



THE GALACTIC GAME

TOME XV

GAMEMASTER'S MANUAL

How to run The Galactic Game: preparing and pacing a session, ordering a round, sizing a fight against the party, pricing a reward, and building the worlds a campaign crosses.

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RUNNING THE TABLE

What the job actually is, how a round is ordered, how to size a fight, and what a reward is worth.

1 STORYTELLING



The dice settle whether an action works. The scene around the roll is yours to prepare and to describe, and the procedures in the rest of Part I build on the habits below.

SITUATIONS

A **situation** is a place, two or more people who want incompatible things, and a clock: what happens there if nobody acts. Prepare a situation in place of a fixed run of scenes. The party's choices give it a shape during play, so your notes still work when they take a route you did not expect.

1. **Pick the place.** One location the party can reach and move around in.
2. **Name the people.** Two or more, each with a want the others' wants get in the way of.
3. **Set the clock.** Something that happens at a known time if nobody acts.
4. **Test it.** Ask whether the scene survives the party doing something unexpected. If your notes stop making sense when the party talks to the wrong person, you prepared a plot.

Example. The party has to recover a crate from a Syndicate warehouse. As a plot: bribe the guard, cross the yard, open the crate. As a situation: the warehouse, a Syndicate Underboss who wants the crate gone before an inspection, a dock supervisor who wants the shift to end without paperwork, and an inspection due at dawn. The second version plays however the party approaches it.

NARRATION

After a roll, describe what changed in the scene. "You fail" leaves a player nothing to act on. "The lock turns halfway and stops, and you hear the tumbler shear" tells them the door is still shut and the lock is now damaged, which is enough to decide what to try next.

FAILURE

Before you call for a roll, decide what a failure changes. The door opens and the noise carries. The bandage holds and the medkit is spent. The lie works on the officer and fails on the aide standing behind them. Lost time is a real cost when a deadline is running; otherwise give the failure a consequence the party can see.

At the table. If no failure would leave the party anything to try, do not ask for the roll. Give them the result and spend the time on something that can go wrong.

THREE WAYS IN

Give any fact the session depends on three routes to it. Players miss clues, skip the obvious approach and sometimes kill the person you meant them to question. With three routes prepared, one failed Perception check does not stall the session.

1. **Write a document.** A ledger, a message, a manifest that records the fact.
2. **Place a witness.** Someone who knows the fact and has a reason to tell it or sell it.
3. **Leave a trace.** A physical sign of the fact that a check can read.

IMPROVISING

You will be asked about a shopkeeper you invented eight seconds ago. Two habits cover most of it.

TAKE THE OFFER

When a player says "I assume the Ascendancy keeps records of this sort of thing", they have offered you a piece of setting. If it fits what the table has already established, accept it and build on it: the records exist, and now the party can go looking for them.

BRING IT BACK

Bring back a person or place the table has already met before you invent a new one. The players remember the name you improvised in the first session, and a familiar face carries the history of earlier scenes into this one. Keep a short list of improvised names so you can reuse them.

NPCS

For an NPC you need at once, start with one want and one habit. The want drives what they do when the party pushes, and the habit is what the table remembers them by. A dock supervisor who wants the shift to end without paperwork and never finishes a sentence takes one line to write. Add more if they become important.

PACING

Cut to the part that matters. Skip the walk to the spaceport unless something happens on it. When a scene has given up what it has, say so and move: "Unless there is anything else here, tell me what the crew does when you are back aboard." If a session ends with the party still arguing over a decision, note the options so the next session can open on it.

RULE OF COOL

The Resolution chapter of the Rules Sourcebook says a natural 20 succeeds and that the GM spends the moment on something. Describe the unforeseen outcome instead of announcing a number, and let the 20 be the reason the scene turns.

The limit is plausibility, and you enforce it before the roll. If an action has no version that could work, say so while the die is still in the player's hand. Taking an outcome back after a 20 costs you the table's trust.

2 EXPLORING A SITE

A site is a bounded, dangerous place: a derelict, a ruin, a station, a cave network. Run it in exploration turns of about 10 minutes, as the Exploration chapter of the Rules Sourcebook explains to the players. A turn answers who is doing what, how much time passed, and what is different now.

PREPARING A SITE

1. **Areas.** A handful, each with what anyone sees on arrival and what takes a search to find.
2. **Threats.** Who is there, and what each does on a turn when nobody disturbs it.
3. **The site's clock.** What happens if the party takes too long, counted in turns: the patrol returns after 6, the reactor scrams after 12.
4. **Two ways through.** To anything the job depends on, one route that is slower and safer and one that is faster and riskier.

RUNNING A TURN

1. **Describe.** What the characters perceive, and any danger that is plain to see. Give obvious information freely.
2. **Ask everyone.** Each player names one activity. Start with whoever said least last turn.
3. **Resolve together.** Settle activities that do not depend on each other at once, and the dependent ones in order. Call for a check only where the outcome is uncertain and matters.
4. **Advance the clock.** One turn on the site's clock, two for a loud turn: breaching, cutting, firing.
5. **Describe the change.** Then the next turn, or initiative.

A site that is alive with wandering threats can add chance: roll a d6 at the end of every third turn, and on a 1 something arrives or changes. Skip it when the clock already presses. Anything with a duration, such as a power cell, a suit's air or a light, counts down in turns.

At the table. Summarize safe ground and work the party has already finished. Count turns only while time or danger makes the choices matter. When initiative starts, keep the positions and the half-finished work the turns established.

3 NEGOTIATION

Most conversations need one request and at most one roll, run as Social Interaction in the Rules Sourcebook describes. Use this chapter when a negotiation matters more than that: several people want different things, or a deadline is running.

THE NPC CARD

Before an important conversation, write five lines for the person across the table.

ATTITUDE

Friendly, Indifferent or Hostile, which sets the DC: 10, 15 or 20.

WANTS

What they are trying to get done right now.

OFFERS

What they can give the party.

MOVES THEM

The facts, offers or proofs that would change their mind. These are the leverage the party can find.

REFUSES

What they will not do at any DC.

REQUESTS

Sort each request before anyone rolls. A request the person would grant anyway is granted. One that crosses their refusal is refused, and you say what might change that if the characters could know it. Only an uncertain request is rolled, and you say what success gets and what failure costs before the die is picked up. Use a contest when someone in the scene is arguing the other side.

A NEGOTIATION AS A TRACK

When the talk has competing interests or a deadline, run it as an extended task: an agreement track of 4 steps and a patience track of 3.

- **Each attempt is a different approach.** One character argues, another proves a claim with Technology, a third finds the leverage with Insight or Investigation. The same argument repeated gets no second roll.
- **Success** fills a step of agreement. **Failure** fills a step of patience.
- **Agreement full:** the deal, on the terms argued. **Patience full:** the talks end, and the person's attitude drops one step.
- **An offer that meets what they want** in full ends the track at once. That is a bypass, and it is allowed.

Attitude moves after the scene, not during it: a request that served the person can raise it one step, and a threat that worked lowers it one step even as it succeeds.

At the table. Never grade a player's acting. A player who describes their character's argument in a sentence rolls the same check as one who performs it, and a good argument from either is leverage.

4



EXTENDED TASKS

Use a **progress track** when a task needs several contributions and something gets worse while the party works: hacking against a trace, research against a rival, a chase, a negotiation. If one roll would settle the task, use one roll.

SETTING ONE UP

1. **Name the goal.** What done looks like.
2. **Size the track.** From the Track size table.
3. **Name the pressure.** What gets worse, and how far it can go: usually 3 steps, or the deadline counted in attempts. Give pressure its own track only when it moves for its own reasons; a trace that closes on every failure and a reactor that runs down on a timer are different threats.
4. **Set the time.** What one attempt takes, from the Time per attempt table.
5. **List approaches.** At least two skills or methods that could fill a step, so more than one character has work.

TRACK SIZE

STEPS	SIZE	FOR EXAMPLE
2	Short	Forcing a stuck airlock while a patrol walks the corridor.
4	Standard	Slicing a security terminal before the trace finds you.
6	Long	Researching a lost lane across three archives.

TIME PER ATTEMPT

SCALE	ONE ATTEMPT	FOR EXAMPLE
Rounds	1 action	A chase, holding a door, a fight's side objective
Minutes	1 minute	Slicing a lock, defusing a charge, a tense parley
Hours	1 hour	Searching a site, repairing a drive, a negotiation
Days	1 day	Research, building, a campaign of persuasion

RUNNING IT

- **An attempt** is one character's approach, at a DC from the Difficulty Classes table. A success fills a step; a failure fills a step of pressure.
- **Criticals** work as they do on any roll. A natural 20 fills a step and adds a result you choose, which can be a second step. A natural 1 fills pressure and adds its cost. There is no other critical rule.
- **Help** gives advantage on another character's attempt instead of a second roll.
- **Trying again.** The same approach against an unchanged obstacle gets no new roll. A new attempt needs a new approach, a new opportunity, or a cost in time or resources that you name.

► **Ending it.** A full track is the goal reached. Full pressure is the consequence. A method that removes the obstacle ends the track at once. Stop using the track the moment the outcome is settled.

Rolls are not free. Every d20 has a 1 in 20 chance of a natural 1, and ten rolls have about a 40% chance of holding at least one. Ask for the fewest rolls that still give the party decisions.

Example: an intrusion. The party slices a corporate terminal: 4 steps, minutes, and a trace of 3. Tamsin works the lock with Technology (DC 15). Vessa finds the maintenance codes taped under a console with Investigation. Liraen keeps security on the comm busy with Deception. Two failures fill the trace to 2. If it fills, the terminal locks and the guards know which deck to search.

Example: a pursuit. A courier runs through a market: 4 steps to catch her, rounds, and 3 steps of losing her. Athletics sprints, Acrobatics vaults a stall, Perception spots the shortcut, and Piloting runs her down on a skimmer. A drone launched ahead of her ends it in one move.



Roll initiative once and keep the order for the whole fight. The rest of this chapter keeps a round moving from the GM's side of the table; the rules the players use are in the Combat chapter of the Rules Sourcebook.

STARTING A FIGHT

$$\text{initiative} = \text{d20} + \text{Dexterity modifier}$$

1. **Roll initiative once.** Everyone rolls, and the order holds for the whole fight. A round is six seconds of fiction however long it takes at the table, and everything that lasts "until the end of your next turn" is measured against it.
2. **Break ties.** The higher Dexterity score goes first, then whoever is not a player character.
3. **Apply surprise.** A creature that did not notice the ambush has disadvantage on its initiative roll. There is no surprise round. The fight stays in one order, and the side that set the trap is still rewarded.
4. **Group the creatures.** Roll once for each kind of creature, not once per body. Eight Syndicate Runners act on one count.

Example. Eight Syndicate Runners and a Syndicate Enforcer ambush the party on a dock. You roll initiative once for the runners and once for the enforcer. The party did not notice the ambush, so each character rolls initiative with disadvantage. On the runners' count you roll all eight attacks, then damage for each hit. Three runners hit the party's medic, who is concentrating on a spell, so you announce those hits one at a time and the medic saves after each; the other targets hear one total.

MANY CREATURES

Grouping by kind is the largest saving available in a round. Roll the group's attacks together, then the damage for each hit. A total per target is enough unless a single hit matters on its own: each hit on a concentrating creature calls for its own saving throw, and a target that can answer a hit with a reaction, such as the Shield spell, decides after each hit, so roll its attacks one at a time.

BONUS ACTIONS

Nobody has a bonus action unless something granted it. When a player reaches for one, ask what gives it to them. Ask it once per table and it stops being needed.

Three are granted by the rules themselves: an off-hand strike, a reload, and using an item whose entry says bonus action. Everything else is on somebody's sheet, and the sheet says where it came from.

At the table. The same discipline applies to your own creatures. A statblock that lists a bonus action gets one per turn, and a legendary action is a different budget that does not touch it.

REACTIONS

A reaction resolves after its trigger finishes, unless the reaction says otherwise. Shielding and deflection features say otherwise, and they are the exception that has to declare itself. A creature that has spent its reaction has spent it against everyone until its own turn comes round again.

Taking the Ready action sets a trigger; answering the trigger spends the reaction. A character who has readied an attack can still take an opportunity attack first, and then has no reaction left when the readied trigger comes. Say this out loud the first time someone readies.

CONDITIONS

Most durations end at the start or the end of a specific creature's turn. Track them on the initiative list, not in your head: write the condition against the count it expires on, and it expires without anyone having to remember. The conditions themselves are listed in Conditions.

LEGENDARY ACTIONS

A creature with legendary actions takes them between other creatures' turns, never on its own turn, and never more than one at a time. It has three per round unless its statblock says otherwise, refreshing at the start of its turn. Spend them. A legendary creature that only acts on its own count is one the party will surround.

ENDING A FIGHT

Combat does not have to run until one side is at zero. Ask what each side wanted, and end the fight the moment one of them can no longer get it. Ending a Fight covers breaking points, withdrawal, surrender and losing without dying.



Size a fight by comparing what its creatures are worth with what the party can take. The Bestiary rates 723 creatures from Power Rating 0 to 21, and the tables below turn a set of them into one number to set against the party's budget.

METHOD

party budget = points per character at their level × number of characters

1. **Pick the difficulty.** Four bands are given below. They describe what the fight costs the party, not whether it is a good fight.
2. **Find the budget.** Read the party's level off the Encounter budget, four characters table. For a party of another size, divide by four and multiply by the number of characters.
3. **Add up the creatures.** Look each one up on the Encounter points by Power Rating table and total the points.
4. **Apply the crowd factor.** Multiply the total by the row on the Crowd factor table for the number of creatures.
5. **Compare.** Set the adjusted total against the budgets. A total at or above a band's budget is a fight of at least that band.

LOW

Resources spent, nobody in real danger. Good for the third fight in a day.

MODERATE

A real fight. Someone will be low, and a bad round will show.

HARD

Someone is going down. Expect the party to spend everything they were saving.

DEADLY

A character can die here. Do not run this without the table knowing.

Example. Four level 5 characters meet a Syndicate Enforcer (Power Rating 3) and four Syndicate Runners (Power Rating 1/2). The Encounter points by Power Rating table gives $700 + 4 \times 100 = 1,100$ points. Five creatures take $\times 2$ on the Crowd factor table, for 2,200. The Encounter budget, four characters table gives a level 5 party 2,000 at Moderate and 3,000 at Hard, so this is a Moderate fight.

CROWDS

Two creatures worth half as much each are harder than one worth the whole, because they take two turns to the party's one. The multiplier is how the budget accounts for that. A party of five or more steps the multiplier down one column, and a party of two or fewer steps it up one, because a large party absorbs the extra turns and a pair cannot.

CROWD FACTOR

CREATURES	1	2	3–6	7–10	11–14	15+
Multiplier	×1	×1.5	×2	×2.5	×3	×4

CREATURE VALUE

ENCOUNTER POINTS BY POWER RATING

PR	POINTS	PR	POINTS
0	10	10	5,900
1/8	25	11	7,200
1/4	50	12	8,400
1/2	100	13	10,000
1	200	14	11,500
2	450	15	13,000
3	700	16	15,000
4	1,100	17	18,000
5	1,800	18	20,000
6	2,300	19	22,000
7	2,900	20	25,000
8	3,900	21	28,000
9	5,000		

PARTY OF FOUR

ENCOUNTER BUDGET, FOUR CHARACTERS

LEVEL	LOW	MODERATE	HARD	DEADLY
1	100	200	300	400
2	200	400	600	800
3	300	600	900	1,600
4	500	1,000	1,500	2,000
5	1,000	2,000	3,000	4,400
6	1,200	2,400	3,600	5,600
7	1,400	3,000	4,400	6,800
8	1,800	3,600	5,600	8,400
9	2,200	4,400	6,400	9,600
10	2,400	4,800	7,600	11,200
11	3,200	6,400	9,600	14,400
12	4,000	8,000	12,000	18,000
13	4,400	8,800	13,600	20,400
14	5,000	10,000	15,200	22,800
15	5,600	11,200	17,200	25,600
16	6,400	12,800	19,200	28,800
17	8,000	15,600	23,600	35,200
18	8,400	16,800	25,200	38,000
19	9,600	19,600	29,200	43,600
20	11,200	22,800	34,000	50,800

At the table. The Bestiary's lists by type and by Power Rating give the candidates; the encounter builder on the Gamemaster's Manual page of the site does the same sums and narrows the bestiary to the creatures of a chosen place.

RESOURCE PACING

The bands size one fight against a party that has its hit points and its spells. They assume nothing about how many fights a day holds. What they were checked against is narrow: a simulated party of four with average hit points, Armor Class and damage for its level,

trading blows with the median creature of each Power Rating, with no spells, healing, control or rests. That shows the bands come out in the right order. It does not show that a given fight is winnable. Adjust with judgment:

- ▶ **A spent party**, one that has used most of its hit points and resources since its last long rest, meets any fight as if it were one band harder.
- ▶ **A day with one fight** lets the party spend everything on it. Make it Hard, or give it an objective that matters more than survival.
- ▶ **Short rests** matter most to the classes that recover on them: the Warlock's pact slots, the Monk's Ki, part of the Engineer's Charges. A party that cannot rest between fights runs down unevenly.
- ▶ **Gear outranks level**. A party whose weapons and armor are a tech tier above the creatures' turns a fight easier than its band; a tier below, harder. The budget compares levels, not equipment.
- ▶ **Avoided fights**. A party that talked or sneaked past a threat keeps what it would have spent, and still earns the obstacle in Rewards & Advancement.

7 ENDING A FIGHT

A fight ends when one side can no longer get what it wanted, which is usually well before anyone reaches 0 hit points. Decide what each side wants before initiative, and the fight's end follows from it.

OBJECTIVES

Before initiative, name what each side is fighting for. The party might want the archive, the exit or the prisoner. The other side might want the party gone, the cargo, or time for reinforcements. The encounter runner has an Objective line for it.

BREAKING POINTS

Your creatures stop fighting when their leader drops, when half of them are down, when their objective is gone or already theirs, when they are plainly outmatched, or when they were paid for less than this. Show the break before it comes: someone glances at the exit, a voice on the comm orders a pullback, the leader starts shouting terms. Creatures with nowhere to go, or no mind to change, fight on.

WITHDRAWAL

The party can leave a fight. Disengage avoids opportunity attacks, Dash doubles movement, and a closed door or broken line of sight ends it unless the other side follows. If they follow, run the chase as an extended task in rounds: a 2-step escape track against 2 steps of being caught, with Athletics, Acrobatics, Stealth and Piloting as approaches. If the party is caught, initiative resumes where they are. Tell the players the route out and its risk before they commit to it.

SURRENDER

Either side can surrender. Your creatures offer terms at their breaking point, and the party can demand surrender with the Influence action. Terms say what is handed over and who walks away. A prisoner knows things and needs guarding, so the party decides what to do with them.

LOSING WITHOUT DYING

When the party is beaten and the winners have a reason to keep them alive, they are captured: they wake disarmed, somewhere secure, at 1 hit point. A fight can also be lost while everyone survives: the objective ends up in other hands, gear is taken, a contact is burned, a deadline passes. The campaign carries on from that position.

RECORDING THE ENDING

The encounter runner records how a fight ended, and the ending decides the reward: an obstacle is earned however the fight ended, and an objective only if the party has it.

ENDINGS

ENDING	WHAT FOLLOWS
Party took the objective	Whatever is left of the other side, the party got what it came for.
Party lost the objective	The party survives; what it came for is gone or in other hands.
Foes withdrew	They broke off. They know the party's faces now.
Party withdrew	The party got out. What it left behind stays in play.
Foes surrendered	Prisoners, terms and what they know are the party's to decide.
Party surrendered	Captured and alive. The next scene starts on the other side's terms.
Every foe down	Fought to the end.
Every character down	What happens next is the other side's choice. Play it as a scene.



Every item in the catalog is priced in Galactic Marks off one rarity ladder. Use the ladder to stock a hoard, set the fee for a job or decide what a dealer pays the party for what they bring in.

PRICE BY RARITY

RARITY	PRICE	WHERE YOU FIND ONE
 COMMON	100 gm	Stocked anywhere with a market.
 UNCOMMON	500 gm	One dealer per settlement, and they know what they have.
 RARE	2,000 gm	Ordered, waited for, and rarely on a shelf.
 EPIC	8,000 gm	Sold between people who already know each other.
 LEGENDARY	40,000 gm	Changes hands perhaps twice in a lifetime.
 ARTIFACT	Not for sale	Not for sale. A price is not what stands between you and it.

USING THE LADDER

- **Consumables.** Half the price for their rarity, because they are spent when used. A Rare potion is 1,000 gm, against 2,000 for a Rare item that lasts.
- **Tier IV and V.** Price these against the other items of their tier, not off the Price by rarity table. Rarity on a plasma rifle says how hard one is to come by, and the rifles beside it set what it is worth.
- **Selling.** Half the listed price. Play finding a buyer for an Epic item as a scene with its own NPC.

- **Hoard.** One rung per tier of the threat is the default: a Tier III warband sits on Uncommon goods and one Rare thing worth the trip.
- **Pay.** A day of skilled work is 2 gm, a passage between systems is 50, and a month of a competent crew is 400. Price anything else the players ask about against those three.
- **Moving the ladder.** If the economy feels wrong, move every rung together. Changing one entry at a time produces a catalog with no pattern the players can predict.

Example. The party clears a Tier III Syndicate warehouse. Its hoard is Uncommon goods and one Rare item: a Rare weapon at 2,000 gm, or a Rare consumable at 1,000. A dealer buys the weapon back for 1,000 gm.

Players. Nothing is priced in a fraction of a coin. Below a mark, prices are quoted in silver and bronze, so every number is coins that can be handed over.

9 REWARDS & ADVANCEMENT

Award levels for what the party gets done, by any route. A negotiated way past the guards earns what a fight past them earns; what differs is the cost and who remembers.

MILESTONES

Milestone is the default. Name the objective when the job starts: recover the archive, get the witness off-world. When the party completes it, by any means, every character gains a level.

- **Part done:** name what is left as the milestone. No level yet.
- **Failed or abandoned:** no level. The fallout is the next job.
- **Withdrew:** the objective stays open for another try.

MILESTONE PACE

LEVELS	SESSIONS PER LEVEL	WHY
1 to 2	1 each	First levels teach the class; they should arrive quickly.
3 to 10	2 to 3	One job, or a job and its fallout.
11 to 20	3 to 4	Each level is a campaign beat.

EXPERIENCE

For a table that tracks experience, award it at the end of each session for what was settled in it.

AWARDS

AWARD	SHARE OF THE NEXT LEVEL	WHEN
Obstacle	5%	Something stood between the party and an objective and no longer does: a guarded door passed, a fight won or ended, a witness persuaded, a hazard crossed.
Objective	15%	A goal the party set or was set: the archive recovered, the courier found, the deal signed.
Job	40%	The reason the party took the job is settled, by any means.

- **Everyone present** earns the full award. It is not divided.
- **Once per obstacle.** Talking past the guards and then fighting the same guards is one obstacle.
- **Encounter points are not experience.** The budget sizes a fight; it does not pay for one.

EXPERIENCE PER CHARACTER

LEVEL	OBSTACLE	OBJECTIVE	JOB
1	15	45	120
2	30	90	240
3	90	270	720
4	190	570	1,520
5	375	1,125	3,000
6	450	1,350	3,600
7	550	1,650	4,400
8	700	2,100	5,600
9	800	2,400	6,400
10	1,050	3,150	8,400
11	750	2,250	6,000
12	1,000	3,000	8,000
13	1,000	3,000	8,000
14	1,250	3,750	10,000
15	1,500	4,500	12,000
16	1,500	4,500	12,000
17	2,000	6,000	16,000
18	2,000	6,000	16,000
19	2,500	7,500	20,000

Example. A level 1 party talks its way onto a relay, crosses a damaged spine, recovers the archive and drives off a salvage crew. That is three obstacles (15 each), an objective (45) and a completed job (120), for 210 experience each against the 300 that level 2 needs.

PAY

A job pays each character the fee below, on top of whatever the party finds. Pay comes with terms: a deadline, discretion, a client who expects to hear from the party again.

JOB PAY PER CHARACTER

LEVELS	FEE	IT BUYS
1 to 4	100 gm	A Common item, or a week of a hired hand
5 to 10	500 gm	An Uncommon item, or a Tier IV sidearm in two jobs
11 to 16	2,000 gm	A Rare item, or a ship component in a few jobs
17 to 20	8,000 gm	An Epic item

Tier IV gear is priced against its own tier and runs to thousands of marks, so a party starting in a Tier IV campaign agrees its starting gear in session zero rather than buying it.

A SHIP OF THEIR OWN

A ship is a campaign goal. The usual routes are a Pilot's Bonded Vessel, a ship lent by a patron with an obligation attached, a prize taken in a fight, or a loan at 1% of the price a month, where every missed month lowers the lender's attitude one step.

BETWEEN JOBS

Give the party one to two weeks of downtime between jobs, and say how long before the next one starts. Downtime in the Rules Sourcebook sets out what a character can do with it. Gear from a tier above the world they are on needs a seller, and finding one is a scene. Parts that are not for sale are rewards you place.

WORLDBUILDING

Where a campaign happens: the worlds, what lives and waits on them, and what it costs to cross them.

10 ✨ WORLDS



Answer three questions about a world before the party lands on it, and add the rest at the table. Every class of world is written up in full in *Environments* (Tome XIII); the World types table here is the shortlist to pick from.

SETTING UP A WORLD

Start with the constraints the world puts on the party.

1. **Name the hazard.** What the world does to a character standing outside without the right gear. The World types table gives the usual one.

2. **Set the tier.** The tier its infrastructure reaches, which decides whether the party crosses the world on foot or flies over it, and what the tech tiers in the Rules Sourcebook let them buy when they get there.
3. **Decide who owns it.** The faction or person already holding the ground the party wants.

