategic value, most major civilizations seek to identify and recruit them.

## THE ACADEMY

The Academy is a neutral interstellar organization responsible for identifying, training, and coordinating Heroes.

It operates from a central space station known as the Academy and maintains diplomatic relations with all major civilizations. Its authority derives from influence rather than military power.

Newly identified Heroes may receive structured training that includes tactical education, scientific study, diplomacy, and operational discipline. After training, some return to serve their home civilizations. Others work independently or accept Academy assignments.

The Academy is led by Isyander Shumèd, a Vodyani who serves as its Grand Master. Under his leadership, the Academy has expanded its presence and strengthened its diplomatic position.

Although it does not rule territory, the Academy plays a significant role in galactic affairs due to its control over Hero training and deployment.

For many emerging Heroes, the Academy is the starting point of their career.

**PART 2**  
**SPECIES & FACTIONS**

# CHAPTER 3: PLAYERS' FACTIONS

**T**HE ENDLESS GALAXY IS FILLED WITH WONDROUS LIFEFORMS, each touched by the essence of Dust and shaped by its use. Hailing from every corner of the galaxy, beings like the Lumeris, the Mezari, and the Riftborn strive to carve a place for themselves in this strange and cruel universe. This chapter presents the playable species of the galaxy. Whether one is born, built, or remade, origin shapes the path ahead — but for a Hero of the Academy, it is only the beginning.

## PLAYABLE FACTIONS INDEX

### PLAYABLE FACTIONS

Factions	Description
Cravers	Militaristic cybernetic insectoids bent on exploitation, destruction and violence
Hissho	Honourable avian warriors who recently emerged from centuries of enslavement
Horatio	The clones of an eccentric trillionaire obsessed with perfection and beauty
Lumeris	Amphibian scoundrels and merchants who always try to make a profit out of every situation
Nakalim	Ancient awakened people who worship the Lost and their forgotten technology
Riftborn	Sentient mathematical concepts clad in robotic bodies stranded in a chaotic, alien universe
Sophons	Small reptilian creatures obsessed with the more chaotic and unpredictable aspects of science
Unfallen	Massive tree-like beings dedicated to bringing peace and harmony to the cosmos
Imperials	Expansionistic bureaucrats following the example and leadership of their emperor, Zelevas
Vaulters	Pilgrims from the lost and frozen world of Auriga, keen of mind and blade
Vodyani	Living clouds of Dust capable of draining raw essence from heretics and unbelievers





## CRAVERS

*“AS THE FRIGATE ENTERED THE UNCLAIMED STAR system, their communication relay let out a faint hum. Commander Yorga was hesitant as she lifted her fingers to activate the intercom — there was something ominous about the whole affair she couldn’t quite get a grasp on. Perhaps it was the strange wreckage orbiting around the local sun, or maybe the scarred, barren planets that she could see through her instruments. As her hand mindlessly obeyed force of habit, a metallic, raspy voice echoed through the colony ship: We wonder... What sound do you make, when you scream?”*

— Craver’s horde, first contact.

The Cravers are an artificial species, a product of advanced bio-engineering and superior mechanical grafting. Bred by the Concrete Endless as disposable shock troops to destroy the planets of their enemies, they were first used, then discarded and abandoned. In time, the mindless war drones took a name — Cravers — and developed primitive sentience, but remain unable to oppose their programming: consume.

### DRIVEN BY DNA

Programmed to hunt, kill, salvage and rebuild, the few Cravers who have managed to break free of their conditioning have done so through sheer luck by being exposed to large amounts of unrefined Dust. Most of these “freed” Cravers join the Academy to further explore their abilities and newfound freedom.

### SLAVER AND SLAVES

Cravers follow their primary directive through direct and unrefined means: wage war on a

weaker empire, conquer their planets, enslave their population and force it to work until only a lifeless, empty husk is left in the night sky. Due to the unsustainable nature of this practice, entire star systems have been depleted by a Craver colony.

The Cravers themselves, however, are also enslaved, partially by their genes and partially by their strict hive-mind-like society. Craver *Bishops*, in particular, are individuals who hold enough power in Craver society, most commonly due to being the only individuals clever and composed enough to do so. Each Craver colony also has a single *Queen*, which is responsible for furthering the bloodline, though her role is less political and more of a necessity for their species.

### MATTER OVER MIND

Craver technology and buildings have a distinct organic feel to them, though they are constructed from scavenged parts of sacked planets and colonies. The genetic memory necessary to build a functioning spaceship is implanted in each Craver and they have the uncanny ability to work on massive projects with perfect coordination without exchanging a word.

Craver ships are fast, powerful and disposable. Their hulls are barren and uneven, with exposed pipes and circuits and redundant reinforcements in sections of the ship which are often targeted by heavy fire.

## HUNGER AND DESIRE

Historians agree that, while terrifying, Cravers are also a sad species: intelligent enough to realize they are bound by ancient chains, but not yet advanced enough to be able to break them.

As a result, Cravers are driven by a single, burning, all-consuming feeling: hunger. Unable to resist or cope with their insatiable appetite, they try to soothe the pain by giving into their programming and becoming vicious machines of war. Some claim that hope still exists for this doomed species, in the form of a revolutionary discovery, a breakthrough in genetics or, simply, a miracle. For now, the other species tend to avoid Craver space, and for good reason.

## CRAVER NAMES

Craver names tend to be related to their occupation in Craver society, as those still bound to the Hive tend to view themselves as mere extensions of it. Cravers who break free from their strict caste system and carve a name for themselves across the stars perpetuate this tradition by assigning themselves a honorific, a descriptor which often brings attention to their newfound condition of freed individual. Cravers colloquially also use a first name chosen to be intimidating and full of hard consonants.

**Male names:** Argek, Brogan, Drogon, Everett, Farkin, Heres, Janus, Kaleb, Lomung, Morvic, Ravello, Satio, Victor.

**Female names:** Aster, Badena, Caldres, Invicta, Jamona, Lifrane, Nikal, Pantana, Rissa, Tremare, Univx, Zitiana.

**Honorific:** Eccelso, Everfree, Libera, Prime, Returned, Rinato, Slayer, Terror, Testudo, Unbound, Unbroken.

### RELATIONSHIPS

Cravers are intelligent enough to understand that other beings can experience pain, hope and happiness — most simply don't care. Driven by their genetic instructions, Cravers respect only one thing: Strength. Predators are strong — Cravers avoid them or attempt to look less intimidating in order to instill a false sense of security. Prey is weak — Cravers attack relentlessly in an effort to conquer, subjugate and devour. The only way someone can gain the respect of a Craver, if fleeting, is to prove time and time again that they would lose if they fought them.

## CRAVER TRAITS

As a Craver, the Endless have armed you with the following natural abilities:

- **Age:** Cravers are mass-produced and were never expected to last more than a handful of battles. You are “born” as an adult and can live up to 30 years.
- **Alignment:** Many Cravers attempt to rebuke their violent tendencies, but those who don't often are Chaotic Evil.
- **Size:** Cravers have a hulking and hunched form, placing them between 7 and 8 feet tall. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Relentless Endurance:** When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a Long Rest.
- **Darkvision:** Your biomechanical implants allow you to see in dim light within 60 feet of you as if it were bright light, and in Darkness as if it were dim light. You can't discern color in Darkness, only shades of gray.
- **Vicious:** Once per turn, if your hit points are equal to or less than half their maximum, you can add your proficiency bonus to a weapon damage roll.
- **Violent:** Your DNA drives you to unforeseen acts of terrible violence. If you reduce a creature to 0 hit points with an attack, you can't choose to knock them out.
- **Powerful Build:** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- **Additional Limbs:** You have four arms. This allows you to interact with objects or perform tasks that require free hands while your main hands are occupied. However, you can only wield a maximum of two weapons at once, and you gain no additional attacks.
- **Languages:** You can speak, read, and write Craver. Cravers communicate through a series of insect-like clicks and long-range infrasounds emitted by their grafted devices.



## HISSHO

*“TETSU’S HANDS WERE SHAKING. AS THE YOUNG warrior’s mind drifted, his hands grasped firmly his blade, his weapon, his soul. He could barely contain the excitement: the priests had chosen him, amongst all his nest-mates! As he slowly stepped out of the stone arc and into the gentle rays of the setting sun, he could not resist taking a peek at the cheering crowd gathered for the event. His eyes, filled with excitement, locked with those of his parents — theirs carried a solemn expression of pride. Tetsu smiled, kneeled and waited, impatiently, for the priest’s blade to carve into his heart.”*

— On Keii, Historian Unit Nr.4.

The Hissho are avian humanoids, purpose-bred by the Endless as gladiators. When their creators vanished, they inherited Uchi and eventually took to the stars.

### FIRE AND STEEL

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In a galaxy of antimatter beams, laser point defense systems and system-obliterating juggernauts, the Hissho revere the blade. The blade is a way of life — the *only* way of life. Hissho younglings are trained in the use of basic melee and ranged weapons and, thanks to their superior coordination and eyesight, they can be devastating on the battlefield.

The few lucky souls who managed to face a Hissho and survive to tell the tale speak of magic weapons infused with the souls of the Hissho ancestors. In truth, it is more likely that the Hissho repurposed ancient Endless technology — the same used to craft their gladiatorial implements — to create blades that can cut through steel and armor that can resist those blades.

### HONORBOUND AND KEII

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The Hissho hold personal honor at their core. They use the term “Keii” to describe “honorable actions in combat or war,” though the meaning of the word is far deeper. Keii can be translated as “way,” “force,” or “will,” and it is often the focus of a Hissho’s life. Keii is seen as a cosmic force that guides the righteous to their goals and sabotages the unworthy — a karmic flow that moves the blade to its intended destination.

For a Hissho, the fastest way to earn Keii and align oneself with cosmic will is through battle. To them, winning a fight is far less important than having a good fight — a behavior some argue could be a remnant of their past as gladiators. A Hissho who loses honor quickly loses focus, then their life. A Hissho who can maintain honor and focus on the beauty of combat soon forgets their wounds and becomes a weapon themselves, a trait that looks almost supernatural to onlookers.

## ANCIENT BELIEFS

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The Hissho are deeply spiritual people — many warriors practice meditation and deep contemplation to achieve a mental state of perfect calm, which they employ in battle.

A series of sacred festivities, or Observances, constitutes the core of their organized religion. The priest caste administers sacraments to the initiated, which sometimes involve ritual fights, bloodletting, or even Hissho sacrifice. The Hissho are ruled by the Tokso, a military and spiritual leader who also acts as a high priest.

## STAND TALL

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The Hissho understand the intrinsic merit of a large and sprawling empire but prefer to self-isolate within rigid borders and develop their ascetic society on a handful of planets. Their systems are protected by terrifying Behemoth-class ships that the Hissho often use to strike nearby civilizations.

Historians are unsure how or why the Hissho possess such weapons, though it is possible they are what remains of ancient Endless relics. Nevertheless, the Hissho strike fast and are deadly in combat — facts that allow their few core systems to remain largely undisturbed.

## ORDERS

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The Hissho are split into two main religious and political parties — the Way of the Crimson Blade and the Order of the Obsidian Eagle — each attempting to push for dominance in the complex and ritualistic Hissho government.

- The **Way of the Crimson Blade** advocates for absolute supremacy and total annihilation of all who stand in the way of the Hissho. Militaristic, xenophobic and authoritarian, the Crimson Blade seeks to wage a war to end all wars, so that the galaxy may be unified under their great culture.
- The **Order of the Obsidian Eagle** strives to achieve spiritual enlightenment through study of martial arts, sacred texts, and the nature of Keii. To the Obsidian Eagle, war is a means to an end and should never be the first response when threatened.

## HISSHO NAMES

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Hissho use oriental names with honorifics describing significant life events.

**Male names:** Furuta, Ishimoto, Kenji, Machi, Ohara, Shigeru, Shimizu, Takara, Toshio, Yasui.

**Female names:** Aya, Eiko, Emiko, Hana, Kaguya, Kyoko, Midori, Minako, Shibuya, Uchiya, Yuriko.

**Honorific:** Allbreaker, Brightblade, Coldheart, Everlost, Firesong, Raincaller, Saltcliff, Stargazer, Sunstorm, Thriceblessed, Truthsinger, Unmaker.

## HISSHO TRAITS

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As a honour-bound Hissho, you gain the following natural abilities:

- **Age:** The Hissho were created as a disposable people — their purpose was to grow quickly, fight and die gloriously. You reach maturity quickly, in roughly 5 years, and age just as quickly. Few Hissho live longer than 50.
- **Alignment:** The Hissho's way of life revolves firmly around tradition and protocol, making most of them Lawful. Whether they embrace sacrifice or force it upon others determines whether they are Good or Evil.
- **Size:** Hissho have tall, slender bodies, averaging between 5 and 6 feet. Your size is Medium.
- **Speed:** Your hollow bones make you fleet on foot. Your base walking speed is 35 feet.
- **Languages:** You can speak, read, and write Hissho. Hissho is a melodic dialect characterized by discrete, hard syllables and written using traditional ideograms.
- **Slow Fall:** While incapable of true flight, your avian wings can still carry you. While you are falling in an atmosphere and you are not incapacitated, you take no fall damage. You can't use this feature while wearing heavy armor.
- **Hissho Weapon Training:** Your species has been trained since birth in a selection of deadly weapons. You are proficient with the shortsword, longsword, shortbow and daggers.
- **Keen Senses:** Your eyes are as sharp as your blade — you are proficient in the Perception skill.
- **Keii:** In Hissho culture, Keii represents the act of maintaining one's honor in combat. Once per round, whenever you would make an attack with advantage against a creature, you can forgo that advantage to gain temporary hit points equal to your proficiency bonus.



## HORATIO

*"I STILL REMEMBER THE EXCITEMENT AND TERROR as my hands touched the ancient machines. I had to scour this entire Lost-forsaken planet to find these beauties, and finally I could touch them myself. My eyes followed the sinuous design of the hyperglass vats, their coiling tubes and cables, entwined like the genetic material that once flowed through them. This technology was a sign. I knew what I had to do: I had to beautify the galaxy in my image."*

— On the principles of Beauty, Horatio.

The Horatio are a species of vat-grown clones originating from their everlasting leader, Horatio, an eccentric trillionaire who managed to find and employ advanced Concrete Endless technology. Through iterative cloning, Horatio first filled his personal homeworld of Horatio Prime with countless clones of himself. In time, he realized that a single planet was far too small for his perfect beauty, and thus began the great pilgrimage of Horatios across the galaxy.

### QUEST FOR PERFECTION

The original Horatio was once a mutated Mezari gifted with superior intellect. As a young bio-engineering student, his radical ideas, physical deformities, and overwhelming ego made him an object of scorn among his peers. Their rejection deepened his self-loathing and fueled the megalomaniacal tendencies that would later define him.

In time, he came to see his unique physique not as a flaw, but as a mark of otherworldly beauty. From that revelation was born an obsession: perfection, by any means necessary. As his power and wealth grew, he began crafting his own image — and that of his countless clones — to embody this ideal.

Today, the Horatio are devoted to that singular pursuit of perfection. Every newborn Horatio is imprinted with a fragment of the original's personality and ambition, ensuring that his vision endures unchanged across generations.

### ABSOLUTE BEAUTY

Obsessed with beauty, Horatio ships are elegant, delicate and shining examples of this obsession, as are Horatio buildings and clothing. Spirals of gold filigree are a common sight in Horatio settlements and newborn clones are taught to appreciate and seek out beauty whenever they can. This, of course, also means the Horatio see everything not of Horatio making as ugly, foul and unsophisticated — in more extreme cases, worthy of being annihilated, or even "Beautified."

### TO BEAUTIFY

Horatio's obsession is made manifest on their home planet, Horatio Prime. Here, cloning technology is at its peak and anyone willing can undergo a process called "beautification" — a gruesome procedure in which an individual is dissolved in a Beautification vat and regrown as a member of the Horatio. The process leaves the nervous system intact, though it also augments capabilities with cybernetic implants to better align with a Horatio's abilities. At the end, a new, beautiful lifeform emerges, with all the memories of its former life and a perfect body.

Needless to say, many see this procedure as unethical, dangerous and excessively hedonistic. The Horatio, on the other hand, dismiss those claims with prejudice — how can something beautiful be wrong?

## A GENETIC PUZZLE

The Horatio understand that the path to perfection is long and complex. Too clever to believe they were born with everything needed to achieve it, the Horatio resort to a controversial procedure to keep improving: gene splicing. It is not uncommon for Horatio-controlled planets to host splicing centers, where elderly or dying individuals from other species are gathered and cared for, free of charge, by a staff of Horatio caretakers and scientists. Payment comes at the time of their passing, when their bodies are scoured for genetic material and experimented upon in vitro to isolate desirable traits. These are then spliced into Horatio DNA and distributed as plasmid infusions to the greater population. In extreme cases, such as war, the Horatio have even been known to carry out this practice on captives and prisoners.

## HORATIO NAMES

Only the True Horatio can be referred to by his original name. His progeny, on the other hand, must refer to themselves through specifically crafted names that identify their mutations and origin. Specifically, each Horatio is assigned two alphanumeric codes: the first identifies which genes the specimen has been grafted with; the second identifies the occupation the specimen is assigned to. The Horatio then pick a first and second name of their choice, often chosen from among those of the species they have been spliced from. A typical Horatio name might be *Rutsch-C2 Odesa 44*.

**Origin Marker:** The first code identifies the sector of the planet the Horatio has been cloned on with a letter (A to Z). A number identifies what generation of clones they come from (from 2 onwards).

**Purpose Marker:** The second code identifies which job the Horatio was assigned to at birth.

**Proper Names:** Two names from the species that the Horatio has been spliced from.

## HORATIO TRAITS

As a vat-grown Horatio, your perfection translates into the following “natural” abilities:

- **Age:** Horatios live long, fulfilling lives thanks to their genetic enhancements. You can live up to around 150 years.
- **Alignment:** Many Horatio strive for perfection in a perfect, ordered society, making them Lawful. Unconcerned with morality, many Horatio are Neutral.
- **Size:** The Horatio are slender and beautiful. Their height is precisely 5 feet and 11 inches. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Languages:** You can speak, read, and write Imperial and one other language of your choice.
- **Purpose-Bred:** You were grown to carry out a specific job for the great Collective. You gain proficiency in one skill or one tool of your choice.
- **Gene-Spliced:** As a child of science, you have been gifted abilities from other species. Choose two features from the following list and add them to your repertoire. These features function as described in the respective species entries:
  - Darkvision (Cravers)
  - Slow Fall (Hissho)
  - Optimistic (Lumeris)
  - Understanding Through Faith (Nakalim)
  - Flotation (Riftborn)
  - Alien Technology (Sophons)
  - Diplomat (Unfallen)
  - Clever (Imperial Mezari)
  - Sheredyn Weapon Training (Imperial Sheredyn)
  - Nomad (Vaulters)
  - Dark Devotion (Vodyani)



## LUMERIS

*“KNOW THE FOUR FAMILIES. I’VE KNOWN THEIR schemes and their affairs. I’ve seen the dust flow from hand to hand like a warm ocean current, slippery and ethereal, yet ever present. And yet I can’t shake this dry feeling of dread. We’ve survived, thrived even, made ourselves great through effort, cunning and ruthlessness. Will it be enough? Will we be able to still make a profit with such strange and violent neighbours? To be honest, I don’t know. What I know are the Families, and I’m sure they’ll give ’em hell.”*

— The Families, Jenhaestra Drev-Meos.

The Lumeris are a civilization of amphibious merchants, bureaucrats and smugglers. Originating on Jenes, an oceanic planet dotted with atolls and islands, the Lumeris have traditionally been ruled by insular governments which recently fused into a single political organism. Despite this, tradition is deeply respected in Lumeris culture and power even more so: the four great families that once ruled the richest islands now rule the government from the shadows.