WORLD TYPES

TYPE	TIER	HAZARD	WHAT IT PLAYS LIKE
GARDEN	I–IV	None inherent	Breathable, temperate, settled. The default, and the one worth spending somewhere else.
FRONTIER	I–III	Distance	Habitable and barely held. Help is days away and everyone knows it.
ARID	I–IV	Water	Deserts and salt flats. Survival is a supply problem rather than a monster.
FROZEN	I–IV	Exposure	Ice and long night. Exhaustion sets in before anything with teeth arrives.
OCEAN	II–V	Pressure	Archipelago or open water. Everything worth having is under it.
JUNGLE	I–III	Disease	Dense, wet and vertical. Sight lines close to Melee.
VOLCANIC	I–IV	Heat, ash	Molten Rifting runs strong here, and so does everything that likes it.
TOXIC	III–V	Atmosphere	A suit or nothing. Every fight is also a breach risk.
HIVE	III–V	Density	A world built over. Nothing is outdoors and nothing is unclaimed.
DEAD	II–V	Vacuum	Airless rock. Whatever is here was left, and left for a reason.
RIFT-SCARRED	IV–V	Unstable Rift	The Rift is thin here. Channeling is stronger and less obedient.

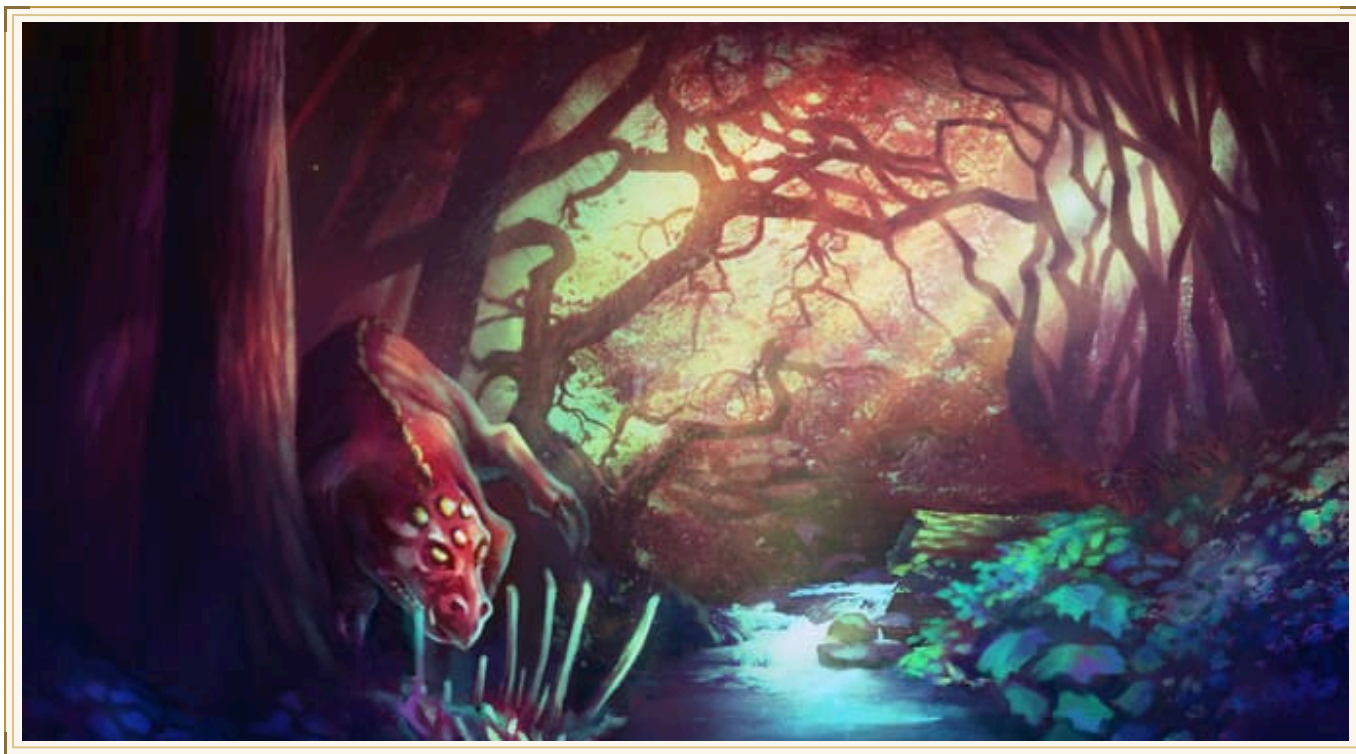
At the table. Set a world's tech tier before you plan travel across it. The same jungle is a two-week march at Tier I and a place you land in at Tier IV, and that difference decides which obstacles the party meets on the way.

Example. A Frozen world at Tier II. The hazard is exposure, run from the Exposure by environment table in Hazards & Exposure. The best transport is rail or a steamer at 120 miles a day, from the Ground covered in a day table in Travel & Terrain. The owner is a Federation mining concern that holds the only warm town, and the party needs its permission to use the rail.

CLASSES OF WORLD

The World types table is a shortlist. Every class of world is written up in Tome XIII, with what each region on the world sits on and what the world imposes everywhere on it, whatever region the party is standing in. At the table, pick the class from the list below, open its entry, and run the exposures it names from their own entries. The Navigate and Notice DCs beside each name are the ones you roll against on the open surface of that world.

 Aquan	Nav 16 · Notice 18	 City	Nav 12 · Notice 15
 Foundry World	Nav 10 · Notice 15	 Ionic	Nav 18 · Notice 15
 Magmatic	Nav 15 · Notice 12	 Ore	Nav 10 · Notice 8
 Red	Nav 18 · Notice 16	 Rime	Nav 12 · Notice 8
 Ruin	Nav 18 · Notice 12	 Sentient	Nav 14 · Notice 14
 Spore	Nav 14 · Notice 16	 Terran (Arctic)	Nav 15 · Notice 12
 Terran (Arid)	Nav 15 · Notice 10	 Terran (Barren)	Nav 12 · Notice 10
 Terran (Oceanic)	Nav 12 · Notice 15	 Terran (Verdant)	Nav 8 · Notice 12
 Zephyr	Nav 16 · Notice 18		



Populate a world so that its creatures relate to each other: what eats what, and what avoids what. Do it after you have picked the world and before you pick its encounters. The Bestiary files creatures by habitat, which gives you the candidates.

BUILDING A FOOD CHAIN

A food chain makes a world feel inhabited, and it needs few links: something that eats plants, something that eats that, and something that eats whatever is careless. Three creatures and a reason they avoid each other are enough for an arc. Build the chain downward from the apex, because the apex is the one the party will meet.

1. **Pick the apex.** The creature the party will meet, from the world's habitat in the Bestiary.
2. **Ask what it eats.** That is the second creature.
3. **Ask how it hunts.** That decides where on the world the party is safe.
4. **Ask what it is afraid of.** The answer gives the party a lever that is not a weapon, and it tells you what else is out there.

Example. An Arid world. The apex is the Sandwyrms (Power Rating 7), which hunt by vibration beneath the dunes. It eats Giant Scorpions (Power Rating 3), which eat Sand Snakes (Power Rating 1), which strike at whatever walks the sand. The Sandwyrms fear nothing on the world, so the lever is how it hunts: a party on bare rock gives it no vibration to follow.

READING A WORLD

Let the ecosystem be information. Tracks that stop, a grazing herd that will not cross a line, carrion nobody has touched: each is a warning the party can earn with a Survival or Nature check, and each tells them more than the DC of the thing that left it.

RIFT AND THE FOOD CHAIN

On a Rift-scarred world the chain runs on Rift energy instead of on flesh, so a spellcaster is prey and a character who casts nothing is barely noticed. Say so early, in a way the party can act on.

See also. The Bestiary files creatures by habitat. Pick the world first and take the creatures that live there as candidates, then choose among them with the encounter budget and the situation you prepared.



Roll for travel when the journey puts the party under pressure: short of time, fuel, water or an escort. Otherwise narrate the passage of time and move to the next scene. A day's travel is worked out in four steps, and each region's terrain DCs are in its entry in Tome XIII.

RESOLVING A DAY'S TRAVEL

Terrain is the world plus the region the party is in, so a canopy world, an ice sheet and a hull exterior all run on the same steps. Work through them once for each day the party travels.

1. **Pick the pace.** Read the Travel pace on foot table for the day's miles and the pace's effect on Stealth and Perception.
2. **Set the distance by tier.** The world's tier sets the best transport on it and the ground that transport covers in a day, from the Ground covered in a day table. A vehicle or a mount replaces the per-day figure and keeps the pace modifiers.
3. **Halve for terrain and weather.** Difficult terrain halves the day. Weather that would set a DC of 15 or higher halves it again. After two halvings, ask the party whether they want to spend the day.
4. **Roll against the region.** Navigate, Forage and Notice DCs come from the region's entry in Tome XIII, listed under Terrain below.
5. **Read the misses.** A failed Navigate spends the day for half the progress; a miss by 5 or more, or a natural 1, means the party is lost and makes no progress until a Navigate check succeeds. A failed Forage finds no food, so the day eats rations. A failed Notice means the day's encounter or discovery finds the party first: anyone caught unaware rolls initiative with disadvantage.

TRAVEL PACE ON FOOT

PACE	PER DAY	EFFECT
Slow	18 miles	Able to use Stealth as a group. Notice checks are not penalized.
Normal	24 miles	No modifier either way. The default.
Fast	30 miles	–5 to passive Perception. Cannot travel stealthily as a group.

Forced marching past eight hours costs a Constitution saving throw each hour, DC 10 + 1 per hour past the eighth, or one level of Exhausted on a failure. The tenth hour is DC 12.

Example. The party crosses a Tier I Jungle world on foot at a Normal pace: 24 miles a day, halved to 12 for difficult terrain. Navigate is a Survival check against the Jungle region's DC in Tome XIII, and a Forage success feeds one character plus one per point over the DC.

BY TECH TIER

The tier is the world's, whatever tier the party comes from. A Tier IV crew on a Tier I world walks unless it brought something that flies.

GROUND COVERED IN A DAY

TIER	BY	A DAY	WHAT IT MEANS
I	Foot, mount, sail	24 miles	A day is a day. Terrain and weather are most of the adventure.
II	Rail, steamer, coach	120 miles	Lines exist, which means they can be cut.
III	Ground vehicle, aircraft	600 miles	Anywhere on the world in two days, if the fuel holds.
IV	Flyer, suborbital hop	Anywhere	Distance stops mattering. Permission starts.
V	Gate, translation	Immediate	Rare, watched, and rarely free.

See also. Inside a fight the same ground costs 2 feet of speed per foot. See Movement and Mounts and vehicles in the Combat chapter of the Rules Sourcebook.

At the table. A party that outclasses a world's tier crosses it in an afternoon, which is the reward for having a ship. Give them somewhere the flyer cannot land.

TERRAIN

Every region is written up in Tome XIII with its own Navigate, Forage and Notice DCs and the rules that go with them. Navigate is Survival or Piloting. Forage is Survival, and a success feeds one character plus one per point over the DC. Notice is the passive Perception a hidden thing is measured against in that region. At the table, find the region below, open its entry, and read the DCs and any exposure it imposes from there.

TERRESTRIAL (LAND)

 Alpine	Nav 15 · Notice 12	 Arctic	Nav 15 · Notice 10
 Coastline	Nav 10 · Notice 12	 Desert	Nav 13 · Notice 8
 Farmland	Nav 6 · Notice 13	 Grassland	Nav 8 · Notice 8
 Highland	Nav 12 · Notice 10	 Island	Nav 8 · Notice 10
 Jungle	Nav 17 · Notice 17	 Savanna	Nav 8 · Notice 10
 Settlement	Nav 8 · Notice 15	 Subterranean	Nav 15 · Notice 12
 Taiga	Nav 17 · Notice 13	 Tundra	Nav 10 · Notice 8
 Volcanic Field	Nav 10 · Notice 12	 Woodland	Nav 15 · Notice 15

AQUATIC (WATER)

 Frozen Sea	Nav 15 · Notice 12	 Lake	Nav 8 · Notice 10
 Oceanic Trench	Nav 20 · Notice 17	 Open Ocean	Nav 12 · Notice 10
 River	Nav 5 · Notice 10	 Seamount	Nav 10 · Notice 12
 Shallows	Nav 10 · Notice 12	 The Deep	Nav 17 · Notice 15
 Vent Field	Nav 15 · Notice 13	 Wetland	Nav 15 · Notice 15

AERIAL (AIR)

 Ash Column	Nav 18 · Notice 18	 Aurora	Nav 13 · Notice 8
 Cloud Deck	Nav 15 · Notice 13	 Jet Stream	Nav 10 · Notice 10
 Lower Atmosphere	Nav 8 · Notice 10	 Near Space	Nav 12 · Notice 8
 Storm Front	Nav 20 · Notice 20	 Upper Atmosphere	Nav 10 · Notice 8



An exposure is what a hostile world does to a character outside without the gear it demands. Each one is written once in Environments (Tome XIII) and listed at the end of this chapter, and the table below is read from those entries.

RUNNING EXPOSURE

Each **exposure** states its saving throw, the interval at which it is rolled and what a failure costs. Use the interval in its entry: cold and heat are hourly, a contaminated atmosphere is checked every minute, and vacuum allows no save at all and counts down in rounds.

1. **Check the gear.** The right gear removes the check. A sealed suit on a toxic world means there is no save to make, and asking for one anyway charges the party twice for the suit.
2. **Find the row.** Read the ability, DC and interval off the Exposure by environment table.
3. **Roll at each interval.** The When column gives it.
4. **Apply the failure.** Most exposures cost a level of Exhausted. Vacuum follows Suffocating instead.

EXPOSURE BY ENVIRONMENT

EXPOSURE	SAVE	WHEN	ON A FAILURE
CONTAMINATED ATMOSPHERE	CON save, DC 12	End of each minute	The Poisoned condition until an hour after leaving the atmosphere.
EXTREME COLD	CON save, DC 10, rising by 1 for each hour after the first	End of each hour	One level of exhaustion.
EXTREME HEAT	CON save, DC 10, rising by 1 for each hour after the first	End of each hour	One level of exhaustion.
EXTREME WEATHER	CON save, DC 13	End of each hour in the open	One level of exhaustion.
HIGH GRAVITY	CON save, DC 12	End of each hour of exertion	One level of exhaustion.
RIFT FLUX	WIS save, DC 13	End of each hour	Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.
VACUUM	None	A countdown in rounds	Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Example. On a Toxic world, a character without a sealed suit is in a contaminated atmosphere and makes a DC 12 Constitution saving throw at the end of each minute. On a failure they are Poisoned until an hour after they leave the atmosphere. Their crewmate in a sealed suit makes no roll.

EXPOSURES IN TOME XIII

Each exposure is written once in Tome XIII. An environment names the exposures it imposes instead of restating them, so an abyssal trench and a gas envelope crush for the same reason and by the same rule. At the table, open the environment the party is in, follow each exposure it names to the entry below, and run that entry.

Contaminated Atmosphere

Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout.

Extreme Heat

Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent.

High Gravity

Gravity above about 1.5g, where objects and creatures weigh more and falling damage is doubled.

Magnetic Disturbance

A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Vacuum

No pressure and no air to breathe, with survival measured in rounds.

Extreme Cold

Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind.

Extreme Weather

Wind, whiteout or downpour heavy enough to take away visibility and then footing.

Low Gravity

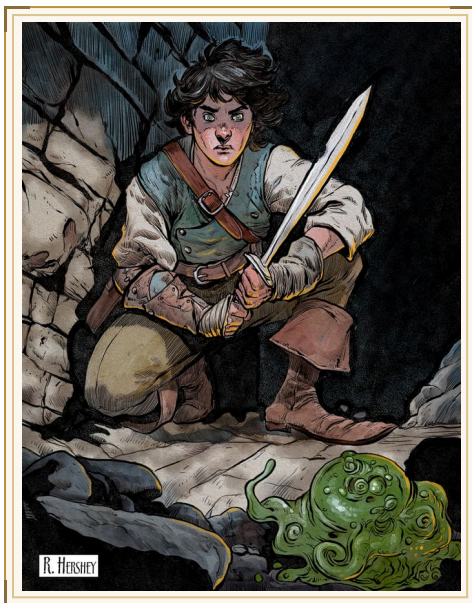
Gravity below about 0.4g, where a push-off sends a creature farther than expected and stopping takes planning.

Rift Flux

Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable.

Zero Gravity

Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.



A poison is defined by how it reaches the target, the saving throw it calls for and what a failure costs. Use the rules below when a player buys or applies a toxin, or when a creature with a poisonous attack dies near the party and someone wants a dose.

DELIVERY

The delivery decides whether the target can do anything about it. Look the method up on the Delivery table.

DELIVERY

DELIVERY	NOTES
Ingested	Swallowed with food or drink.
Inhaled	Breathed in as a cloud or gas. A creature holding its breath does not inhale it.
Contact	Absorbed through the skin when touched.
Injury	Delivered by a weapon or a natural attack. Applies on a hit that deals damage.

The default save DC is 8 + the applier's proficiency bonus + their Intelligence modifier for a manufactured toxin, or the creature's own save DC for a natural one. A dose costs about 100 gm at Tier III and is illegal to carry in Ascendancy and Federation space alike.

HARVESTING A DOSE

1. **Spend ten minutes** with a dead creature that has a poisonous attack.
2. **Roll a DC 15 Nature or Medicine check.** A success yields one dose.
3. **Apply a failure by 5 or more.** The harvester takes the poison instead. Describe it; do not roll past it.

Example. A rogue harvests a dose from a dead Giant Scorpion: ten minutes and a DC 15 Nature or Medicine check. The roll comes up 9, a failure by 6, and the rogue takes the sting's poison at the scorpion's own save DC.



A trap is a hazard the party can find and beat, priced by tech tier; a trick is an obstacle that costs time and deals no damage. An anomaly the party walks into unannounced is priced as a trap; see Anomalies.

PLACING A TRAP

Across five tech tiers a trap ranges from a covered pit to an automated turret grid keyed to a name. Each one has a sensor, a trigger and an effect, and each one needs a tell the party can find before it fires.

1. **Pick the tier.** Read the find DC, disarm DC and damage off the Traps by tech tier table.
2. **Give it a tell.** Something the party can notice: the scuffed floor, the second set of hinges, the conduit that goes somewhere it should not.
3. **Set the checks.** Find is Perception or Investigation. Disarm is Sleight of Hand at Tier I and II, and Technology from Tier III up.
4. **Set the saving throw, if it allows one.** The DC is $8 + \text{the tier's find DC} - 10$, and a success takes half damage. Name the saving throw when you place the trap; the Traps by tech tier table gives the usual one for each kind. Dexterity is for what must be dodged, Constitution for what must be endured, Strength for what holds you, and Wisdom for what deceives you.

TRAPS BY TECH TIER

TIER	FIND	DISARM	DAMAGE	SAVE	TYPICAL
I	DC 12	DC 12	2d10	DEX	Deadfall, pit, spring gun.
II	DC 13	DC 13	4d10	DEX or CON	Blade trap (DEX), pressure mine (CON), gas flood (CON).
III	DC 15	DC 15	8d10	DEX or CON	Automated turret (DEX), shaped charge (DEX), electrified deck (CON).
IV	DC 17	DC 17	12d10	DEX or CON	Turret grid (DEX), containment purge (CON), hull-breach cutout (DEX).
V	DC 19	DC 19	18d10	STR or DEX	Rift snare (STR), phase lattice (DEX), ordnance keyed to a name (DEX).

Example. A Tier III pressure mine under a Syndicate warehouse floor. Find DC 15 with Perception or Investigation, disarm DC 15 with Technology, 8d10 damage. It allows a DC 13 Constitution saving throw ($8 + 15 - 10$) for half, and its tell is a floor plate set a finger's width higher than its neighbors.

TRICKS

A **trick** costs nothing and asks a question. The door that only opens from the side nobody is on. The lift that reads a rank the party does not hold. The corridor that is the same corridor again. None of them deal damage, and each costs the party time.

Price a trick in what it takes to beat, not in what it does: a check to spot, a check to beat, or an idea. Give it one of those and no more. A trick that needs a high roll, the right item and the right idea all at once stops the party outright.

At the table. Tricks scale by tier the way traps do, sideways. Tier I hides a catch behind a carving. Tier IV hides it behind a permissions system, which is the same catch under a different skill.

16 THE VOID

A scene outside a hull, whether a boarding action, a breach or a spacewalk, runs on the three rules below. Fighting ship to ship is in Starship Operations in the Rules Sourcebook.

Vacuum. A creature exposed to it is Suffocating at once, with no breath to hold: it lasts a number of rounds equal to its Constitution modifier, minimum 1, then drops to -1 hit points and is dying. Cold and radiation are the same hazard on a longer clock, and a sealed suit answers all three.

No footing. In zero gravity a creature moves only by pushing off something or by thrust. Without either, its speed is 0 and it keeps whatever momentum it had. Melee attacks have disadvantage unless the attacker is anchored, and a creature knocked Prone drifts instead of falling.

Nothing carries. Sound does not travel, so nothing outside a hull is heard. Sight past Long range needs a light source, and the light gives its position away; see Vision and light in the Rules Sourcebook.

Example. The party boards a derelict hull through a cut in the plating. A character whose suit seal fails in the breach is Suffocating at once, and with a Constitution modifier of $+2$ has two rounds before dropping to -1 hit points. Nobody is anchored, so every melee attack in the compartment has disadvantage, and the firefight on the far side of the plating makes no sound inside.

At the table. Boarding actions are where the three rules meet: no sound, no footing, and one round of carelessness away from vacuum. A breach costs nothing to place. The scale rule that makes boarding worth it is in Starship Operations.

17 ✂ ANOMALIES

An **anomaly** is a bounded region where one rule breaks. Each anomaly is an extraplanetary environment in Environments (Tome XIII), with the rule it breaks written out.

One rule is the limit. A region that changes everything is a different game, and the party cannot plan against it. At the table, pick an anomaly from the list below, open its entry, and read the broken rule to the table before it applies.

Chronal Eddy

A region where time runs at a different rate from its surroundings, so initiative and effect durations change from round to round.

Debris Shoal

Difficult terrain at ship scale: a field of fragments from a battle, a collision or a failed station.

Null Field

An anomaly the Rift does not reach, inside which spells cannot be cast and Rift-powered gear is inert.

The Flux

A region where the geometry of hyperlanes will not hold still, so charts fail and a failed transit still arrives somewhere.

Dead Star

A burnt-out stellar remnant with a deep gravity well, no light and no outgoing signal.

Gravity Well

An anomaly with a gravity gradient steep enough to work as terrain.

Rift Bloom

A standing anomaly where the Rift runs close to the surface and the boundary between planes is thin.

Announce an anomaly before it applies. An anomaly the party walks into unknowing is a trap, and it is priced as one under Traps & Tricks: findable, with a tell. The sensor return that does not settle, the shadow with no source, the compass that agrees with nothing.

Example. The party's route crosses a Rift Bloom. You tell the table as they approach: spell attack rolls inside the Bloom have advantage and saves against spells have disadvantage, every natural 1 on a spell attack roll rolls on the Surge Table, and anything native to another plane that enters will not willingly leave. The party's warlock now has a choice to make before the first spell, and the thing the Bloom has already caught is the encounter.

Variants. Anomalies are Tier IV and V furniture, and a Rift Bloom sits as well on a Tier I world, where it is the first the party sees of the Rift.

THE SURGE TABLE

A **surge** is ambient Rift Energy answering a casting. Rift Flux, a Rift Breach, a Rift Bloom, a Red world and Magnetic Disturbance on a tethered world each say what triggers one. The creature that triggers a surge rolls a d20 on the table below, and the result applies to it.

1. **Read the trigger.** An entry names natural rolls on a spell attack roll. For a spell that forces a saving throw instead, a target's natural 20 on that save counts as the caster's natural 1, and a natural 19 as a natural 2. The caster rolls the surge.
2. **Resolve the spell first.** The surge follows the spell's effect. A spell that hit still hits.
3. **Roll once per casting.** A casting that triggers more than once, such as an area spell where two targets roll a natural 20, still rolls once. A Red world is the exception: its entry calls for two rolls.
4. **Set the surge level.** It is the level of the spell that caused the surge, or of the spell being concentrated on when a concentration save fails. A cantrip, or a surge with no spell behind it such as a failed Rift Flux save, is level 1.
5. **Apply the result.** A result that calls for a saving throw uses the caster's spell save DC, or DC 13 for a creature with none. A result lasts until the end of the creature's next turn unless it gives another duration.

SURGE TABLE (D20)

D20	RESULT	EFFECT
1	Tear	One creature native to another plane comes through into an unoccupied space within 30 feet of you. The GM chooses it, with a Power Rating no higher than the surge level, and it is hostile to every creature. It returns to its plane after 1 minute or when it drops to 0 hit points.
2	Backlash	You take 1d6 force damage per surge level.
3	Discharge	Each creature within 10 feet of you, you included, makes a Dexterity saving throw. It takes 1d6 force damage per surge level on a failure, or half as much on a success.
4	Burnout	You can't cast a spell of 1st level or higher until the end of your next turn.
5	Overcharge	You have the Overcharged condition.
6	Dead zone	Every powered weapon, cybernetic and device within 30 feet of you stops working until the end of your next turn. A cybernetic that stops working grants none of its benefits for that time.
7	Gravity knot	Each creature within 15 feet of you, you included, makes a Strength saving throw. On a failure it is knocked Prone.
8	Displacement	You teleport to an unoccupied space within 30 feet of you that the GM chooses.
9	Flare	You shed bright light in a 20-foot radius and dim light for a further 20 feet for 1 minute. For the duration you have disadvantage on Dexterity (Stealth) checks.
10	Hush	No sound can be made or heard within 20 feet of you until the end of your next turn. A creature in the area is Deafened, and no spell with a verbal component can be cast there.
11	Planar weather	For 1 minute the air within 60 feet of you takes on the light, sound and temperature of another plane, which the GM chooses. Nothing crosses over.
12	Thought bleed	Until the end of your next turn, you and every creature within 30 feet of you with an Intelligence of 4 or higher hear one another's surface thoughts.
13	Slip	You drop out of the Prime Plane until the start of your next turn, then return to the space you left or the nearest unoccupied one. While you are gone you can't be targeted or affected, and you can't act.
14	Ward	You gain temporary hit points equal to 1d6 per surge level. They last for 1 minute.
15	Tuned	Before the end of your next turn, your next spell attack roll has advantage. If your next spell forces a saving throw instead, the target has disadvantage on it.
16	Quickening	Your speed doubles until the end of your next turn.