### PROFIT AT ANY COST

The Lumeris have traditionally been obsessed with amassing personal wealth for the benefit of oneself and one’s own family. This desire drives Lumeris culture and their ethics: property, luxury, material wealth and prestige are all seen as signs of power and intelligence.

Criminal enterprises are numerous and well developed, constituting a “sub-government” widely accepted as a normal part of everyday life. Smuggled goods can be bought from shadow brokers, drugs flow in the streets and money is made in the darkest of alleys, all while the government and population turn a blind eye for the benefit of the economy.

Despite this obsession with wealth, even the most vicious Lumeris crime lords tend to be pragmatic and reasonable — cruelty is bad for business and war stifles profit, unless it doesn’t involve the Lumeris, of course. A strong desire for wealth also means a strong desire for prosperity, individual or communal — as such, most Lumeris are progressive, optimistic and tend to embrace pacifism as a political ideology.

### FAMILY BUSINESS

The Lumeris place great importance on one’s family name. The first bond one creates in life is with their relatives and the first form of devotion is toward one’s parents. The Lumeris understand that blood is stronger than any contract, more sacred than any amount of Dust. In time, four great families arose and took control of Jenes:

- The Meos family, tasked with food production, processing and distribution across the planet;
- The Omokar family, tasked with construction, infrastructure and the handling of labourers;

- The Lancellum family, tasked with the building of spaceships and ports;
- The Arrakyo family, responsible for politics, the passing of laws and public opinion.

Despite an ancient rivalry that sometimes results in overt violence among the four families, their leaders have long ago agreed that cooperation is the only way to guarantee that the Lumeris won't be annihilated by other, more violent, species in the dark recesses of space.

## PRACTICALITY AND HARD WORK

Even if more than a few Lumeris come to embrace a decadent lifestyle as they grow older, the drive to carve one's name in history is always present somewhere deep within. This pushes most Lumeris to favor substance over form and hard work over slacking off — a philosophy mirrored in their cities and ships. Lumeris starships are crude, angular vessels built for commerce first and foremost. Fast and reliable, their cargo hulls are spacious and resilient.

Lumeris cities are a marvel to behold, a testament to consumers and wealth. Traversed by canals and often built on idyllic coastal areas, impossibly tall skyscrapers house the richest trading companies of the galaxy and their workers. To live in a Lumeris city is to live in luxury and, often, debt.

## LUMERIS NAMES

The Lumeris place great importance on their family name and bear it proudly, more often than not using the family name of both their mother and father. They also tend to choose a personal name. A typical Lumeris name is, for instance, Yelchin Ordara-Arrakyo.

**Male Names:** Ahyem, Atjano, Feschin, Ichiar, Iotar, Jommur, Tiayam, Uta, Uydn, Yelchin.

**Female Names:** Artachia, Asya, Erya, Fyala, Ievala, Jadvilla, Jeneshra, Jenevive, Kolstya, Ludmija, Sjere.

**Family Names:** Arrima, Avvieni, Dermena, Drev, Erteri, Lancellum, Meos, Omalfi, Ordara, Riva, Velm, Vos.

## LUMERIS TRAITS

As a Lumeris, you have been blessed with a series of potent natural abilities:

- **Age:** Lumeris undergo a complex life cycle, maturing in about 20 years. You can live up to around 100 years.
- **Alignment:** The Lumeris can exploit both governments and crime syndicates to their advantage and have no strong preference in morality beyond the search for profit. This makes most of them True Neutral.
- **Size:** Standing between 4 and 6 feet tall, your size is Medium.
- **Speed:** Your base walking speed is 30 feet. You also have a swim speed equal to your walking speed.
- **Amphibious:** Your species was born in warm, clean oceans. As such, you can breathe both air and water (provided they contain oxygen). You incur no penalties while fighting underwater.
- **All That Glitters:** Commerce is in your blood. Whenever you make an Intelligence check to appraise the value of an item or a Charisma check to buy or sell one, you are considered proficient. You add twice your proficiency bonus to these specific checks.
- **Optimistic:** The Lumeris often see the bright side of things. You are immune to the Frightened condition.
- **Languages:** You can speak, read, and write Lumeris. Lumeris is composed of low croaks and subsonic vibrations that allow you to speak and understand it while underwater.

### LUMERIS Highborn

If a Player wishes for their character to be part of one of the Four Families, they can consider picking the Noble background. Note that the Four Families are very large, with dozens of members each generation, each given some form of task: younger members are tested with simple assignments, while more experienced members often rise to power within the family itself.

With permission from the DM, Players may treat their family as a patron for their party. They might periodically ask the Player to complete errands in exchange for status and Dust.



## NAKALIM

*“AS THE FIRST RAYS OF THE SUN PASSED THROUGH the tempered silica glass that constituted the roof of the temple, a symphony of ethereal Dust strands began to dance in the ancient chamber. Isyander gazed at the stonework, entranced by its complex micro-etchings — not simple columns, but an archive, an epitaph to a long-fallen empire forever engraved in a quasi-indestructible silicon-carbon compound. As his hands grabbed the stone, he felt a pulse from within — something ancient stirring awake. Lights flared in the room, as a torrent of Dust began to flood in, like rain after a drought. There, emerging from a coffin of dark slate, an equally dark-skinned figure emerged and inhaled for the first time in millennia.”*

— Diary of a Traveller, Brunem Berto-Lancellum.

The Nakalim are an ancient empire that flourished during the last days of the Endless domain on an arid and remote planet. Though their reverence for the forgotten Lost was punishable by death, the Nakalim evaded the Endless’s wrath through sheer luck, as the latter wiped themselves out just in time for the newly founded empire to rise. Zealotry, however, turned to fervor, fervor to mindless conquest, conquest to overexpansion. As their empire, decadent and impoverished, crumbled to dust, a select few hibernated themselves, waiting for their promised messiah.

Only a few months ago, on the planet Sobra, the prophecy came true. Isyander, leader of the

Academy, awakened the Nakalim royal family — or at least what remained of them.

## A DIVERSE PEOPLE

Though the Nakalim share a common name and identify as a united empire, their members appear to belong to different subspecies of the same humanoid genus. Some Nakalim are dark-skinned and slender, others have pearl-white skin and pupilless blue eyes, and still others have cracked, grey skin and a stocky build. Despite these remarkable differences, the Nakalim refer to each other simply as Nakalim, their cultural identity solidified in the reverence of the Lost.

It is currently unknown whether the different subspecies that make up the Nakalim nation hold different positions in its government or infrastructure, though detractors hypothesize the existence of a caste system.

## CHOSEN BY THE LOST

The Nakalim firmly believe they have been chosen by the Lost to herald their return to the galaxy. Capable of performing various “miracles” through the use of ancient artifacts known as Relics, the Nakalim clergy is highly respected and often holds positions of power in the government. Even the less devout among the Nakalim cannot regard Dust and its properties as anything other than miraculous. This blind devotion is part of the reason the Nakalim are somewhat mistrusted by other species.

## RISE AND FALL

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The Nakalim are survivors — their home has crumbled to dust, their empire is shattered, their technology forgotten. The only thing that keeps them moving forward is their faith and determination. For a Nakalim, there is no greater joy than restoring the glory of what was once beautiful. This trait not only pushes their empire as a whole toward rebuilding its ancient glory but is also intrinsic to most Nakalim.

Archaeologists, masons, and restorers are among the most respected professions among the Nakalim, for their work reminds them all of what they once were — great, fearless, indomitable.

## PALE SHADOWS

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What remains of the Nakalim today is an empire of bones. Their technology still functions, but their engineers build ships and power plants without understanding their theoretical basis. Their spaceships are slender, elegant, fast and efficient — a testament to the prowess of their ancestors — but their projects are followed religiously, for no one has the means or knowledge to modify them safely. Essentially, the Nakalim have a religious approach to science, where experiments become rituals, repairs become blessings and innovation becomes recovery.

## NAKALIM NAMES

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The Nakalim carry their names proudly, for they were first spoken when their empire was at its apex. Their names often sound important and meaningful, but their true meanings have been lost to the ages.

**Male Names:** Abasi, Ammon, Bakari, Ebo, Geb, Hamadi, Issa, Kaphiri, Masud, Oba, Psamtic, Thabit.

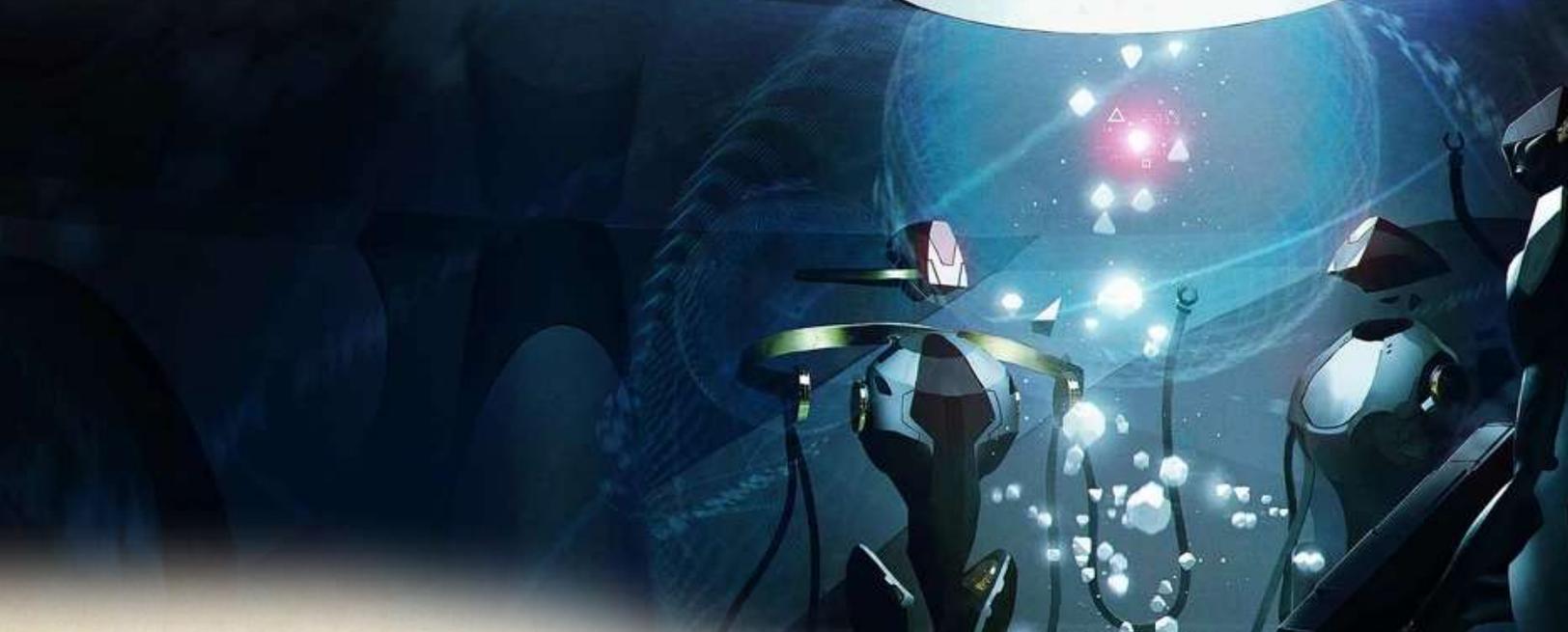
**Female Names:** Bast, Dalila, Femi, Heqet, Jamila, Khepri, Mesi, Neema, Rabiah, Safiya, Tale, Zalika.

## NAKALIM TRAITS

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As a Nakalim, your faith in the Lost grants you these powerful natural abilities:

- **Age:** Nakalim can undergo extended periods of suspended animation when needed, and their technology seems to preserve them, though it sometimes fails. You can live up to around 300 years, not counting time spent in suspended animation.
- **Alignment:** The Nakalim follow a rigid structure centered around the clergy of the Lost, making most of them Lawful. While faith can be used to cause great harm, the Nakalim have inherited the benevolence of their “gods” and tend to be Good or Neutral rather than Evil.
- **Size:** Standing between 4 and 6 feet tall, your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Understanding Through Faith:** The Nakalim’s ancient technology has become second nature to them. Whenever you make an Intelligence ability check in which you are proficient, you can use your Wisdom modifier instead of your Intelligence modifier.
- **Sense Dust:** The Nakalim are obsessed with the study of the Lost and have a natural affinity for the Dust they left behind. You learn either the *Detect Magic* spell or the *Identify* spell and may cast the chosen spell as a ritual.
- **Unshakable Faith:** Your faith in the Lost is so strong it allows you to shrug off most mind-affecting effects. Whenever you fail a Wisdom, Intelligence, or Charisma saving throw, you can reroll the roll and must use the new result. You may do so once, recovering the use of this feature when you finish a short or long rest.
- **Languages:** You can speak, read, and write Nakalim. The Nakalim language is rich and ancient, containing a plethora of sounds that remind the listener of shifting desert sands.



## RIFTBORN

*“THE STRANGE CREATURE RAISED ITS SENSORY cluster to study me, moved by curiosity. Its horrible undulating mass shook with each step it took, ensnared by the gravity of its planet. Bulbous photoreceptors locked to my face, contorting into an expression of what I can only assume was either fear or hunger. As the soft, pink mass of one of the creature’s limbs moved toward me, a horrendous hole opened in its flesh and it began to emit unrefined, bubbling sounds. To my horror, the sounds bore meaning and they coalesced into words — the creature called itself a man.”*

— Diaspora, Head Chronicler 8.

The Riftborn might very well be the only truly “alien” species in the Endless galaxy, for they did not originate from one of its many star systems but from another universe entirely. After a mysterious accident involving Dust, a breach connected the Endless universe to that of the Riftborn — a white expanse of perfect order and mathematical beauty called Coroz.

As it made contact with the laws of our reality, Coroz was corrupted by concepts incompatible with its nature — entropy, chaos, disorder, chance and time flooded through the breach and spread like a disease through the pristine universe of the Riftborn. Forced to act, a number of these strange creatures manifested quasi-robotic bodies to inhabit while in this universe and traversed the breach, never to return.

### AN ALIEN PERSPECTIVE

The Riftborn have no natural concept of time, entropy or chaos. The acts of predation, reproduction, and even life devoid of thought are alien to them and deeply, deeply unsettling.

The Riftborn do not see a field of grass — they see an expanse of unthinking photosynthetic automatons feeding on each other to assemble sophisticated chemical weapons. Instead of an animal, they see a mass of self-replicating carbon chains on the hunt for creatures not unlike itself to destroy and assimilate. Instead of a person, they see an impossibility — thought encased in a fleshy mass traversed by electrical discharges. Needless to say, the Riftborn despise life in all its forms, though they do not go out of their way to destroy it. They understand this universe is not their own and are mostly content to live on isolated, frozen, sterile planets.

### ETERNAL, IMMEMORIAL

Coroz was more than a universe parallel to our own — it was an idyllic place of calm contemplation in which the original Riftborn resided, assuming the forms of regular multi-dimensional shapes. Life in Coroz, if it can be called that, was devoid of strife, pain and suffering, but it was also devoid of change and progress: an eternal, still portrait of a perfect world.

### PRISTINE WHITE

Riftborn settlements and spaceships share similar motifs: elegant curved designs, impossible geometries and floating parts are seamlessly incorporated into a hauntingly beautiful shape that optimizes both form and function. The Riftborn themselves craft their

bodies in a similar way, using truly alien technology to inhabit living mechanical bodies.

## SALVATION LIES AHEAD

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A number of Riftborn believe that Coroz is doomed, its infection too advanced to be stopped. Some claim, however, that the opposite could theoretically also happen: if Coroz was tainted by the laws of this universe, perhaps it is possible to twist the nature of this reality to mimic what Coroz once was. Research regarding the conversion of entropic matter into the perfect, crystalline essence of Coroz is underway, but rumors spread by its detractors claim that the researchers are attempting to convert the entire galaxy into a lifeless husk of white geometry.

## RIFTBORN NAMES

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After attaining individuality through the breach that led them to this reality, the Riftborn claimed names from the only concepts they could clearly understand and analyze: mathematical constants. A Riftborn that specializes in a specific field of science often takes the name of one of the most important constants in that field. It is unknown whether the Riftborn simply like these names or if they are the living, thinking manifestations of those very values.

The Riftborn lack gender, referring to each other through pronouns such as *we/they/them*.

**Riftborn Names:**  $G$  (gravitational constant),  $\Omega$  (electrical resistance),  $\lambda$  (wavelength),  $\pi$  (3.14...),  $h$  (Planck's constant),  $N_a$  (Avogadro's number),  $\Psi$  (Hamiltonian operator),  $K$  (elastic constant),  $R$  (ideal gas constant),  $c$  (speed of light).

## RIFTBORN TRAITS

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As a Riftborn, your mechanical shell grants you the following natural abilities:

- **Age:** After being materialized in a mechanical body, a Riftborn can “live” roughly 50 years, after which it can simply transfer to a newer body. This process takes roughly a month and the expenditure of 1,000 units of Dust.
- **Alignment:** The Riftborn cannot comprehend entropy, chaos or morality, which makes all of them inevitably Lawful Neutral.
- **Size:** Standing between 4 and 6 feet tall, your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Flotation:** The Riftborn use subtle anti-gravity devices to glide a few inches above the ground. You ignore any effect that requires you to touch the ground, such as pressure plates, oil, caltrops or some forms of difficult terrain.
- **Mechanical Shell:** Your body is mechanical. You do not need to eat, breathe or drink,

though you must deactivate for some hours each day to shelter your mind from the chaos of this universe. While deactivated, you are effectively asleep. The number of hours required depends on the experiences you had while awake.

- **Biophobia:** Your mechanical shell is built to oppose all that is organic and unclean. Whenever you would become Poisoned, take poison damage or contract a disease, you instead become Frightened until the end of your next turn. Additionally, you can attach LED lights to your shell to help avoid organic matter even in darkness. The LED lights illuminate a 20-foot radius with Bright Light and an additional 20 feet with Dim Light.
- **Solipsistic Time:** Whenever you roll for Initiative, you can roll two dice and keep either result. You are immune to the *Slow* and *Time Stop* spells.
- **Languages:** You can speak, read, and write one language of your choice. Language was not needed in Coroz for communication, so the Riftborn never developed one of their own. Riftborn communicate with each other using radio waves.



## SOPHONS

*“AS THE SKY ITSELF RIPPLED AND CRACKED, THE once pale form of the moon shook and crumpled, collapsing into an impossibly dense point only to detonate a few instants later. As the asteroids burned through the atmosphere, lighting up the night’s sky one last time, the small figure of researcher Dzulmaran climbed down from the observation platform and stared expectantly at the equally diminutive form of chief engineer Balzerden. — Uhh, I think I missed a decimal, boss — , she replied — But listen! I’ve got this idea for a new Dyson tide generator that might be what we need. . .” she added, with renewed fervor and glee.*

— The Sophonity, seeker Laquis.

The Sophons are diminutive reptilian aliens with large, beady eyes and an equally large brain, home to one of the most prolific intellects in the Endless galaxy. Seeking scientific knowledge with childlike wonder and glee, the Sophons were the first to split atoms, achieve space travel and, regrettably, blow up their own moon in what they like to describe as “happy little accidents.”

Easily bored, the Sophonity is always looking for new forms of entertainment, especially ones that are intellectually stimulating and, possibly, extremely destructive. This drive for exploration and discovery would make the Sophons a force to be reckoned with on a galactic scale, if not for their complete disinterest in “boring material things” such as conquest and rulership.

## FOR SCIENCE!

The Sophons are almost obsessed with scientific research. Other species may find in science the answers to the most ancient questions that have tormented philosophers and shamans for millennia, but the Sophonity is unconcerned with concepts of dubious nature such as philosophy and religion. What concerns them is the *now*, and without something to do, the *now* is *excruciatingly boring*.

For this very reason, Sophon research teams are less “organized groups of academics and scientists” and more “random bunches of misfits trying to build a particle accelerator in their shipyard.” When questioned about the motives of their reckless actions, Sophons often answer: “*Why not?*”

## ENFER

Sophons despise bureaucratic work: it’s boring, it takes ages, and, worst of all, it requires an orderly workplace. To solve the problem of running a multiplanetary state effectively, the Sophonity unanimously decided on a much easier solution — pushing AI development to create a fully sentient, city-sized supercomputer to handle the boring stuff. Named ENFER, this marvel of technology is now tasked with caring for Sophons and developing their empire to guarantee prosperity and freedom for all its citizens.

It has been estimated that it only has a 13% chance of going rogue and taking over the galaxy. This has been deemed a resounding success.

## SLICK AND FUTURISTIC

Sophon technology and ships share the same sleek, pearlescent design, with smooth curves and glowing light-blue circuits. Besides aerodynamics, there is no practical reason their equipment is built this way. Counselor Amargada commented, “*It kinda looks cool.*” Sophon weapons, if seldom used, share these same characteristics, putting form over function.

Similarly, Sophon cities are sprawling metropolises illuminated by dazzling lights and dotted with impossibly high skyscrapers, all solar and nuclear powered. Their home planet, the radioactive and cold Hekim, is dotted with these cities and ruled by the *Geniocratic Demarchy of Hekim*, led by three elected rulers: Ziawuid Deaimim (external affairs), Leumac Seyaga (internal affairs) and Keuytha Chuedoal (future planning).

## THE MAVROS

The Sophons’ long-lost “brothers,” the Mavros are a similar species believed to have evolved from a common ancestor on a nearby planetary system, possibly with the aid of the Endless or through the use of a refurbished Endless vessel. The most distinctive feature of the Mavros is their belligerence and thirst for adrenaline, unlike their more peaceful cousins. Mavros scientists often resort to developing weapons and mechanized guerrilla units, though they always refuse to create weapons of mass destruction or biological weapons. To the Mavros, blowing things up is a game — killing and causing pain are unwanted side effects, not the purpose of their actions.

## SOPHON NAMES

Sophons have the irritating habit of naming their children with almost unpronounceable names, at least by the standards of any other species. Despite possessing a definite gender, most Sophon names are genderless. Sophons also inherit a surname from either their mother or father, whichever sounds cooler.

**Names:** Adrjemello, Bragzeract, Dwinjib, Kriviten, Leumac, Nijifeem, Obreskhas, Osmill, Tratjeme, Uiow, Ziawuid.

**Surnames:** Asasami, Deaimim, Ioveve, Keyutha, Nemerere, Oionnir, Owiwala, Serereva, Seyaga, Unmili, Uytiamay.

## SOPHON TRAITS

As a brilliant Sophon, your passion for science and explosions grants you the following natural abilities:

- **Age:** Sophons mature slowly and never really stop learning. You can live up to around 150 years.
- **Alignment:** The Sophons cannot quite grasp the concept of restraint, making most of them Chaotic. They are, however, well-intentioned, making many of them Good.
- **Size:** Standing around 3 feet tall, your size is Small.
- **Speed:** Your base walking speed is 25 feet.
- **Alien Technology:** Your mastery of technology allows you to work miracles. You learn one cantrip of your choice from the Wizard spell list. Intelligence is your spellcasting ability for this cantrip.
- **Languages:** You can speak, read, and write Sophon. The Sophon language is extremely expressive and easygoing, with bouts of enthusiastic exclamations alternating with complex terms used to describe scientific concepts.
- **Subspecies:** Choose one of the subspecies presented below (Hekim Sophon or Mavros). You gain the features of the chosen subspecies.

## HEKIM SOPHONS

Sophons who developed on Hekim rarely resort to war and prefer to satisfy their curiosity. You gain the following trait:

- **Oracle of Science:** Your mastery of technology is so advanced that it appears magical to others. You gain an additional attainment slot. You gain a +1 bonus to any Intelligence skill check you make for each unexpended attainment slot you have.

## MAVROS

Mavros have a knack for explosions and are more belligerent. You gain the following traits:

- **Empowered Weaponry:** Whenever you make a spell or weapon attack, you can add your Intelligence modifier to the attack and damage roll. You may do so three times, regaining all expended uses when you finish a short or long rest. You can use this feature before or after making the attack roll.





## UNFALLEN

*"I HAD WANDERED THROUGH THE BOG FOR MORE than I cared to remember. I felt my arms growing heavy, my legs growing tired. Something was in the air, I know it: poison of some kind sticking to my lungs. As I collapsed on the roots of a large tree, struggling to breathe, I thought all was lost. Then I looked up, and I found five beady eyes looking at me from a protrusion of the trunk. Just like that, the tree moved, lifted me with its branches and carried me to safety. I hardly remember anything of that time — the smell of disinfectant, low, rumbling voices speaking in an unknown tongue. When I woke, I was here, safe and sound."*

— Testimony n17, imperial bureau of external affairs.

Rather than evolving from an animal ancestor, the Unfallen achieved sentience starting from a plant capable of independent thought. Their photosynthetic, autotrophic nature has had a strong impact on their values and outlook on the galaxy: most Unfallen are pacifists who cannot stand conflict and violence.

The Unfallen are possibly one of the oldest sentient species in the galaxy, but the vast majority of their civilization evolved extremely slowly in an era they call the "long sleep." Only after a rogue ship crashed on their planet did they realize that the universe was teeming with life — violent, ruthless life. As self-appointed protectors of the galaxy, the Unfallen have awakened from their sleep and taken to the stars.

## FROM THE HEART

The Unfallen are connected to a central, ancient intellect residing deep within their ancestral home of Koyasil — a being of infinite wisdom that they call the "Heart." The Heart can whisper to any Unfallen and grants them the innate ability to comprehend others at an instinctual level, making the Unfallen one of the most empathetic species in the galaxy. If they are hurt, however, or if their home is at risk, the Heart can become enraged, rallying all Unfallen to protect their home planet.

It is unknown what the Heart actually is. The Unfallen tend not to ponder this too much — they feel it simply as a core part of their being. Scientists from other empires have three main theories: it may be the manifestation of an ancient Unfallen hive mind, it could be a hyper-advanced AI created by the Endless, or it may even be one of the Lost, hiding and recovering beneath the crust of Koyasil.

## FIRE AND LIGHT

The Unfallen have a complex relationship with fire. Their planet, Koyasil, is covered in lush jungles and its atmosphere is traversed by strong winds — a perfect combination for terrible firestorms, which periodically ravage the surface. Over time, the plants on Koyasil adapted to this cycle of creation and destruction: their seeds are covered in a resin that must burn away for the sapling to sprout.

The Unfallen have integrated this dual nature of fire into their philosophy as “fire that creates” and “fire that destroys.” They believe that both are needed for balance in the galaxy: destruction and creation bring the “fire that renews.”

## LAW OF THREE

The Unfallen grow extremely slowly from a single seed exposed to fire. When seeds sprout, the resulting Unfallen sapling is barely sapient and behaves like a “normal” plant, growing and maturing, except it can also perceive the world around it and learn as it does so. These Unfallen are known as Firsts.

When it reaches maturity, a First uproots and begins to move, joining the ranks of the Seconds. Most species in the galaxy have only met Seconds and are unaware of the Unfallen’s complex life cycle. The current Unfallen leader is Arasch, First of the Seconds.

Once a Second has lived a long, fulfilling life, it finds a place to rest and digs its roots into the ground again, retaining the ability to speak but being content with sleeping and resting. These Unfallen are known as Thirds and can live for millennia.

## GUARDIANS

The Unfallen can interact with and “awaken” sleeping sentient trees found on many planets, known as Guardians. Guardians resemble massive, immobile Unfallen and are both ancient and wise beyond mortal understanding, though their origin is uncertain. It is unknown how Guardians can exist on so many planets and how they have accumulated so much knowledge.

## UNFALLEN NAMES

The Unfallen have two distinct genders, though a non-Unfallen would be unable to distinguish between them without studying their flowers during blooming periods. Their names, however, can be gender-neutral. Bound by the Heart, the Unfallen consider each other “family” and don’t use surnames.

**Names:** Anaxagoras, Axamosis, Baramaxa, Draxemlin, Eriatroxa, Lunabarxes, Metranoxis, Patrexis, Rivadrellen, Thustrellen, Verdaxusa, Viriellen.

## UNFALLEN TRAITS

As a Second of the Unfallen, the Heart has granted you a plethora of natural abilities:

- **Age:** After attaining sentience, a Second of the Unfallen can live for thousands of years before hibernating and becoming a Third, after which they can live indefinitely.
- **Alignment:** The Unfallen want to soothe the pain of the galaxy through peaceful means. Most Unfallen are thus Lawful Good.
- **Size:** Your hulking form stands at about 10 to 14 feet tall, making your size Large.
- **Speed:** Your base walking speed is 30 feet.
- **Pacifist:** The Unfallen instinctively abhor violence. Despite being Large, your weapons deal damage as if they were made for Medium creatures.
- **Fear of Fire:** You innately fear the fire-that-destroys. Each time you take fire damage, you must make a Wisdom saving throw with a DC equal to 5 plus the amount of damage taken. On a failure, you are Frightened until the end of your next turn.
- **Reach:** Your size grants you an additional 5 feet of reach with all your melee weapons.
- **One with Nature:** As an Unfallen, you are in tune with nature. As a result, your leaves are affected by the climate around you.
- **Knowledge of the Earth:** As a Bonus Action, you gain Tremorsense with a range of 60 feet for 10 minutes. You must be on or touching soil to use this Tremorsense. You can use this Bonus Action a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.
- **Diplomat:** The blessing of the Heart grants you proficiency in the Persuasion, Insight and Animal Handling skills.
- **Languages:** You can speak, read, and write two languages of your choice. The Unfallen are natural diplomats and can relate on an instinctual level to most other species. Additionally, you can communicate with other Unfallen using gestures and pollen.



## UNITED EMPIRE

*"I SEE A FUTURE, A BRIGHT FUTURE FOR ALL OUR kind among the stars, for what are they if not our rightful inheritance? I'm often asked about my vision, my purpose — what drives my will as the Emperor? To those I always answer with the very same words: Birthright. The universe is cold, hostile, cruel. Aliens of all sorts conspire to usurp it from its rightful rulers, but we know what we are and we know what must be done. In the distant past we were conquerors and warriors. Today we are the same, only the scale has changed. Our destiny is the same."*

— Emperor Zelevas: an audiobiography, Ministry of Culture.

The Imperials arrived on their planet of Raia after a long diaspora among the stars from an unknown solar system. Bent on expansion and conquest, the Empire quickly spread to other planets, with its most powerful megacorporations claiming more and more power as time passed. In time, each corporation became a government on its own, with order kept by the royalty that still resided on Raia. Today the Empire is a strong, industrialized federation of corporate-owned planets led by the infallible, invincible and incorruptible Emperor Maximillian Zelevas — or so the megascreens say.

Imperials are bombarded with propaganda from childhood and are most likely conditioned into supporting the Empire and its corporations, devoting their lives to the "common good," though rebels are, of course, not unheard of.

## WILL OF THE EMPEROR

While the Emperor's role is mostly representative, his will is something powerful, capable of moving mountains and rerouting rivers. Absolute obedience is greatly rewarded among Imperials, so that when the Emperor wills it, the people act.

Amazing feats of engineering and new exciting discoveries are all within the Empire's grasp — there is no work too hard, no safety regulation too strict, no syndicate too entrenched. The Emperor wants it, the workers create it.

On a smaller scale, political power and influence are the lifeblood of the Empire: protocol and composure are the marks of a gentleman, and even the lowliest of the Imperial proletariat knows how to leverage personal charisma to great effect. As individuals, Imperials can tap a personal well of willpower when in dire need, making them excellent jacks of all trades.

## SAFETY THROUGH UNITY

The Empire is a federation of rivaling megacorporations, but unlike other civilizations, the Imperials are united by a strong and unwavering sense of duty and patriotism. Excessive nationalistic zeal is not only accepted but encouraged, with children as young as five being indoctrinated to put the state first and their family and friends second.

As expected in such a strict regime, dissidents are common, but the most egregious offenders are swiftly and silently dealt with by the Empire's underground police force.

## BRUTAL EFFICIENCY

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The Empire's structures and ships are characterized by blunt, angular and simple designs, with efficiency and optimization clearly being the primary concerns. Imperial cities are polluted concrete jungles filled to the brim with identical-looking blocky architecture, with the occasional park and monument commemorating the Emperor.

Imperial citizens, similarly, are often blunt and practical. Their clothing favors comfortable, waterproof suits over elaborate garments and their weapons tend to be streamlined and compact, with few moving parts.

## ANCIENT IMMIGRANTS

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Imperial chroniclers agree that Raia was not the Imperials' original home planet, though it became their cultural and political core. The Empire's origin can be traced back to the long-lost planet of Mezar, from which the Imperials take their ancestral name: Mezari. Many Imperials still identify as Mezari, placing great value on curiosity, scientific knowledge and wanderlust, while others embrace the new, militaristic face of their nation. A large subculture in the Empire is constituted by the Sheredyn, originally the praetorian guards of the imperial family who, over time, became an extension of the government. Those who claim ties with the original Sheredyn place great value on obedience, loyalty and martial prowess.

## IMPERIAL NAMES

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Each Imperial has a first name, chosen by their parents at birth, and a surname inherited from the father. Imperial surnames can be split into two types: noble family names, inherited from a distant great-grandfather, and common surnames which, more often than not, used to be related to the family business.

**Male Names:** Daniel, David, Dennis, James, Jax, Joseph, Mark, Michael, Paul, Samuel, Stephen, Thomas, Timothy.

**Female Names:** Anna, Deborah, Diana, Elizabeth, Judith, Linda, Maria, Martha, Mary, Rebecca, Ruth, Sarah, Sharon.

**Surnames:** Chernyshky, Gonvarov, Ivanot, Kusnetsov, Lebedev, Oblansky, Preobrazen, Smirnev, Turenev, Yahontov.

## IMPERIAL TRAITS

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As an Imperial, your Emperor has bestowed you with these mighty natural gifts:

- **Age:** Imperials are identical to stereotypical humans; lifespans range from 70 to over 100

years depending on social status, without the aid of advanced technology.

- **Alignment:** The Empire strives to conquer the entire Endless galaxy through a mixture of diplomacy and military force, making those who serve under its banners err on the side of Evil. Most common citizens, however, are Neutral.
- **Size:** Your form is akin to a common human and stands at around 5 and a half feet tall. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Will of the Emperor:** The Emperor pushes you to strive for perfection. Whenever you roll a d20 and roll lower than your lowest ability score, you can reroll the die and must use the new result. You can use this feature once, recovering it after a short or long rest.
- **Languages:** You can speak, read, and write Imperial.
- **Subspecies:** Choose your subspecies from the options below. You gain the benefits of your subspecies in addition to those of your species.

## MEZARI

Clever and curious, the Mezari wish to improve the Empire through scientific research and rational thought. In their vision, superstition and ignorance have no place.

- **Ability Score Increase:** Increase your Intelligence by 1.
- **Clever:** Your curious mind grants you proficiency with any one skill of your choice and any one tool of your choice.
- **Quick Thinking:** Your determination allows you to react on the brink of tragedy. When you use your Will of the Emperor to reroll a saving throw and succeed, you gain temporary hit points equal to your level.

## SHEREDYN

Militaristic and determined, the Sheredyn strive to push the Empire to the top of the galactic food chain by systematically eradicating "invasive" alien species from their promised land.

- **Ability Score Increase:** Your Strength score increases by 1.
- **Sheredyn Weapon Training:** You gain proficiency with simple weapons. If you are already proficient with simple weapons, you gain proficiency with two martial weapons of your choice.



## VAULTERS

*“I THINK OUR PEOPLE HAVE ALWAYS BEEN NOMADS, even before we started recording our history on Auriga. I sometimes surprise myself wondering what the life of our ancestors was, but I swear I can’t imagine them settling on a nice, warm colony and staying there. If I close my eyes, I see their faces, their eyes filled with wanderlust like our own, their noses always pointing skyward. The crash on Auriga was but a bump in our path, a distraction — now that the Argosy is ready to move again, I’m sure we’ll find our rightful place: amongst the stars.”*

— Memories, Ilona Zolya, First of the Bloodline.

The Vaulters appear to others as more a large family than a cohesive nation. Bound together by tradition and kinship that only impossible hardship can forge, these clever nomads were forced to flee the only place they called home — the now-frozen planet of Auriga — and set out for the stars. Their mothership, the Argosy, now roams the galaxy in search of their lost home, settling on any world that can aid them in their journey.

Despite their loyalty and intelligence, the Vaulters are a proud people and require a proud and cunning leader. Luckily, they found the perfect candidate in Zolya, First of the Bloodline, who has led them on their pilgrimage since they were stranded on Auriga. Kept young by lost Endless technology, Zolya is blunt, honest and fiercely loyal to her people, whom she sees as her sons and daughters.

## INQUISITIVE MINDS

Despite appearing blunt and practical, the Vaulters share a common passion for science, engineering and discovery — something they inherited from their ancestors on Auriga. Once a necessity, scouring the mysteries of Endless technology became second nature to the Vaulters and, over time, they made that technology their own. Even now, they are the only species in the galaxy capable of creating warp gates — portals that can connect two regions of space through an adjacency fold.

Unlike the Sophons, who enjoy scientific discovery for the new and exciting things it enables, the Vaulters are more practical: each new piece of equipment brings advantages, and any reverse-engineered technology can bring further prosperity to the nation.

## BLADE AND SHIELD

Despite their technological advantages, the Vaulters prefer to fight with a plethora of advanced melee weapons specifically crafted to carve through armor. Using a form of Hard-light technology, their weapons can be made as sharp as a razor without the risk of the blade becoming dull or cracking. Similarly, their shields are constructed the same way and allow their user to see through them — a considerable advantage in combat.

Ranged weaponry is, of course, also employed, though mostly relegated to providing cover fire for frontline chargers. Even during ship combat, the Vaulters are known to get up close and

personal, boarding enemy vessels using harpoon pods that can crack their outer hull.

## PRACTICAL AND HARDY

The Vaulters are used to the harsh environments of other worlds, and their natural resilience, coupled with their technology, has allowed them not only to survive but to flourish.

Most of their success can be traced to the design of their ships and buildings — a natural evolution of ancient Endless designs created to withstand the harshest environments. Angular but aerodynamic, Vaulter ships are built to withstand not only the perils of space but also those of hyperspace, accessible through metafolding technology.

## SCAVENGERS

Vaulters are never content with what they have and endlessly tinker with their equipment to keep it functional and cutting-edge. Their unique knowledge of Endless technology allows them to retrofit and reverse-engineer relics that other civilizations would consider nothing but trash, and in doing so, they learn how to properly use technology thousands of years old.

Their ability to adapt and create also extends to mundane items, such as simple tools and armor, which they relentlessly work on and improve.

## VAULTER NAMES

Vaulters draw their names from tradition, often naming their firstborn after their grandfather. Family names are inherited from one's mother and can be traced back to their time on Auriga.