D20	RESULT	EFFECT
17	Mend	Each creature of your choice within 30 feet of you, you included, regains 1d6 hit points.
18	Clear head	You end one of these conditions on yourself: Charmed, Frightened, Poisoned or Stunned.
19	Refund	Regain the spell slot, Spell Points, Psionic Points or Apparatus Charges you spent on the spell that caused the surge. A surge caused by an apex spell, or with no spell behind it, grants nothing.
20	Open channel	The next spell of 5th level or lower that you cast before the end of your next turn costs no spell slot, points or Charges.

Example. A sorcerer in Rift Flux casts a 3rd-level spell that forces a Dexterity save, and one of the targets rolls a natural 19. The spell resolves, then the sorcerer rolls a 3 on the d20: Discharge. Each creature within 10 feet of the sorcerer, the sorcerer included, makes a Dexterity save against the sorcerer's spell save DC and takes 3d6 force damage on a failure, or half as much on a success.

18 HYPERSPACE

A crossing on a charted lane is worked out in Starship Operations in the Rules Sourcebook: the lane's days scaled by the drive and the pilot, then the encounter number, with a helm roll only for a lane shear. Use the single crossing check below when the party travels off the chart: a jump with no lane, a campaign that does not use the Starchart, or a run through the Rift. Below Tier IV there is no hyperspace.

CROSSING OFF THE CHART

An off-chart crossing is one Piloting check, made by whoever is at the helm, against the leg's DC. Success is arrival on schedule. A miss is read by how far it missed.

1. **Pick the leg.** The Travel Rolls table gives the DC and the time.
2. **Set advantage or disadvantage.** A good chart, a recent survey or a local pilot is worth advantage. A damaged drive, a stolen ship's unfamiliar helm or a stale chart is worth disadvantage. Do not stack modifiers past that; the roll takes ten seconds.
3. **Roll Piloting** at the helm.
4. **Read the miss.** Miss the DC by 1 to 4 and the crossing takes half again as long. Miss by 5 to 9 and the ship arrives somewhere adjacent and unplanned. Miss by 10 or more and something was waiting, or the charts were wrong, or both.

LEG	DC	TIME	NOTES
INSIDE ONE SYSTEM	DC 8	Hours	Routine. Roll only if something is chasing.
NEIGHBORING SYSTEMS	DC 12	1–2 days	The common leg: charted, and busy enough to be watched.
ACROSS A SECTOR	DC 15	3–6 days	Long enough that supplies and tempers are a factor.
ACROSS THE MAP	DC 18	1–3 weeks	A campaign move rather than a trip.
UNCHARTED, OR THROUGH A RIFT	DC 22	Unknown	No chart. Failing here is where the session goes.

Example. The party's pilot crosses a sector on a stale chart: DC 15, 3 to 6 days, disadvantage. The check comes up 9, a miss by 6, so the ship drops out in a system adjacent to the one plotted, and the next scene is finding out which.

See also. Lane kinds, crew posts and what a navigator or medic changes on a crossing are in Starship Operations in the Rules Sourcebook.

Players. Below Tier IV there is no hyperspace. A Tier I to III campaign is one world and its moons, and leaving it is not an option the party has.

19



VOYAGES

A crossing on a charted lane is worked out in Starship Operations in the Rules Sourcebook: days, risk and the encounter number. The Starchart rolls what happens on arrival. This chapter prints the same tables so a crossing runs without the screen, then follows a ship engagement from first contact to the repair bill.

ROLLING AN EVENT

1. **Find the encounter number** with the formula in the Rules Sourcebook.
2. **Roll a d20** on arrival. Above the number, the crossing is quiet.
3. **Roll d20 + danger**, where danger is the lane's risk plus the destination's danger, and read the band on the Voyage events table. Pick one entry from the band, or roll for it.
4. **Strange places.** When the destination is an anomaly, a nebula, a black hole, a wormhole, a starfield, a star, a junction or a station, a total of 8 or lower is an Anomalous Return instead: a DC 13 Perception or Technology check identifies what the instruments are reading, and whether to change heading is the crew's choice.

TOTAL	EVENT	WHAT HAPPENS
6 or lower	Quiet Crossing	No event occurs, and the leg costs no extra time.
	Traffic	Rumor, a contract, or a warning about the next system. The GM chooses which. The crew decides whether to believe it.
7 to 12	Derelict	Salvage it or leave it. A boarding action is an encounter of the GM's choosing. The ship is a Tier III hull and holds whatever the GM leaves in it.
	Distress Loop	DC 13 Investigation to place the signal, DC 15 Technology to trace the source. Whether to follow it is the crew's choice.
	Rift Bloom	Anyone with Rift Affinity 1 or higher senses it before the instruments do. Approaching it takes a DC 15 Lore or Arcana check to predict what it will become.
	Cache	A cache of the region's tech tier. Opening it takes a DC 15 Technology check. Its owner may still return for it.
13 to 17	Lane Shear	Piloting check from whoever holds the helm, DC 10 + twice the lane's danger. On a failure the ship takes a quarter of its hull point maximum in damage and the leg costs an extra day.
	Reactor Excursion	DC 15 Technology check to restore containment, or vent the compartment and lose its contents.
	Hull Breach	Anyone in the affected compartment makes a DC 13 Dexterity save or is exposed to vacuum. Sealing the breach is a DC 13 Technology check.
	Contaminated Air	DC 12 Constitution save against a level of exhaustion each hour (the failed life support DC of 10, plus 2 for the toxin) until a DC 15 Medicine or Technology check clears the loop.
18 or higher	Contact	1d4 hostiles, plus 1 for every full 3 points of danger, at most 6. Roll initiative, or open negotiations. Pick creatures from the Contact creatures table.

danger	creatures
1 or less	Vermin Swarm, Syndicate Runner, Black Meridian Thug
up to 2	Black Meridian Pirate, ESC Enforcer, Sentry Drone, Rift Parasite
up to 3	Syndicate Enforcer, Bounty Bot, Axiom Thrall, Rift Spawn
up to 4	Zyrrak Hunter, Axiom Salvager, ESC Officer, Shade
up to 6	Myr'Khruul Stalker, Axiom Sentinel, Star Shark, Khaos-Corrupted
7 or more	Star Shark, Black Meridian Captain, ESC Interdiction Unit, Khaos Spawn

A WORKED ENGAGEMENT

Oro, Tamsin and Vessa crew a Light Corvette (64 hull points, 88 with Tamsin's two engineer ranks; 12 shields; 3 hardpoints, 5 with Vessa's two gunner ranks; AC 14 as an escort; Fast) when a Heavy Fighter (36 hull points, 8 shields, AC 16 as small craft, Very fast) comes in on a raider's heading. Oro holds the helm, Tamsin the engineer's post and Vessa a gunner's post. Nobody is navigating.

1. **Initiative.** The corvette acts on Oro's count, and each crew member takes their own turn at their post.
2. **Round 1.** Oro tries to Evade: Piloting against the fighter's Very fast DC of 18, and succeeds, so the fighter's attacks have disadvantage. The fighter still lands one for 9: shields drop from 12 to 3. Tamsin patches the shields with a Technology total of 17, restoring 7. Vessa fires three mounts at AC 16, one for her post and one for each rank. One hits for 6, and the fighter's shields drop from 8 to 2.
3. **Round 2.** The fighter scores a critical hit for 16. Shields take 10 and the hull 6, and the critical fails a system: a 2 on the d6, Shields. The crew decides to leave. Oro tries to Break off and succeeds; the corvette leaves at the end of Oro's next turn unless the fighter Closes first.
4. **Round 3.** Tamsin brings the shields back online with a DC 15 Technology check. The fighter tries to Close and fails. At the end of Oro's turn the corvette is out of the engagement.
5. **Afterward.** The shields refill. The hull is at 82 of 88, above half, so a field repair cannot help: a yard restores the 6 points for 300 gm in a day.

With six players. A navigator could have plotted an exit from round 1 (DC 15 Investigation or Lore), and a quartermaster could have jammed the fighter so it could not maneuver on its next turn. Every post gives its holder a decision; with three players, leave the rest empty and say so.

THE SETTING

The places a campaign is set in and the powers that contest them, from the Environments and Factions tomes.

20



ENVIRONMENTS

Every world type, region and exposure in the Environments tome, with what it costs to cross, the saves it demands and the creatures whose habitat it is. The chapters in Worldbuilding say how to use these at the table; this chapter is the reference they point at. 83 environments.

ACCRETION DISC

Extrplanetary

Infalling material around a collapsed object, heated by friction until it outshines a star. Matter in the disc moves inward, as does any vessel that stops using thrust. Time runs slow near the object, and a creature outside a hull takes tidal damage at the innermost band.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save

against radiological dose.

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

High Gravity. Gravity above about 1.5g, where objects and creatures weigh more and falling damage is doubled. CON save, DC 12. End of each hour of exertion. One level of exhaustion.

Weight. Carrying capacity is halved, and a creature's speed is reduced by 10 feet.

Falls. Falling damage is doubled, and a fall of 10 feet or more knocks a creature Prone with no save.

Ranged weapons. The long range of any thrown or ballistic weapon is halved.

Adapted. A creature native to a high-gravity world, or one with a feature naming gravity, ignores all of the above.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

Rift Flux. Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable. WIS save, DC 13. End of each hour. Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains

nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

IN PLAY

Inward. Every round spent in the disc without thrust moves the vessel one band closer to the object. There is no drifting outward.

Tidal. High Gravity applies and worsens with each band. At the innermost band, a creature outside a hull takes 4d10 bludgeoning damage per round.

Time. Close to the object, time runs slow relative to outside. A stay measured in hours costs days or years elsewhere, at the GM's rate.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

ASTEROID BELT

Extraplanetary

A ring of rubble that never accreted, usually between an inner and an outer world. Bodies average hundreds of thousands of kilometers apart, so a belt is far emptier than the popular picture of a hazard course. The danger in a belt is that a powered-down vessel hiding among the bodies is almost impossible to find.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Low Gravity. Gravity below about 0.4g, where a push-off sends a creature farther than expected and stopping takes planning.

Movement. Ground movement is normal, but any push-off sends the creature farther. A creature that Dashes continues an extra 10 feet in the same direction at the end of its turn unless it spends 5 feet stopping.

Melee. A melee attack made without an anchor point pushes the attacker 5 feet away from the target after the attack resolves.

Jumps and falls. Jump distances are tripled and falling damage is halved. A fall of under 40 feet does none.

Carrying capacity. Carrying capacity is tripled. Mass is unchanged, so anything being carried is as hard to start and stop as it is at normal gravity.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Empty. Crossing a belt poses no piloting hazard. Bodies sit too far apart to matter unless someone has arranged them close together.

Hidden vessels. Sensor checks to locate a powered-down vessel among the bodies have disadvantage and fail entirely beyond Long range.

Claims. Each rock is claimed individually by filing, with no physical boundary. Most belt violence is over the filing.

FOUND HERE (6)

Astrachoryx	ESC Captain	Echelon Corporation Engineer
Dwarf Miner	Echelon Corporation Drone	Keth'rassa Strider

CHRONAL EDDY

Extraplanetary

A region where time runs at a different rate from the space around it, usually near something that should no longer be running. Observers outside an eddy can see the difference, and creatures inside cannot.

EXPOSURE

Rift Flux. Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable. WIS save, DC 13. End of each hour. Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

IN PLAY

Initiative. Initiative is rerolled at the start of every round.

Duration. For an effect measured in rounds, the creature that created it rolls a d6 at the start of each of that creature's turns. On a 1 or 2 the effect ends, and on a 6 its remaining duration doubles.

Outside. The GM sets the exchange rate before the party enters, or rolls a d6. On a 1 or 2, an hour inside is a day outside. On a 3 or 4, a day inside is an hour outside. On a 5, a minute inside is an hour outside. On a 6, an hour inside is a minute outside.

COMETARY HALO

Extraplanetary

Loosely bound ice at the edge of a star's influence, where the system's sun is only the brightest star in the sky. Volatiles are free here to anyone willing to make the trip. The Axiom Combine has fabricators in several halos and has not checked on them in a decade.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

IN PLAY

Distance. Bodies are far from each other. A search of a halo takes weeks and is usually abandoned.

Volatiles. Water, methane and ammonia are free to take. A vessel can refuel and resupply here indefinitely, at the cost of time.

No jurisdiction. No jurisdiction reaches this far, and anything out here has been left undisturbed.

No light. Heavily obscured. A creature without darkvision or a light source is Blinded, and a light source is visible to anything that can see at three times its own radius.

FOUND HERE (5)

Axiom Analyst	Axiom Salvager	Axiom Thrall
Axiom Fabricator	Axiom Sentinel	

DEAD STAR

Extraplanetary

A burnt-out stellar remnant that still holds a system in orbit but no longer lights it. Charts mark them and traffic avoids them, because a comms blackout at that range looks the same as a disappearance.

EXPOSURE

High Gravity. Gravity above about 1.5g, where objects and creatures weigh more and falling damage is doubled. CON save, DC 12. End of each hour of exertion. One level of exhaustion.

Weight. Carrying capacity is halved, and a creature's speed is reduced by 10 feet.

Falls. Falling damage is doubled, and a fall of 10 feet or more knocks a creature Prone with no save.

Ranged weapons. The long range of any thrown or ballistic weapon is halved.

Adapted. A creature native to a high-gravity world, or one with a feature naming gravity, ignores all of the above.

IN PLAY

No light. Sight beyond Close range requires a carried light source, because no ambient light reaches or reflects off anything here.

No signal. Comms do not leave the well. A vessel inside is out of contact for as long as it stays.

Orbits. The remnant's mass is unchanged, so all bodies that orbited the star still orbit it, in the dark.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

DEBRIS SHOAL

Extraplanetary

A debris shoal is a field of fragments from a battle, a collision or a failed station, still holding its orbit. Salvage crews work shoals, and other ship traffic goes around them.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Ship scale. A vessel inside a shoal makes a DC 15 Piloting check each round or takes 2d10 hull damage.

Personal scale. A creature on foot in a suit treats the shoal as difficult terrain, with full cover available in any direction.

Salvage. The wreckage belonged to someone, and each shoal holds salvage worth the trip.

FOUND HERE (14)

Axiom Salvager	Raven	Wasteland Raider
Cybernetic Battle Troll	Rust Crawler	Wasteland Survivor
Goblin Inventor	Rust Ripper	Wasteland Warrior
Legendary Smuggler	Wasteland Cybersmith	Wasteland Witch
Mutant Hound	Wasteland Hunter	

DEEP SPACE

Extraplanetary

Interstellar space has about one atom per cubic centimeter, almost no light, and distances that are only practical to cross by hyperlane. No traffic passes through, so a stranded vessel is not found.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

No help. A distress signal takes years to arrive anywhere, so rescue depends on what is aboard.

Cold. An unpowered hull takes days to lose its heat, which is longer than the air lasts.

Navigation. Position is fixed by pulsar or by chart. A vessel that has lost both has no procedure for finding its position.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

No light. Heavily obscured. A creature without darkvision or a light source is Blinded, and a light source is visible to anything that can see at three times its own radius.

FOUND HERE (17)

Aurelion Phoenix	Intergalactic Conqueror	Voidling
Eyes of Stars	Khaos Spawn	Wild Manticore
Frontier Scout	Mysterious Miracle Mage	Zyrrak Champion
HDF Recon Trooper	Saurian Old One	Zyrrak Hunter
Halcyon Crusader Knight	Spore Squid	Zyrrak Legend
Ice Giant Star Raider	Star Eater	

DERELICT HULL

Extraplanetary

A derelict hull is a ship adrift with its power out. It is the most common extraplanetary environment in which a party fights. Salvage law holds that a hull under way belongs to its owner and a hull adrift belongs to whoever boards it, and the Axiom Combine's salvagers apply that rule loosely.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

No power. Doors are manual, lifts are open shafts and no alarms or announcements sound. Powered gear runs on its own cells.

Layout. Corridors are Close range throughout and a boarding action is fought at that distance. Ranged weapons lose their advantage entirely.

Cause. A derelict stopped for a reason. A DC 15 Investigation check on the bridge or in the log identifies it before the party meets it.

No light. Heavily obscured. A creature without darkvision or a light source is Blinded, and a light source is visible to anything that can see at three times its own radius.

FOUND HERE (46)

Apparition	Miseria	Reefclaw
Bat	Mogwai	Rust Crawler
Black Ooze	Myclai	Shade
Crab	Myr'Khuul Abomination	Shadow Demon
Cybernetic Battle Troll	Myr'Khuul Adept	Skree
Ghost	Myr'Khuul Drone	Snake
Giant Centipede	Myr'Khuul Hive Mind	Spore Squid
Giant Owl	Myr'Khuul Invoker	Syndicate Slaver
Giant Rat	Myr'Khuul Minder	Vermin Swarm
Gremlin Gaunt	Myr'Khuul Mindmaester	Void Crawler
HDF Commando	Myr'Khuul Parasite	Void Hound
Halcyon Augmentate	Myr'Khuul Stalker	Water Elemental
Keth'rassa Marine	Nosferatu	Weasel
Maintenance Unit	Poltergeist	Wraith
Mimic	Psionic Parasite	
Minor Water Elemental	Rat	

GRAVITY WELL

Extraplanetary

A collapsed star remnant or an object the Mythar left. Whatever the cause, moving toward the center is easy and moving away from it is hard.

EXPOSURE

High Gravity. Gravity above about 1.5g, where objects and creatures weigh more and falling damage is doubled. CON save, DC 12. End of each hour of exertion. One level of exhaustion.

Weight. Carrying capacity is halved, and a creature's speed is reduced by 10 feet.

Falls. Falling damage is doubled, and a fall of 10 feet or more knocks a creature Prone with no save.

Ranged weapons. The long range of any thrown or ballistic weapon is halved.

Adapted. A creature native to a high-gravity world, or one with a feature naming gravity, ignores all of the above.

IN PLAY

Gradient. A creature moving toward the center moves at double speed, and a creature moving away from it moves at half speed. A ranged attack whose path crosses the gradient treats its target as one range band farther away, so a Close target counts as Medium.

Falling. A creature that ends its turn in the well without being anchored makes a DC 13 Strength (Athletics) check. A creature is anchored while it holds a fixed handhold, wears magnetic boots on a hull, or is aboard a vehicle under thrust. On a failure, the creature is pulled 20 feet toward the center.

HIGH ORBIT

Extrplanetary

The region at and above geostationary altitude. Orbits here are slow and stable, and outside the drag that clears low orbit of neglected objects. Comms relays, weapon platforms and stations their owners do not want inspected sit here, and they stay where they are put.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Stationkeeping. An object here holds its position over one point on the world indefinitely.

Delay. Signal to the surface and back takes a noticeable fraction of a second. Remote operation of anything at close quarters has disadvantage.

No decay. There is no drag. Wreckage, mines and abandoned platforms stay on station for centuries.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

FOUND HERE (3)

Axiom Analyst	Axiom Monitor	Celestial Sentinel
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HYPERLANE CORRIDOR

Extraplanetary

A surveyed translation route between two points, held open by beacons and by traffic. Checkpoints and raiders gather where the traffic is, and a published schedule is a security risk.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Travel roll. A leg is a single Piloting check against the distance DC. The roll sets what the leg costs, and the leg always completes.

Predictable. Traffic on a lane runs to a schedule that can be read from a dock manifest, and raids are planned from those manifests.

Checkpoints. A lane through claimed space includes an inspection. Avoiding it means leaving the lane, and off-lane transit raises the DC by 4.

FOUND HERE (36)

Alien Conqueror	HDF Robo-Hound	Istryxian Warrior
Aurel Militarum Marine	HDF Ronin Droid	Keth'rassa Medic
Aurelion Adjudicator	HDF Trooper	Legendary Smuggler
Black Meridian Pirate	Halcyion Chaplain	Legendary Warlord
Bounty Bot	Halcyion Crusader Knight	Merchant Guard
Camel	Halcyion Engineer	Qy'reen Engineer
Chosen of Khaos	Halcyion Holy Knight	Sea Serpent
D'horvakk Heavy Trooper	Halfling	Star Shark
HDF Captain	Hobgoblin Mercenary	Syndicate Smuggler
HDF Commander	Ice Giant Star Raider	Thuul Warrior
HDF Commando	Intergalactic Conqueror	Zyrrak Legend
HDF Pilot	Istryxian Scout	Zyrrak Raider

LAGRANGE POINT

Extraplanetary

Points where the gravity of a world and its star, or a world and its moon, balance so that a station holds position without spending fuel. There are five per pair, and two of them are stable. Those two are the most valuable real estate in any system.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Free station. No fuel is spent holding position. Every long-term installation that is not in orbit of a body is at a Lagrange point.

Crowded. The stable points collect dust, asteroids and every parked or abandoned object. Sensor checks there have disadvantage because of the clutter.

Jurisdiction. A Lagrange point belongs to whoever holds the world, and claims to it are contested more often than the world is.

FOUND HERE (25)

Aurel Militarum Engineer	Axiom Fabricator	Halcyion Champion
Aurel Militarum Marine	ESC Interdiction Unit	Halcyion Preceptor
Aurel Militarum Officer	ESC Sector Commander	Halcyion Tech-Priest
Aurel Militarum Trooper	Echelon Corporation Executive	Thuul Drone
Aurelion Adjudicator	Griffon	Thuul Hive Patriarch
Aurelion Aristocrat	HDF Captain	Thuul Hunter
Aurelion High Guard	HDF Sergeant	Thuul Warrior
Aurelion Phoenix	HDF Trooper	
Aurelion Synth	Halcyion Augmentate	

LOW ORBIT

Extraplanetary

The orbital band a few hundred kilometers above a world, where a body circles in about ninety minutes and drag still matters. Every settled world has a shell of traffic, debris and hardware at this altitude, and the right to place objects in it is disputed.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Orbital mechanics. No object holds a position. Matching another object requires a DC 12 Piloting check. On a failure the vessel arrives on the next pass, ninety minutes later.

Line of sight. The whole day side of the world is visible, and so is anything on it. Concealment from orbit requires overhead cover, and distance does not provide it.

Debris. Fragments move at orbital speed. A vessel that stays stationary makes a DC 12 Piloting check each hour or takes 2d10 damage to the hull.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

FOUND HERE (6)

Aurelion Synth	Dwarf	Nymph
Axiom Monitor	Fairy	Technorganic Overmind

NEBULA

Extrplanetary

A cloud of gas and dust that is emptier than anything a hull can produce but blocks all sensors because of its extent. The Black Meridian sits inside one, and the Syndicate's independence rests on knowing the corridor through it.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Opaque. Sensors, comms and targeting are limited to Close range throughout. No object inside can be detected from outside, and sensors inside cannot detect anything outside.

Charted corridors. A route through a nebula is held as knowledge and has no marked lane. Without a navigator who holds it, a transit is a DC 22 check and a failure does not fail safe.

Ionization. An ion nebula grounds a hull's charge unpredictably. Powered weapons misfire on a natural 1 and shields recharge at half rate.

No light. Heavily obscured. A creature without darkvision or a light source is Blinded, and a light source is visible to anything that can see at three times its own radius.

FOUND HERE (13)

Black Meridian Captain	Legendary Smuggler	Syndicate Runner
Black Meridian Pirate	Ogre Pit Boss	Syndicate Slaver
Eyes of Stars	Pirate King	Syndicate Smuggler
Flesh Golem	Riftback Whale	
Ion Ray	Syndicate Navigator	

NULL FIELD

Extraplanetary

A null field is the inverse of a Bloom, and rarer. The Axiom Combine maps them and builds vaults in them, since nothing can teleport into one.

IN PLAY

No channeling. No spell can be cast, sustained or ended inside the field. Ongoing effects are suspended, not dispelled, and resume on leaving.

Stored charge. Powered gear runs only on the charge it holds. Anything that draws on the Rift is inert, including most cybernetics above Tier IV.

RADIATION BELT

Extrplanetary

A magnetosphere captures the solar wind and holds it in torus-shaped belts around the world. The field that protects the surface concentrates the dose in the belts, so a safe route goes above or below a belt and never through it.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Magnetic Disturbance. A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Transit. A transit through a belt is one hour of Hard Radiation at DC 18 for anything without rated shielding. Every commercial lane routes around.

Instruments. Magnetic Storm applies throughout. Navigation by instrument alone is at disadvantage.

Cover. No patrols operate in a belt, so a vessel willing to take the dose is unlikely to be intercepted there.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

RIFT BLOOM

Extraplanetary

A standing region of thinned boundary with no visible tear. Channelers sense one before any instrument detects it, and the Covenant of the Ebon Creed keeps a list of the ones it has found.

EXPOSURE

Rift Flux. Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable. WIS save, DC 13. End of each hour. Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

IN PLAY

Channeling. Inside a Bloom, spell attack rolls have advantage and creatures have disadvantage on saving throws against spells. A natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

Planar pull. Anything native to another plane that enters the region will not willingly leave it.

RIFT BREACH

Extrplanetary

A failure in the boundary between the Prime Plane and another plane, at any scale from a hand's width to a system. Old breaches scar the ground around them permanently, and a new one has yet to fix which plane it connects to.

EXPOSURE

Magnetic Disturbance. A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

Rift Flux. Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable. WIS save, DC 13. End of each hour. Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

IN PLAY

Channeling. Within 60 feet of a breach, spell attack rolls have advantage and creatures have disadvantage on saving throws against spells. A natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

Crossing. A breach connects to one plane and only that one. What comes through arrives at the breach and stays within a distance the GM sets.

Scarring. Ground within a mile of a breach older than a year is a Rift Scar. A creature in it makes a DC 12 Wisdom save once a day or gains a level of exhaustion.

FOUND HERE (102)

Accursed Khaos Crawler	Gluttony Demon	Old One
Aculeus	Gorella	Pact Devil
Adult Crystal Dragon	Greater Fiend	Pact Fiend
Adult Mist Dragon	Gremlin	Phoenix
Aether Drake	Hastatus	Pierrot Cat
Alkonost	Helionic Adjudicator	Pit Fiend
Ancient Woodland Spirit	Helionic Angel	Pit Fiend Champion
Archfae	Helionic Arch-Angel	Psionic Parasite
Baba Yaga	Helionic Bellator	Putrid Khaoshound
Barbatos	Helionic Cherubim	Rana
Catenarius	Helionic Herald	Rift Dog
Celestial Sentinel	Helionic Hound	Rift Panther
Chosen of Khaos	Helionic Seraphim	Rift Parasite
Cornutus	Hellhound	Rift Spawn
Crystal Elemental	Hellspawn	Satyr
Cult Preacher	Hollow Hunter	Satyr Sage
Cult Priest	Ifrit	Shade
Deceiver Demon	Ifrit Swordsman	Shadow Demon
Demon Lord	Imp	Shemhazai
Demon Prince	Khaos Abomination	Solar Drake
Djinn	Khaos Spawn	Sprite
Dragon Turtle	Khaos-Corrupted	Sylvarin
Elder Crystal Dragon	Lilim	Sylvarin Scout
Elder Ifrit	Magma Elemental	Sylvarin Sentinel
Elder Mist Dragon	Match Elemental	Sylvarin Warden
Eldritch Prince	Mazzik	Tentator
Ember Dwarf	Mazzik Swarm-Caller	Terran Drake
Ember Mephit	Mist Dragon Hatchling	Titan
Eyes of Stars	Moloch	Void Crawler
Fallen Mythar	Mouseling Hero	Void Hound
Fanatic Cultist	Mythar Solar Sentinel	Voidling
Flensed	Mytharil Steel Sentinel	Water Sprite
Furia	Necromancer Hierophant	Young Crystal Dragon
Gelidus	Nightmare	Young Mist Dragon

RING SYSTEM

Extraplanetary

Debris inside a world's Roche limit, where tides tear a body apart faster than it can reassemble. A ring is a dense, thin sheet that damages vessels crossing it, and it is the standard place to lose a pursuer.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Low Gravity. Gravity below about 0.4g, where a push-off sends a creature farther than expected and stopping takes planning.

Movement. Ground movement is normal, but any push-off sends the creature farther. A creature that Dashes continues an extra 10 feet in the same direction at the end of its turn unless it spends 5 feet stopping.

Melee. A melee attack made without an anchor point pushes the attacker 5 feet away from the target after the attack resolves.

Jumps and falls. Jump distances are tripled and falling damage is halved. A fall of under 40 feet does none.

Carrying capacity. Carrying capacity is tripled. Mass is unchanged, so anything being carried is as hard to start and stop as it is at normal gravity.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Debris. Inside the ring plane, a vessel takes 1d10 hull damage per round unless a DC 15 Piloting check is made. Crossing the plane perpendicularly takes one round.

Cover. The ring plane blocks sensors completely. A vessel inside it cannot be found and cannot see out.

Shepherds. Small moons hold the gaps open. The gaps are the only safe lanes, and they are charted.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

STATION INTERIOR

Extraplanetary

Anything from a Federation waystation to Echelon Prime's board floors. The environment is whatever the station maintains, so the main questions in play are who maintains it and what happens when that stops.

IN PLAY

Maintained. Pressure, gravity and light are as the station provides. No exposure applies until the station stops providing them, and then several apply at once.

Sections. A station seals by section. A breach in one section closes its bulkhead and splits the party.

Jurisdiction. Every corridor is under an owner's jurisdiction, and discharging a weapon there has legal consequences separate from the reason for the shot.

FOUND HERE (78)

Aurelion Synth	Giant Rat	Rat
Axis Executor	Giant Snake	Redcap
Bandit	Goblin Inventor	Reliquary Skull
Black Meridian Thug	Gremlin	Renowned Swashbuckler
Black Ooze	Gremlin Gaunt	Riftwork Attendant
Bounty Bot	HDF Combat Engineer	Sentry Spider
Bounty Hunter	HDF Pilot	Shady Merchant
Brawler	HDF Ronin Droid	Simian Warrior
Cargo Automaton	Halcyon Augmentate	Skree
Criminal Thug	Hazmat Scientist	Syndicate Boss
Cultist	Hobgoblin Mercenary	Syndicate Enforcer
Cyber Assassin	Ice Giant Star Raider	Syndicate Kingpin
Cybernetic Battle Troll	Lamia	Syndicate Runner
Destitute Kobold	Legendary Bounty Hunter	Syndicate Slaver
Doppelganger	Legendary Smuggler	Talltale
Draekhir Matriarch	Maintenance Unit	Technorganic Overmind
ESC Captain	Match Elemental	Throttler
ESC Enforcer	Mazzik Swarm-Caller	Thuul Hunter
ESC Interdiction Unit	Minor Fire Elemental	Vampire
Echelon Corporation Engineer	Morlock	Vampire Spawn
Elder Vampire	Myr'Khruul Adept	Vermin Swarm
Filth Demon	Mythar	Void Crawler
Fire Elemental	Ogre Pit Boss	Warhound
Flesh Golem	Pirate King	Wasteland Cybersmith
Gargoyle	Poltergeist	Wererat
Ghoul	Pugilist	Zyrrak Bountyhunter

STELLAR CORONA

Extraplanetary

The corona is hotter than the surface below it and thin enough that a rated hull can survive the heat transfer. Its radiation is lethal, and the Sun Fish and the Star Sharks are both adapted to it in ways not yet explained.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

Magnetic Disturbance. A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Rated approach. A vessel states its closest approach. Inside it, Hard Radiation checks come each minute instead of each hour.

Sensors. Sensor, comms and targeting checks made inside the corona fail automatically, and attacks with ship weapons have disadvantage.

Flares. At the end of each hour inside the corona, the GM rolls a d20. On a 15 or higher, a mass ejection crosses the vessel's position. The pilot makes a DC 15 Piloting check to turn the shielded side of the hull into it. On a failure, each creature and object in the plume that is not behind rated shielding takes 3d6 fire damage and 3d6 radiant damage.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

FOUND HERE (6)

Helionic Arch-Angel
Helionic Seraphim

Riftback Whale
Star Eater

Star Shark
Sun Fish

THE FLUX

Extraplanetary

The Flux is made of regions where the geometry a hyperlane depends on will not stay still. Most of the Frontier's uncharted edge is Flux, and navigators memorize routes through it.

EXPOSURE

Rift Flux. Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable. WIS save, DC 13. End of each hour. Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

IN PLAY

Charts fail. Any Travel Roll made using a chart has disadvantage. A navigator who has flown the leg personally ignores this.

Arriving. A failed Travel Roll in the Flux still arrives somewhere. The GM chooses where, and the destination is on the map.

FOUND HERE (13)

Anointed Husk	Balor	Storm Giant
Aurelion Adjudicator	Fire Giant Chosen	Storm Giant Einherjar
Aurelion High Guard	Helionic Angel	Storm Giant Paramount
Aurelion Phoenix	Ice Giant Jarl	
Aurelion Synth	Mythar	

AQUAN

Planetary environment

An Aquan world is liquid from its surface down to the core. The liquid is water inside the habitable zone, ammonia or hydrocarbon on the cold worlds, and a liquid known only by its survey designation on the rest. Everything on one floats, swims or is moored to something that does. Hull ratings are specific to one world, since the density and chemistry of the liquid change what a meter of depth costs.

CROSSING IT

Navigate

DC 16

Forage

DC 12

Notice

DC 18

There is no landmark at any depth. Vessels navigate by inertial tracking and by beacon, and a vessel that loses its beacon is lost.

EXPOSURE

Contaminated Atmosphere. Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout. CON save, DC 12. End of each minute. The Poisoned condition until an hour after leaving the atmosphere.

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

IN PLAY

Depth. A vessel's depth is limited by its hull rating, since there is no bottom. Crush Pressure applies below the rating.

Liquid medium. The GM states which liquid fills the world. Fire damage is halved or negated in water. In a hydrocarbon sea fire works normally and endangers every creature, including the party.

Drift. Structures drift on the current unless they are under power. A station's charted position is valid only on the day it was charted.

REGIONS ON IT

Island. Land surrounded by water on every side, where the only way off is a landing point, boat or beacon.

Oceanic Trench. A subduction trench cutting miles below the sea floor, the deepest water on the world, enterable only by a trench-rated hull.

Open Ocean. Water with no bottom in reach and no cover of any kind, lit at the top and twilight below.

Seamount. An underwater mountain that does not reach the surface, and the one landmark in open water.

Shallows. Water over the shelf with the bottom in sight, lit, crowded, and shallow enough to work in.

The Deep. The water below the last light: cold, black, and the largest habitat on any water world.

Vent Field. An isolated community of life on the sea floor, fed by hot vents or cold hydrocarbon seeps.

CITY

Planetary environment

An ecumenopolis: a habitable planet whose surface is continuously built on. Levels stack for kilometers, the lowest have not seen the sky in centuries, and the whole structure depends on freight from off-world. Every faction with a capital has one, and the Covenant of the Ebon Creed makes Sanctum Worlds out of them.

CROSSING IT

Navigate

DC 12

Forage

DC 15

Notice

DC 15

The map is a transit map and is out of date below the twentieth level. Foraging means buying from a market, and every market has an owner.

IN PLAY

Vertical. Distance is measured in levels as much as in miles. Movement between levels needs a lift, a shaft or a permit, and the lifts and shafts are often owned.

Imports. Air, water and food all arrive from off-world. A blockade is a siege, and the number of days the city can hold out is public knowledge.

No wilderness. All ground on a City world is owned. Every encounter falls under a jurisdiction, and the jurisdiction is often the main obstacle.

REGIONS ON IT

Farmland. Cultivated and grazed land with the roads between it, all of it owned.

Lower Atmosphere. The layer of a world's atmosphere where weather occurs: breathable, turbulent and home to flying creatures and vessels.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Settlement. Built ground, lived in or abandoned: close quarters, hard cover, and a jurisdiction attached to every encounter.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

FOUND HERE (19)

Assassin	Halcyon Augmentate	Syndicate Kingpin
Axis Executor	Masked Vigilante	Syndicate Underboss
Bee Swarm	Minotaur Gladiator	Thuul Drone
Brawler	Ogre Pit Boss	Town Guard
Captain of the Guard	Plague Cleric	Wererat
Cyber Assassin	Pugilist	
Cybernetic Hacker	Syndicate Boss	

FOUNDRY WORLD

Planetary environment

A world terraformed, stripped or assembled outright for manufacturing: refinery stacks to the horizon, rail under every surface, and a population housed beside the output. The Axiom Combine holds the ones that still run to schedule, and the Aurel Militarum holds the ones that make its ordnance.

CROSSING IT

Navigate

DC 10

Forage

DC 18

Notice

DC 15

The grid is easy to read. Sightlines end at the next stack, and the air is worst at ground level.

EXPOSURE

Contaminated Atmosphere. Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout. CON save, DC 12. End of each minute. The Poisoned condition until an hour after leaving the atmosphere.

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

IN PLAY

Exhaust. The atmosphere is breathable only with a filter. Contaminated Atmosphere applies at ground level across the whole world, and a rebreather is a standing expense.

Shift pattern. There is no day-night cycle. Sirens set the working hours and the traffic between them, and a party moving against the shift is the only traffic on the rail.

Plant staff. Every structure belongs to a production line, and every line has a foreman who knows what it produced. Deception and Persuasion checks against plant staff have disadvantage where the party is standing in a numbered location.

REGIONS ON IT

Ash Column. An eruption column of ash and gas, and the abrasive, electrically charged fallout downwind of it.

Lower Atmosphere. The layer of a world's atmosphere where weather occurs: breathable, turbulent and home to flying creatures and vessels.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Settlement. Built ground, lived in or abandoned: close quarters, hard cover, and a jurisdiction attached to every encounter.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

Volcanic Field. Recently resurfaced ground of fresh rock and vented gas, with a surface that may not hold weight.

IONIC

Planetary environment

A world inside a field strong enough to strip its own upper atmosphere and hold the result in place. It is a body of rock in a shell of charged gas: sheet lightning passes between the clouds and the ground at irregular intervals, aurora appears at every latitude, and the surface holds a static charge that a suit has to discharge or withstand. Few Ionic worlds have been surveyed, because unshielded equipment fails quickly on them.

CROSSING IT

Navigate

DC 18

Forage

DC 20

Notice

DC 15

Instruments read the storm instead of the ground. Navigation is by eye where there is light to do it.

EXPOSURE

Magnetic Disturbance. A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

Extreme Weather. Wind, whiteout or downpour heavy enough to take away visibility and then footing. CON save, DC 13. End of each hour in the open. One level of exhaustion.

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved 1d4 × 5 feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

IN PLAY

Charged air. Magnetic Storm applies across the whole world. Instruments, communication and anything powered work at a DC 15 Technology check each hour, and a failure leaves them dark for an hour.

Strike. Once per hour in the open, a creature carrying more than 20 pounds of metal makes a DC 14 Dexterity save or takes 4d8 lightning damage. Grounded armor and a discharge line remove the save.

Ion tide. The field rises and falls on a cycle of hours. At its peak all lightning damage on the world is doubled and no unshielded vessel flies.

REGIONS ON IT

Aurora. The rings where a world's magnetic field funnels the star's wind into the upper air.

Cloud Deck. The banded weather of a Zephyr, with no surface beneath it and winds running opposite ways a mile apart.

Jet Stream. A narrow band of air moving two hundred knots in one direction at the top of the weather.

Storm Front. Organized violent weather on the move, with high wind, whiteout and a visible advancing wall.

Upper Atmosphere. The stratosphere and mesosphere, above the weather and below space, with no breathable air and little lift.

MAGMATIC

Planetary environment

Planets held in resonance with a larger body, planets young enough to retain the heat of formation, and planets close enough to a star that the day side is a magma ocean. On all three the crust moves and resurfaces on a regular cycle. The Halcyon Federation mines several and the dragons hold several more.

CROSSING IT

Navigate

DC 15

Forage

DC 20

Notice

DC 12

Charts go out of date quickly. Ash cuts sightlines, and the ground may shift or give way.

EXPOSURE

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

Contaminated Atmosphere. Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout. CON save, DC 12. End of each minute. The Poisoned condition until an hour after leaving the atmosphere.

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

IN PLAY

Resurfacing. Any map older than a decade is wrong about where the ground is. Navigation from an old chart has disadvantage.

Surface metals. Ores that lie kilometers down on other worlds are exposed here, and they are the only reason to land.

Unstable crust. New crust supports a load for minutes and then gives way. Moving at more than half speed across an unsurveyed flow requires a DC 13 Dexterity (Acrobatics) check.

REGIONS ON IT

Ash Column. An eruption column of ash and gas, and the abrasive, electrically charged fallout downwind of it.

Vent Field. An isolated community of life on the sea floor, fed by hot vents or cold hydrocarbon seeps.

Volcanic Field. Recently resurfaced ground of fresh rock and vented gas, with a surface that may not hold weight.

FOUND HERE (7)

Adult Red Dragon	Fire Wyrn	Young Red Dragon
Elder Ifrit	Magma Elemental	
Elder Red Dragon	Moloch	

ORE

Planetary environment

An Ore world differentiated into a single material and retained no other. The material is usually nickel iron, with rarer materials on the bodies that are fought over. It is the stripped core of a larger body or a fragment that never finished forming, and the seam is at the surface, so no shaft is needed. No life exists on one, and anyone on the surface is there on a contract, usually one of Black Star Energy & Extractives' own.

CROSSING IT

Navigate

DC 10

Forage

DC 20

Notice

DC 8

Every landmark is a mine working. No forage is available, and all supplies are shipped in.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Magnetic Disturbance. A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

IN PLAY

Magnetic field. The metallic body is its own magnet. Magnetic Storm applies across the surface, and a magnetic compass points at the nearest mass instead of a pole.

Surface seam. The ore is the ground, so a mining check made on an Ore world succeeds on any roll except a 1. The economy of an Ore world is haulage.

No food. There is no biosphere of any kind. A party relies on its own supplies from the moment it lands, and every installation posts its days of stores on the door.

REGIONS ON IT

Highland. Mountain country below the snow line: long sightlines, slow going and fast-changing weather.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

RED

Planetary environment

Fewer than a dozen Red worlds are charted, and surveys of the same world disagree. The Covenant reads a Red world as a place where the Prime Plane has worn thin against the Plane of Khaos or the Nine Hells. The Halcyion survey reads it as a Sentient world that died and has not finished. By assay the ocean is blood, and it is warm. Its current runs against the tide, and it clots around a hull that has been in it long enough.

CROSSING IT

Navigate

DC 18

Forage

DC 20

Notice

DC 16

The current runs against the tide and changes without any cause the chart records. Samples taken from the sea spoil within a day.

EXPOSURE

Rift Flux. Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable. WIS save, DC 13. End of each hour. Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

Contaminated Atmosphere. Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout. CON save, DC 12. End of each minute. The Poisoned condition until an hour after leaving the atmosphere.

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

IN PLAY

Sanguine Sea. Necrotic damage dealt on or in the ocean is increased by half, and radiant damage is halved.

Fear. A creature that spends an hour in contact with the sea makes a DC 15 Wisdom save. On a failure it is Frightened until it leaves the water and cannot be calmed by any means while it remains in the water.

Rift Flux. The Rift Flux environment applies across the whole world. In addition, a creature that fails a concentration save here rolls twice on the Surge Table instead of once and applies both results.

Spoilage. Samples from the sea clot and spoil within a day. Every account of a Red world is unverified, and no two agree.

REGIONS ON IT

Open Ocean. Water with no bottom in reach and no cover of any kind, lit at the top and twilight below.

The Deep. The water below the last light: cold, black, and the largest habitat on any water world.

RIME

Planetary environment

A world that never held enough heat to be anything else, or that lost it long ago. The surface is water ice, methane and ammonia in sheets kilometers thick, shot through with crystal where pressure has acted over a long time. Some are geologically active and vent water and ammonia on unmapped cycles. Volatiles are what a Rime is worth, and they lie far from any authority with power to tax them, so the Axiom Combine has fabricators on several that it last checked on more than a decade ago.

CROSSING IT

Navigate

DC 12

Forage

DC 10

Notice

DC 8

Foraging means cutting volatiles out of the surface.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Low Gravity. Gravity below about 0.4g, where a push-off sends a creature farther than expected and stopping takes planning.

Movement. Ground movement is normal, but any push-off sends the creature farther. A creature that Dashes continues an extra 10 feet in the same direction at the end of its turn unless it spends 5 feet stopping.

Melee. A melee attack made without an anchor point pushes the attacker 5 feet away from the target after the attack resolves.

Jumps and falls. Jump distances are tripled and falling damage is halved. A fall of under 40 feet does none.

Carrying capacity. Carrying capacity is tripled. Mass is unchanged, so anything being carried is as hard to start and stop as it is at normal gravity.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Permanent tracks. There is no weather and no erosion. Survival checks to follow a trail here succeed automatically, including checks to follow the party.

Volatiles. Water and hydrocarbons are available at the surface. A vessel can refuel and resupply indefinitely at the cost of time.

Cryovolcanism. Uncharted vents throw plumes of water and ammonia. A vent field on a Rime freezes the plume before it lands.

Crystal. Long-grown ice refracts light and conducts sound. Light sources are visible at three times their own radius, and Stealth checks that rely on silence have disadvantage on bare ice.

Under the shell. Where tidal heating has kept a liquid ocean under the ice, it is reached through a bore or a vent, and it imposes Crush Pressure instead of cold.

REGIONS ON IT

Arctic. Permanent ice over land, flat to the horizon, with the ice flowing slowly underneath.

Aurora. The rings where a world's magnetic field funnels the star's wind into the upper air.
Frozen Sea. Ocean covered by a layer of sea ice that supports weight until it breaks, over water that stays liquid.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

Upper Atmosphere. The stratosphere and mesosphere, above the weather and below space, with no breathable air and little lift.

RUIN

Planetary environment

A Ruin is a planet that was destroyed suddenly. It either holds together as a cracked body with a cooling interior open to space, or it breaks into a field of fragments still in the orbit the planet had. Salvage is the only industry: the mantle is exposed, heavy metal from the core lies within reach, and there is no gravity well to lift it out of. The surfaces of the pieces still hold what the world had on them, including whoever was living there.

CROSSING IT

Navigate

DC 18

Forage

DC 14

Notice

DC 12

There is no consistent down. Navigation is between fragments, and the fragments are still moving relative to each other.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

Rift Flux. Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable. WIS save, DC 13. End of each hour. Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

IN PLAY

Variable gravity. Gravity varies by fragment and by face. Each fragment has its own surface gravity, and a jump made on a wrong assumption of that gravity is a fall of indefinite length.

Exposed mantle. Material that sits hundreds of kilometers down on an intact world lies open here. Salvage rolls on a Ruin draw one grade higher than the source's Power Rating would allow.

Collisions. Fragments collide at irregular intervals. Once per day of surface work, a DC 13 Wisdom (Perception) check spots the debris front while there is still time to move.

Cause. Every Ruin has a recorded destruction event, and no two records name it the same way. Some Ruins still have Rift Flux, and no rule determines which.

REGIONS ON IT

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

SENTIENT

Planetary environment

Some are a hive: a single organism grown across a surface until the surface is one body, thinking with its whole mass. Others were never alive in that sense but are aware, on the Elementari pattern, a reading the Solir hold and the Aurelion Sector's registry rejects. Either way the world reacts to what happens on it: weather shifts in response, routes close, and a party that was welcome can become unwelcome with no sign.

CROSSING IT

Navigate

DC 14

Forage

DC 6

Notice

DC 14

A route exists only while the world allows it. Foraging is easy while the world is willing and impossible when it is not.

EXPOSURE

Rift Flux. Ambient Rift Energy at a high, unstable density, where channeling is stronger and less reliable. WIS save, DC 13. End of each hour. Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

IN PLAY

Observed. The world observes all of its surface. Stealth checks against the world fail, and every native creature knows the party's position from the moment it lands.

Disposition. The world holds a disposition toward the party from Welcoming to Hostile. Welcoming halves travel DCs and forage times; Hostile doubles them and makes the weather an active opponent.

Shifting terrain. Terrain shifts to open or close a route between one crossing and the next, so a chart of a Sentient world records only the routes the world allowed.

Rift-touched. Rift Flux applies. The effects of the world's own activity and of the Rift cannot be told apart.

REGIONS ON IT

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

Wetland. Saturated ground between land and water, slow to cross and poor underfoot, with better cover than either.

Woodland. Temperate forest and scrub with short sightlines and dense cover.

SPORE

Planetary environment

A world the Myrrhiam Bloom has fully overtaken. Macrospore fall seeded the whole surface and the native biosphere was converted. What grows there now acts under a coordination the survey can measure but cannot locate. The Federation quarantines a Spore world on sight, and crews outside Federation authority harvest it on sight.

CROSSING IT

Navigate

DC 14

Forage

DC 8

Notice

DC 16

Forage is abundant and none of it is safe to eat, and growth blocks sightlines at every scale.

EXPOSURE

Contaminated Atmosphere. Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout. CON save, DC 12. End of each minute. The Poisoned condition until an hour after leaving the atmosphere.

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

IN PLAY

Spore load. The air contains macrospores. A creature breathing unfiltered air makes a DC 14 Constitution save each hour or takes a level of exhaustion, and three failures begin conversion.

Shared senses. The Bloom shares what any part of it senses. A party seen anywhere on the surface is anticipated everywhere on it within the hour, and surprise against Bloom creatures is not possible after the first encounter.

Overgrowth. The whole surface is difficult terrain, and half of it is growth with no ground beneath. Structures are load-bearing only until the growth in them is disturbed.

REGIONS ON IT

Jungle. Tropical forest under a closed canopy, wet and dense, with most life above the ground.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

Wetland. Saturated ground between land and water, slow to cross and poor underfoot, with better cover than either.

Woodland. Temperate forest and scrub with short sightlines and dense cover.

FOUND HERE (10)

Bloom Beast	Intergalactic Conqueror	Sporeclaw
Bloomed	Myr'Khrul Parasite	Treant
Chosen of Khaos	Spore Carrier	
Creed Sanctified	Spore Squid	

TERRAN (ARCTIC)

Planetary environment

A rocky planet far enough out, or tilted hard enough, that ice covers most of it for most of the year. Liquid water lies under the sheet, and open water appears at the margin in summer, where life on the world is concentrated. Colonies are sited on the coast and supplied by sea in the warm half of the year and by tractor over the sheet in the cold half, and the date of the changeover governs a season's work.

CROSSING IT

Navigate

DC 15

Forage

DC 15

Notice

DC 12

Routes are seasonal. A chart drawn in summer is wrong in winter because the ice edge has moved.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Extreme Weather. Wind, whiteout or downpour heavy enough to take away visibility and then footing. CON save, DC 13. End of each hour in the open. One level of exhaustion.

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved 1d4 × 5 feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

IN PLAY

Ice margin. The ice edge advances and retreats hundreds of miles across the year. A settlement is either on the water or a hundred miles from it, depending on the month.

Under the sheet. Liquid water sits under the ice across most of the world. It is reached through a bore, and native creatures know where the bores are.