**Male Names:** Adet, Apat, Davv, Dyec, Kyov, Ovid, Raudd, Riez, Serz, Tokun, Varic, Vivec, Vulok.

**Female Names:** Abi, Ada, Arell, Joksunna, Marei, Noita, Reia, Rill, Terema, Tiana, Yertrud.

**Surnames:** Akter, Aldrik, Gaelki, Joksunna, Jutka, Kata, Kersho, Kjotunn, Klapatch, Kopala, Raulikonor.

## VAULTERS TRAITS

As a strong-hearted Vaulter, your mind and blade are alike: sharp and strong. You gain the following abilities:

- **Age:** Vaulters are identical to stereotypical humans, reaching around 80–100 years of age without the aid of advanced technology.
- **Alignment:** As a close-knit company of brothers and sisters in arms, Vaulters value protecting one's family and friends, making most of them Good. Their methods, however, are violent and messy, tilting their alignment toward Chaos.
- **Size:** Your form is akin to a common human and stands at around 5 and a half feet tall. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Vaulter Weapon Mastery:** While attacking with a nonmagical melee weapon, you gain a bonus to attack and damage rolls with that weapon equal to half your proficiency bonus, rounded down.
- **Nomad:** You are used to employing scavenged technology and working on your equipment on the go. You can craft items (such as scrolls, potions, weapons, etc.) while traveling. For the purpose of this feature, consider each long rest you complete as 8 hours (one workday) of progress toward crafting an item.
- **Scavenger:** Your people have been using strange technology they didn't quite understand since they lived on Auriga. If you attune to a magic item, you gain proficiency with that item for as long as you are attuned to it.
- **Languages:** You can speak, read, and write Aurigan. Aurigan is an old, sacred language that makes use of forgotten Drakken grammar — one of the few things that remain of Auriga. It has many similarities with Imperial.



## VODYANI

*“SISTER VAIA HAS SPOKEN OUT OF ORDER AGAIN, violating my previous directive. Her cloth shall be deprived of the ability to speak for one week, so that she may learn to listen beforehand. While it’s never easy for me to uphold our laws, it is nevertheless a necessity for the stability and prosperity of our people: if one has the nerve to contradict my words, they’ll soon start doubting the Scriptures, then our very faith. By the Virtuals, I cannot allow that.”*

— Isyara St. Shaiaad.

The Vodyani are more a religious coalition than a true empire — a theocracy whose central authority rules over countless star systems with an iron fist. The Vodyani worship the Virtual Endless, those who long ago cast away their flesh to rise, virtual, as artificial constructs of Dust and information.

It was not, however, always like this. The Vodyani were once a meek and, according to them, “ugly” species, with elongated ape-like limbs and hunched, hideous forms. Their planet was on the verge of ecological collapse due to their reckless actions when they found something miraculous: an Endless relic that could be used for virtualization. Clad in mechanical cloth, the Vodyani virtualized en masse and began a long diaspora among the stars, in the hope of converting the just to their faith and absorbing the strength of sinners to bolster their own.

## SIN AND VIRTUE

The Vodyani embody most of the worst aspects of an organized, totalitarian and dogmatic religion: the scriptures are absolute, the leader unquestionable, the punishment inevitable. This iron doctrine has allowed the Vodyani to spread among the stars, crushing any resistance they find and converting those who align with their creed through virtualization. The Vodyani population is comparatively very small — roughly one-fourth that of other species — but their fanaticism and advanced technology have made them a force to be reckoned with.

## TO RISE, VIRTUAL

The process of virtualization remains a mystery to all non-Vodyani and even to most Vodyani themselves. Only a select few know how to operate the ancient Endless machines capable of uploading a mind to a virtual network.

For most people, this process is something to be dreaded, for like all great things, it comes at a great cost. To virtualize one of their own, the Vodyani must drain the “essence” of other lifeforms and channel it into an inert “cloth” — a mechanical shell that can house enough Dust to contain a single consciousness. No one is sure what “essence” truly is, though most believe it to be a form of Dust that is gradually accumulated and mutated by living creatures, which do not survive the extraction.

## THE ARKS

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Vodyani Arks are immense spaceships that contain the virtualized Vodyani population. Arks are heavily armed, possess a structural integrity close to that of a behemoth, and can obscure the sun through sheer size when they begin orbiting a planet. From these massive seats of power, the Vodyani send probes and heavily mechanized units to handle production on planets, gathering food, minerals and data, all of which is reeled back to the Ark.

The inside of an Ark is something only a select few have seen, and it has consistently been described as hauntingly beautiful: a labyrinth of slate-black floors and walls engraved with Dust-infused murals that glow with a pale golden light, telling the story of the Vodyani and their devotion to the Virtual Saints. Outside, an Ark appears angular and sharp, as if carved from a chunk of obsidian with a razor. Similar designs, accompanied by an eerie golden glow, are shared across all Vodyani ships and apparel.

## A FALSE PROPHET

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Time ago, one of the Vodyani highborn was corrupted by the demons that dwell in the vast emptiness of space. Those demons claimed ownership of the sacred Dust and charmed the weak mind of Isyander Shumèd, brother to Isyara St. Shaiad, feeding him lies. Her heart broken, the Vodyani leader was forced to exile her own brother, who now opposes her from his seat in the Academy, the wretched hive from which he plots.

Or so the scriptures say. In truth, Isyander was contacted by one of the Lost and agreed to collect as much Dust as possible in hopes of restoring their ancient power. Of course, the Vodyani believe the “official” version of the story.

## VODYANI NAMES

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The Vodyani are given a new name after the process of virtualization. Only a select few bear two names — Vodyani saints, who in their time came into contact with the spirit of a Virtual Endless and fused with them, one such example being the Vodyani leader Isyara St. Shaiad. The Vodyani can choose to bear masculine or feminine-looking cloth, though their name remains the same.

**Names:** Kelv, Varb, Ryeve, Vauyr, Eriander, Rigel, Ismundi, Berav, Fievel, Ember, lolad.

## VODYANI TRAITS

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As a member of the one true Church, the blessings of the Virtual Saints have bestowed you the following natural abilities:

- **Age:** Vodyani are transformed through an ascension process from “imperfect” lifeforms that show enough devotion. After this ascension, you can live indefinitely.
- **Alignment:** As a horde of fanatical crusaders, most Vodyani are Lawful Evil. Exceptions exist, such as the betrayer Isyander, whose followers tend to be Neutral Good.
- **Size:** Your form is akin to a common human and stands at around 5 and a half feet tall. Your size is Medium.
- **Speed:** Your base walking speed is 30 feet.
- **Virtual:** You do not need to drink, eat or breathe, though you need to absorb Dust to sustain yourself. Treat each unit of Dust you absorb (equivalent to 1 GP) as a single meal for the purposes of starvation.
- **Dark Devotion:** Your faith in the Virtual Endless guards you against foul influences. You are immune to the Charmed condition.
- **Blessing of the Endless:** You know the *Dancing Lights* cantrip. When you reach 3rd level, you can cast *Prayer of Healing* once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th level, you can cast *Vampiric Touch* once with this trait and regain the ability to do so when you finish a Long Rest. Charisma is your spellcasting ability for these spells.
- **Artificial:** Your cloth is mechanical in nature. You are immune to poison damage and the Poisoned condition. Additionally, you can use the Dust in your helmet to illuminate a 20-foot radius with Bright Light and an additional 20 feet with Dim Light.
- **Languages:** You can speak, read, and write Vodyani. Vodyani is a language inspired by the Virtual Endless.

# CHAPTER 4: NON-PLAYER FACTIONS

**T**HE ENDLESS GALAXY IS HOME TO COUNTLESS FACTIONS, some rising, some fading, and others waiting in the shadows. The following pages detail those that players may encounter — whether as allies, rivals, or foes.

## AMBLYR

Peaceful and lethargic, the Amblyr loathe violence and adore most types of seaweed. Little known, despite the infamy of their most famous citizen, they appear to be descended from a species of marine reptile. Their homeworld is a humid, swampy planet where the society's most sophisticated cities are algae mega-platforms that drift across the quaggy expanses. With abundant seaweed crops providing the majority of their diet as well as reserves of biofuel, the Amblyr civilization is a boringly harmonious one focusing on progress and prosperity for all. Dependable, predictable, and placid, it is unsurprising that their most famous citizen made a break for the stars.

## AMOEBA

*An ancient race who have lived in harmony with the galaxy for eons, the Amoeba's natural inclinations are toward preservation.*

Among the oldest of the currently active races in the galaxy, the Amoeba are indirect descendants of a group of Concrete Endless who devolved into primitive protoplasmic lifeforms, lost all their prior knowledge, and then re-evolved into a unique species. Rumors persist that they were something far greater once, but the Amoeba themselves neither confirm nor deny such stories. They possess a special relationship with Dust and the ability to detach their consciousness from their physical form to create group gestalts. Their goal is to travel, meet, and learn, though their relatively defenseless natural form has bred into them the need to master their physical environment.

They prefer peace and mutual understanding over war and animosity. Even if another society is aggressive toward them, they will do what they can to avoid “diplomacy by other means.” Their form of government is unusual: their leader is actually several Amoeba merged together.

Make no mistake, though — should the need arise, they can take up arms and conduct “diplomacy by other means.”

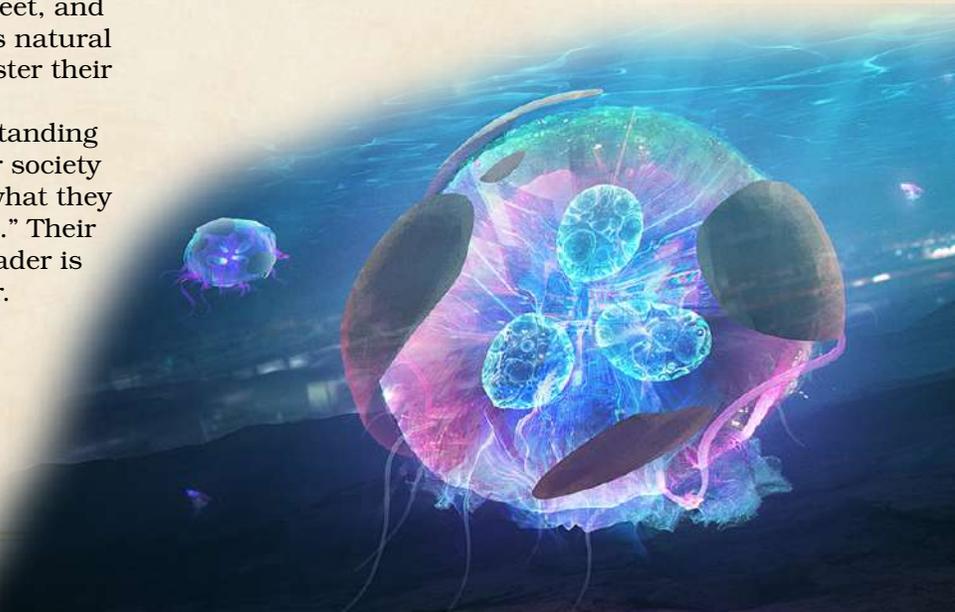
## AUTOMATONS

*Clockwork beings granted sentience by Dust, now rarely seen and little understood.*

The Automatons were created by a long-dead civilization known as the Reyans, who perished many millennia ago due to the gradual self-destruction of their world. Realizing they were doomed, the Reyans left a legacy in the form of their greatest technological achievement: massive clockwork men gifted with all the traits of a young species. Within a year of their creation, the Reyans committed mass suicide, leaving their greatest creations behind — alone and lost.

Over time the clockwork creations developed a simple society of their own. Then a large Endless ship crashed into the planet, spreading Dust across the surface. The Dust modified the machines, gave them enhanced abilities, and over time even sentience. In only a few weeks they had evolved, become truly sentient, and gained new purpose. They came to call themselves the Automatons.

They stayed on their planet, learning to live in a symbiotic relationship with nature as the world healed. They built massive floating ships on which they lived in order to protect the healing ecosystem. Eventually they developed vehicles for space flight and expanded into the galaxy — and then, something happened. Their empire fell silent. Today, only scattered individuals are encountered from time to time, wandering alone through inhabited space. No one knows what became of the rest of their kind, or why these few remain active. The Automatons do not speak of it, and those who ask receive no answer.



## BASRYXO

*A meticulous, introspective people, the Basryxo focus on recycling, reuse, and the environment.*

This society evolved in the detritus of what is essentially a garbage planet, as myriad forms of waste were dumped on the world for centuries. Whatever starfaring race created this ecological disaster is unknown, but eons after their passing a new sentient life emerged — perhaps remnants of the original civilization, perhaps something else that evolved in the mutation-rich environment. Starting as ragged scavengers, they became pragmatic and efficient recyclers, learning to turn garbage into gold. Any planet lucky enough to welcome them will quickly see the effectiveness of their methods for recovering resources.

## BHAGABA

*Perhaps it is on account of their puppet-nature, but the Bhagaba are nonetheless a cheerful race that promotes a sense of contentment.*

As avatars of a planet-sized “supercomputer” initially formed by the random movement of rocks and corals on their home planet Teonha — which created a natural “transistor board” capable of simple thought — the Bhagaba are one of the galaxy’s most unusual lifeforms. Some dispute that they are even alive at all, being mere puppets of a vast, alien mind with no will of their own. Despite this, with their pacifist outlook and sense of wonder, most races are happy to encounter the strange coral-like creatures who often come across as charmingly clumsy — which incidentally makes for a very good diplomatic strategy.

## DEUYIVANS

*As clever as they are grotesque, these denizens of gas giant planets are known for their scientific prowess.*

The Deuyivans are not a race that was “created” so much as a race that “occurred.” Originally an unwanted insectoid infestation on a planetary-scale Dyson object around a gas giant, the death of the Endless caretakers and the slow decline of the station left them alone to evolve, study, and explore. Over centuries and then millennia they expanded across a surface rich in resources and, for all practical purposes, limitless in size. With little competition for food or space, they mutated and grew into an exceedingly intelligent race of tireless and dexterous scientists. Unparalleled in their studies of gravitation and non-baryonic interactions, their natural hardiness makes them willing to test theories in environments

that even the Sophons would think twice about. Their history has left them terribly reserved and shy, however, and they contact other species with great hesitation. Curiously, as they are all distinct members of a multi-node yet monolithic hive, they never used names and thus adopted the habit of taking names from other sentients they meet.

## EPISTIS

*The Epistis are a race of mechanical beings who have only recently ventured to the stars.*

Little remains of the Epistis’ creators, a race that died out several millennia ago. What is known is that the Epistis were likely created as planetary guardians, charged with preserving their homeworld’s fragile ecology through aggressive defense of its natural wildernesses and the salvaging — and recycling — of discarded materials. Whether these objectives became corrupted, leading the Epistis to turn on their creators, is unknown. What is certain is that they are a fanatical, dangerous civilization of recycled warmachines ready to take their creed to whoever crosses their path.

## EYDER

*The small, dragon-like animals known as the Eyder were originally the genetically engineered pets of an advanced spacefaring race that died from a ravaging plague.*

Left to their own devices in now-empty residences high above the surface of a gas planet, they multiplied and evolved into a society based on the ownership of Endless relics, as the number of these artifacts correlated closely with the ownership of better amenities and living quarters on the floating stations. Exposure to these Dust-laden relics expanded their consciousness, giving them control of a vast fleet of ships designated for beings much larger than themselves.

## GALVRAN

*The Galvran have deep connections to the underground, mines, and resources.*

Evolving on a planet with a highly eccentric orbit, this quirk of celestial mechanics has seen the Galvran endure long, long winters where survival is predicated on living deep underground for years at a time. As well as contending with the cold, the ancestors of modern Galvran experienced dim light levels, and it is thought that this is the reason they possess two pairs of eyes. With such a challenging environment, it is no surprise that the race became masters of technology,

constantly interrogating nature and creating tools as a means of survival. From hardship sprang solidarity too, and to this day a favorite motto of the Galvran is “Survive together, die alone.”

## GNASHAST

*Deeply territorial, the Gnashast will defend their lands with great determination and great violence.*

A relatively recent addition to the isles of its home planet, the Gnashast are descendants of benthic horrors that crawled onto the land a few hundred thousand years earlier. With the existing fauna ill-prepared to survive this new onslaught from the depths — especially as sea levels rose, lessening the amount of habitable land — the Gnashast quickly became the planet’s primary predator. Now entering the space age, they are still as aggressive as when they made their first forays onto the tidal flats of their homeworld. Not the most welcoming of races, the Gnashast nonetheless can make strong allies if handled well.

## HARMONY

*For some creatures Dust is poison, corruption, travesty.*

The Harmony are sentient mineral lifeforms born from the emergent forces of the Big Bang — a species once content with roaming the universe in search of an elusive “core” of reality. Their sophisticated senses were ensnared by the corrupting influence of Dust, like a finely tuned compass pulled by a myriad of magnets, trapping the Harmony in the Endless galaxy.

Though communication with other sentients is almost impossible, the Harmony have expressed the will to reach the “core” — a mysterious point in space (or perhaps time) that their entire species is drawn to instinctively. What this core is and why it is so important remains a mystery.

When a member of the Harmony comes into contact with Dust, its form becomes tainted with a surge of energy that turns it dangerous and unstable. In rare cases, such as with the Pulsos, this mutation can cause the essence of the Harmony to merge with Dust, creating a new lifeform — to the dismay and revulsion of the other members of the Harmony.

## HAROSHEM

*Simple and agricultural, the pacifistic Haroshem are relatively introverted traders and farmers.*

One of the older races of the galaxy, the Haroshem found a relatively stable evolutionary niche with their simple, pacifist culture that

relied on advanced agricultural techniques to ensure their species was always well fed, removing one of the basic motivators for conflict. With younger, hungrier races stirring up and down the arms of the galaxy, however, this straightforward, peaceful approach to life will be sorely tested.

## ILLO

*The mathematical unlikelihood of life occurring spontaneously has driven these robotic beings to believe in a divine — and ruthless — creator.*

The Illo are reasoning machines who are faith-based for a simple reason: as the argument that life evolved on its own is mathematically improbable, the logical conclusion is that a Divine Will exists. In addition, observation tells them that this Divine Will created the galaxy as a set of limited resources. Therefore, regardless of the number of nations and species, it will finish as a Zero-Sum obliteration of all but the best adapted. Because the galaxy has been designed this way, it is Divine Will that this winnowing occurs. The Illo credo is Survival of the Fittest; their goal is to reach this Sanctified Equilibrium as quickly as possible by eliminating those species unlikely to survive in the long term.



## KALGEROS

*Having evolved from a marsupial-like species, the Kalgeros's relatively small size hides their surprising strength and agility.*

Having evolved from a marsupial-like species, the Kalgeros's relatively small size is countered by their surprising strength and agility. As they moved from protecting a tree to a tribe to a village, their society realized that its somewhat belligerent tendencies had to be channeled. Over time they developed a martial art they call "Mardamari," unique in the galaxy for the number of limbs required to execute it. They are led by Gunga — spiritual and martial leaders responsible for moral and physical education. Jolly and gregarious in daily life, they are deadly serious in questions of combat and honor.

## KALMAT

*A rugged, resilient species, the Kalmat are masters of survival and cybernetics.*

Evolving on a volcanically active planet, the tardigrade-like Kalmat rose to sentience while descending into the depths. Great eruptions spewed vast toxic plumes into the atmosphere, rendering the surface uninhabitable for all except the most robust of life, and like many, the Kalmat battled violently for sanctuary in the earth. With ruptures still dangerous, survival became a matter of evacuating underground settlements rapidly, and they developed sophisticated monitoring and communication abilities. Allied with advances in materials science, they became masters of machine learning, often integrating cybernetics into their physical forms. Today, knowing their future will always be tenuous on such a homeworld, they are setting off for the stars.