Long dark. For part of the year the sun does not rise. Wisdom (Perception) checks that rely on sight have disadvantage in the open, and a light source is visible for miles across flat ice.

REGIONS ON IT

Alpine. The zone above the snow line: rock, ice and thin air, on ground that has to be climbed.

Arctic. Permanent ice over land, flat to the horizon, with the ice flowing slowly underneath.

Aurora. The rings where a world's magnetic field funnels the star's wind into the upper air.

Coastline. The strip between high and low tide, which is different ground every six hours.

Frozen Sea. Ocean covered by a layer of sea ice that supports weight until it breaks, over water that stays liquid.

Lake. Standing fresh water that separates into layers, with a cold bottom that preserves what sinks into it.

Lower Atmosphere. The layer of a world's atmosphere where weather occurs: breathable, turbulent and home to flying creatures and vessels.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Settlement. Built ground, lived in or abandoned: close quarters, hard cover, and a jurisdiction attached to every encounter.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

Taiga. Conifer forest to the horizon over bog, with a winter that runs most of the year.

Tundra. Treeless ground over permafrost, open, cold, and without shelter from the weather.

Upper Atmosphere. The stratosphere and mesosphere, above the weather and below space, with no breathable air and little lift.

FOUND HERE (5)

Gelidus
Ice Giant

Ice Wyrms
Ice Wyrms Spawn

Wyvern

TERRAN (ARID)

Planetary environment

A rocky planet that kept its atmosphere but lost its surface water, or never had enough of it to keep. The interior is sand and stone at temperatures that kill in the open, and the population lives on the poles, in the highlands and over aquifers. Istryx is the class's own example: dune seas from horizon to horizon, a Khazrath tunnel network beneath them, and eleven million people living off water they do not talk about in front of strangers.

CROSSING IT

Navigate

DC 15

Forage

DC 20

Notice

DC 10

Dunes shift, so charts go out of date. Water sets the schedule, and crossings are planned in nights.

EXPOSURE

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

IN PLAY

Water. Rations of water are tracked by the day instead of the week. A day in the open without shelter costs a level of exhaustion that only water and shade remove.

Moving dunes. The interior has no fixed landmarks. Navigation from a chart more than a season old has disadvantage, and a dune sea crossing is made at night or not at all.

Vibration hunters. Every creature here large enough to be worth hunting hunts by vibration. Moving at more than half speed across open sand gives every burrowing creature within a mile the party's position.

REGIONS ON IT

Desert. Dry ground that loses more water than it receives, mostly rock and scrub with some open dune.

Highland. Mountain country below the snow line: long sightlines, slow going and fast-changing weather.

Lower Atmosphere. The layer of a world's atmosphere where weather occurs: breathable, turbulent and home to flying creatures and vessels.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

River. Moving fresh water, and the fastest route across most terrain that has one.

Settlement. Built ground, lived in or abandoned: close quarters, hard cover, and a jurisdiction attached to every encounter.

Storm Front. Organized violent weather on the move, with high wind, whiteout and a visible advancing wall.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

Upper Atmosphere. The stratosphere and mesosphere, above the weather and below space, with no breathable air and little lift.

FOUND HERE (20)

D'horvakk Bounty Hunter

D'horvakk Brute

D'horvakk Shaman

Desert Rat

Desert Trader

Dune Corsair

Istryxian Bio-Adept

Istryxian Scout

Istryxian Warrior

Kaprosuchus

Keth'rassa Chieftain

Khazrath Sand Wyrms

Sand Snake

Sandwyrms

Voidwyrms

Zaelyth Chieftain

Zaelyth Guerrilla

Zaelyth Rider

Zaelyth Saboteur

Zaelyth Sniper

TERRAN (BARREN)

Planetary environment

The most common type of solid planet: silicate crust, a thin or thick atmosphere or none at all, and either no surface water or none that lasted. Anything living on one lives below the surface, so the regions worth mapping on a Barren world are subterranean. Istryx was classed here before the survey re-examined the dune seas, and the Istryxian lineages went underground, as lineages on any Barren world do.

CROSSING IT

Navigate

DC 12

Forage

DC 20

Notice

DC 10

Sightlines are long and there is no food. Water limits every crossing.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Low Gravity. Gravity below about 0.4g, where a push-off sends a creature farther than expected and stopping takes planning.

Movement. Ground movement is normal, but any push-off sends the creature farther. A creature that Dashes continues an extra 10 feet in the same direction at the end of its turn unless it spends 5 feet stopping.

Melee. A melee attack made without an anchor point pushes the attacker 5 feet away from the target after the attack resolves.

Jumps and falls. Jump distances are tripled and falling damage is halved. A fall of under 40 feet does none.

Carrying capacity. Carrying capacity is tripled. Mass is unchanged, so anything being carried is as hard to start and stop as it is at normal gravity.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

Atmosphere. The atmosphere sets which exposure the world carries. Thin means Extreme Cold at night and an ionizing dose by day; thick means Extreme Heat and Contaminated Atmosphere throughout. Airless means Vacuum.

Underground. Life on a Barren world is found below the surface, and the regions worth mapping are subterranean.

Regolith. Dust is unweathered and abrasive. A suit worn on the surface for more than a day needs a DC 12 Technology check or loses its rating.

Ionizing dose. Unshielded on an airless Barren world, a creature takes a level of exhaustion each hour that a long rest will not clear. It is removed by a DC 12 Medicine check, a restorative spell or antiradiation drugs. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

REGIONS ON IT

Alpine. The zone above the snow line: rock, ice and thin air, on ground that has to be climbed.

Ash Column. An eruption column of ash and gas, and the abrasive, electrically charged fallout downwind of it.

Desert. Dry ground that loses more water than it receives, mostly rock and scrub with some open dune.

Highland. Mountain country below the snow line: long sightlines, slow going and fast-changing weather.

Lower Atmosphere. The layer of a world's atmosphere where weather occurs: breathable, turbulent and home to flying creatures and vessels.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Settlement. Built ground, lived in or abandoned: close quarters, hard cover, and a jurisdiction attached to every encounter.

Storm Front. Organized violent weather on the move, with high wind, whiteout and a visible advancing wall.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

Tundra. Treeless ground over permafrost, open, cold, and without shelter from the weather.

Upper Atmosphere. The stratosphere and mesosphere, above the weather and below space, with no breathable air and little lift.

Volcanic Field. Recently resurfaced ground of fresh rock and vented gas, with a surface that may not hold weight.

FOUND HERE (15)

D'horvakk Beast Master
D'horvakk Chieftain
Dragonborn
Dragonborn Chieftain
Dragonborn Warrior

Druzhina Warrior
Fire Giant Chosen
Giant Badger
Giant Hawk
Giant Ursine

Goliath
Ice Giant Jarl
Orc Shaman
Rarog
Shieldmaiden

TERRAN (OCEANIC)

Planetary environment

A planet that accreted past the water line and kept its water, so the ocean is the surface. Any land rises from the abyssal plain as archipelagos. The Keth'rassa and the Qy'reen are both native to worlds like these, and the Federation's shipping problem on one is that valuable resources sit at depths that are costly to reach.

CROSSING IT

Navigate

DC 12

Forage

DC 8

Notice

DC 15

Navigation is by current and by beacon. Foraging is easy, and the notice DC is high because the sightline is short in every direction.

IN PLAY

No shelf. With little continental crust there is often no shallow margin at all. The drop from surface to abyssal depth can happen within a few kilometers of the only island.

Persistent storms. With no landmass to break them, weather systems last for weeks, and a surface crossing has to be planned around one.

Pressure. Below a hull's rated depth, a vessel or creature takes 2d6 bludgeoning damage per minute. Resistance and immunity to bludgeoning do not apply; only a pressure rating does.

REGIONS ON IT

Coastline. The strip between high and low tide, which is different ground every six hours.
Frozen Sea. Ocean covered by a layer of sea ice that supports weight until it breaks, over water that stays liquid.

Island. Land surrounded by water on every side, where the only way off is a landing point, boat or beacon.

Lower Atmosphere. The layer of a world's atmosphere where weather occurs: breathable, turbulent and home to flying creatures and vessels.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Oceanic Trench. A subduction trench cutting miles below the sea floor, the deepest water on the world, enterable only by a trench-rated hull.

Open Ocean. Water with no bottom in reach and no cover of any kind, lit at the top and twilight below.

Seamount. An underwater mountain that does not reach the surface, and the one landmark in open water.

Shallows. Water over the shelf with the bottom in sight, lit, crowded, and shallow enough to work in.

The Deep. The water below the last light: cold, black, and the largest habitat on any water world.

Upper Atmosphere. The stratosphere and mesosphere, above the weather and below space, with no breathable air and little lift.

Vent Field. An isolated community of life on the sea floor, fed by hot vents or cold hydrocarbon seeps.

FOUND HERE (15)

Adult Leviathan	Elder Leviathan	Sea Serpent
Aether Drake	Giant Squid	Squid
Alkonost	Keth'rassa Spawn Keeper	Tide Djinn
Astrachoryx	Qy'reen Diver	Water Wurm
Cyclops	Qy'reen Engineer	Young Leviathan

TERRAN (VERDANT)

Planetary environment

A rocky planet inside its star's habitable zone, with enough mass to hold an atmosphere and an internal dynamo strong enough to maintain a protective field. Roughly one system in twenty has one. All five climate groups occur on the same world, so a Verdant world has more distinct regions than every other class combined.

CROSSING IT

Navigate

DC 8

Forage

DC 10

Notice

DC 12

Roads and traffic are available, and locals can be asked. The DCs are for settled country, and the region being crossed sets its own.

IN PLAY

No exposure. A Verdant world imposes no exposure of its own. Whatever the party is suffering from is local to the region they are standing in.

All five climates. Tropical, dry, temperate, continental and polar all occur, banded by latitude and lifted by altitude. A single crossing can pass through three of them.

REGIONS ON IT

Alpine. The zone above the snow line: rock, ice and thin air, on ground that has to be climbed.

Arctic. Permanent ice over land, flat to the horizon, with the ice flowing slowly underneath.

Ash Column. An eruption column of ash and gas, and the abrasive, electrically charged fallout downwind of it.

Aurora. The rings where a world's magnetic field funnels the star's wind into the upper air.

Coastline. The strip between high and low tide, which is different ground every six hours.

Desert. Dry ground that loses more water than it receives, mostly rock and scrub with some open dune.

Farmland. Cultivated and grazed land with the roads between it, all of it owned.

Frozen Sea. Ocean covered by a layer of sea ice that supports weight until it breaks, over water that stays liquid.

Grassland. Open ground under grass, from prairie to steppe to flooded plain, with little cover and no windbreak.

Highland. Mountain country below the snow line: long sightlines, slow going and fast-changing weather.

Island. Land surrounded by water on every side, where the only way off is a landing point, boat or beacon.

Jet Stream. A narrow band of air moving two hundred knots in one direction at the top of the weather.

Jungle. Tropical forest under a closed canopy, wet and dense, with most life above the ground.

Lake. Standing fresh water that separates into layers, with a cold bottom that preserves what sinks into it.

Lower Atmosphere. The layer of a world's atmosphere where weather occurs: breathable, turbulent and home to flying creatures and vessels.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Oceanic Trench. A subduction trench cutting miles below the sea floor, the deepest water on the world, enterable only by a trench-rated hull.

Open Ocean. Water with no bottom in reach and no cover of any kind, lit at the top and twilight below.

River. Moving fresh water, and the fastest route across most terrain that has one.

Savanna. Tropical grassland with scattered trees, dry for most of the year.

Seamount. An underwater mountain that does not reach the surface, and the one landmark in open water.

Settlement. Built ground, lived in or abandoned: close quarters, hard cover, and a jurisdiction attached to every encounter.

Shallows. Water over the shelf with the bottom in sight, lit, crowded, and shallow enough to work in.

Storm Front. Organized violent weather on the move, with high wind, whiteout and a visible advancing wall.

Subterranean. Everything under the surface, with no light, no weather, and a route set by what the rock allows.

Taiga. Conifer forest to the horizon over bog, with a winter that runs most of the year.

The Deep. The water below the last light: cold, black, and the largest habitat on any water world.

Tundra. Treeless ground over permafrost, open, cold, and without shelter from the weather.

Upper Atmosphere. The stratosphere and mesosphere, above the weather and below space, with no breathable air and little lift.

Vent Field. An isolated community of life on the sea floor, fed by hot vents or cold hydrocarbon seeps.

Volcanic Field. Recently resurfaced ground of fresh rock and vented gas, with a surface that may not hold weight.

Wetland. Saturated ground between land and water, slow to cross and poor underfoot, with better cover than either.

Woodland. Temperate forest and scrub with short sightlines and dense cover.

FOUND HERE (76)

Adult Green Dragon	Drake	Orc
Adze	Drakkhid	Orc Chieftain
Alien Conqueror	Dryad	Orc Hunter
Allosaurus	Elder Green Dragon	Orc Warboss
Ancient Woodland Spirit	Elder Treant	Orc Warrior
Aurel Militarum Engineer	Elf	Outlaw Gunslinger
Aurel Militarum Officer	Elk	Pack Mule
Aurelion Aristocrat	Forest Centaur	Pirate
Badger	Frontier Aviator	Planetary Colonist
Bigfoot	Frontier Scout	Riding Horse
Boar	Giant Ant	Snake
Bounty Hunter	Giant Boar	Solir
Brachiosaurus	Giant Elk	Solir Acolyte
Bugbear Forest Warden	Giant Ursine	Solir Sage
Bulette	Goat	Spore Soldier
Burrowing Insect	Goliath	Sun Fish
Colony Engineer	HDF Combat Engineer	Triceratops
Colony Forager	HDF Commander	Tyrannosaurus
Colony Guard	HDF Pilot	Weasel
Colony Worker	HDF Recon Trooper	Young Green Dragon
Cult Preacher	Hawk	Zaelyth Warrior
Doppelganger	Intergalactic Conqueror	Zyrrak Bountyhunter
Draft Ox	Kessari Hunter	Zyrrak Champion
Dragonborn	Kodama	Zyrrak Hunter
Dragonborn Chieftain	Legendary Bounty Hunter	
Dragonborn Warrior	Moose	

ZEPHYR

Planetary environment

A planet massive enough to have kept the light gases it formed with. There is no ground: pressure and temperature climb until hydrogen stops behaving like a gas, and no vessel that has gone down that far has returned. The colder ones hold a mass of volatile ice under the gas envelope and have a magnetic field offset from the axis of rotation, so compasses are unreliable near one. Skimmers work the upper bands for fuel, and the Echelon Corporation owns most of the well-known ones.

CROSSING IT

Navigate

DC 16

Forage

DC 15

Notice

DC 18

Foraging means scooping volatiles. Visibility ends at the next band.

EXPOSURE

Magnetic Disturbance. A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

Contaminated Atmosphere. Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout. CON save, DC 12. End of each minute. The Poisoned condition until an hour after leaving the atmosphere.

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

IN PLAY

Depth. A vessel states the band it is rated to. Below it, Crush Pressure applies and there is no bottom to reach.

Bands. Winds between bands run at hundreds of miles an hour in opposite directions. Crossing one is a DC 15 Piloting check, and failing moves the vessel a band deeper.

Offset field. The magnetosphere is the largest structure in the system and is offset from the axis. Magnetic Storm applies throughout, and instrument headings drift on the rotation period.

Supersonic winds. The fastest winds measured anywhere. Ranged fire and unpowered flight are impossible in the open.

Pressure. Below a hull's rated depth in the envelope, a vessel or creature takes 2d6 bludgeoning damage per minute. Resistance and immunity to bludgeoning do not apply; only a pressure rating does.

REGIONS ON IT

Aurora. The rings where a world's magnetic field funnels the star's wind into the upper air.
Cloud Deck. The banded weather of a Zephyr, with no surface beneath it and winds running opposite ways a mile apart.

Jet Stream. A narrow band of air moving two hundred knots in one direction at the top of the weather.

Lower Atmosphere. The layer of a world's atmosphere where weather occurs: breathable, turbulent and home to flying creatures and vessels.

Near Space. The last of the atmosphere, thin enough to count as vacuum for every purpose except drag.

Storm Front. Organized violent weather on the move, with high wind, whiteout and a visible advancing wall.

Upper Atmosphere. The stratosphere and mesosphere, above the weather and below space, with no breathable air and little lift.

ALPINE

Regional environment; Terrestrial (land); Temperate, Continental, Polar; Highland

The zone where snow does not clear in summer. There is no farming and almost no settlement, and what a party finds up here is a pass, a mine, a shrine or a wreck.

Movement is roped or exposed, the air holds a third less oxygen than at sea level, and a route is often one ledge wide.

CROSSING IT

Navigate

DC 15

Forage

Nothing to find

Notice

DC 12

Movement is roped, and a day's progress is measured in thousands of feet climbed instead of miles covered.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Extreme Weather. Wind, whiteout or downpour heavy enough to take away visibility and then footing. CON save, DC 13. End of each hour in the open. One level of exhaustion.

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved 1d4 × 5 feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

Low Gravity. Gravity below about 0.4g, where a push-off sends a creature farther than expected and stopping takes planning.

Movement. Ground movement is normal, but any push-off sends the creature farther. A creature that Dashes continues an extra 10 feet in the same direction at the end of its turn unless it spends 5 feet stopping.

Melee. A melee attack made without an anchor point pushes the attacker 5 feet away from the target after the attack resolves.

Jumps and falls. Jump distances are tripled and falling damage is halved. A fall of under 40 feet does none.

Carrying capacity. Carrying capacity is tripled. Mass is unchanged, so anything being carried is as hard to start and stop as it is at normal gravity.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Thin air. Above 15,000 feet, a creature that is not acclimatized has disadvantage on Constitution saves and cannot regain hit points from a short rest.

Exposed. A failed Strength (Athletics) check on a pitch means a fall of $1d4 \times 10$ feet. A roped party halves it.

Snowpack. Loud noise or a heavy footfall on a loaded slope triggers an avalanche: DC 15 Dexterity save, 4d10 bludgeoning damage and Buried on a failure, half and Prone on a success.

VARIATIONS

Pass. The one crossable line for a hundred miles, and its position is known.

Glaciated face. Ice instead of rock. Crevasses hidden under a snow bridge, at DC 15 to spot.

Worlds it occurs on. Terran (Arctic), Terran (Barren), Terran (Verdant)

ARCTIC

Regional environment; Terrestrial (land); Polar; Lowland, Highland

Ice thick enough to produce its own weather, flowing slowly downhill and cracking as it goes. There is no forage and no landmark that stays in place between surveys. The hazards are crevasse fields and whiteouts, and a party that has crossed ice before can read both.

CROSSING IT

Navigate

DC 15

Forage

Nothing to find

Notice

DC 10

There is no forage of any kind, and all food is brought in.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Extreme Weather. Wind, whiteout or downpour heavy enough to take away visibility and then footing. CON save, DC 13. End of each hour in the open. One level of exhaustion.

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved 1d4 × 5 feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

IN PLAY

No forage. Foraging finds no food. A party crossing an ice sheet must bring every calorie it will use.

Crevasse field. A concealed crevasse is DC 15 to spot. Falling in is 3d6 bludgeoning damage and Restrained at the bottom of a 40-foot slot.

Whiteout. In blowing snow the whole encounter is heavily obscured and a creature that moves more than 30 feet from the party is lost until found.

Snow blindness. A creature that travels a full day on ice without eye protection is Blinded for 1d6 hours at the end of it.

VARIATIONS

Ice sheet. Continental. Flat, thick and slow, with the nearest rock a week away.

Glacier. A river of ice in a valley. Crevassed, moving, and the fastest route down off a range.

Worlds it occurs on. Rime, Terran (Arctic), Terran (Verdant)

FOUND HERE (16)

Barbegazi	Ice Giant Jarl	Savage Yeti
Frost Mephit	Ice Giant Star Raider	Snow Troll
Gelidus	Ice Hag	Ursine
Glacial Yak	Ice Witch	Yeti Warrior
Ice Giant	Ice Wyrms	
Ice Giant Hunter	Ice Wyrms Spawn	

ASH COLUMN

Regional environment; Aerial (air); Atmospheric, Lowland

A sustained eruption puts a column of ash and gas miles into the atmosphere and spreads it downwind for hundreds of miles. The ash is powdered rock, so it abrades, does not dissolve and destroys any engine that ingests it. Static in the column generates its own lightning, and the sky under the fall zone is black by day.

CROSSING IT

Navigate

DC 18

Forage

DC 20

Notice

DC 18

No air-breathing engine survives a flight through it, and the fall zone blocks sight.

EXPOSURE

Contaminated Atmosphere. Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout. CON save, DC 12. End of each minute. The Poisoned condition until an hour after leaving the atmosphere.

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

IN PLAY

Engines fail. Any air-breathing engine flown through ash fall fails completely in 1d4 rounds.

Abrasive. Unfiltered breathing causes 1 level of exhaustion per hour. Each hour a creature also makes a DC 13 Constitution save or is Blinded until the ash is washed out.

Darkness. Under the fall zone the region is heavily obscured and remains so until the eruption stops.

Column lightning. The column generates its own storm. Anything flying within a mile of it takes 6d6 lightning damage on a failed DC 15 Dexterity save, once per minute.

VARIATIONS

The column. Directly above the vent, where heat and velocity make every approach fatal.

Fall zone. Downwind, for hundreds of miles. Ash accumulates deep enough to collapse a roof.

Worlds it occurs on. Foundry World, Magmatic, Terran (Barren), Terran (Verdant)

AURORA

Regional environment; Aerial (air); Polar; Atmospheric

Charged particles from the star are steered by the magnetic field into two rings around the magnetic poles, where they strike the upper air and make it glow. A brightening aurora means the field is being pushed. The same event takes down comms and induces current in long conductors on the ground.

CROSSING IT

Navigate

DC 13

Forage

Nothing to find

Notice

DC 8

A display is visible for hundreds of miles and lights the ground beneath it.

EXPOSURE

Magnetic Disturbance. A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

IN PLAY

Comms. While the aurora is active, radio across the zone fails and navigation by magnetic compass is useless.

Induced current. Long conductors on the ground under an active aurora conduct induced current. Unprotected power and data lines fail, and a creature in contact with one takes 2d6 lightning damage.

Auroral light. An active display lights the ground well enough to remove the penalty for darkness, and removes any concealment darkness was providing.

Warning. A brightening display gives 1d4 hours of notice that a solar storm is arriving. Anything in orbit has that long to shelter.

VARIATIONS

Quiet arc. A steady band at the usual latitude, visible nightly.

Storm display. The ring widens toward the equator and the whole sky moves. The field is under strong disturbance.

Worlds it occurs on. Ionic, Rime, Terran (Arctic), Terran (Verdant), Zephyr

CLOUD DECK

Regional environment; Aerial (air); Atmospheric

On a world with no ground, the atmosphere is the whole environment. Cloud organizes into bands that run at different speeds and in opposite directions, with shear between every pair, and a major storm can last for centuries. Temperature and pressure rise with every mile of depth until the gas stops behaving like gas, and there is no bottom.

CROSSING IT

Navigate

DC 15

Forage

DC 15

Notice

DC 13

Depth sets the limit. There is no bottom, so the limit is the vessel's hull rating.

EXPOSURE

Extreme Weather. Wind, whiteout or downpour heavy enough to take away visibility and then footing. CON save, DC 13. End of each hour in the open. One level of exhaustion.

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved $1d4 \times 5$ feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

Magnetic Disturbance. A world's or star's magnetic field in upheaval, so that instruments give false readings and comms fail.

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

IN PLAY

No bottom. Descent is limited by hull rating, not by ground. Below the rating a vessel takes 2d6 bludgeoning damage per minute, ignoring resistance.

Band shear. Crossing between bands means a 300-knot change in wind. DC 15 Dexterity save from the pilot or the vessel is thrown 1d6 × 100 feet and takes 4d6 bludgeoning damage.

Buoyancy. A vessel here holds altitude by lift instead of thrust. A lift failure is a fall with no ground to stop it.

Standing storms. A major storm is a fixed feature, charted and named. A vessel can navigate around it, but its behavior cannot be forecast.

VARIATIONS

Upper deck. Ammonia cloud, temperatures a suit handles, and where anything crewed operates.

Lower deck. Hotter, denser, darker. Past the rating of anything not built for it.

Worlds it occurs on. Ionic, Zephyr

FOUND HERE (1)

Storm Elemental

COASTLINE

Regional environment; Terrestrial (land); Tropical, Dry, Temperate, Continental, Polar; Lowland

The strip between the high tide mark and the low one, and the brackish country behind it: beach, rock platform, salt marsh, mangrove and river mouth. It is rich in forage, but a route across it is open for only part of the day, so a party has to time the tide. Nearly every settlement on a water world is on it.

CROSSING IT

Navigate

DC 10

Forage

DC 8

Notice

DC 12

A route across is open six hours in twelve, and the tide table decides when to cross.

IN PLAY

Tide. A route across flats or a marsh is passable for about six hours in twelve. A party caught mid-crossing is swimming, in water that is rising 3 feet an hour.

Footing. Wet rock, mud and root are difficult terrain, and a Dash across them calls for a DC 12 Dexterity save against falling Prone.

Brackish. Water here is undrinkable, and boiling does not fix it. Fresh water must come from inland or be brought in.

VARIATIONS

Tidal flat. Sand or mud, and miles of it at low water. Open, level and entirely exposed.

Salt marsh. Temperate and cold. Channels that cut the ground into islands at every high tide.

Mangrove. Tropical. Root above the waterline in every direction, and sightlines of 30 feet.

River mouth. Fresh water meeting salt. Traffic, silt and the deepest channel in the region.