## NIRIS

*Hailing from a vibrant ocean-world, a short time ago the Niris' home planet wasn't always so brimming with life.*

A time of rampant expansion and population growth led to their ecosphere coming close to utter destruction. Today, endless miles of bleached coral, huge rusting industrial facilities, and the mass graves of extinct fellow sea-dwellers still litter the ocean floor. These act as a constant reminder to the Niris and help sustain their ecological outlook on life. Now, among the remains, harmonious technologies maintain clean oceans and support myriad colorful life. Despite using inventive liquid tanks to traverse the land, they are still most at home in water; the interiors of their spacecraft are

more like verdant aquariums than typical sterile ships.

## PULSOS

*This nation, a scientific splinter of the Harmony, seeks greater knowledge of Dust in order to better understand the galaxy and seek the Core.*

The Harmony, a species of sentient crystal, traverse the universe seeking its mystical Core. Attuned to waves and radiation, their voyage was interrupted by the confusion that Dust wrought upon their senses and bodies. While most Harmony strive to pass beyond the Dust-tainted galaxy and continue their quest, the Pulsos are a Dust-infected subgroup that have decided to stay and study this mysterious phenomenon.

The Pulsos are led by Caxalxsixox, who volunteered to travel among the other races to better understand their nature. Analyzing their tools and societies to understand more of the powers and possibilities contained in Dust, Caxalxsixox fulfills a lonely if important role. While the leader travels, soaking up knowledge and transmitting it back using their innate mastery of quantum coupling, the others bask in the data stream that Caxalxsixox creates, forever recording and studying.

## REMNANT

*Turning the page after eons of sleep, the Remnant are redeemed assassins who use their intensity and efficiency to make the galaxy a better place.*

Originally an ancient order of assassins created when the Endless ruled the galaxy, after their masters' demise the Remnant underwent a period of hibernation for millennia in the crypts of a forgotten moon. Numbering only a few hundred upon awakening, they would have spent eternity awaiting orders were it not for the actions of Belcus Akad-Talar, a highly decorated member of the order who had become Dust-augmented during its slumber. Connecting the digital minds of its fellow assassins through quantum entanglement, Belcus suppressed their inherent programming and gave them a new purpose: to build a better galaxy for the most deserving race they encountered.

## SEFALOROS

*These undersea industrialists are as efficient as they are unusual.*

These unusual aliens developed in an environment of metal-rich seawater. Developing at an early age into tool-users, this evolutionary jump was all it took to make them the dominant species in their environment. As they developed, however, they soon began to use other sea

creatures as tools, since manipulating metals is not easily done underwater. As a result, though they are formidable builders and industrialists, much of their infrastructure is spun, woven, or secreted.

## SISTERS OF MERCY

*Inflexible but honest, the Sisters of Mercy are fierce in battle and inspiring in peace.*

Having known only the harsh world of Auriga, the Sisters of Mercy are adapting to the strangeness of life in space with some difficulty. Fortunately, their study and travel with the Vaulters has alleviated some of their shock and sense of displacement. As they attempt to rebuild a functioning society in this alien galaxy, they cling more than ever to their mission: dispensing death or salvation as the situation merits. The practicing clans try hard to separate the relative aspects of any situation — technology, cultural norms, history — from the absolutes of their faith: the belief in a universally applicable sense of right and wrong, and the responsibility to treat harshly those who cross the line between them.

## SOWERS

*The Sowers were built as terraforming machines for the Endless ages ago.*

When their masters annihilated themselves in their last war, the Sowers kept working at their task, moving from one planet to another and turning each into an Eden of lush vegetation and flowing, clean rivers. In time, they modified themselves enough to gain sentience.

Sowers appear as an army of various multi-purpose robots, from the diminutive Sky-Makers to the massive Land-Carvers. Each is equipped to carry out one specific task: collecting environmental data, producing genetically enhanced plants, and terraforming the land to host those plants. Some Sowers are living laboratories in which animals are bred and engineered to survive a specific climate.

While many species prefer tropical, temperate climates and use water as part of their metabolism, some do not. To them, the Sowers are a menace, responsible for exterminating the native flora and fauna of entire worlds to make space for their alien ecosystems.

## TIKANAN

*Only recently civilized, the Tikanan still retain much of their wild, aggressive nature, and are constantly preparing for war.*

A sharp lesson in the dangers of importing exotic wildlife: sometime in the last century, a

small contingent of Tikanan were brought to the human splinter colony world of Abelard for purported “zoological reasons.” In fact, this marked the zenith of an increasingly dangerous game of one-upmanship by two factions on the colony world, who liked to capture and bring unusual species to their peoples. When a breeding colony escaped the lab block and disappeared into the wilderness, the human leadership played down the event, declaring that the unintelligent creatures would naturally die out. Ten years later, a hundred thousand Tikanan swarmed the human settlements, forcing the original inhabitants to flee. How they went on to evolve their own twisted civilization is uncertain, but what is clear is that they became much more adept than the mindless insectoids who had arrived a dozen years earlier.

## UMBRAL CHOIR

*Observers and infiltrators, the Umbral Choir seeks to understand — and heal — the galaxy.*

Once a vast consciousness adrift in the vacuum of space, the Umbral Choir reached the Endless galaxy in an effort to soothe its pain. Attuned to psychic vibrations, the wraiths of the Choir felt a stabbing pain coming from the Endless war between the Concrete and Virtuals, stirring them to action. The Choir now lurks at the edges of space, tucked away in a cloaked, secret base and resorting to lightspeed hacking to discreetly invade the rest of the galaxy.

The Choir is a living nebula that has mastered its own thought processes and learned to interface directly with any mechanical — and sometimes biological — device. The presence of Dust in the Endless Galaxy means the Choir can effectively transmit signals through space and manipulate individuals and governments from across the galaxy. Members can even meld with mechanical or augmented creatures and control their actions, though how strong their grip is depends on an individual’s force of will.

The Choir can perceive the pain and suffering of other living beings and always acts in a manner that minimizes suffering. This makes it a somewhat benevolent entity as a whole, even if it uses deception and manipulation for its ends.

## XIRMISALA

*This ancient, highly Dust-sensitive people were engineered by the Endless over centuries to be able to sense the existence of the Lost and their relics.*

The Xirmisala are a people both ancient and unfortunate. Bioengineers of the Concrete Endless discovered these Dust-sensitive

ungulates, and over time they altered the species to make them even more attuned to the presence and movement of Dust. When the Dust Wars started, the Xirmisala became critical to the war effort, and the Concretes exponentially increased their augmentation efforts. It was quite a success, as they abetted the Endless pogrom that led to the destruction of the Lost.

After the Lost fell they evolved on their own, but it was not long before they were discovered by the expanding empire of the Nakalim. Appreciating their skills, the Nakalim adopted the Xirmisala for a different reason: to seek out, against all hope, any Lost that may remain alive in the galaxy.

## YUUSHO

*Aggressive and martial, the Yuusho are known for their willingness to defend their honor and their allies.*

Once part of the same bloodline as the Hissho, the Yuusho were separated from their kin when the fall of the Endless left them stranded on diverse planets.

While the Hissho on Uchi continued to thrive and develop, the small, isolated enclaves of Yuusho continued the rites and traditions they learned while fighting in the arenas of the Endless.

Living on a relatively low-gravity planet, this species that excelled in flight was able to grow larger brains and bodies than they might have on comparable worlds. They were discovered relatively late in their evolutionary process by the Concrete Endless and developed into a race of highly dangerous gladiators. Over centuries their culture and society evolved into one that revolved solely around martial arts, honor, and war; as a result their history is one of bloodshed, conquest, and vengeance. While this has created a very hardy, aggressive, and dangerous people, it has also slowed their advancement and limited their numbers.

Today they are being rediscovered, awakening to a galaxy far different from the one they knew. While they must acquire new knowledge and modern skills, in their hearts they remain industrious warriors.

## Z'VALI

*Curious and technically savvy, the Z'vali are a self-reliant species who trust in the power of science.*

The history of the Z'vali is a tale of technology gone wrong. An intelligent bipedal race born on a cozy, resource-rich world, they developed advanced computer systems long before they discovered any kind of viable spaceflight. Ever-more-complex software and simulations allowed individual Z'vali to have their every need fulfilled through computer-generated realities, eventually stagnating their economy and driving their whole world to the brink of ruin. Only the actions of a heroic few thrust the Z'vali civilization spaceward, away from their dying planet. Now they travel the galaxy in close-knit, nomadic communities. But there are those who wonder if the Z'vali of today still think they are playing a long, detailed simulation of some kind.



PART 3  
RULES OF PLAY

# CHAPTER 5: SYSTEM FRAMEWORK



HIS CHAPTER DEFINES THE MECHANICAL FOUNDATION of the campaign and the rules that differ from standard D&D 5e 2024 (5.5e).

## RULESET BASELINE

The campaign uses D&D 5e 2024 (5.5e) as its base system.

### ALLOWED SOURCES

The following sources are the baseline of the campaign:

- 2024 Player's Handbook
- Eberron: Forge of the Artificer
- Pugilist (D&D 2024 version)
- Gunslinger (D&D 2024 version)
- All material available on the 2024 5e Wikidot

Additional or third-party material may be used after consulting the DM.

Any 2014 content that has not been updated to 2024 may be used only with DM approval and must be adjusted to 2024 standards where necessary.

## CORE MECHANICAL ADJUSTMENTS

The following rule modifications apply to all characters.

### DICE ROLLS

**Stacking Advantage and Disadvantage.** The first instance of advantage or disadvantage functions normally. Advantage and disadvantage cancel each other out on a one-to-one basis. After canceling, each additional instance of advantage grants a +1 bonus to the roll, and each additional instance of disadvantage applies a -1 penalty to the roll.

**Success and Failure.** Success and failure are not always binary.

- Failing a DC by a small margin may result in partial success or partial failure.
- Exceeding a DC significantly may grant additional benefits.
- The final outcome is determined by the DM.

**Critical Success and Failure on Checks.** Ability checks may critically succeed or critically fail. A natural 20 or natural 1 does not automatically guarantee total success or catastrophic failure, but it will meaningfully influence the outcome.

### COMBAT POSITIONING

**High Ground.** Being 10 feet or more above a target grants:

- +2 bonus to ranged attack rolls.
- Advantage may apply depending on distance and circumstances.

**Flanking.** When two allies are positioned on opposite sides of a creature, both gain a +2 bonus to attack rolls against that target.

### RESTING

The duration and effectiveness of short and long rests may vary depending on environmental and situational factors, including:

- Safety of the location
- Weather conditions
- Quality of shelter or bedding

The effectiveness of a rest is determined by the DM.

### POTIONS

- A character can drink a potion themselves as a Bonus Action.
- If a character uses a full Action to drink a potion, they regain the maximum possible hit points from it.
- Administering a potion to another creature requires an Action, and the healing is rolled normally.

### SUPPLIES

While at the Academy or on brief missions in nearby areas with easy access to supply routes, ammunition, food, and water will not be tracked. Otherwise, players can spend Dust units each time they arrive at a settlement to replenish supplies. For expeditions to places with no settlements or harsh conditions, the Academy will inform the players to prepare properly.

### CURRENCY

Dust is used as currency in the Endless galaxy. There are no other currencies to track, such as copper or silver coins. The exchange rate of Dust compared to typical D&D coins is:

- 1 unit of Dust = 1 copper piece
- 10 units of Dust = 1 silver piece
- 100 units of Dust = 1 gold piece

This means rewards and prices will appear larger, but they are proportionally the same. The currency will be referred to as "unit of Dust," "Dust unit," or simply "units."

## LANGUAGES AND COMMUNICATION

**Languages.** There is no Common language. Most beings possess auto-translators that allow them to understand spoken languages without learning them. Knowing a species' native language may ease tension and improve social interactions. A character may choose to disable their translator and speak a specific language directly.

Most species have their own language as described in the Species chapter. Note that Imperial and Aurigan are mutually intelligible, though subtle meaning may be lost.

**Communication Technology.** Player characters and many enemies possess built-in communication systems similar to *Sending Stones*. Range depends on planetary development:

- On highly developed planets, communication is possible across the entire planet.
- On uninhabited planets, range is typically up to 1,320 feet, depending on interference and external conditions.

## RULE OF COOL

Rule of Cool may be applied at the discretion of the DM. Players should not request its application.

## FEATS & MAGIC MECHANICS

### FEATS

All feats available in the allowed sources may be selected. The feats associated with the Gunslinger (D&D 2024 version) are listed below for convenience.

#### BLASTER MASTER

*General Feat (Prerequisite: Level 4+, Dexterity 13+)*

You gain the following benefits:

**Ability Score Increase.** Increase your Dexterity score by 1, to a maximum of 20.

**Blaster Roulette.** If you roll the same number on two damage dice for a weapon with the Firearm property, you deal bonus damage equal to that number. You can only add this bonus damage once per turn.

**Ignore Cooldown.** You ignore the Cooldown property of weapons.

**Run and Gun.** When you take the Dash or Disengage action, you can make a ranged attack using a weapon as a Bonus Action.

#### IRON HERO

*General Feat (Prerequisite: Level 4+)*

You gain the following benefits:

**Ability Score Increase.** Increase your Strength or Dexterity score by 1, to a maximum of 20.

**Underdog's Resolve.** When you are attacked by a creature that has a CR higher than your character level, you gain a +2 bonus to your Armor Class for that attack.

**Vengeful Strike.** You have Advantage on attack rolls against any creature that has reduced one of your allies to 0 Hit Points since the end of your last turn.

**Heroic Intervention.** When an enemy you can see takes a Legendary Action, you can take a Reaction to intercede, preventing the Legendary Action from happening. You can take this Reaction a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Short or Long Rest.

#### MARKSMAN'S LUCK

*General Feat (Prerequisite: Level 4+, Dexterity 13+)*

You gain the following benefits:

**Ability Score Increase.** Increase your Dexterity score by 1, to a maximum of 20.

**Flip Die.** Once per turn, when you roll for damage with a Ranged weapon, you can flip one of the damage dice over and use the number on the bottom. You can't use this ability on d4s. Note that for a balanced die, the top and bottom numbers add up to one more than the die's largest number.

**Enhanced Critical.** When you score a Critical Hit with a Ranged weapon, the target's Speed is 0 until the end of its next turn.

#### GUN-MAGE ADEPT

*General Feat (Prerequisites: Level 4+, Spellcasting or Pact Magic Feature)*

You gain the following benefits:

**Ability Score Increase.** Increase your Dexterity by 1, to a maximum of 20.

**Ranged Weapon Proficiency.** You gain proficiency with Ranged Martial weapons.

**Cantrip.** You learn the *Finger Guns* cantrip.

**Expanded Spell List.** The following spells are added to your spell list: *Antiballistics Field*, *Ballistic Smite*, *Conjure Cannonball*, *Conjure Cover*, *Jam Weapon*, *Jethro's Instant Reload*, and *Perforating Shot*.

**Spells Prepared.** Choose a number of spells equal to your Proficiency Bonus from among those in the Expanded Spell List benefit. You always have these spells prepared. Whenever you gain a new level, you can replace one of

these spells with a different spell from the Expanded Spell List.

## DUST & MAGIC

Magic in the Endless Space universe is the result of Dust manipulation. Dust can power advanced devices or allow individuals to manipulate reality. Spellcasting does not need to appear mystical — it may manifest through technology, psionics, biological mutation, or other narrative explanations.

Dust may replace spell components that have a specified monetary value. For example, spells such as *Revivify* may use Dust instead of a 300 gp diamond.

## NEW SPELLS

All spells available in the allowed sources may be selected. The spells associated with the Gunslinger (D&D 2024 version) are listed below for convenience.

### ANTIBALLISTICS FIELD

*Level 6 Abjuration (Cleric, Necromancer, Wizard)*

**Casting Time:** Action

**Range:** Self

**Components:** V, S, M (a pinch of Dust)

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

A 40-foot Emanation extends from you, disrupting projectiles and causing Ranged weapons to malfunction. Within the Emanation, whenever a Ranged weapon is used for an attack, the weapon immediately malfunctions and the attack is lost. A malfunctioning weapon can't be used to make an attack until a creature takes the Utilize action to fix the weapon malfunction. Ranged attacks using weapons whose projectiles pass through the Emanation have Disadvantage and deal only half damage on a hit.

### BALLISTIC SMITE

*Level 1 Evocation (Paladin)*

**Casting Time:** Bonus Action, which you take immediately after hitting a creature with a Ranged weapon

**Range:** Self

**Components:** V

**Duration:** Instantaneous

Choose Acid, Cold, Fire, Lightning, Poison, or Thunder damage. The target hit by the attack takes an extra 2d6 damage of the chosen type. The triggering attack can deal the chosen damage type or its normal damage type (your choice).

**Using a Higher-Level Spell Slot.** The damage increases by 1d6 for each spell slot level above 1.

### CONCEALED SHOT

*Illusion Cantrip (Bard, Druid, Necromancer, Sorcerer, Warlock, Wizard)*

**Casting Time:** Action

**Range:** Touch

**Components:** S, M (a Ranged weapon)

**Duration:** 1 minute

A Ranged weapon you touch is made supernaturally subtle. For the duration, when you make a ranged attack using the weapon, the weapon or ammunition you're using becomes invisible while in flight and the weapon becomes silent. If the weapon produces smoke or light, the spell suppresses these effects. The weapon or projectile you're using becomes visible again after the attack hits or misses. If you are hidden and the target is 80 feet or further from you, the attack doesn't reveal your location.

### CONJURE CANNONBALL

*Level 3 Conjuration (Sorcerer, Wizard)*

**Casting Time:** Action

**Range:** 600 feet

**Components:** V, S, M (a small replica cannon)

**Duration:** Instantaneous

You summon a cannonball, mid-flight and at full velocity, which explodes on impact. Make a ranged spell attack roll against a target you can see within range. On a hit, the target takes 5d10 Bludgeoning damage and an explosion extends from it in a 5-foot Emanation. Each creature other than the target within the Emanation makes a Dexterity saving throw, taking half as much damage as the target on a failed save.

**Using a Higher-Level Spell Slot.** The damage increases by 1d10 for each slot level above 3.

### CONJURE COVER

*Level 1 Conjuration (Druid, Investigator, Paladin, Sorcerer, Wizard)*

**Casting Time:** Bonus Action

**Range:** 10 feet

**Components:** V, S, M (a duck figurine)

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

You conjure a low cobblestone wall along the ground at a point you can see within range. The wall is 18 inches thick and is composed of three 5-foot-long, 3-foot-high segments. Each segment must be contiguous with at least one other segment. A Medium creature that hunkers behind the wall has Half Cover, and a Small creature that hunkers behind it has Three-Quarters Cover. The wall can be leapt over without spending any additional movement. Each segment has AC 10 and 30 hit points. Reducing a segment of the wall to 0 hit points causes it to crumble, destroying it. The wall

disappears when all the segments are destroyed or the spell ends.

### FINGER GUNS

*Evocation Cantrip (Bard, Sorcerer, Warmage, Wizard)*

**Casting Time:** Bonus Action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

You extend your forefinger and thumb, a dangerous gesture mimicking a gun. For the duration, your hand counts as a Simple Ranged weapon with a range of 60/240 feet and the Slow mastery property. You can use your spellcasting ability instead of Dexterity for the attack rolls of this weapon. On a hit, the weapon deals 2d6 Force damage and doesn't add your ability modifier to damage.

**Cantrip Upgrade.** The weapon's normal range increases by 30 feet and its long range increases by 120 feet when you reach levels 5 (90/360 feet), 11 (120/480 feet), and 17 (150/600 feet).

### JAM WEAPON

*Level 2 Transmutation (Bard, Witch, Wizard)*

**Casting Time:** Reaction, which you take when a creature you can see within range makes an attack using a Ranged weapon

**Range:** 60 feet

**Components:** V, S, M (a pinch of wet Dust)

**Duration:** Instantaneous

The weapon you target suffers a malfunction and the attack fails. A malfunctioning weapon can't be used to make an attack until a creature takes the Utilize action to fix the weapon malfunction.