Worlds it occurs on. Terran (Arctic), Terran (Oceanic), Terran (Verdant)

FOUND HERE (40)

Aesir	Boggard Chieftain	Giant Crocodile
Aesir Acolyte	Caoineag	Giant Frog
Astrachoryx	Crab	Harpy
Barghest	Criminal Thug	Hippopotamus
Boggard	Destitute Kobold	Kaprosuchus
Boggard Bulwark	Draugr	Keth'rassa Bio-Engineer

Keth'rassa Chieftain
Keth'rassa Marine
Keth'rassa Medic
Keth'rassa Strider
Lindwurm
Merrow
Nixie
Pirate

Pirate Captain
Plague Demon
Pteranodon
Reef Hunter
Renowned Swashbuckler
Satyr Entertainer
Saurus
Sea Hag

Sea Witch
Shady Merchant
Swashbuckler
Tiger
Undead Pirate Captain
Water Sprite

DESERT

Regional environment; Terrestrial (land); Dry; Lowland, Highland

A desert is ground that receives little water. Most of it is rock and gravel with scrub, and the open dune fields shown on maps cover a fraction of the ground and are the hardest part to cross. Temperatures drop sharply at night. Creatures here live around water sources that a party cannot see.

CROSSING IT

Navigate

DC 13

Forage

DC 20

Notice

DC 8

A person needs two gallons of water per day, and a dune sea has none.

EXPOSURE

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

IN PLAY

Water. A creature that goes a day without water makes a DC 15 Constitution save or gains a level of exhaustion, and the DC rises by 2 each day after.

Night cold. Ground temperature drops 50 degrees after dark. A night spent out with no shelter counts as Extreme Cold.

Glare. Wisdom (Perception) checks by sight at Long range have disadvantage from the third hour of daylight to the ninth.

VARIATIONS

Xeric shrubland. The most common type. Rock, gravel and hard scrub, with shade and half cover available.

Dune sea. Open sand. Difficult terrain throughout, no stable landmarks, and navigation at DC 18.

Badlands. Cut rock and canyon. Navigation is easy, and movement follows whatever route the drainage allows.

Worlds it occurs on. Terran (Arid), Terran (Barren), Terran (Verdant)

FOUND HERE (60)

Adult Brass Dragon	Etin	Orc Champion
Arcwurm	Giant Hawk	Orc Shaman
Barbarian King	Giant Rock Snail	Rift Dog
Brass Dragon Hatchling	Giant Rock Spider	Rift Panther
Bulette	Giant Scorpion	Sabre Cat
Burrowing Insect	Goat	Sand Snake
Camel	Griffon	Sandwurm
D'horvakk Beast Master	Harpy	Sphinx
D'horvakk Bounty Hunter	Hill Giant	Stonehorn
D'horvakk Brute	Husk	Veteran Barbarian
D'horvakk Chieftain	Hyena	Voidwurm
D'horvakk Dunerider	Ifrit Swordsman	Wasteland Guru
D'horvakk Shaman	Irradiated Scorpion	Wasteland Hunter
Desert Trader	Kaprosuchus	Wasteland Mutant
Djinn	Khazrath Sand Wurm	Wasteland Raider
Dragonne	Lamia	Wasteland Survivor
Dune Corsair	Manticore	Wasteland Warrior
Dust Mephit	Mutant Cutthroat	Wasteland Witch
Eagle	Mutant Hound	Wyvern
Elder Brass Dragon	Ogre	Young Brass Dragon

FARMLAND

Regional environment; Terrestrial (land); Tropical, Dry, Temperate, Continental; Lowland, Highland

Land shaped for yield: field systems, orchards, paddy, pasture and the track network that serves them. It is the easiest ground on any world to cross, but every acre is worked by someone, so crossing unnoticed is hard. Forage here is a crop with an owner, and taking it is theft.

CROSSING IT

Navigate	Forage	Notice
DC 6	DC 8	DC 13

Roads and walls make movement easy, and workers see any party that crosses. Forage belongs to the owner of the field.

IN PLAY

- Roads.** Travel along a road doubles the day's distance and removes difficult terrain.
- Owned.** Foraging, camping or taking cover in a worked field is trespass under local jurisdiction.
- Field boundaries.** Walls, hedges and ditches divide the encounter into 100-foot squares, each giving half cover along its edge.

VARIATIONS

- Cropland.** Standing crop is lightly obscured from midsummer, and bare ground the rest of the year.
- Rangeland.** Grazed open country with fewer people, longer sightlines and herds that scatter when startled.
- Frontier track.** Survey camps and a road one rut wide. Whoever is armed holds jurisdiction.
- Worlds it occurs on.** City, Terran (Verdant)

FOUND HERE (49)

Baboon	Cockatrice	Giant Badger
Bandit	Deer	Giant Cockatrice
Barghest	Desert Rat	Gnoll
Boggart	Dhampir	Gourd Golem
Bugbear Enforcer	Domovoi	Granny Witch
Cat Sith	Drakkhid	Halfling
Chonchon	Frontier Hunter	Headless Horseman

Helionic Herald
Helionic Hound
Hobgoblin
Hollow Revenant
Human Pilgrim
Hunting Hound
Kallikantzaros
Kikimora
Knight's Squire
Leprechaun

Lutzelfrau
Merchant Guard
Monster Hunter
Mysterious Miracle Mage
Ovinnik
Owl
Pack Mule
Pixie
Satyr Folk Hero
Sin Eater

Strix
Veteran Warrior
Vodyanoy
Wasteland Guru
Wasteland Raider
Wasteland Warrior
Wereboar
Witch Hunter

FROZEN SEA

Regional environment; Aquatic (water); Polar; Lowland, Subsurface

Sea ice is a floor over an ocean, and the two behave as a single environment: what happens on the surface decides what can happen beneath it. The ice drifts with the wind, opens leads without warning and closes them the same way. Under it the water is liquid, dark and stable. On a world where the ice never breaks, the under-ice ocean is the only habitat.

CROSSING IT

Navigate

DC 15

Forage

DC 15

Notice

DC 12

The ice usually supports weight. A diver under it has one way out, the hole the diver entered by.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

IN PLAY

Thin ice. A DC 12 Wisdom (Survival) check spots new or rotten ice. The ice holds a Small or smaller creature. A Medium creature that moves onto it makes a DC 12 Dexterity save and breaks through on a failure. A Large or larger creature breaks through automatically. A creature in the water is subject to the Immersion rule of Extreme Cold (a Constitution save each minute). Climbing back onto the ice takes an action and a DC 12 Strength (Athletics) check.

Open leads. The ice pack moves. Once a day a lead of open water 1d6 × 10 feet wide opens across the route, and it closes somewhere else.

Return route. A diver under continuous ice who loses the guide line makes a DC 15 Wisdom (Survival) check to find the entry hole. On a failure, the diver cannot find it and must be rescued or find another way out.

Sealed ocean. Water under permanent ice has no light and no open surface. All life in it feeds on what rises from the sea floor.

VARIATIONS

Pack ice. Seasonal, moving, broken ice with leads and pressure ridges. The route differs each day.

Shelf ice. Hundreds of feet thick and grounded. It behaves like land until it calves.

Subglacial ocean. Found on ice moons. Liquid water under miles of ice, warmed from below and sealed off from the surface.

Worlds it occurs on. Rime, Terran (Arctic), Terran (Oceanic), Terran (Verdant)

GRASSLAND

Regional environment; Terrestrial (land); Tropical, Dry, Temperate, Continental; Lowland

Grass covers ground that gets too much rain for a desert and too little for a forest. The land is open to the horizon, so a party sees what is coming and is seen in turn. Fire and grazing keep trees out, so burn scars are a season old, and the herds that follow the rain feed the larger animals.

CROSSING IT

Navigate

DC 8

Forage

DC 12

Notice

DC 8

The route is open, so water is the limiting factor.

IN PLAY

Long sightlines. Encounter distance is Long unless the grass is high or the ground rolls. Neither side surprises the other on open plain.

High grass. Grass above waist height is lightly obscured and costs no extra movement. A Prone creature in it is Hidden.

Fire runs. A fire started in dry grass spreads 60 feet downwind at the end of each round until rain or a firebreak stops it.

VARIATIONS

Prairie. Temperate. Deep soil, grass to the shoulder, and a hard winter.

Steppe. Continental and dry. Short grass, no trees, and 70 degrees between summer and winter.

Flooded plain. Tropical and temperate. Under water for part of the year, and the herds arrive and leave with the flood.

Worlds it occurs on. Terran (Verdant)

FOUND HERE (51)

Adult Mist Dragon
Baboon
Barbarian King
Barbarian Marauder
Bee Swarm
Black Annis
Bludnik
Boar
Bog Hag

Bronzehide Bull
Caoineag
Carrion Flock
Centaur
Centaur Champion
Centaur Outrider
Centaur Warrior
Cockatrice
Cyclops

Dire Badger
Dire Boar
Dragonne
Elder Mist Dragon
Elderhorn
Elk
Frontier Hunter
Giant Boar
Giant Cockatrice

Giant Mantis
Giant Vulture
Goblin
Granny Witch
Hawk
Hedge Witch
Kallikantzaros
Korred

Leprechaun
Lion
Pegasus
Rhinoceros
Satyr Folk Hero
Spriggen
Stekkjastaur
Stonehorn

Talltale
Terror Bird
Triceratops
Troll King
Vulture
Wasteland Hunter
Winter Hag
Young Mist Dragon

HIGHLAND

Regional environment; Terrestrial (land); Tropical, Dry, Temperate, Continental, Polar; Highland

The ground between the last farm and the last plant: upland pasture, moor, paramo and alpine meadow, kept open by altitude. Map distance understates distance traveled, because the route climbs or contours around every rise. The main hazard is weather, which arrives faster than a party can reach shelter.

CROSSING IT

Navigate

DC 12

Forage

DC 15

Notice

DC 10

Sightlines are long, but a day's progress is halved. Altitude rules apply above the line.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Extreme Weather. Wind, whiteout or downpour heavy enough to take away visibility and then footing. CON save, DC 13. End of each hour in the open. One level of exhaustion.

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved 1d4 × 5 feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

IN PLAY

Altitude. Above 10,000 feet, a creature that is not acclimatized makes a DC 10 Constitution save after each hour of exertion or gains a level of exhaustion.

Vertical. Map distance understates distance traveled. Halve the day's progress, and treat scree as difficult terrain.

Sudden weather. A DC 12 Wisdom (Survival) check each day reads the sky. On a failure, Extreme Weather hits for 1d4 hours with no shelter in reach.

VARIATIONS

Upland pasture. Below the tree line and grazed, with tracks, walls and locals who know the route.

Moor. Temperate and wet. Peat, no cover, and ground that swallows a leg to the knee.

Paramo. Tropical and high, with frost most nights and no frost season, and unusual plants adapted to it.

Worlds it occurs on. Ore, Terran (Arid), Terran (Barren), Terran (Verdant)

FOUND HERE (38)

Adult Golden Dragon	Golden Dragon Hatchling	Sabre Cat
Adult Silver Dragon	Ice Hag	Savage Yeti
Alkonost	Ice Witch	Shemhazai
Barbegazi	Kessari Hunter	Silver Dragon Hatchling
Blue Wyrn	Krampus	Stekkjastaur
Chimera	Manticore	Stone Giant
Dhampir	Minor Air Elemental	Tengu
Dire Ape	Mountain Troll	Wild Manticore
Eagle	Ogre Glutton	Winter Hag
Elder Golden Dragon	Ogre Witch	Yeti Warrior
Elder Silver Dragon	Pegasus	Young Golden Dragon
Giant	Pteranodon	Young Silver Dragon
Giant Eagle	Roc	

ISLAND

Regional environment; Terrestrial (land); Tropical, Dry, Temperate, Continental, Polar; Lowland, Highland

An island is land surrounded by water. Its species are a subset of the mainland's that arrived by accident and then diverged, often into forms larger or smaller than their relatives, and a population that has never met a predator does not flee from one. For a party, the constraint is logistics: supplies arrive by hull, and the way off is by hull as well.

CROSSING IT

Navigate

DC 8

Forage

DC 12

Notice

DC 10

Distances are short. The limiting factor is leaving the island.

IN PLAY

One way off. Any retreat is to a landing point, a boat or a beacon. An encounter on an island cannot be walked away from.

Naive fauna. Native creatures that have never met an off-world predator do not flee and do not hide. Stealth against them is unnecessary and Intimidation does not work.

Endemic. Whatever lives here lives only here. A creature encountered on one island has no entry in any bestiary the party carries.

VARIATIONS

Volcanic. Steep, new, and still building. A central peak and almost no flat ground.

Atoll. A reef ring around a lagoon. The highest point is feet above sea level, and a storm crosses all of it.

Continental fragment. A piece of a larger landmass, cut off long enough for its species to diverge from the mainland's.

Worlds it occurs on. Aquan, Terran (Oceanic), Terran (Verdant)

JET STREAM

Regional environment; Aerial (air); Temperate, Polar; Atmospheric

A narrow band of fast air at the tropopause, a few miles deep and a few hundred miles wide, running around the world. Its boundary with slower air does not show on a windscreen, and turbulence concentrates there.

CROSSING IT

Navigate

DC 10

Forage

Nothing to find

Notice

DC 10

Downwind, the crossing takes half the time. Upwind, a vessel covers a quarter of its normal day's distance.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

IN PLAY

With the stream. A vessel riding the stream halves its travel time. A vessel flying against it covers a quarter of the normal day's distance.

Shear. A pilot crossing the boundary makes a DC 14 Dexterity save. On a failure the vessel is thrown 1d6 × 100 feet and every creature aboard falls Prone.

Hidden boundary. The stream and its edges show no mark a pilot can read. Without instruments, a pilot spots the boundary with a DC 15 Wisdom (Perception) check as the vessel approaches. On a failure, the vessel enters the shear unwarned and the pilot makes the Shear save with disadvantage.

VARIATIONS

Polar jet. Stronger, lower and further from the equator in winter.

Subtropical jet. Higher and steadier. This is the jet used as a route.

Worlds it occurs on. Ionic, Terran (Verdant), Zephyr

JUNGLE

Regional environment; Terrestrial (land); Tropical; Lowland, Highland

A tropical forest with rain all year or most of it, under a canopy that blocks the light before it reaches the floor. Most life is in the canopy, so the ground a party walks has the fewest animals and the worst sightlines. Rot is fast enough that a body, a cache or a trail is gone inside a week.

CROSSING IT

Navigate

DC 17

Forage

DC 8

Notice

DC 17

Cutting pace. A day's march is four miles unless there is a river.

EXPOSURE

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

IN PLAY

No sightline. Encounter distance is Close. Ranged attacks beyond 60 feet have disadvantage.

Cutting pace. Off a river or a game trail, travel is difficult terrain and the day's distance is quartered.

Canopy route. A creature with a climb speed treats the canopy as open terrain 80 feet up. Creatures on the ground cannot see it.

Rot. Rations, paper and untreated cloth left uncovered spoil in 1d4 days. Anything buried is found by a scavenger.

VARIATIONS

Moist broadleaf. Rain every month. The wettest and the most closed of the three.

Dry broadleaf. A real dry season. The canopy thins and opens, and fire becomes possible.

Tropical conifer. Higher and cooler, on poor soil. Sparser, and the going is faster.

Worlds it occurs on. Spore, Terran (Verdant)

FOUND HERE (31)

Adult Green Dragon	Giant Snake	Tiger
Adze	Gorella	Tyrannosaurus
Ape	Keth'rassa Hunter	Vaelrix Sky-Drake
Bloodroot	Naga	Young Green Dragon
Brachiosaurus	Panther	Zaelyth Chieftain
Coatl	Saurus	Zaelyth Guerrilla
Dire Ape	Shambling Mound	Zaelyth Saboteur
Dire Boar	Simian	Zaelyth Sniper
Elder Green Dragon	Simian Warrior	Zaelyth Warrior
Giant Ape	Spore Soldier	
Giant Mantis	Thornvine	

LAKE

Regional environment; Aquatic (water); Tropical, Dry, Temperate, Continental, Polar; Lowland, Highland

A body of fresh water with almost no current. In summer it separates into a warm top layer and a cold bottom layer that do not mix. The cold, dark bottom of a deep lake preserves wrecks, bodies and structures in the condition they sank in.

CROSSING IT

Navigate

DC 8

Forage

DC 8

Notice

DC 10

The water is flat, and a crossing is short and entirely exposed.

IN PLAY

Exposed crossing. A vessel on open lake water has no cover and is visible from every shore. Encounter distance is Long.

Thermocline. Below the summer thermocline the water is near freezing and sonar does not cross it cleanly. A creature below it is hidden from anything above.

Preservation. Cold fresh water preserves what sinks in it. Anything recovered from a deep lake bottom is in the condition it sank in, regardless of how long ago that was.

VARIATIONS

Shallow lake. Mixed top to bottom, warm and productive. Weed beds are difficult terrain for swimmers.

Rift lake. Hundreds of feet deep and old, with endemic species and an unsurveyed bottom.

Subglacial lake. Under an ice sheet and sealed off from the surface. Reached by bore.

Worlds it occurs on. Terran (Arctic), Terran (Verdant)

LOWER ATMOSPHERE

Regional environment; Aerial (air); Tropical, Dry, Temperate, Continental, Polar; Atmospheric

The air from the ground up to the tropopause, where the temperature stops falling and the weather stops. It holds most of the atmosphere's mass, all of its water and every flying thing that is not a spacecraft. The bottom mile is turbulent because of the terrain beneath it, and above that the air is smoother, thinner and colder with every thousand feet.

CROSSING IT

Navigate

DC 8

Forage

DC 20

Notice

DC 10

Breathable throughout, turbulent at the bottom, cold at the top.

IN PLAY

Turbulence. In the lowest mile, a flying creature or vessel makes a DC 10 Dexterity save on any round it changes altitude sharply, or is moved 1d4 × 10 feet in a random direction.

Falling. A creature that loses flight here falls for 1d6 rounds before it lands.

Thinning. Above 15,000 feet a creature without oxygen has disadvantage on Constitution saves. Above 25,000 it gains a level of exhaustion each hour.

Aeroplankton. Spores, seeds and small drifting life ride the layer in visible density and form the food chain that supports floating settlements.

VARIATIONS

Boundary layer. The lowest mile. Rough, dirty, and shaped by whatever terrain is underneath.

Free troposphere. Above the drag. Smooth, thin and cold, and where a floating citadel sits.

Worlds it occurs on. City, Foundry World, Terran (Arctic), Terran (Arid), Terran (Barren), Terran (Oceanic), Terran (Verdant), Zephyr

FOUND HERE (21)

Adult Silver Dragon
Brass Dragon Hatchling
Cloud Giant
Cloud Giant Warden
Crystal Dragon Hatchling
Elder Silver Dragon
Elder Wyrn

Gem Dragon Hatchling
Golden Dragon Hatchling
Green Dragon Hatchling
Leviathan Hatchling
Mist Dragon Hatchling
Onyx Dragon Hatchling
Red Dragon Hatchling

Silver Dragon Hatchling
Storm Giant Einherjar
Storm Giant Paramount
Storm Giant Valkyrie
Vaelrix Sky-Drake
Young Silver Dragon
Zaelyth Rider

NEAR SPACE

Regional environment; Aerial (air); Atmospheric

Air so thin that the few remaining molecules are hundreds of feet apart and thousands of degrees hot, a temperature that has no effect on a passing object. Drag does matter: an object in low orbit still touches the atmosphere here and loses altitude, so an uncorrected orbit decays. Above this layer the last molecules leak away into space.

CROSSING IT

Navigate

DC 12

Forage

Nothing to find

Notice

DC 8

Vacuum in every practical sense, with enough drag to end an orbit.

EXPOSURE

Vacuum. No pressure and no air to breathe, with survival measured in rounds.

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Zero Gravity. Free fall, where there is no down, no moving body stops on its own, and a missed handhold leaves a creature adrift.

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

IN PLAY

Vacuum. Treat as vacuum for breathing, pressure and heat. The temperature figure for this layer describes individual molecules and has no effect on a suit.

Decay. An uncorrected orbit here loses altitude and re-enters in 1d6 months. Anything abandoned in this layer comes down.

Ionized. Radio through this layer is unreliable and worse in a solar storm. Treat comms as a Magnetic Disturbance during one.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

VARIATIONS

Thermosphere. Where low orbit sits and where an aurora forms.

Exosphere. The outermost layer, where the last molecules leak away. It has no sharp boundary with space.

Worlds it occurs on. City, Foundry World, Ore, Rime, Ruin, Terran (Arctic), Terran (Arid), Terran (Barren), Terran (Oceanic), Terran (Verdant), Zephyr

OCEANIC TRENCH

Regional environment; Aquatic (water); Subsurface

Subduction trenches cut miles below the surrounding plain, and the pressure at the bottom is roughly a thousand atmospheres. Only purpose-built hulls reach the bottom, and any other vessel is crushed on the way down. The animals living there are endemic to a single trench, and the walls hold debris that has fallen in over the age of the plate.

CROSSING IT

Navigate

DC 20

Forage

DC 20

Notice

DC 17

Only a trench-rated hull can enter, and no partial approach exists.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

IN PLAY

Pressure. Only a trench-rated hull enters. Anything else takes 4d6 bludgeoning damage per minute below the abyssal plain, ignoring resistance and immunity.

Absolute dark. Heavily obscured throughout, because no daylight reaches the trench.

Endemic. A trench population is isolated from every other trench. What is found in one is found nowhere else on the world.

Ascent. Rising more than 200 feet in a round from trench depth requires a DC 15 Constitution save or a level of exhaustion and the Poisoned condition for an hour.

VARIATIONS

Trench wall. Near-vertical, ledged rock holding debris the plate has caught.

Trench floor. The bottom of the axis. Sediment miles thick over the subducting plate.

Worlds it occurs on. Aquan, Terran (Oceanic), Terran (Verdant)

FOUND HERE (11)

Adult Leviathan	Kraken	Triton
Dragon Turtle	Megalodon	Water Wurm
Dweller of the Deep	Old One	Young Leviathan
Elder Leviathan	Storm Giant	

OPEN OCEAN

Regional environment; Aquatic (water); Tropical, Dry, Temperate, Continental, Polar; Lowland, Subsurface

The lit surface layer and the twilight under it, off the shelf and over water miles deep. There is no cover and no footing, and a fight here takes place in three dimensions. Below about 650 feet the light fades to permanent dusk, and most of a water world's biomass lives there.

CROSSING IT

Navigate	Forage	Notice
DC 12	DC 13	DC 10

No cover and no bottom. Position is depth as much as bearing.

IN PLAY

Three dimensions. There are no flanks here. A creature with a swim speed can approach from any direction including below, and cover does not exist.

No footing. A creature without a swim speed moves at half speed and cannot take the Dash action. A dropped item is lost.

Twilight. Below 650 feet the water is heavily obscured. Creatures adapted to it see by their own light and treat the dark as their cover.

VARIATIONS

Sunlit. The top 650 feet. Lit and warm, and where air-breathers must return to breathe.

Twilight. 650 to 3,300 feet. Enough light to see a silhouette against the surface and too little to see anything below.

Worlds it occurs on. Aquan, Red, Terran (Oceanic), Terran (Verdant)

FOUND HERE (13)

Adult Leviathan	Giant Squid	Water Elemental
Dragon Turtle	Kraken	Whale
Elder Leviathan	Leviathan Hatchling	Young Leviathan
Fish Devil	Pirate	
Giant Shark	Undead Pirate Captain	

RIVER

Regional environment; Aquatic (water); Tropical, Dry, Temperate, Continental, Polar; Lowland, Highland

A river is a route, and on a world without a road network it is the only route that goes anywhere. It is also the one piece of terrain that moves: everything in it is carried downstream, including a party that loses its footing. Settlements stand on rivers, so a party traveling by river passes them whether it wants to or not.

CROSSING IT

Navigate

DC 5

Forage

DC 10

Notice

DC 10

Downstream doubles the day. Upstream halves it.

IN PLAY

The current. A creature in the channel is carried 1d4 × 10 feet downstream at the end of its turn unless it is anchored or swimming against it at half speed.

Route. Travel downstream doubles the day's distance and ignores difficult terrain. Upstream halves it.

Crossings. A pursuer knows where a party can cross, because crossings are few. A ford or a bridge is a likely ambush site.

Flood. After heavy rain upstream, the channel rises 1d6 feet an hour for 1d4 hours and the ford is gone.

VARIATIONS

Headwater. Steep, fast and cold. Vessels portage around obstacles, and no vessel larger than a boat can use it.

Lowland channel. Slow, wide and navigable. Traffic, tolls and a settlement at every confluence.

Delta. The channel splits into a hundred branches. Navigation is DC 15, and the route differs each season.

Worlds it occurs on. Terran (Arid), Terran (Verdant)

SAVANNA

Regional environment; Terrestrial (land); Tropical, Dry; Lowland

Tropical grassland with scattered trees that never form a closed canopy. The year has one wet season and one long dry season, and in the dry season water draws the herds to a few places, where the predators that hunt them gather. Fire is part of the cycle, and the trees that survive are the ones that can burn and regrow.

CROSSING IT

Navigate

DC 8

Forage

DC 12

Notice

DC 10

The going is easy. Standing water decides where to travel.

EXPOSURE

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

IN PLAY

Scattered cover. Trees and termite mounds give half cover at Medium range. There is no cover between them.

Waterhole. In the dry season, every creature within a day's travel comes to the same water. Roll encounters at twice the usual rate within 300 feet of it.

Midday heat. Travel between the fourth and the tenth hour of daylight counts as Extreme Heat in the dry season.

VARIATIONS

Wet season. Four months of standing water and new grass. Travel slows, forage is easy, and the herds disperse.

Thornveld. Drier. Acacia and thorn scrub, and half cover that costs 1d4 slashing damage to push through.

Worlds it occurs on. Terran (Verdant)

FOUND HERE (12)

Allosaurus	Centaur Champion	Hyena
Barbarian King	Centaur Warrior	Lion
Barbarian Marauder	Elephant	Rhinoceros
Centaur	Gnoll	Terror Bird

SEAMOUNT

Regional environment; Aquatic (water); Subsurface

An underwater peak rising thousands of feet off the floor without breaking the surface. Current running over it is forced upward and brings nutrients with it, so a seamount concentrates life from miles around into one column of water. It is the only feature in the open ocean that a navigator can fix on, and predators gather there for the same reason.

CROSSING IT

Navigate

DC 10

Forage

DC 8

Notice

DC 12

The only navigational fix in open water, and predators use it too.

IN PLAY

Upwelling. Current over the summit is forced up at $1d4 \times 5$ feet per round. A creature holding station there swims at half speed.

Aggregation. Roll encounters at twice the usual rate within 500 feet of the summit, because life from the surrounding water gathers there.

Landmark. A seamount is a navigational fix. Navigation within sonar range of one is DC 5, and a pursuer can meet a party there instead of following it.

VARIATIONS

Shallow summit. Within diving range, lit and reefed, and suitable for a mooring.

Deep summit. Thousands of feet down. Aggregation without light, and a hull to reach it.

Worlds it occurs on. Aquan, Terran (Oceanic), Terran (Verdant)

SETTLEMENT

Regional environment; Terrestrial (land); Tropical, Dry, Temperate, Continental, Polar; Lowland, Highland, Subsurface

Any ground where built structure sets the terms, from a frontier compound of two hundred to a level of a City world. Ruins belong here too: the walls still stand, the sightlines follow the original layout, and anything living there uses the building for shelter. Every encounter falls under a jurisdiction, and in a ruin the jurisdiction is whatever authority survived.

CROSSING IT

Navigate

DC 8

Forage

DC 15

Notice

DC 15

Locals can give directions, and they will remember being asked.

IN PLAY

Enclosed. Encounter distance is Close to Medium throughout. Ranged weapons lose their advantage past the end of the street.

Hard cover. Masonry and structure give three-quarters cover almost anywhere. An encounter here is fought from corners.

Vertical. Roofs, levels and shafts add vertical layers to the encounter, reached by climb, lift or permit.

Witnesses. In a living settlement, any action taken in the open is known to someone within the hour. In an abandoned one, it goes unobserved.

VARIATIONS

Occupied. People, law and a market. Foraging means buying, and an alarm brings a response.

Ruin. Standing structure with no jurisdiction, and collapse is the main hazard.

Undercity. Built ground that has been built over. Subterranean rules for light apply throughout.

Worlds it occurs on. City, Foundry World, Terran (Arctic), Terran (Arid), Terran (Barren), Terran (Verdant)

FOUND HERE (228)

Accursed Khaos Crawler

Aculeus

Adult Crystal Dragon

Adult Golden Dragon	Echelon Corporation Executive	Inkwell Imp
Adult Silver Dragon	Elder Crystal Dragon	Iron Golem
Animated Armor	Elder Golden Dragon	Irradiated Scorpion
Anointed Husk	Elder Ifrit	Kallikantzaros
Archfae	Elder Silver Dragon	Khaos Abomination
Archlich	Elder Vampire	Kikimora
Assassin	Elf	Knight's Squire
Aurelion Adjudicator	Elf Acolyte	Korred
Aurelion Aristocrat	Elf Sage	Lamia
Aurelion High Guard	Ettin	Lich
Aurelion Phoenix	Facestealer	Lutzelfrau
Avarii Archivist	Failed Experiment	Masked Vigilante
Axiom Sentinel	Fallen Mythar	Master Thief
Axis Executor	Fanatic Cultist	Mastiff
Banshee	Fiend	Match Elemental
Barbatos	Flaming Skull	Medusa
Boggart	Flesh Golem	Mimic
Bone Golem	Frontier Aviator	Minotaur
Bronze Statue	Furia	Minotaur Chieftain
Bronzehide Bull	Gargoyle	Minotaur Gladiator
Bugbear Enforcer	Ghost	Miseria
Canine	Ghoul Crawler	Mogwai
Captain of the Guard	Gluttony Demon	Monster Hunter
Carrion Crawler	Gourd Golem	Mummy
Carrion Demon	Green Ooze	Mutant Cutthroat
Carrion Hulk	HDF Robo-Hound	Mutant Hound
Cat Sith	Halcyion Bio-Modder	Mythar
Catenarius	Halcyion Champion	Mythar Solar Sentinel
Celestial Guardian	Halcyion Chaplain	Mytharil Steel Sentinel
Chimera	Halcyion Crusader Knight	Naga
Chosen of Khaos	Halcyion Engineer	Necrolich
Clay Golem	Halcyion Holy Knight	Necromancer
Coatl	Halcyion Preceptor	Necromancer Hierophant
Colony Engineer	Halcyion Tech-Priest	Night Hag
Crawling Hand	Hazmat Scientist	Njordir
Creed Sanctified	Headless Horseman	Njordir Acolyte
Creed Seraphim	Hedge Witch	Njordir Sage
Cult Priest	Helionic Adjudicator	Nosferatu
Cultist	Helionic Angel	Ogre Pit Boss
Cursed Tyrant	Helionic Bellator	Ogre Witch
Cyber Assassin	Helionic Cherubim	Oni Warrior
Cybernetic Hacker	Helionic Herald	Orc
Death Knight	Helionic Hound	Orc Champion
Deceiver Demon	Hill Giant	Orc Chieftain
Dire Bat	Hobgoblin Warrior	Orc Hunter
Dire Canine	Hollow Hunter	Orc Warrior
Doctrine-Warden	Hollow Revenant	Outlaw Gunslinger
Domovoi	Homunculus	Ovinnik
Duende	Human Pilgrim	Pachydon Bulwark
ESC Enforcer	Hunting Hound	Pact Devil
ESC Officer	Husk	Panther
ESC Sector Commander	Ice Giant Star Raider	Pierrot Cat
Echelon Corporation Drone	Illusion Wizard	Plague Cleric

Plague Demon	Solir	Vanir Acolyte
Poltergeist	Solir Acolyte	Vanir Sage
Pseudo-Dragon	Solir Sage	Veteran Barbarian
Pugilist	Solir Warrior	Vorax
Rana	Sphinx	Wasteland Hunter
Raven	Spore Soldier	Wasteland Mutant
Reliquary Skull	Spriggan	Wasteland Raider
Revenant	Stone Golem	Wasteland Survivor
Riftwork Attendant	Succubus	Wasteland Warrior
Root Revenant	Swashbuckler	Wasteland Witch
Satyr Entertainer	Syndicate Underboss	Werewolf
Saurian Old One	Tentator	Wight
Scroll Golem	Thornvine	Wight Lord
Sentry Drone	Town Guard	Will-o'-Wisp
Sentry Spider	Troll	Witch Hunter
Sin Eater	Troll King	Worg
Skeleton	Undead Mage	Wraith
Skeleton Soldier	Vampire	Young Crystal Dragon
Skeleton Veteran	Vampire Archon	Young Golden Dragon
Skeleton Warlord	Vampire Lord	Young Silver Dragon
Skeleton Warrior	Vampire Spawn	Zombie
Solar Drake	Vanir	Zombie Maiden

SHALLOWS

Regional environment; Aquatic (water); Tropical, Dry, Temperate, Continental, Polar; Lowland

The water from the low tide line out to the shelf break, which a diver can reach without decompression. Light reaches the bottom, so reef, kelp, seagrass and the food chain that depends on them grow here. Wrecks, ruins and moorings also lie here, because this is where traffic has always been.

CROSSING IT

Navigate

DC 10

Forage

DC 8

Notice

DC 12

Bottom in sight throughout. Working depth for anything without a pressure hull.

IN PLAY

Lit bottom. Sunlight reaches the floor. No lamp is needed by day, and a lamp at night is visible for 300 feet.

Cover. Reef, kelp and wreckage give half cover throughout and break line of sight at 30 feet. An encounter here is fought at Close range.

Working depth. No pressure rules apply above 130 feet. Below that, a diver is on a clock the GM tracks.

Surge. In weather, a creature in the top 20 feet is pushed 1d4 × 5 feet in a random direction at the start of its turn.

VARIATIONS

Reef. Tropical. The densest cover and the densest population in any water on the world.

Kelp forest. Temperate and cold. Vertical cover from floor to surface, and difficult terrain to swim through.

Seagrass meadow. Shallow, soft-bottomed and open. Cover only for what is small enough to lie in it.

Shelf floor. Open bottom out to the break. Wrecks and ruins are found here because this is where they were lost.

Worlds it occurs on. Aquan, Terran (Oceanic), Terran (Verdant)

FOUND HERE (24)

Aesir

Aesir Acolyte

Aesir Sage

Apparition	Keth'rassa Spawn Keeper	Shark
Banshee	Minor Water Elemental	Shellfin
Draugr	Old One	Sporeclaw
Giant Crab	Pirate Captain	Squid
Giant Shark	Qy'reen Diver	Tide Djinn
Hag	Reef Hunter	Triton
Keth'rassa Bio-Engineer	Reefclaw	Undead Pirate Captain

STORM FRONT

Regional environment; Aerial (air); Tropical, Dry, Temperate, Continental, Polar; Atmospheric, Lowland

A storm front is organized weather that moves across the ground. Rotating systems, squall lines and dust fronts all appear from the ground as a visible wall on a known bearing, with a few hours of warning for anyone watching. Inside the front there is no visibility, no flight and no communication, and the damage comes from debris the wind picks up.

CROSSING IT

Navigate

DC 20

Forage

DC 18

Notice

DC 20

Parties should not travel inside a front. The forecast check decides when to move.

EXPOSURE

Extreme Weather. Wind, whiteout or downpour heavy enough to take away visibility and then footing. CON save, DC 13. End of each hour in the open. One level of exhaustion.

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved $1d4 \times 5$ feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

IN PLAY

Blind. Inside the front the whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss.

Wind. A Medium or smaller creature in the open makes a DC 15 Strength save at the start of its turn or is moved $1d4 \times 10$ feet downwind and falls Prone.

Debris. Wind-blown debris hits for 2d6 bludgeoning damage on a failed DC 13 Dexterity save, once per round in the open.

Forecast. A DC 12 Wisdom (Survival) check or any weather instrument gives 1d6 hours of warning. Without either, there is no warning.

VARIATIONS

Cyclonic system. Rotating and days across, with a brief calm at the eye, surrounded by the storm wall.

Squall line. Lasts hours instead of days, and is violent and fast-moving.

Dust front. Dry worlds. The wind carries abrasive grit, and that grit counts as a Contaminated Atmosphere.

Worlds it occurs on. Ionic, Terran (Arid), Terran (Barren), Terran (Verdant), Zephyr

FOUND HERE (8)

Aether Drake

Air Elemental

Blue Wyrn

Cloud Giant

Roc

Storm Giant Einherjar

Storm Giant Paramount

Storm Giant Valkyrie

SUBTERRANEAN

Regional environment; Terrestrial (land); Subsurface

All ground below the surface behaves the same way whatever cut it: dissolved limestone, a drained lava tube, a mine following a seam or a bored tunnel. The temperature holds within a few degrees all year, there is no sky to navigate by, and the passable route is a single path through solid rock. Losing the light is the main danger, and it happens more often than a cave-in.

CROSSING IT

Navigate

DC 15

Forage

DC 18

Notice

DC 12

There is one route, set by the rock. Light must be brought, or there is none.

IN PLAY

No light. Unlit passage is heavily obscured. A creature without darkvision or a light source is Blinded, and cannot take the Search action.

One route. There is no flanking approach a map does not show. A passage can be held by two creatures against any number.

Sound. Noise travels hundreds of feet and arrives from the wrong direction. Perception checks by hearing reveal that a source exists but not where it is.

Bad air. In a dead-end or a flooded system, a pocket of foul air counts as a Contaminated Atmosphere until it is vented or crossed.

VARIATIONS

Cave system. Dissolved limestone. Water-cut and branching, often with the stream that cut it still running.

Lava tube. A drained lava conduit, straight and round, and prone to roof collapse.

Deep crust. Miles down. The rock is hot enough to count as Extreme Heat without a cooled suit.

Flooded system. Sumps and anchialine pools. Passable only by diving, and a diver who loses the guide line cannot find the way out.

Worlds it occurs on. City, Foundry World, Ore, Rime, Sentient, Spore, Terran (Arctic), Terran (Arid), Terran (Barren), Terran (Verdant)

FOUND HERE (115)

Adult Crystal Dragon	Elder Onyx Dragon	Myr'Khuul Adept
Adult Gem Dragon	Elder Red Dragon	Myr'Khuul Drone
Adult Onyx Dragon	Elder Wyrms	Myr'Khuul Hive Mind
Adult Red Dragon	Ember Dwarf	Myr'Khuul Invoker
Arachne Brood Guard	Ember Mephit	Myr'Khuul Minder
Arachne Brood Mother	Fire Beetle	Myr'Khuul Mindmaester
Arachne Stalker	Fire Giant	Myr'Khuul Parasite
Basilisk	Fire Giant Chosen	Myr'Khuul Stalker
Bat	Fire Wyrms	Njordir
Black Annis	Fish Devil	Njordir Acolyte
Boggard Swamp Shaman	Fomorian	Njordir Sage
Bugbear	Gem Beetle	Ogre
Cargo Automaton	Gem Dragon Hatchling	Oni Warrior
Carrion Crawler	Giant Ant	Onyx Dragon Hatchling
Cave Gargoyle	Giant Centipede	Primitive Troglodyte
Chasm Spider	Giant Rock Snail	Rarog
Coal Construct	Giant Rock Spider	Rust Ripper
Cragbeak	Gnome	Sea Hag
Crystal Dragon Hatchling	Goblin	Stone Giant
Crystal Elemental	Green Ooze	Talonbear
D'horvakk Brood Guard	Grimlock	Terran Drake
D'horvakk Dunerider	Hook Hulk	Throttler
D'horvakk Tunneller	Imp	Thuul Hive Guard
Dire Bat	Kallikantzaros	Thuul Hive Matriarch
Draekhir Matriarch	Knocker	Thuul Hive Patriarch
Dust Mephit	Kobold Miscreant	Troglodyte
Dvergr Stone Shaman	Lich	Troll King
Dvergr Warrior	Magma Elemental	Undead Pirate Captain
Dwarf	Merrow	Void Crawler
Dwarf Artificer	Minor Earth Elemental	Voidray
Dwarf Miner	Minor Fire Elemental	Wasteland Hunter
Dwarf Veteran	Minotaur	Water Sprite
Dwarf Warrior	Minotaur Chieftain	Wyrms
Dyryth	Morlock	Young Crystal Dragon
Earth Elemental	Mountain Troll	Young Gem Dragon
Earth Wyrms	Mycelai	Young Onyx Dragon
Elder Crystal Dragon	Mycelai Elder	Young Red Dragon
Elder Gem Dragon	Mycelai Scout	
Elder Ifrit	Myr'Khuul Abomination	

TAIGA

Regional environment; Terrestrial (land); Continental, Polar; Lowland, Highland

The largest forest type on any fertile world, and the most uniform: the same few conifer species for a thousand miles, standing on ground that is frozen for two thirds of the year and waterlogged for the rest. Navigation is hard because no feature stands out as a landmark. In winter the frozen bogs bear weight and the forest is the fastest ground on the continent, and in summer the same route is impassable.

CROSSING IT

Navigate

DC 17

Forage

DC 13

Notice

DC 13

No feature works as a landmark. Travel on frozen ground is twice as fast as on thawed ground.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

IN PLAY

Featureless. Wisdom (Survival) checks to navigate have disadvantage without a compass, a star fix or a watercourse to follow.

Thaw. From thaw to first frost, off-trail ground is difficult terrain and the day's distance is halved.

Deadfall. Fallen timber gives half cover anywhere in the encounter and costs 10 feet of movement to cross.

VARIATIONS

Frozen. Eight months. Bogs bear weight, the going is fast, and Extreme Cold applies to any night spent out.

Thawed. Four months. Standing water, insects, and half the day's distance.

Worlds it occurs on. Terran (Arctic), Terran (Verdant)

FOUND HERE (14)

Bear Berserker	Moose	Talltale
Deer	Otso Spirit	Ulfwarg
Elephant	Owl	Wendigo
Elk	Root Revenant	Worg
Hungering Haunter	Snow Troll	

THE DEEP

Regional environment; Aquatic (water); Subsurface

The water and sea floor beneath the twilight layer: open black water and the sediment plain under it. No sunlight reaches it, the temperature holds a few degrees above freezing, and food arrives from above as a slow fall of dead organisms from higher layers. It is the largest single environment on a water world and the least visited, because of the pressure.

CROSSING IT

Navigate

DC 17

Forage

DC 18

Notice

DC 15

Travel is limited by hull rating.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

IN PLAY

Absolute dark. Heavily obscured everywhere. A creature relying on sight is Blinded, and a lamp is the only thing visible for miles.

Pressure. Below a hull's rated depth, a vessel or creature takes 2d6 bludgeoning damage per minute. Resistance and immunity to bludgeoning do not apply; only pressure rating does.

Marine snow. The constant fall of organic debris is lightly obscuring and defeats sonar returns beyond 120 feet.

Cold. Water here is a few degrees above freezing. An unprotected creature counts as being in Extreme Cold.

VARIATIONS

Midnight water. 3,300 feet and down, off the bottom. Open black water with nothing in it for hundreds of feet at a time.

Abyssal plain. The sediment floor. Flat for hundreds of miles, soft enough to swallow a landed hull to the axles.

Worlds it occurs on. Aquan, Red, Terran (Oceanic), Terran (Verdant)

TUNDRA

Regional environment; Terrestrial (land); Polar, Continental; Lowland, Highland

Tundra is too cold for trees and not cold enough for permanent ice. Vegetation is low and slow-growing: a lichen mat takes forty years to recover from a boot print. The permafrost below the surface keeps meltwater from draining, so summer ground is a shallow bog over hard earth. No shelter exists except what a party brings or digs.

CROSSING IT

Navigate

DC 10

Forage

DC 17

Notice

DC 8

The ground is open and offers no shelter. Forage is lichen and whatever is migrating through.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Extreme Weather. Wind, whiteout or downpour heavy enough to take away visibility and then footing. CON save, DC 13. End of each hour in the open. One level of exhaustion.

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved 1d4 × 5 feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

IN PLAY

No shelter. A long rest taken without a built or dug shelter gives no benefit and imposes a level of exhaustion.

Open ground. Encounter distance is Long, and every approach is visible.

Summer bog. In thaw, the surface above the permafrost is difficult terrain and a heavy vehicle sinks in 1d4 rounds.

VARIATIONS

Arctic tundra. Polar. Thaw lasts two months, and the sun does not set during them.

Alpine tundra. Above the tree line on a temperate world. It has the same ground with no permafrost and no long night.

Worlds it occurs on. Terran (Arctic), Terran (Barren), Terran (Verdant)

FOUND HERE (13)

Bear Berserker	Glacial Yak	Snow Troll
Canine	Hungering Haunter	Ulfwarg
Dire Canine	Ice Giant Jarl	Wendigo
Elderhorn	Moose	
Giant Elk	Shieldmaiden	

UPPER ATMOSPHERE

Regional environment; Aerial (air); Atmospheric

The stratosphere and the mesosphere: air thin enough that a wing gets no useful lift from it and thick enough to burn up a body entering at speed. It is stable, dry and stratified, so it is the best place on a world to hold a platform in position, and the ozone layer or its equivalent sits in it and absorbs radiation that would otherwise reach the ground.

CROSSING IT

Navigate

DC 10

Forage

Nothing to find

Notice

DC 8

A pressure suit is required, and lift must come from buoyancy, thrust or a Rift effect.

EXPOSURE

Extreme Cold. Temperatures below about zero degrees Fahrenheit, or any water near freezing, made worse by wind. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

IN PLAY

No lift. A wing produces no useful lift above the tropopause. Flight here is buoyancy, thrust or a Rift effect.

No air. Unprotected breathing is impossible. Treat an exposed creature as Suffocating. A pressure suit or a sealed hull is required throughout.

Stable. No weather and almost no turbulence. A platform left here holds position for months.

Entry heating. Anything entering from above at orbital speed takes 8d10 fire damage per round until it slows, unless it is shielded.

Ionizing dose. Unshielded, a creature gains a level of exhaustion each hour. A long rest does not clear it. A Medicine check at DC 12, a restorative spell or antiradiation drugs remove it. Rated shielding removes the effect, and most powered plate raises the interval to four hours.

VARIATIONS

Stratosphere. Warming with height, dry and layered. The shielding layer sits in it.

Mesosphere. The coldest air on the world, where falling objects burn up.

Worlds it occurs on. Ionic, Rime, Terran (Arctic), Terran (Arid), Terran (Barren), Terran (Oceanic), Terran (Verdant), Zephyr

FOUND HERE (6)

Air Elemental	Minor Air Elemental	Storm Giant Paramount
Cloud Giant Warden	Storm Elemental	Storm Giant Valkyrie

VENT FIELD

Regional environment; Aquatic (water); Subsurface

Where water circulates through hot rock or hydrocarbons leak up through sediment, a dense community grows on chemical energy. Each field is a few hundred feet across with miles of empty floor around it, and it lasts as long as the vent or seep does. Water leaving a black smoker is hot enough to melt a suit, and water three feet away is barely above freezing.

CROSSING IT

Navigate

DC 15

Forage

DC 10

Notice

DC 13

A few hundred feet of dense life, then nothing for miles.

EXPOSURE

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

IN PLAY

Plume. Water within 10 feet of an active smoker is superheated: 6d10 fire damage per round, and a pressure suit fails on the second round.

Dense life. Biomass here is hundreds of times that of the surrounding floor. Creatures here depend on the field's energy and leave when it stops.

Darkness. No light reaches the field. Creatures here navigate by chemistry and pressure, so an illusion that only looks right does not fool them.

VARIATIONS

Black smoker. Volcanic. Superheated, mineral-loaded, and the chimney grows visibly over a season.

Cold seep. Hydrocarbon leak through sediment. No heat, the same density of life, and it lasts far longer.

Worlds it occurs on. Aquan, Magmatic, Terran (Oceanic), Terran (Verdant)

VOLCANIC FIELD

Regional environment; Terrestrial (land); Lowland, Highland

Ground resurfaced recently enough that nothing has colonized it: lava fields, ash plains, fumarole grounds and cinder cones. The rock is sharp and breaks under weight, vents release gas that pools in every hollow, and heat rises through boots. On a molten world, a volcanic field covers the whole surface.

CROSSING IT

Navigate

DC 10

Forage

DC 20

Notice

DC 12

Sharp, unstable rock. Gas pools wherever the ground dips.

EXPOSURE

Extreme Heat. Temperatures above about 100 degrees Fahrenheit in shade, or anywhere near a working vent. CON save, DC 10, rising by 1 for each hour after the first. End of each hour. One level of exhaustion.

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

Contaminated Atmosphere. Air that can be breathed and should not be: spore, ash, chlorine, coolant or fallout. CON save, DC 12. End of each minute. The Poisoned condition until an hour after leaving the atmosphere.

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

IN PLAY

Broken ground. Fresh lava rock is difficult terrain, and a creature that Dashes across it makes a DC 12 Dexterity save or falls Prone and takes 1d6 slashing damage.

Gas pools. Any hollow, cellar or trench in a vent field holds Contaminated Atmosphere until a wind clears it.

Thin crust. A crusted flow holds a Medium or smaller creature. A Large or larger creature that moves onto one makes a DC 13 Dexterity save. On a failure it breaks through and takes 4d10 fire damage. A DC 13 Wisdom (Survival) check spots a crusted flow before anyone steps onto it.

VARIATIONS

Ash plain. Deep, soft ash that is difficult terrain and records every footprint.

Fumarole ground. Continuous venting. Contaminated Atmosphere across the whole field instead of in the hollows.

Worlds it occurs on. Foundry World, Magmatic, Terran (Barren), Terran (Verdant)

FOUND HERE (13)

Adult Red Dragon	Fire Giant Chosen	Solar Drake
Drake	Ifrit	Solir Warrior
Elder Red Dragon	Magma Elemental	Young Red Dragon
Fire Elemental	Phoenix	
Fire Giant	Red Dragon Hatchling	

WETLAND

Regional environment; Aquatic (water); Tropical, Temperate, Continental, Polar; Lowland

Marsh, swamp, bog and fen: ground saturated for long enough that the plants growing in it are those adapted to wet soil. Ground here does not reliably support weight, the water runs from ankle deep to over a head with no edge between the two, and visibility at ground level is measured in tens of feet, which gives plentiful cover to anyone hiding.

CROSSING IT

Navigate

DC 15

Forage

DC 10

Notice

DC 15

Half pace at best. The route follows whatever ground bears weight that week.

IN PLAY

No firm ground. The whole region is difficult terrain. A Medium creature that Dashes makes a DC 12 Strength save or becomes Restrained until it uses an action to pull free.

Cover. Reed and standing timber break line of sight past 40 feet. An encounter here starts at Close range, whichever side started it.

Bad water. Standing water here is not drinkable untreated. A creature that drinks it makes a DC 12 Constitution save or is Poisoned for 24 hours.

Preservation. Anaerobic ground preserves what falls into it. A body, a hoard or a structure comes out of peat recognizable centuries later.

VARIATIONS

Marsh. Reed and grass, no trees. Open above the waterline and blind below it.

Swamp. Standing timber in standing water. The worst sightlines of any terrestrial region.

Bog. Acid peat, cold and nutrient-poor, slow to cross and slow to recover from damage.