### JETHRO'S INSTANT RELOAD

*Level 2 Conjuration (Bard, Investigator, Ranger, Wizard)*

**Casting Time:** Action

**Range:** Touch

**Components:** V, S, M (a spent bullet casing)

**Duration:** 8 hours

One Ranged weapon you touch becomes enchanted to reload itself automatically. If the weapon has the Cooldown, Loading, or Reload property, you ignore the property for the duration. When the weapon's ammunition is depleted, ammunition you are carrying teleports into the weapon.

### PERFORATING SHOT

*Level 1 Evocation (Martyr, Paladin, Ranger)*

**Casting Time:** Bonus Action, which you take immediately after hitting or missing with a ranged attack using a weapon

**Range:** Self

**Components:** V

**Duration:** Instantaneous

As your attack hits or misses the target, the weapon or ammunition transforms into a 5-foot-wide Line of magical energy that extends out to the weapon's normal range. The Line includes the attack's original target. Each creature within the Line makes a Dexterity saving throw, taking Force damage equal to the weapon's normal damage on a failed save or half as much damage on a successful one.

**Using a Higher-Level Spell Slot.** The weapon's damage increases by 1d8 for each slot level above 1.

### SPELL ACCESS FLEXIBILITY

Players may request:

- Thematic spell swaps.
- Access to spells outside their normal class list.

Such changes require DM approval.

# CHAPTER 6: CHARACTER CREATION

**E**VERY HERO BEGINS WITH A CHOICE. Species, class, ideology, and history — each decision weaves together to form the unique individual who will step onto the galactic stage. This chapter guides the Players through the process of building their own character, from selecting a faction to defining their political compass.

## CLASSES AND SUBCLASSES

Most 2024 classes and subclasses are permitted. Specific mechanical changes are listed below.

### RENAMING AND REFLAVORING

Players may rename and reflavor classes and class features after discussion with the DM. For example, an Artificer may be renamed a “Technologist,” and spells may be described as being activated through advanced devices rather than traditional casting. Mechanical function does not change unless explicitly stated.

### CHANGES IN CLASSES

#### RANGER

##### Planetary Explorer — Level 1

You can choose one planetary environment type from the following list: Barren, Toxic, Lava, Freezing (Snow, Arctic, Ice), Sweltering (Arid, Desert, Ash), Cold (Boreal, Tundra), Warm (Jungle, Mediterranean), Flatland (Savannah, Steppe), Temperate (Monsoon, Forest, Terran), Waterworld (Ocean, Atoll), or Urban.

While traveling on a planet of a type you have mastered, you gain the following benefits:

- Difficult terrain does not slow your party's travel.
- Your party cannot become lost except by magical means.
- You remain alert to danger even while performing other activities (such as foraging, navigating, or tracking).
- When alone, you can move stealthily at a normal pace.
- When tracking other creatures, you learn their exact numbers, their sizes, and how long ago they passed through the area.

You gain additional planetary environment types at levels 6 and 10.

During a long rest, you may spend 2 hours exploring the surrounding environment. Roll 1d20 and accumulate points according to the

following table. Upon reaching 10 accumulated points for that planet type, you master it.

#### EXPLORATION TABLE

Result	Points
1-9	+0
10-19	+1
20	+3

##### Favored Enemy — Level 1

Choose an enemy type you have experience hunting, tracking, studying, or speaking with. Select one of the following types: Aberrations, Beasts, Celestials, Constructs, Elementals, Monstrosities, Oozes, Plants, or Undead. Alternatively, you can pick two Humanoid species as your favored enemies.

You gain:

- Advantage on Wisdom (Survival) checks to track these enemies.
- Advantage on Intelligence checks to recall information about them.
- One language spoken by that creature type, if it has one.

You gain additional favored enemy types at levels 6 and 14.

After a battle, you may spend 15 minutes examining a creature (studying its anatomy, behavior during the fight, etc.). Roll 1d20 and accumulate points according to the following table. Upon reaching 5 accumulated points for that creature type, you learn it as a favored enemy.

#### EXAMINATION TABLE

Result	Points
1-9	+0
10-19	+1
20	+3

##### Relentless Hunter — Level 13

The extra damage die from your *Hunter's Mark* spell increases to 1d10. When a marked target drops to 0 hit points, you can mark another target without using a Bonus Action.

##### Foe Slayer — Level 20

The extra damage die from your *Hunter's Mark* spell increases to 1d12 + your Wisdom modifier. You can maintain *Hunter's Mark* on two targets simultaneously.

## RANGER (BEAST MASTER)

### Deeper Connection — Level 7

Your connection with your Primal Companion deepens, enabling mutual telepathic communication. By focusing, you can see through your companion's eyes. This connection also means both of you feel each other's pain when hurt.

## RANGER (HUNTER)

### Superior Hunter's Mark — Level 11

You can reroll the damage die for your *Hunter's Mark* and must use the new result.

### Ultimate Hunter's Mark — Level 15

You roll two damage dice for your *Hunter's Mark* instead of one.

## GUNSLINGER (BIG GAME HUNTER)

### Planetary Explorer — Level 3

At 3rd level, the Gunslinger (Big Game Hunter) gains the same Planetary Explorer feature described above, following the same progression and rules.

## GODS AND PATRONS

The gods and patrons of traditional D&D settings do not hold sway in the Endless galaxy. Power here is not granted by divine beings but is derived from Dust. This does not mean that classes like the cleric or warlock cease to exist. A cleric's faith is a potent force, capable of shaping Dust to work miracles. A warlock's patron is not a source of power, but a teacher — an ancient being, a remnant intelligence, or an Unfallen Guardian who knows the secrets of unlocking a mortal's potential. Players that wish to play a character whose power comes from a specific entity or ideology, work with the DM to create a fitting narrative within the lore of the Endless.

## SPECIES/FACTION

Players must choose a species from those described in Chapter 3: Players' Species. Classic D&D species are not present in the Endless universe.

## ABILITY SCORE GENERATION

To create a Hero, Players will generate the ability scores using a modified point buy system. The Players have 32 points to spend on the six ability scores. The cost to increase a score is the same as the standard point buy system, but the range is minimum 6 and maximum 16.

To help with this process, Players can use the online point-buy calculator [here](#). When using

that tool, Players should set the custom rules to 32 available points, a maximum of 16, and a minimum of 6. The background's ability score increases should be applied *after* the point-buy scores have been finalized.

## BACKGROUNDS

Backgrounds can be selected from those listed [here](#), including Common, Eberron, Faerun and Exotic. The background determines ability score bonuses and the origin feat.

For backgrounds whose lore is not compatible with the campaign theme, the lore will be changed after consulting the DM.

Creating a brand new background is possible after consulting and convincing the DM. For a new background, a player should:

- Pick two or three abilities to increase (+2 and +1, or +1 on all three)
- Choose one of the Origin feats
- Choose two skill proficiencies
- Choose a tool proficiency
- Choose starting equipment.
- Find a fitting name and lore

## POLITICAL COMPASS

The Endless Galaxy is as much a theatre of war as it is for politics, with corporations and religious orders vying for power. As an alternative to classical character *alignment*, each civilized character can choose a political compass — a series of ideologies that guide them in their relations to the other species and cultures of the galaxy.

If Players want they can **pick two** of the following political ideologies when creating their character. The political ideologies may change over the course of the game, as the DM sees fit.

### ECOLOGIST

Ecologists strive to preserve the natural flora and fauna of planets. They see nature as something to be protected, not exploited for gain or so-called "progress." An Ecologist character may spend time studying local life forms, collecting samples and experimenting with exotic poisons.

### ECOLOGIST TRAITS

- | d6  | Personality                                     |
|-----|---|
| 1-2 | You can't resist petting dangerous local fauna  |
| 3-4 | You are a staunch vegetarian or vegan           |
| 5-6 | You obsessively recycle and differentiate trash |

### ECOLOGIST IDEALS

- | d6  | Ideal                                     |
|-----|---|
| 1-2 | All life is precious and sacred           |
| 3-4 | Progress exists in service of nature      |
| 5-6 | Those who hurt nature must be disposed of |

## ECOLOGIST BONDS

- d6 Bond**
- 1-2 I have a small poisonous alien pet with me
  - 3-4 My home was lost to pollution. I wish to cleanse it
  - 5-6 A plant of unknown origin grows from my shoulder

## ECOLOGIST FLAWS

- d6 Flaw**
- 1-2 I am entrenched in my views and can't handle change
  - 3-4 I'm a wanted eco-terrorist in my home system
  - 5-6 I'd destroy decades of research to free some mice

## INDUSTRIALIST

Industrialists see planets as resources ripe for the taking. An unused material is a wasted one—only through industry can we survive this galaxy and its perils. An Industrialist character may very well be an engineer or scientist focused on the more practical side of technology, a person who relishes in a well-organized and well-structured city.

## INDUSTRIALIST TRAITS

- d6 Personality**
- 1-2 You carry a plethora of gadgets on your person
  - 3-4 You always speak in obscure, technical terms
  - 5-6 You can't help but "tinker" with people's stuff

## INDUSTRIALIST IDEALS

- d6 Ideal**
- 1-2 Progress is the key to a world without poverty
  - 3-4 Automation will make everyone's life easier
  - 5-6 You are either useful or worthless

## INDUSTRIALIST BONDS

- d6 Bond**
- 1-2 I carry my favourite set of screwdrivers everywhere
  - 3-4 I'm devoted to my corporation and their ideals
  - 5-6 I have multiple mechanical implants in my body

## INDUSTRIALIST FLAWS

- d6 Flaw**
- 1-2 Living in the city left me with terrible allergies
  - 3-4 I litter and trample—I never got into recycling stuff
  - 5-6 I'm addicted to my PDA and I'm very protective of it

## MILITARIST

Militaristic people see enemies at every corner and understand the importance of striking first. Safety necessitates power, power necessitates violence. A Militarist character may be the first on the frontline and may relish in the thrill of combat.

## MILITARIST TRAITS

- d6 Personality**
- 1-2 You are always ready to spring into action
  - 3-4 You speak in a tone that demands obedience
  - 5-6 In combat, you laugh with glee and excitement

## MILITARIST IDEALS

- d6 Ideal**
- 1-2 My purpose is to serve and protect
  - 3-4 An ordered society is an efficient one
  - 5-6 Dissent and rebellion should be swiftly crushed

## MILITARIST BONDS

- d6 Bond**
- 1-2 I carry a memento of a fallen brother in arms
  - 3-4 I fight to protect my family from harm
  - 5-6 I've given a name to my favourite weapon

## MILITARIST FLAWS

- d6 Flaw**
- 1-2 I tend to strike first, ask questions later
  - 3-4 I can't help but follow orders from my superiors
  - 5-6 I'm abrasive and unlikable in conversations

## PACIFIST

Pacifists understand the importance of codependency and alliances. They see other people as allies in their cosmic endeavor against poverty, suffering and pain. A Pacifist character may resort to violence only in emergencies and may favour dialogue over combat.

## PACIFIST TRAITS

- d6 Personality**
- 1-2 You speak in a calm, friendly tone at all times
  - 3-4 You attempt to always find a middle ground
  - 5-6 You are very protective of your allies

## PACIFIST IDEALS

- d6 Ideal**
- 1-2 Wanton murder never solves anything
  - 3-4 The right option is often the most painful one
  - 5-6 They will learn of our peaceful ways *by force*

## PACIFIST BONDS

- d6 Bond**
- 1-2 I can't stand the idea of my friends being hurt
  - 3-4 I carry an insignia that identifies me as a medic
  - 5-6 I've promised to my loved ones I'd never kill

## PACIFIST FLAWS

- d6 Flaw**
- 1-2 You often wait too long and act too late
  - 3-4 You see everyone else as a violent brute
  - 5-6 You are an actual pacifist and can't hurt others

## RELIGIOUS

Religious people seek answers to their questions in spirituality, meditation and sacred texts. They believe their doctrine to be the pathway to enlightenment. A Religious character may be on a spiritual quest to seek answers regarding events in their recent past, or they may be a zealot on a holy crusade.

### RELIGIOUS TRAITS

#### d6 Personality

- 1-2 I act knowing all things are dictated by fate
- 3-4 I recite the holy text to calm myself when stressed
- 5-6 I speak with disdain to non-believers

### RELIGIOUS IDEALS

#### d6 Ideal

- 1-2 The answers we seek are within ourselves
- 3-4 All religions are but different paths to enlightenment
- 5-6 Infidels and non-believers shall all be punished

### RELIGIOUS BONDS

#### d6 Bond

- 1-2 I carry an ancient religious relic as a lucky charm
- 3-4 I abstain from intoxicants and drugs
- 5-6 I've been given a holy task by a spiritual leader

### RELIGIOUS FLAWS

#### d6 Flaw

- 1-2 I dismiss the opinions of others with prejudice
- 3-4 I can't stand materialistic people and their ideas
- 5-6 Deep down, I don't believe in what I preach

## SCIENTIFIC

Scientific-minded people refuse doctrines and dogmas, relying on experience and experimentation to understand the strange reality of the Endless galaxy. To a scientist, all problems have a solution, all questions have an answer, all mysteries have a motive.

### SCIENTIFIC TRAITS

#### d6 Personality

- 1-2 I cite obscure papers to prove my claims
- 3-4 I get excited when I see some new technology
- 5-6 I speak with disdain to religious-minded individuals

### SCIENTIFIC IDEALS

#### d6 Ideal

- 1-2 The answers we seek are out there, among the stars
- 3-4 Through study we can unlock the secrets of reality
- 5-6 Less intelligent individuals should have fewer rights

### SCIENTIFIC BONDS

#### d6 Bond

- 1-2 I carry a book wherever I go
- 3-4 A colleague of mine has given me an important task
- 5-6 I have a brilliant pupil deeply indebted to a corporation

### SCIENTIFIC FLAWS

#### d6 Flaw

- 1-2 I believe in a grossly outdated theory
- 3-4 I can't stand charlatans and preachers
- 5-6 I dread the thought I might be wrong

# CHAPTER 7: EQUIPMENT & TECHNOLOGY

**T**HE ENDLESS GALAXY IS A DANGEROUS PLACE. As a result, weapons and armor are usually crafted from super-strong alloys, energy fields, and Hard-light technology. New tools have been developed, and some of the older ones have been adapted to modern needs.

## PRIMITIVE WEAPONS AND ARMOR

Weapons or armor that do not use modern technology still exist, as sometimes less-than-ideal tools are necessary. These “primitive” items have the following characteristics:

- Cost is 10 times less than their high-tech counterpart.
- Weapons have a -2 penalty to attack and damage rolls.
- Armor has a -2 penalty to AC and initiative checks.

## HIGH-TECH ARMOR

Armor in the Endless universe is not the typical D&D equipment; it has been renamed and reflavored.

### ARMOR CATEGORIES

Most armor falls into three broad categories:

- **Shield Emitter (Light Armor)** – Small device usually worn as belt, bracelet or necklace. It uses trace amounts of Hyperium to generate a protective energy field around the user, offering protection without adding much weight or restricting movement.
- **Modular Armor (Medium Armor)** – A system of interlocking plates that protect vital areas while allowing mobility. Organic wearers typically mount these plates on a flexible base layer, while construct species such as Riftborn and Vodyani can magnetically attach them directly to their bodies.
- **Power Armor (Heavy Armor)** – Full-body mechanical exoskeletons that fully cover the user. They vary in size and shape; heavier models are typically bulkier and more reinforced.

The following table maps standard D&D armor to its high-tech equivalent.

### TECH ARMOR EQUIVALENTS

High-Tech Armor	PHB Reference
<i>Shield Emitter</i>	
Directional Emitter	Padded Armor
Full-Body Emitter	Leather Armor
Tactical Emitter	Studded Leather Armor
<i>Modular Armor</i>	
Flex-Mesh Plating	Hide Armor
Lamellar Vest	Chain Shirt
Carbide Scales	Scale Mail
Cuirass Plating	Breastplate
Segmented Plate	Half Plate Armor
<i>Power Armor</i>	
Light Exoframe	Ring Mail
Powersuit	Chain Mail
Assault Exoskeleton	Splint Armor
Warframe	Plate Armor

### ARMOR DESCRIPTIONS

Descriptions of the various armor types found in the Endless galaxy:

- **Directional Emitter.** A pair of bracelets that project a focused energy field. The field visibly shimmers and emits a faint hum, making stealth difficult, but offers reliable protection without bulk.
- **Full-Body Emitter.** Usually worn as a belt or pendant, this refined projector envelops the wearer in an invisible protective field that does not hinder movement.
- **Tactical Emitter.** Military-grade emitter with enhanced field density. Standard issue for peacekeepers and security forces who need reliable protection without sacrificing mobility.
- **Flex-Mesh.** Scattered armor plates integrated into a flexible mesh bodysuit. Offers basic protection while maximizing mobility for those who need to stay agile.
- **Lamellar Vest.** Overlapping horizontal plates covering the torso and shoulders. The plates can be attached to a fabric vest or mounted directly to a construct's frame.
- **Carbide Scales.** Dense ceramic scales layered like fish armor. Excellent protection at the cost of noise and restricted movement.
- **Cuirass.** A single curved plate protecting the entire torso, often paired with shoulder guards. Favored by officers and duelists for its blend of protection and freedom of movement.
- **Segmented Harness.** Full-body coverage with articulated plates that interlock like ancient lorica segmentata. Heavy but offers exceptional protection across the entire body.
- **Light Exoframe.** A minimal power-assisted frame with armored plating over vital areas. Provides basic life support for space walks.

- **Assault Suit.** Fully enclosed combat exoskeleton with integrated rebreather and environmental seals. Standard issue for shipboard marine units.
- **Assault Exoskeleton.** Heavily reinforced combat frame with enhanced hydraulics. Can withstand direct small-arms fire and operates in vacuum for up to an hour.
- **Warframe.** The pinnacle of power armor technology. A walking fortress with composite plating and advanced life support systems.

## ARMOR IN SPACE

To venture safely into space, additional modifications are required for armor. The necessary attachments and approximate time to equip them are listed below:

- **No Armor** – A full-body astronaut suit is required to survive in space. While bulky, it does not hinder movement and provides no combat protection. The suit includes a built-in jetpack for maneuvering. Equipping the suit takes 10 minutes.
- **Shield Emitters** – Shield Emitters require adjustment to protect the body from radiation, along with a helmet and specialized boots. The boots include small thrusters that allow movement in zero gravity. Adjusting the emitter and equipping the helmet and boots takes 5 minutes.
- **Modular Armor** – Modular Armor successfully protects the user, but it also requires a helmet and thruster-equipped boots. Equipping them takes approximately 1 minute.
- **Power Armor** – Power Armors include an internal oxygen supply and built-in jetpacks for space maneuvering. The suits are pre-configured and ready to use; no additional equipment time is required.

## HIGH-TECH WEAPONS

Weaponry in the Endless universe is not exactly the typical D&D equipment. In addition to the existence of futuristic firearms and explosives, traditional weapons use special metal alloys or Hard-light technology.

## WEAPON MATERIALS

Non-firearm weapons are divided into two categories: **Alloy** and **Hard-light**.

- **Alloy Weapons** – Sturdy, primarily physical weapons whose appearance closely resembles modern versions of classic arms. They are typically forged from a high-performance bainitic steel alloy, giving them a dark metallic gray color with a fine satin sheen and a tight, uniform grain. The material balances

hardness, resilience, and impact resistance, allowing it to endure repeated stress while maintaining reliable edge stability. Across most of the Endless Galaxy, this alloy represents the industrial military standard. Alloy bows can be used with Strength.

- **Hard-light Weapons** – Built around a reinforced carbon-composite haft, these weapons resemble the weapon's handle when dormant. Upon activation, a delicate metallic framework extends from the haft, unfolding into the weapon's shape. Micro-field emitters along the framework project a translucent blue layer of solid light — a razor edge for blades or a reinforced striking surface for blunt weapons — humming faintly with contained energy, powered by trace amounts of refined Hyperium. Simultaneously, the haft's core fills with solid light, making the entire weapon rigid and sturdy. When deactivated, the luminous parts vanish and the framework retracts seamlessly back into the haft.

Hard-light weapons have the following additional characteristics:

- They weigh less than their Alloy counterparts, and as a result, some weapons gain the Finesse property (Handaxe, Longsword, Quarterstaff, Sickle, Spear, and Trident).
- Ammunition weapons do not require ammunition, as they generate it on demand. When a bowstring is drawn, an arrow of stabilized light forms instantly.
- They typically deal physical damage but may deal other damage types depending on their installed energy source (prefix).

Hard-light modifications cost multiple times the base weapon price and pre-made weapons are very hard to find. The table below lists available modifiers and their minimum cost.

### HARD-LIGHT DAMAGE MODIFIERS

Prefix	Damage Type	Cost Multiplier
Charge-	Lightning	x25
Cryo-	Cold	x25
Plasma-	Fire	x25
Antimatter-	Necrotic	x50
Helion-	Radiant	x50
Sonic-	Thunder	x50
Quadrinix-	Force	x100

For example, an Antimatter Battleaxe costs no less than  $10 \text{ GP} \times 50 = 500 \text{ GP}$  (or 500,000 Dust units) and deals 1d8 necrotic damage.

## WHIP

In the Endless universe, the use of Alloy or Hard-light on a whip makes it stronger and more versatile than the typical D&D whip. Specifically, whips have the following characteristics:

- Whips deal 1d6 damage if the target is 10 feet away from the user and 1d4 damage if the target is within 5 feet.
- Whips have both the Slow and Topple mastery properties.
- When the opponent is within 5 feet, the user has the option of restraining the opponent instead of attacking. The target must succeed on a Dexterity saving throw (DC 8 + your Dexterity modifier + your Proficiency Bonus) or have the Restrained condition until it escapes. The target succeeds automatically if it is Huge or larger.
  - If the whip is an **Alloy** weapon, to escape, the target must take an action to make a Strength (Athletics) check (DC 17 + the weapon's upgrade level). Success destroys the whip.
  - If the whip is a **Hard-light** weapon, while restrained, the target takes 1d4 piercing damage per turn. If the whip has an energy source, the restrained target takes 1d6 damage of the type determined by the source. To escape, the target must take an action to make a DC 15 Strength (Athletics) check, destroying the whip.
  - While the whip is used to restrain a target, it cannot be used for anything else.

## CLOSE QUARTERS COMBAT (CQC) WEAPONS

In the tight corridors of a starship or the crowded streets of a spaceport, conventional weapons are not always practical. The following Pugilist (2024 version) weapons are designed for extreme close-quarters engagements.

### CQC WEAPONS

Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Melee Weapons</i>					
Brass Knuckles	1d4 Bludgeoning	Light	Push	1 lb.	100 DU
Hand Claws	1d4 Slashing	Finesse, Light	Vex	2 lb.	300 DU
Punch Knife	1d4 Piercing	-	Sap	3 lb.	200 DU

## FIREARMS

As in most futuristic campaigns, firearms have a major role in the Endless universe. Gunslinger (2024 version) firearms are widely used, as even the least powerful individuals can deal significant damage. Most are powered by rechargeable batteries and produce plasma bursts instead of bullets. While these weapons never need reloading, they are prone to overheating and require recharge periods.

### FIREARM PROPERTIES

Firearm exclusive properties:

- Blaster** – A weapon with the Blaster property is a ranged weapon that requires no ammunition. This property counts as the Ammunition property.
- Cooldown** – Because this weapon requires cooldown time between uses, you can fire it only once when you use an action, Bonus Action, or Reaction to fire it, regardless of the number of attacks you can normally make. This property counts as the Loading property.
- Firearm** – You do not add your ability modifier to the weapon's damage unless otherwise stated. Firearm ammunition is destroyed upon use.
- Recoil** – After you make an attack with this weapon, you cannot make ranged attacks beyond the weapon's normal range until the end of your current turn.
- Reload** – This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes an action or a Bonus Action; otherwise, reloading it takes an action.



## FIREARM MASTERY PROPERTIES

Firearm exclusive mastery properties:

- **Automatic** – When you make an attack with this weapon, you can choose to make two attacks instead. These attacks are always made with Disadvantage, regardless of circumstances. You cannot replace these attacks. If this weapon has the Ammunition property, these attacks use twice the normal amount of ammunition.
- **Bludgeon** – You can treat this weapon as a melee weapon with the Finesse property. When you hit a creature with a melee attack using this weapon, it deals bludgeoning damage equal to 1d6 plus the ability modifier used for the attack, or 1d8 if the weapon is used with two hands.
- **Explode** – When you take the Attack action, you can replace one of your attacks with an explosion from this weapon's projectile. The explosion is a 5-foot-radius Sphere centered on a point you choose within the weapon's normal range. Each creature in the Sphere makes a Dexterity saving throw (DC 8 + your Strength or Dexterity modifier + your Proficiency Bonus). On a failed save, a creature takes the weapon's damage (do not add your ability modifier to that damage unless the modifier is negative). On a successful save, a creature takes half as much damage. You can create an explosion only once per turn.
- **Jolt** – If you hit a creature with this weapon, the creature cannot make Opportunity Attacks until the start of its next turn.
- **Mounted** – You can take a Bonus Action to mount this weapon in a fixed position until the end of your turn. A damage value in parentheses appears with this property. While mounted, the weapon deals that damage when used to make a ranged attack and cannot be moved.
- **Overheat** – If you hit a target with this weapon, you can overcharge it. If you do so, the target takes extra damage of the weapon's type equal to your Proficiency Bonus. The weapon then Overheats. An Overheated weapon cannot be used again to make an attack until the end of your next turn.
- **Scatter** – Being within 5 feet of an enemy does not impose Disadvantage on your ranged attack rolls with this weapon.
- **Sighted** – Attacking at long range with this weapon does not impose Disadvantage on your attack rolls. When you hit a creature with an attack using this weapon at long range, you can reroll any of the damage dice and must use the new roll.



## FIREARM DESCRIPTIONS

Descriptions for the futuristic firearms:

- **Antimatter Carbine.** A more lethal model of the Standard Carbine, this rifle can automatically fire bolts of antimatter with surprising accuracy.
- **Antimatter Pistol.** A compact, antimatter-firing companion to the Antimatter Carbine, the Antimatter Pistol is an essential close-quarters backup.
- **Religious Sunstaff.** This long staff, shaped like a star at its end with a prominent gemstone, is a blaster in its own right. When used in expert hands, the Sunstaff can bludgeon, trip, and strike foes as a quarterstaff, only to be squeezed in both hands to fire a burst of hot plasma.
- **Blitz Cannon.** With its imposing rectangular muzzle, this brutal weapon has a clear right and wrong end. Pulling its trigger unleashes a torrent of lightning bolts in a wide, imprecise spray, making it extremely dangerous at point-blank range.
- **Bolt Caster.** An early but reliable blaster design that resembles a crossbow, the Bolt Caster issues single shots of plasma with a long cooldown between shots.
- **Concussion Rifle.** A series of powerful capacitors run the length of this rifle, terminating in a thick condenser that compresses its blast into a precise burst. A Concussion Rifle is especially deadly at long ranges, and its damage bypasses most energetically resistant armor.
- **Dueling Laser.** A pistol intended for honorable, one-on-one duels, the Dueling Laser fires a blinding streak of light and promptly overheats. Spacers favor a Dueling Laser in their offhand for an infrequent but powerful retort.
- **Ion Cannon.** The Ion Cannon fires a bright, diffuse cone, rendering it deadly up close. Between shots, it makes a quiet zipping noise as the battery charges the ion cell for another blast.

- **Magnus.** This impressive handgun weighs almost twice as much as a Repeater. Its infamous heft, recoil, and stopping power make it a favorite of spacers who accept no compromises.
- **Phaser.** Phasers are not designed for effectiveness so much as portability and non-lethality. These blasters are often issued to peacekeepers and emissaries who require personal defense but have no intent to kill.
- **Plasma Launcher.** This short tube launches an orb of superheated plasma in an arc. On contact, the ball of plasma pops like a balloon, exploding in a dazzling fireball of sparks.
- **REC Gun.** The Revolving Exothermic Cannon (or REC gun, for short) operates on the same principle as a conventional blaster, with a battery hooked up to an aperture barrel, but mounts several blasters on a revolving cylinder and fires each in rapid succession. A tripod mount keeps the blaster stable despite its heft and shocking recoil.
- **Repeater.** The quintessential handheld blaster, the Repeater is a staple on the Endless universe. Solid, reliable, and packing just enough firepower to bring down an assailant, nearly every explorer worth their salt has one of these blasters strapped to their hip.
- **Standard Carbine.** As its name suggests, the Standard Carbine is the standard-issue blaster for all Imperial troops, and most law-enforcing units across the galaxy. Its compact size and superb accuracy. are making it one of the most pervasive weapons in the galaxy.
- **Swarm Pistol.** This handheld blaster, styled much like a Repeater, has a wickedly fast automatic fire capability, capable of spewing dozens of rays in seconds. Dexterous users might even find it possible to use one in each hand for a dazzling spectacle of plasma bolts.

### FUTURISTIC FIREARMS

Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Ranged Weapons</i>					
Antimatter Pistol	2d4 Necrotic	Blaster (30/120), Firearm, Light	Vex	2 lb.	10,000 DU
Religious Sunstaff	2d6 Radiant	Blaster (80/320), Firearm, Two-Handed	Bludgeon	6 lb.	25,000 DU
Bolt Caster	2d6 Force	Blaster (30/120), Cooldown, Firearm	Push	5 lb.	15,000 DU
Ion Cannon	2d6 Radiant	Blaster (20/60), Firearm, Recoil, Two-Handed	Scatter	6 lb.	27,500 DU
Phaser	2d4 Lightning	Blaster (30/120), Firearm, Light	Jolt	2 lb.	10,000 DU
Standard Carbine	2d6 Radiant	Blaster (80/320), Firearm, Two-Handed	Slow	7 lb.	17,500 DU
<i>Martial Ranged Weapons</i>					
Antimatter Carbine	2d6 Necrotic	Blaster (80/320), Firearm, Two-Handed	Automatic	4 lb.	40,000 DU
Blitz Cannon	2d8 Radiant	Blaster (20/60), Firearm, Recoil, Two-Handed	Scatter	7 lb.	65,000 DU
Concussion Rifle	2d8 Force	Blaster (90/360), Firearm, Heavy, Recoil, Two-Handed	Sighted	8 lb.	55,000 DU
Dueling Laser	2d6 Radiant	Blaster (30/120), Cooldown, Firearm, Light	Slow	3 lb.	35,000 DU
Magnus	2d8 Radiant	Blaster (30/120), Cooldown, Firearm, Heavy	Overheat	6 lb.	70,000 DU
Plasma Launcher	2d8 Fire	Blaster (80/320), Cooldown, Firearm, Two-Handed	Explode	8 lb.	75,000 DU
REC Gun	2d6 Radiant	Blaster (100/400), Firearm, Heavy, Two-Handed	Mounted (2d8)	40 lb.	60,000 DU
Repeater	2d6 Radiant	Blaster (60/240), Firearm	Vex	3 lb.	30,000 DU
Swarm Pistol	2d4 Radiant	Blaster (20/60), Firearm, Light	Automatic	2 lb.	35,000 DU



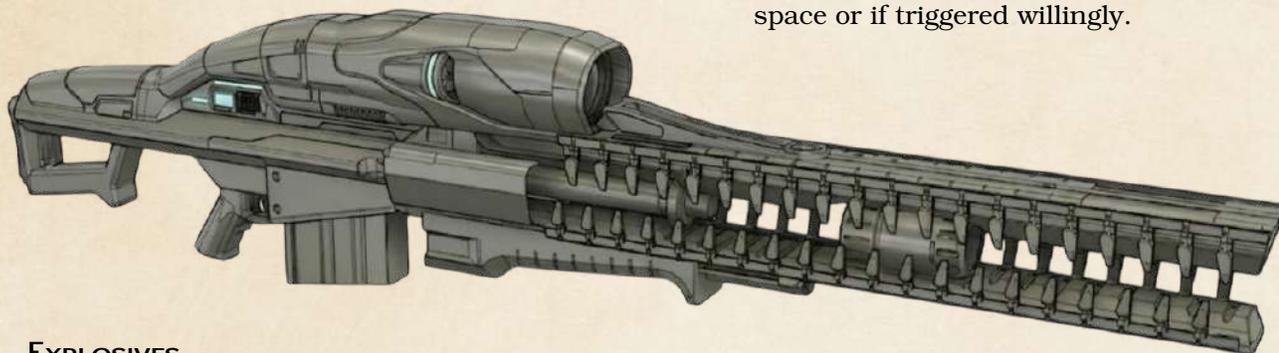
## RAILGUN RIFLE (ELEPHANT GUN)

Big Game Hunters (Gunslinger subclass) gain an exclusive weapon known as the Elephant Gun, which in this setting is a **Railgun Rifle**.

- The Railgun Rifle shoots rounds made from tungsten. Each clip contains 10 bullets and weighs 2 lb. The cost is 1,000 units of Dust (10 GP), but players can stock up from the Academy armory for free.
- Each Railgun Rifle has 3 batteries. Each battery powers 50 shots and can be fully recharged:

- By spending 10 units of Dust and an Action
- By plugging it into a power source for 10 minutes
- By exposing it to solar energy for 4 hours

These batteries are powerful energy sources and, if damaged, can explode. Throwing a battery (up to 60 feet) with the intent to damage it costs one Action and creates an explosion with a 20-foot radius. Creatures caught in the explosion must make a Dexterity saving throw (DC 8 + your Strength or Dexterity modifier + your Proficiency Bonus). On a failed save, a creature takes 6d6 fire (plasma) damage; on a success, half damage. Replacing a battery in the Railgun Rifle takes one Action.



Here's the revised section with a short intro added and the properties text condensed to maintain the same overall length:

## EXPLOSIVES

From fragmentation grenades to powerful mines, explosives offer a volatile but effective solution when firepower alone is not enough.

### EXPLOSIVES PROPERTIES

Explosives exclusive properties:

- **Grenade** – As an Action, you can throw a grenade up to 30–60 feet or use a Grenade Launcher (400,000 DU, 7 lb.) to propel it up to 1,000 feet. All grenades have AC 13, immunity to Poison and Psychic, and detonate immediately if damaged after being thrown.
- **Cord** – Using a Utilize action, you can wrap the Cord around a willing creature or an unwilling one that is grappled, incapacitated, or restrained, succeeding on a DC 12 Dexterity (Sleight of Hand) check. If the legs of the target are bound by the cord, the creature is Restrained until it escapes (DC 17 Acrobatics) or bursts the cord (DC 20 Athletics).
- **Mine** – As an Action, you can hide a mine within 5 feet. Intelligent creatures may notice it if the environment lacks concealment. It detonates when an unaware creature enters its space or if triggered willingly.

## EXPLOSIVES

Name	Properties	Save	Failed Save Effect	Weight	Cost
Concussion Grenade	Grenade, Range 5/30, Radius 10 ft.	DC 13 Dex	6d6 Thunder, Deafened 1 min	2 lb.	50,000 DU
Detonation Cord	Cord	DC 17 Con	6d6 Fire	7 lb.	25,000 DU
Fragmentation Grenade	Grenade, Range 5/60, Radius 20 ft.	DC 15 Dex	5d6 Piercing	1 lb.	100,000 DU
Landmine	Mine, Radius 10 ft.	DC 17 Dex	6d6 Fire, Prone	10 lb.	50,000 DU
Pull Grenade	Grenade, Range 5/60, Radius 10 ft.	DC 12 Dex	3d6 Force, pulled 10 ft. toward center	1 lb.	40,000 DU
Push Grenade	Grenade, Range 5/60, Radius 10 ft.	DC 12 Dex	3d6 Fire, pushed 10 ft. away from center	1 lb.	40,000 DU
Stun Grenade	Grenade, Range 5/60, Radius 10 ft.	DC 12 Dex	Blinded + Deafened 1 min	1 lb.	12,500 DU

## EXPLOSIVES DESCRIPTIONS

Descriptions of how some explosives look and operate:

- **Concussion Grenade.** A spherical device dotted with blinking lights. When thrown (range 5/30 ft.), it detonates at the start of the thrower's next turn in a 10-ft. radius. Creatures in the area must make a DC 13 Dexterity save: on failure, 6d6 thunder + Deafened 1 min; on success: half damage. *Chain Reaction.* Other concussion grenades in the blast radius detonate simultaneously. Each additional grenade adds +1d6 damage and +5 ft. radius (max 10d6, 30 ft.).
- **Detonation Cord.** A black metallic rope housing tiny explosives. Once tied around a target, the owner can detonate it remotely within 200 ft. The target alone takes 6d6 fire, DC 17 Constitution save for half.
- **Fragmentation Grenade.** A ribbed military grenade designed to fragment on impact. When thrown (range 5/60 ft.), it explodes in a 20-ft. radius. Creatures in the area must make a DC 15 Dexterity save: on failure, 5d6 piercing; on success, half damage.
- **Landmine.** A disc-shaped magnetic mine deployed on the ground or any metallic surface. It detonates when a creature enters its space without noticing it, creating a 10-ft. radius explosion. Creatures in the area must make a DC 17 Dexterity save: on failure, 6d6 fire + Prone; on success, half damage.
- **Pull Grenade.** A black grenade that seems to distort light around it. When thrown (range 5/60 ft.), on impact it creates a micro-singularity in a 10-ft. radius. Creatures in the area must make a DC 12 Dexterity save: on failure, 3d6 force + pulled 10 ft. toward center; on success, half damage, no pull.
- **Push Grenade.** The inverse of the pull grenade, its surface ripples with repulsive energy. When thrown (range 5/60 ft.), it releases a concussive blast in a 10-ft. radius. Creatures in the area must make a DC 12 Dexterity save: on failure, 3d6 fire + pushed 10 ft. away from center; on success, half damage, no push.
- **Stun Grenade.** A smooth cylindrical canister with bright yellow markings and flash vents. When thrown (range 5/60 ft.), it detonates on impact in a 10-ft. radius with intense light and sound. Creatures in the area must make a DC 12 Dexterity save: on failure, Blinded + Deafened 1 min; on success, no effect. DM may grant Advantage or Disadvantage on the saving throw based on circumstances.

## SPECIALIZED WEAPONRY

Players may request a non-standard or non-listed weapon. Such a weapon will likely fall into the category of an existing weapon — for example, a cutlass would fall under scimitar and behave similarly. More complex or specialized weapons will likely fall into a category with small changes; for example, a hook sword would have the same damage and properties as a scimitar but with Topple mastery instead. Finally, weapons that feature defensive properties, like a pata or a parrying dagger, would require different mechanics and will be handled at the complete discretion of the DM.

## HIGH-TECH SHIELDS

Shields can be made from Alloy, Hard-light, or a combination of the two. Base shields do not function differently based on material, but their upgrades do differ.

## UPGRADE EQUIPMENT

As Heroes prove their worth and explore the galaxy, they gain access to resources that can push their equipment beyond standard limits. The following sections detail how to upgrade weapons, armor, and shields using rare materials and advanced energy sources. These upgrades are cumulative and represent a significant investment of time and resources.

## MATERIALS FOR ALLOY EQUIPMENT

### LEVEL 1: TITAN-WOLFRAM MATRIX

- Titan-Wolfram Matrix is a matte silver-grey composite with a smooth, refined surface and extremely fine internal structure. It is made from titanium reinforced with tungsten carbide and stabilized with vanadium, combining low weight with increased hardness and wear resistance. Compared to standard alloys, it holds an edge longer and resists bending or warping under stress and heat.
- Effects of equipment with this material:
  - Weapons: +1 bonus to attack and damage rolls.
  - Medium armor, Heavy armor, and Shields: +1 bonus to AC.
- Level 1 materials can be forged or integrated by master craftsmen using advanced but widely available industrial equipment.

### LEVEL 2: ADAMANTINE

- Adamantine is a deep black metal that reflects a subtle green sheen under normal light and a faint purple-white glimmer under magical

illumination. Smooth, dense, and distinct from ordinary metals, it is often recovered from meteorites rich in Dust. Exceptionally hard and resilient, it withstands impacts that would shatter lesser materials. Its properties arise from latent programming within the Dust content—nanites that can be reactivated and repurposed during refining to reinforce the metal's molecular structure.

- Effects of equipment with this material:
  - Weapons: +2 bonus to attack and damage rolls.
  - Medium armor, Heavy armor, and Shields: +2 bonus to AC.
- Level 2 materials require specialized facilities and rare resources, making them significantly less common than Level 1.

### LEVEL 3: NEUTRONIC MATRIX

- Neutronic Matrix (also known as Stellar Core Alloy) is forged from stabilized neutron-star matter recovered from stellar remnants and refined through plasma metallurgy. Its hyper-dense structure grants unmatched compressive strength and stability, surpassing all conventional alloys in durability and energy tolerance — advantages inherent to its origins rather than reliant on programmable Dust nanites. Because of its natural energy density, its outer lattice is engineered to absorb radiation and disperse extreme impact forces throughout the material, giving it a vantablack/void-like appearance with only a faint cold blue-white sheen under extremely strong light. When struck, the point of impact briefly flashes deep cobalt before the energy spreads and fades across the matrix.
- Effects of equipment with this material:
  - Weapons: +3 bonus to attack and damage rolls.
  - Medium armor, Heavy armor, and Shields: +3 bonus to AC.
- Only facilities equipped with plasma metallurgy infrastructure can shape or integrate Neutronic Matrix, and even minor repairs require specialized containment systems.

## MATERIALS FOR HARD-LIGHT EQUIPMENT

Hard-light equipment derives its power from integrated energy sources. By replacing or upgrading these sources, a weapon's very nature can be changed, altering its damage type and unlocking new properties. Shields can be similarly modified to grant resistance to the associated energy type.

### LEVEL 1: ELEMENTAL ENERGY SOURCES

- These include Charge-, Cryo-, and Plasma-, altering the light's color and behavior — crackling electric-blue for lightning, pale icy cyan for cold, and bright orange-white for fire. The solid-light edge is tuned to discharge energy, drain heat, or burn hotter on impact.
- These energy sources change the weapon's damage to lightning, cold, or fire, respectively. Equipping such a source to a shield grants resistance to that damage type.
- Level 1 sources require refined Hyperium tuning and upgraded emitters but can be installed in advanced industrial facilities by highly skilled technicians.

### LEVEL 2: EXOTIC ENERGY SOURCES

- These include Antimatter-, Helion-, and Sonic-, shifting the blade into deep violet distortion, radiant golden brilliance, or near-invisible vibrating force. Instead of simple elemental output, these versions release annihilating bursts, concentrated stellar light, or destructive shockwaves on impact.
- These energy sources change the weapon's damage to necrotic, radiant, or thunder, respectively. Equipping such a source to a shield grants resistance to that damage type.
- Level 2 sources require rare materials, high-purity Hyperium, and specialized fabrication facilities.

### LEVEL 3: QUADRINIX SOURCE

- Quadrinix- projections appear almost colorless, with faint silver edges and subtle bending of light around the blade. Instead of emitting conventional energy, the weapon distorts space at the point of contact, delivering raw force through controlled gravitational shear.
- This energy source changes the weapon's damage to force. Equipping it to a shield grants resistance to force damage.
- Quadrinix sources require ultra-refined Hyperium, which can only be manufactured in the most advanced facilities equipped with plasma metallurgy technology.

## COMPOSITE SHIELD UPGRADE

Shields constructed from both alloy and Hard-light components can benefit from upgrades of both types. The total level of alloy and Hard-light upgrades combined cannot exceed 3. For example, a shield could be fitted with a Titan-Wolfram Matrix (Level 1 alloy) and an Antimatter source (Level 2 Hard-light), as the sum (3) is within the limit. It could not, however, also include a Quadrinix source, as that would raise the total to 4.

## LIGHT ARMOR UPGRADE

Unlike medium and heavy armors, which rely on physical alloys for protection, light armor (Shield Emitters) functions more like Hard-light equipment, using trace amounts of Hyperium as an energy source. To improve its protective capabilities, the Hyperium must be refined. Using **refined Hyperium** grants a +1 bonus to AC, **high-purity Hyperium** grants a +2 bonus, and **ultra-refined Hyperium** grants a +3 bonus.

## ACQUIRING AND UTILIZING MATERIALS

The materials needed for upgrades can be acquired either by themselves or through a weapon or piece of equipment. Players can extract Level 1 materials with a successful Craftsman's Tools check (DC depends on the weapon/equipment and other conditions, at the DM's discretion); otherwise, they can acquire them by employing an experienced craftsman. The higher the level of the material, the rarer it is and the more complex its utilization process will be. Specifically:

- **Level 1 Materials.** Alloy equipment requires a sufficient amount of Titan-Wolfram Matrix; Hard-light equipment requires an Elemental Energy Source and refined Hyperium. They can be forged or integrated by master craftsmen using advanced but widely available industrial equipment.
- **Level 2 Materials.** Alloy equipment requires a sufficient amount of Adamantine; Hard-light equipment requires an Exotic Energy Source and high-purity Hyperium. They can be forged or integrated by master craftsmen using specialized facilities, making them significantly less common than Level 1.
- **Level 3 Materials.** Alloy equipment requires a sufficient amount of Neutronic Matrix; Hard-light equipment requires a Quadrinix Source and ultra-refined Hyperium. Only facilities equipped with plasma metallurgy infrastructure can shape or integrate Neutronic Matrix or handle ultra-refined Hyperium.

## TOOLS

Proficiency in a tool represents a character's ability to interface with and manipulate technology. Several modern tool kits have been consolidated, as their functions often overlap. Proficiency in any one of the component tools (e.g., Woodcarver's Tools) grants proficiency in the combined kit (e.g., Craftsman's Tools). The weight and cost of a combined kit are based on its heaviest and most expensive component.

List of Tools:

- **Hacking Tools** (includes *Calligrapher's Tools and Forgery Kit*) (Dexterity or Intelligence, depending on the occasion). The most relevant among new tool proficiencies are Hacking Tools, which allow a proficient creature to interface with electronic devices. Using Hacking Tools is more often than not an Intelligence check.
  - **Components.** Hacking Tools include a Datapad, with a selection of aggressive software installed and a plethora of multi-purpose ports to connect to any known technology in the galaxy.
  - **Arcana.** Your knowledge of hacking can grant you insight into ancient technological devices by attempting to interface with them directly.
  - **Insight.** Through subtle manipulation, you can use your Hacking Tools to interface with mechanical beings and gauge their disposition.
  - **Hack Implants.** You can hack the implants in other creatures' bodies (provided they have implants). Generally, the higher a creature's level, the more options you will have, but the harder it will be to hack.
  - **Defensive Programs.** The DC to hack into any of your personal devices (or a device on which you have worked for at least one workday) is equal to your Hacking Tools proficiency bonus + 10.
- **Researcher's Supplies** (includes *Cartographer's Tools, Herbalism Kit, and Jeweler's Tools*) (Intelligence). Scientific research requires precise and cutting-edge technology: data collection is not only the most important part of developing any predictive model but also its most delicate — one error is enough to invalidate an entire theory.
  - **Components.** Researcher's Supplies include a portable lab with a spectrophotometer, a gas chromatograph, a pH meter, a precision scale, and an assortment of disposable pipettes and protective gloves.
  - **Arcana.** Your scientific knowledge can apply directly to most forms of technology used by older civilizations, except those that make use of Dust, which are too complex to analyze.
  - **Nature.** Your instruments allow you to determine if water is safe to drink, if the atmosphere is breathable, and if a substance is poisonous.
  - **History.** Your studies grant you proficiency when trying to recall trivia regarding analytical science and its most important figures.

- **Crafting.** Researcher's Supplies can be used to produce vials of poison and acid, much like alchemical supplies.
- **Chemistry Supplies** (includes Alchemist's Supplies, Glassblower's Tools, and Brewer's Supplies) (Intelligence)
- **Craftsman's Tools** (includes Woodcarver's Tools, Leatherworker's Tools, and Cobbler's Tools) (Dexterity)
- **Hobbyist Tools** (Painting, Weaving, and Potter's Tools) (Dexterity, Wisdom, or Intelligence, depending on the occasion)
- **Construction Tools** (includes Carpenter's Tools, Mason's Tools, and Smith's Tools) (Strength)
- **Tinker's Tools** (Dexterity)
- **Navigator's Tools** (Wisdom)
- **Disguise Kit** (Charisma)
- **Thieves' Tools** (Dexterity)
- **Musical Instruments** (Charisma)
- **Poisoner's Kit** (Intelligence) (Chemistry Supplies can be used instead but still require proficiency in Poisoner's Kit)
- **Gaming Sets** (Modern music instruments can be chosen as well)

## OTHER ITEMS AND EQUIPMENT

The galaxy is filled with wonders beyond standard military hardware. The following is a list of non-standard D&D common and uncommon items a Hero might acquire. This list will be updated and expanded as the campaign progresses and new discoveries are made.

### DATAPAD

*Item, Common*

A tablet specialized in recording information and research data. The user can use this item to take notes, record audio, and send messages. A Datapad is essential for reading e-books.

### LED LANTERN

*Item, Common*

An LED Lantern lights up for as long as the user desires, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the lantern, using it as a Simple Melee weapon. On a hit, the target takes 1 bludgeoning damage. The lantern can be attached to the waist, so no free hands are required to use it.

### ANIMATED INKS

*Potion, Rarity Varies (Requires Attunement)*

When you drink this potion, a type of creature you are thinking of appears as a tattoo on your

skin. You choose the type of creature, but its maximum Challenge Rating is determined by the potion's rarity, as shown in the table below. You can take the Magic action to cause the tattoo to animate and move off your body, appearing in an unoccupied space of your choice within 60 feet. For the next 10 minutes, it uses the stat block of the chosen creature. During this time, the creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other action. At the end of the 10 minutes, or when the creature is reduced to 0 Hit Points, it returns to your body as a tattoo. Once you have used a Magic action to animate this tattoo, it cannot be used again until 3 days pass. If you end or lose Attunement to this magic item, the tattoo disappears and all other effects of this potion end.

Rarity	Maximum Challenge Rating
Uncommon	1
Rare	3
Very Rare	7

### LOADED DICE

*Wondrous Item, Very Rare (Requires Attunement)*

This set of six-sided dice is indistinguishable from nonmagical dice. While attuned to the dice, you gain the following benefits. **Luck.** The dice have 6 charges and regain 1d6 charges daily at dawn. When you fail a d20 Test, you can expend 1 charge to reroll the test if you do not have the Incapacitated condition. You must use the new roll. **Loaded.** When you use this magic item to play a dice game, you have Advantage on ability checks made to determine the winner of the game.

# CHAPTER 8: PLANETS & EXPLORATION

**T**HE ENDLESS GALAXY SPANS COUNTLESS STAR SYSTEMS, each world a unique tapestry of environment, danger, and opportunity. From the verdant breadbaskets of fertile colonies to the hellish expanse of lava planets, explorers must prepare for every eventuality. This chapter details the planetary types adventurers may encounter and the environmental hazards shaped by Dust.

## PLANETS

The worlds of the Endless galaxy are categorized by their habitability, climate, and unique features. Below is a comprehensive guide to the planets that may serve as destinations, battlegrounds, or mysteries for those who travel among the stars.

### FERTILE PLANETS

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These planets are teeming with life and are relatively easy to live on. They are often the breadbaskets of their solar system and are usually densely populated. Living here is fairly easy with a bit of preparation. They almost always have a breathable atmosphere.

#### URBAN

- Less focused on survival, this planet/terrain type focuses on knowing and understanding local culture, organizations (both official and unofficial), lesser-known areas, etc.
- Choosing this type requires the DM to create a story based on Endless Universe lore.

#### WATERWORLDS

- Ocean and Atoll planets fall into this category.
- They feature small pieces of dry land, if any land at all, and their surface is covered mostly by water.
- **Survival:** Finding food and water is easy, though water will need to be desalinated. The main challenge is surviving underwater.

#### TEMPERATE

Includes Monsoon, Forest, and Terran planets. Feature various continents, plentiful water and food, comfortable temperatures, and usually mild weather.

**Survival:** Surviving on these planets is generally trivial, though some anomalies can cause problems.

### NON-IDEAL PLANETS

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These planets have features that make living on them a challenge. Whether due to a lack of food, water, or industrial resources, they can support life with some work. Small communities can be found, with larger megacities being comparatively rare. They generally have a breathable atmosphere.

#### FLATLAND

- Includes Savannah and Steppe planets.
- Similar to Terran planets, these feature less favorable living conditions and flatter terrain. Dangerous animals, harsher weather, and slightly harder access to water are common.
- **Survival:** While not trivial, surviving on these planets presents only a moderate challenge. Finding water and sheltering from the elements are the main concerns.

#### HOT

- Includes Arid, Jungle, and Mediterranean planets.
- These planets feature harsher, usually warm to hot weather. Access to water can be fairly difficult, and access to food can vary. These planets sometimes experience rain or thunderstorms, which can cause flooding.
- **Survival:** The heat, whether humid or dry, can make survival difficult. Finding water is often problematic and requires specific knowledge, and due to the heat, more water is required.



## COLD

- Includes Snow, Tundra, and Boreal planets.
- These are the opposite of Hot planets, featuring access to water in the form of snow, but food is harder to find. Instead of oppressive heat, these planets are quite cold, requiring sources of warmth to survive. Snowstorms are common, reducing visibility, as are high winds.
- **Survival:** The main challenges are keeping warm during the night and finding enough food, which is needed more than usual to keep the body warm. Finding food may require specific knowledge of the flora and fauna.

## STERILE PLANETS

These planets are usually devoid of life or feature extreme lifeforms that are highly dangerous. Surviving on them is a serious challenge and often requires specialized equipment. They might contain a breathable atmosphere.

### HOT-STERILE

- Includes Desert and Ash planets.
- These extreme planets feature temperatures high enough to require specific equipment to survive. Water is at a premium, if not almost impossible to find on the surface. Orientation in the endless dunes of sand or ash is difficult. Food is incredibly rare, and any creatures that manage to survive on these planets are bound to be highly dangerous. Sand and ash storms are common. Visibility in them can be heavily reduced, and ash storms can block out the sun. Both can cause equipment to malfunction.
- **Survival:** Surviving on these planets requires serious skill, knowledge, and dedication. Finding food is hard, and finding water is even harder. The frequent sand and ash storms are a nightmare to navigate and wreak havoc on equipment. Specialized equipment is needed to survive the heat, along with shade for resting.

### COLD-STERILE

- Includes Arctic and Ice planets.
- Unlike Hot-Sterile planets, these feature lots of water — it is just frozen solid. Specialized equipment is needed, and even then, staying warm is a constant challenge. Food, on the other hand, is at a premium, as not many creatures can survive here, and those that do are fearsome. The terrain itself can be a nightmare to cross, be it frozen peaks of ice and snow or crevasses that spell instant death to any who fall in. Blizzards are common, turning visibility to almost zero and making staying warm even harder.

- **Survival:** Like Hot-Sterile planets, these require serious preparation. Staying warm is the biggest challenge, right alongside finding food. Blizzards, the terrain, and any hardy creatures make survival very challenging.

## EXTREME PLANETS

These planets exist on the extremes, each type in its own category. Long-term survival here without relying on other planets for food and other necessities is impossible. These planets almost never have a breathable atmosphere and sometimes lack one completely.

### LAVA

- These planets are even hotter than Hot-Sterile planets. They feature open pools of lava across the surface, with sheets of rock floating on them like small continents.
- Spending time on the surface must be done in short bursts, especially near the edges of lava. Shifts in the plates are common, causing earthquakes that can shake apart most structures and make staying upright a challenge. Food and water cannot be found here unless brought from off-world.
- **Survival:** Specialized equipment is needed to survive the heat, and even then, only a short amount of time can be spent on the surface. Mapping one of these planets is impossible, as they are constantly shifting. Food and water cannot be found outside humanoid-made structures. Earthquakes are common, and falling into lava usually means death.

### BARREN

- These planets are desolate, featuring endless sheets of gray rock, with no access to food and water unless shipped in. Navigating these planets is difficult, not because of terrain, but because they are so barren that there are barely any landmarks.
- These planets are also usually extremely cold and tend to have radiation storms from their sun that wreak havoc on them.
- **Survival:** Like Lava planets, food and water can only be found in settled areas. All one can do is spend time outside in a spacesuit and risk getting caught in a radiation storm, since these planets often lack or have a very weak magnetosphere. Finding one's way without technological assistance is almost impossible.

### TOXIC PLANETS

- These are almost the opposite of Barren and Lava planets. Teeming with exotic life, they are inhospitable because the life on them evolved down different paths.

- Their atmospheres are almost always toxic to most life; if they even have water, it is usually poisonous to consume; and the flora and fauna are usually hostile and deadly. Traversing these planets usually consists of wading through toxic swamps, rivers, and jungles while fending off creatures that cause nightmares.
- **Survival:** Just as with the other two, surviving on these planets is rough. They usually do have an atmosphere, but it is almost always incompatible with other forms of life, and breathing it would be deadly. Finding water and food is possible, but purifying it would require a high degree of skill, leading to importing being the only possible choice for most. And if that were not enough, the native creatures are often the biggest threat.

### GAS PLANETS

These planets do not feature a livable surface. Visiting them often means being on space stations, either above or inside the planet's cloud layer. There are several types (Frozen, Cold, Temperate, Warm, Hot, and Burning), but the differences between them do not change how people live on them. They do, however, change their economic focus, with the colder ones focused on research, temperate and warm ones used to collect Dust, and hot and burning ones serving as industrial centers.

## ENVIRONMENTAL HAZARDS

Dust is the lifeblood of the galaxy, but its presence is not always benign. Heroes exploring ancient ruins or traversing Dust-saturated regions may encounter dangerous environmental conditions. The following hazards represent the most common threats posed by the mysterious substance.

### DUST-DEPRIVED AREAS

Certain areas lack the trace amounts of Dust necessary for "magic" to function. These are essentially re-flavored antimagic fields.

### AREAS OF EXCESSIVE DUST

Some areas contain dangerously high concentrations of Dust, posing a hazard to anyone inside them. Spending an hour in such an area requires a DC 10 Constitution saving throw. On a failure, the creature gains one level of exhaustion.

### DUST STORMS

Sometimes, due to leftover Dust artifacts, Dust storms can occur. These are exceedingly dangerous to creatures caught within them. At the end of each turn spent in a Dust storm, a creature must make a DC 10 Constitution saving throw, taking 3d6 force damage on a failure or half as much on a success. The damage and difficulty of these storms may vary, with some being even more dangerous.