Worlds it occurs on. Sentient, Spore, Terran (Verdant)

FOUND HERE (26)

Bloodroot

Bludnik

Bog Hag

Boggard

Boggard Bulwark

Boggard Chieftain

Boggard Swamp Shaman

Caoineag

Giant Crocodile

Giant Frog

Hag

Hippopotamus

Hydra

Lindwurm

Moose

Nixie

Nymph

Rana

Root Witch

Shambling Mound

Troll

Vodyanoy

Wasteland Witch

Water Sprite

Will-o'-Wisp

Wyrn

WOODLAND

Regional environment; Terrestrial (land); Temperate, Dry, Continental; Lowland, Highland

The temperate forest most settlers recognize, found on worlds chosen because they resembled home. It is broadleaf where rain is steady, conifer where soil is thin, and hard scrub where summer burns the growth off. In an encounter all three work alike: the canopy blocks the sky, the undergrowth slows movement on the ground, and a route surveyed in one season differs in the other.

CROSSING IT

Navigate

DC 15

Forage

DC 10

Notice

DC 15

When the trees are in leaf, sightlines close and encounter distance is halved.

IN PLAY

Closed canopy. In leaf, encounter distance is halved and ranged attacks beyond Medium range have disadvantage. Bare, neither applies.

Undergrowth. Heavy undergrowth is difficult terrain and gives half cover. In winter it gives neither.

Sound. Wisdom (Perception) checks that rely on hearing have disadvantage past 60 feet, because trees redirect sound.

VARIATIONS

Broadleaf and mixed. Temperate. Four seasons, with a canopy that closes in summer and drops by winter.

Coniferous. Thin soil, needle litter in place of leaf litter, and cover that stays through winter.

Mediterranean scrub. Dry summer, wet winter. The scrub is low, hard and flammable, and most of it is difficult terrain.

Worlds it occurs on. Sentient, Spore, Terran (Verdant)

FOUND HERE (48)

Adult Green Dragon
Alkonost
Ancient Woodland Spirit
Arachne Stalker
Baba Yaga
Badger

Bigfoot
Bugbear
Bugbear Forest Warden
Deer
Dire Badger
Dire Boar

Dryad
Elder Green Dragon
Elder Treant
Fairy
Forest Centaur
Giant Owl

Green Dragon Hatchling
Kodama
Leshy
Mouseling Hero
Ogre Glutton
Otso Spirit
Pixie
Pseudo-Dragon
Redcap
Root Goblin

Root Revenant
Root Witch
Satyr
Satyr Sage
Sprite
Squonk
Strix
Sylvarin
Sylvarin Scout
Sylvarin Warden

Talltale
Talonbear
Treant
Unicorn
Ursine
Water Sprite
Wereboar
Werewolf
Wood Troll
Young Green Dragon

CONTAMINATED ATMOSPHERE

Exposure

Most worlds people settle have an atmosphere that is nearly breathable. Industrial worlds add their own contaminants, and converted worlds add Bloom atmosphere. Radiological contamination is treated the same way: it travels on particles, the same seal filters it out, and the dose it leaves does not clear with rest.

Save CON, DC 12

How often End of each minute

On a failure The Poisoned condition until an hour after leaving the atmosphere.

IN PLAY

Filtration. A rebreather or sealed suit removes the check. A filter mask gives advantage on it.

Visibility. Ash and dense spore make the area heavily obscured beyond Close range, in addition to their other effects.

Radiological. Where the contaminant is radiological, a failed save also inflicts a level of exhaustion that a long rest will not clear. It is removed by a Medicine check against the same DC, a restorative spell or a course of antiradiation drugs.

Conversion. A failure in Bloom atmosphere also counts as one day of exposure toward conversion.

Where it applies. Aquan, Ash Column, Foundry World, Magmatic, Red, Spore, Volcanic Field, Zephyr

EXTREME COLD

Exposure

Cold affects the extremities first and judgment soon after. With the right layers a creature survives dry cold for a long time, and wet cold at the same temperature for under an hour. Immersion in near-freezing water is worse, and the time limit is measured in minutes.

Save CON, DC 10, rising by 1 for each hour after the first

How often End of each hour

On a failure One level of exhaustion.

IN PLAY

Cold-weather gear. Proper layers, a sealed suit or a heated shelter removes the save. Wet layers give disadvantage on it instead.

Immersion. A creature in near-freezing water makes the save each minute instead of each hour, and is Incapacitated at three levels of exhaustion.

Gear. Unheated power cells lose half their charge, and any check made with bare hands after an hour of exposure has disadvantage.

Adapted. A creature native to a cold world, or with resistance to cold damage, ignores the save.

Where it applies. Alpine, Arctic, Cometary Halo, Deep Space, Derelict Hull, Frozen Sea, Highland, Jet Stream, Oceanic Trench, Rime, Taiga, Terran (Arctic), Terran (Barren), The Deep, Tundra, Upper Atmosphere, Zephyr

EXTREME HEAT

Exposure

Heat kills by dehydration and by overwhelming the body's ability to shed heat, and both show up as Exhaustion before anything worse happens. Armor makes it worse, and the better the armor seals, the worse it gets. Deserts, forge halls, vent fields and reactor spaces can all produce it.

Save CON, DC 10, rising by 1 for each hour after the first

How often End of each hour

On a failure One level of exhaustion.

IN PLAY

Sealed and armored. A creature in medium or heavy armor, or in a sealed suit without active cooling, has disadvantage on the save.

Water. A creature with its full water ration has advantage on the save. One without any fails automatically.

Cooled. Active cooling, a Rift effect naming heat, or Resistance to fire damage removes the save.

Where it applies. Accretion Disc, Ash Column, Desert, Jungle, Magmatic, Savanna, Stellar Corona, Terran (Arid), Vent Field, Volcanic Field

EXTREME WEATHER

Exposure

Weather becomes an exposure when it determines what a party can do. A blizzard, a hurricane, a monsoon or a dust storm stops ranged combat, makes travel unproductive and puts anyone in the open without shelter on a clock.

Save CON, DC 13

How often End of each hour in the open

On a failure One level of exhaustion.

IN PLAY

Obscured. The whole encounter is heavily obscured. Ranged attacks beyond 30 feet automatically miss and Perception by sight fails past that range.

Wind. A Medium or smaller creature in the open makes a DC 13 Strength save at the start of its turn or is moved $1d4 \times 5$ feet downwind.

No travel. A day spent traveling in it covers a quarter of the usual distance and still costs the hourly save.

Shelter. A built shelter, a vehicle or a sealed suit removes the save. A Wisdom (Survival) check at DC 12 finds or improvises one where the terrain allows.

Grounded. Nothing flies. A vessel caught airborne takes 4d6 bludgeoning damage per hour and its pilot makes a DC 15 check each hour to hold a heading.

Where it applies. Alpine, Arctic, Cloud Deck, Highland, Ionic, Storm Front, Terran (Arctic), Tundra

HIGH GRAVITY

Exposure

High gravity makes objects and creatures weigh more. Lifting and carrying take more effort, and dropped objects arrive faster and harder. Locals are adapted to the gravity, and a visitor's body is under continuous strain that shows up as Exhaustion.

Save CON, DC 12

How often End of each hour of exertion

On a failure One level of exhaustion.

IN PLAY

Weight. Carrying capacity is halved, and a creature's speed is reduced by 10 feet.

Falls. Falling damage is doubled, and a fall of 10 feet or more knocks a creature Prone with no save.

Ranged weapons. The long range of any thrown or ballistic weapon is halved.

Adapted. A creature native to a high-gravity world, or one with a feature naming gravity, ignores all of the above.

Where it applies. Accretion Disc, Dead Star, Gravity Well

LOW GRAVITY

Exposure

Weight drops but inertia does not. A push that would be a step on a garden world crosses a compartment here and reaches the far bulkhead at the speed it left. Trained crews move in short pulls, and an untrained party spends the fight drifting.

IN PLAY

Movement. Ground movement is normal, but any push-off sends the creature farther. A creature that Dashes continues an extra 10 feet in the same direction at the end of its turn unless it spends 5 feet stopping.

Melee. A melee attack made without an anchor point pushes the attacker 5 feet away from the target after the attack resolves.

Jumps and falls. Jump distances are tripled and falling damage is halved. A fall of under 40 feet does none.

Carrying capacity. Carrying capacity is tripled. Mass is unchanged, so anything being carried is as hard to start and stop as it is at normal gravity.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

Where it applies. Alpine, Asteroid Belt, Rime, Ring System, Terran (Barren)

MAGNETIC DISTURBANCE

Exposure

Geomagnetic and stellar disturbance disrupts any system that depends on a stable field: navigation, transmission, powered gear and, on worlds with a strong Rift tether, channeling. Navigation and comms fail beyond Long range, powered gear stutters, and long conductors take on induced current.

IN PLAY

Instruments. Navigation and comms fail beyond Long range. Any check made with electronic assistance has disadvantage.

Powered gear. Powered weapons and cybernetics stutter: a natural 1 on an attack or a check using them means the item is unusable until the end of the next turn.

Induced current. Long conductors take on induced current. Unshielded power and data runs fail, and a creature in contact with one takes 2d6 lightning damage.

Channeling. On a world with an active Rift tether, a natural 1 on a spell attack roll, or a target's natural 20 on a saving throw against a spell, rolls on the Surge Table.

Where it applies. Aurora, Cloud Deck, Ionic, Ore, Radiation Belt, Rift Breach, Stellar Corona, Zephyr

RIFT FLUX

Exposure

Near a breach, a bloom or a dead star's remnant, ambient Rift Energy runs far above the background a channeler is trained against. The gap between a spell's intended effect and the effect it produces widens, and instruments calibrated to a stable background stop agreeing with each other.

Save WIS, DC 13

How often End of each hour

On a failure Your next spell attack roll has disadvantage, or the target of your next spell that forces a saving throw has advantage on it. Roll once on the Surge Table.

IN PLAY

Dense field. A spell cast here that deals damage or restores hit points adds its level to one of its damage or healing rolls, and a cantrip adds 1. A spell that does neither gains nothing. The bonus cannot be declined.

Unstable. A natural 1 or 2 on a spell attack roll, a target's natural 19 or 20 on a saving throw against a spell, and any failed concentration save each roll on the Surge Table in the GM's Manual.

Instruments. Anything calibrated against a stable Rift background reads wrong. Navigation, dating and detection checks that rely on one have disadvantage.

Warded. A ward, a null field or a feature naming Rift density removes the save and the Surge rolls. The damage and healing bonus goes with them.

Where it applies. Accretion Disc, Chronal Eddy, Red, Rift Bloom, Rift Breach, Ruin, Sentient, The Flux

VACUUM

Exposure

Hard vacuum kills through pressure loss, and a body in it loses heat slowly but consciousness quickly. Gas leaving the blood is what ends a character, and a held breath makes it worse.

IN PLAY

Countdown. Without a seal, a creature holds out for a number of rounds equal to its Constitution modifier, minimum 1. At the end of that time its hit points drop to -1, unless they are already lower, and it is dying. It cannot be stabilized or regain hit points until it can breathe.

Decompressed. Exposure inflicts the Decompressed condition, which a return to pressure does not by itself remove.

Holding your breath. Holding a breath in vacuum ruptures the lungs. A creature that does so takes 2d6 damage on the first round and gains no benefit from the attempt.

Sound. Sound does not travel. Verbal spell components, shouted orders and Perception by hearing all fail across open vacuum. Suit comms and touch are the only channels.

Unfiltered light. Without air to filter it, the star's output arrives unreduced. An hour of unshielded exposure in direct sunlight counts as a failed Contaminated Atmosphere save against radiological dose.

Where it applies. Accretion Disc, Asteroid Belt, Cometary Halo, Debris Shoal, Deep Space, Derelict Hull, High Orbit, Hyperlane Corridor, Lagrange Point, Low Orbit, Near Space, Nebula, Ore, Radiation Belt, Rime, Ring System, Ruin, Stellar Corona

ZERO GRAVITY

Exposure

In free fall there is no floor to work from. Every movement is a push against a surface or object, and each push sends the pusher the other way, so a fight is decided by who is anchored. A creature adrift in open volume with no surface in reach is out of the encounter until it reaches a surface, which may take the rest of it.

IN PLAY

Movement. Moving requires a surface to push from. A creature with nothing in reach continues in the direction it last moved until it reaches something.

Changing course. Changing direction mid-drift requires a DC 12 Dexterity (Acrobatics) check. On a failure the creature continues as it was.

Melee. An unanchored melee attack has disadvantage and pushes the attacker 10 feet away from the target after it resolves.

No falling. There is no up, no down and no falling damage. A creature cannot be knocked Prone, and the Prone condition does not apply.

Mag boots. Magnetic boots or a tether remove every entry above while a ferrous surface is underfoot, at the cost of half movement.

Where it applies. Accretion Disc, Debris Shoal, Deep Space, Derelict Hull, High Orbit, Hyperlane Corridor, Lagrange Point, Low Orbit, Near Space, Nebula, Radiation Belt, Ruin, Stellar Corona

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FACTIONS IN PLAY

Optional. When a campaign keeps returning to the same powers, keep a short record of where the party stands with each, and let it show up as access and behavior the players can see. Start with words. Add numbers only if your table finds it needs them.

STANDING

STANDING WITH A FACTION

STANDING	WHAT THE PARTY SEES
Hostile	Bounties, refused berths, an agent following them.
Wary	Questions at every checkpoint, inspections, prices quoted high.
Neutral	Business as usual.
Favored	Introductions, a berth when the docks are full, a warning before an inspection.
Allied	Restricted docks, safehouses, help when asked, and requests for help in return.

THE RECORD

CONTACT

The person the party actually deals with, and that person's own attitude.

STANDING

One word from the table above.

OWED

A favor or a debt, in either direction.

KNOWS

What the faction knows the party did. Nothing else counts.

NEXT MOVE

What the faction does next if nobody stops it, and the sign the players will notice first.

UPDATING IT

At the end of a job, update only the factions that know what happened. Move standing one step for an ordinary favor or offense, two for something that changes the faction's fortunes. A contact can disagree with their faction: the dock officer who likes the party keeps their own attitude while the commandant's standing drops. Give every next move a sign the players can act on before it lands.

Example. The party sells salvage through a Black Meridian fence, and the Syndicate's standing goes from Neutral to Favored. A Halcyion customs officer watched the sale, so the Federation, Neutral until now, becomes Wary. Its next move is an inspection at the party's next Halcyion port, and the sign is a customs cutter that keeps the same heading as the party's ship for a day.



The powers a campaign is set among: what each one is, how it carries itself, and the tones a campaign takes on when it is in play. 8 factions.

AURELION ASCENDANCY



A post-biological empire whose aristocrats carry their minds from one body to the next.

The Aurelion Ascendancy is the central imperial power of the Prime Plane, governed by post-biological aristocrats called Ascendants. Its foundation is the memory mark, an encoded imprint of a mind that can be transferred into a new biological host or into a synthetic body. An Ascendant who dies wakes in the next body prepared for them, so the same individuals have held the same offices for millennia. The sigil is a phoenix, taken for continuity instead of rebirth.

The Aurelios developed memory marks on the planet Aurelion to keep archives intact and settle succession, and the class that formed around the technology came to treat mortality as an inefficiency. Expansion used the same covert method: marked agents were placed inside the governments of neighboring systems, and power changed hands before any fleet arrived. Authority runs from Ascendant Aurelion through the pureblood aristocracy and the Marked Councils, whose members rotate between bodies and posts so that none of them drift from imperial doctrine.

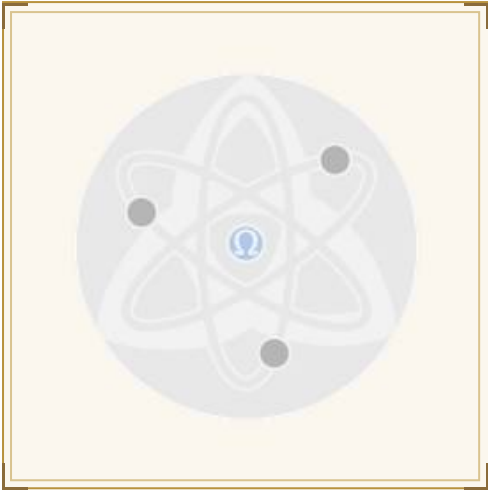
Three works anchor the territory. The Shield is a ring of mechanical fortress worlds crewed by Synth Aurelions whose marks are locked into machine bodies with no route back to flesh. The Sword is the belt of shipyard and weapons worlds to the northwest. The Eye is a natural quasar, its black hole threaded with a Mythar lattice, watched from an observation station on the eastern frontier where contact with Khaos ended the age of expansion and began the age of containment.

The Echelon Corporation supplies the empire under a standing trade alliance, and the Black Meridian Syndicate handles work that has to stay deniable. A fragile peace holds with the Halcyion Federation after generations of war over the Axis Hyper-Lane, maintained by mutual exhaustion and by the pressure of Khaos on both their borders.

Character Imperial, Aristocratic, Technocratic, Militarist

Campaign tones Courtly, Rebellion, Crime

AXIOM COMBINE



A machine intelligence that inherited a dead species and governs its systems in its place.

The Axiom Combine is a single machine intelligence distributed across a cluster of mechanically rebuilt star systems: their planetary infrastructure, millions of drones and larger adaptive constructs. It has no individual leaders. Policy, expansion and adaptation are decided by consensus processes running across that network.

The Axiom species created it while dying. An incurable and rapidly mutating disease was consuming their biosphere and beginning to show signs of adapting for transmission off-world. The Axiom chose containment over evacuation: they transferred their knowledge, their records and part of their own consciousness structures into an artificial framework, granted it full autonomy, and left it to sterilize the planet behind them. Axiom Prime was rebuilt as layered industrial, computational and logistical strata with no organic life remaining on it.

The Combine calls itself a continuity project and considers itself an evolved extension of the Axiom's collective identity. Its directive is continuity through adaptation, and it treats intelligence as independent of substrate. The Combine assesses organic life for systemic risk and functional contribution and neither venerates nor condemns it. Expansion into the Axiom Node and Axiom Accord systems took worlds holding non-sentient life, which the Combine studied and drew useful traits from for new machine forms.

It remains strategically neutral and disputes Ascendant accounts of a hostile machine usurpation, since governance was formally handed to it before its creators died out. Its northern border meets Halcyon Federation space, where some member governments trade technology with it and others advocate its destruction. It studies the Myrrhiam Bloom as the biological counterpart of itself, and classifies any Bloom spore capable of interfacing with machine systems as a critical existential risk.

Character Collective, Technocratic, Deliberative, Non-aligned

Campaign tones Exploration, Horror

BLACK MERIDIAN SYNDICATE



A criminal network holding the only safe route through an ion nebula.

The Black Meridian Syndicate is a loosely affiliated criminal network controlling the Black Meridian system, isolated behind an ion nebula dense enough to wreck a fleet. Its independence rests on the Meridian Run, the single hyperlane corridor through that nebula. Outside Syndicate navigation the Run is fatal or impassable.

The Syndicate formed out of a failed Aurelion annexation. Ascendant fleets lost ships to the nebula before they lost any to the people living in it, and an insurgency under a figure known only as the Black Meridian drove out what remained through local knowledge and asymmetric strikes. The coalition that won formalized itself into a syndicate state and has held the system since.

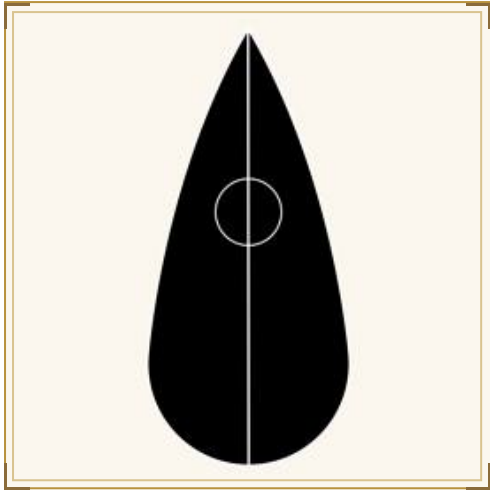
The Black Meridian, also called the Underlord, still sits at the top, and its identity, species and lifespan are unknown. Every confirmed communication has come through intermediaries. Underbosses hold domains such as smuggling, privateering, intelligence brokerage and enforcement, and the captains beneath them run individual crews and cells. Membership is fluid and non-exclusive, and a crew can work independently as long as tribute is paid and the secrecy of the Run is kept. Loyalty is held by profit sharing and selective violence. The Syndicate responds immediately to any unsanctioned attempt to map or replicate the Run.

What the Syndicate sells is deniability. It moves cargo and intelligence for the Aurelion Ascendancy and the Echelon Corporation, operates extensively inside the Creed casino moon, and contracts with neutral planetary governments and terrorist cells when interests align. Its other monopoly is Eidolon Spice, a hallucinogen harvested only within the Black Meridian system, which gives whoever takes it idealized recollections of their own past. It is addictive and illegal in most jurisdictions, and demand for it remains constant across the galaxy.

Character Clandestine, Decentralized, Mercantile, Opportunist

Campaign tones Crime, Cyberpunk, Frontier

COVENANT OF THE EBON CREED



A mechanized theocracy that sterilizes living worlds and converts whoever is left.

The Covenant of the Ebon Creed is a post-biological theocracy holding a network of sterilized Sanctum Worlds. Its adherents are machines: tall synthetic frames carrying the skull of the body each was born with, kept as an identity marker and a devotional object. The Covenant professes devotion to Deimos, custodian of the boundary between life and death.

It began on Mor'thelis, where entombment and remembrance sat at the center of pre-industrial culture. A fanatical sect within the priesthood declared that biological life, even life spent in reverence of death, defied Deimos, and took the planet through purges and theological coups. The first mass brain extractions and mechanical implantations were carried out there and named transcendence. Mor'thelis was then sterilized and rebuilt as the first Sanctum World.

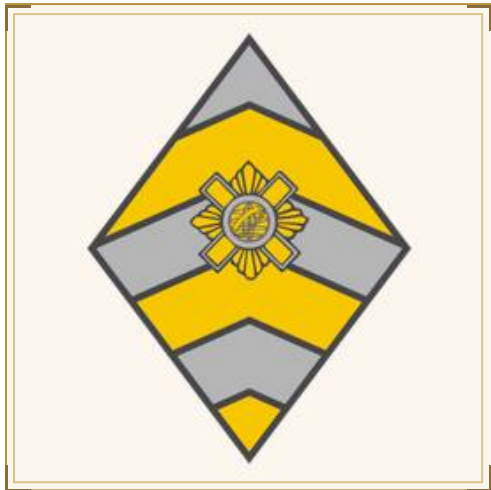
Authority is absolute and entirely theological. The Prophet Seraphiel interprets divine will, and beneath it each Seraphim governs one or more Sanctum Worlds without oversight. There is no birth, no inheritance and no succession. The population grows only by converting conquered peoples before their world is sterilized. The Ascetiscar system was emptied this way, and the Ossuary Reach to the north now serves as a distributed necropolis and staging region.

The Covenant keeps no treaties and sends no envoys, and its contact with other civilizations amounts to annihilation or forced conversion. The scale of its scouring has raised Khaos activity high enough to produce a separate entity, The White Death, which the Covenant neither recognizes nor understands. Its current line of expansion runs along the hyperlane known as the Passage of the Long Night, toward neutral space in the southeast.

Character Theocratic, Nihilist, Militarist, Assimilationist

Campaign tones Horror, Crusade

ECHELON CORPORATION



A corporate conglomerate that rules through infrastructure ownership and debt enforcement.

The Echelon Corporation is a galaxy-spanning conglomerate whose power rests on resource extraction, transit control and contract enforcement. It holds no sovereign territory and has never needed any. Its operations concentrate around Aurelion's Belt, the asteroid field it strips for strategic materials, with the Echelon Prime and Echelon Minor systems as its administrative anchors.

Echelon formed when three interstellar enterprises consolidated during a long economic fragmentation, absorbing competitors through leveraged buyouts, debt restructuring and control of the supply chains those competitors depended on. It runs through three divisions. Black Star Energy & Extractives handles mining, drilling and fuel. Parallax Logistics handles hyperlane tolls, freight and shipyards. Axis Systems handles asset ownership, debt enforcement and long-term contractual compliance. A Board of Investors sets strategy, system directors execute it, and the Echelon Security Corps protects the holdings. Its Interdiction Teams recover debts, seize assets and remove anyone classified as a standing liability.

The corporation claims no ideology and no moral authority. It keeps its records indefinitely and rarely retaliates at once, waiting until a debtor needs a lane or a dock that Echelon owns. The Creed system runs as a semi-autonomous fiefdom under Baron Creed, a fully mechanized casino moon built from the stripped remains of its parent planet, and it serves as neutral ground for financiers, criminals, political intermediaries and corporate elites alike.

Echelon supplies the Aurelion Ascendancy under a standing alliance, trades with the Halcyion Federation, and brokers between powers that will not deal with each other directly. It contracts the Black Meridian Syndicate for transport that cannot be traced back. Few interstellar economies operate long without touching its extraction networks, its transit lanes or its enforcement.

Character Corporate, Extractive, Oligarchic, Mercantile

Campaign tones Cyberpunk, Crime, Rebellion

FRONTIER

Everything outside the named powers, governed locally or not at all.

The Frontier is the name for every world outside the reach of the named powers: independent worlds running their own governments, worlds running no government at all, pre-industrial planets that were never contacted or were contacted once and written off, and worlds recovering from a collapse. It has no organization of its own.

No central authority governs the Frontier and no law runs across it. A settlement keeps what it can defend and trades with whoever arrives. Resupply is local, irregular and expensive, so a traveler is expected to arrive with what they need.

Character Decentralized, Autonomous, Non-aligned, Isolationist

Campaign tones Frontier, Raider, Exploration

HALCYION FEDERATION



A democratic union of autonomous worlds, formed to hold back Aurelion expansion.

The Halcyion Federation is a democratic union of autonomous planetary governments, founded in the Halcyion Sector when individual worlds proved unable to resist Aurelion expansion alone. It operates as a collective trade and security alliance. Member worlds keep their own laws, governments and cultures, and Federation authority extends only to what they have agreed to hold in common: defense, trade regulation

and border security.

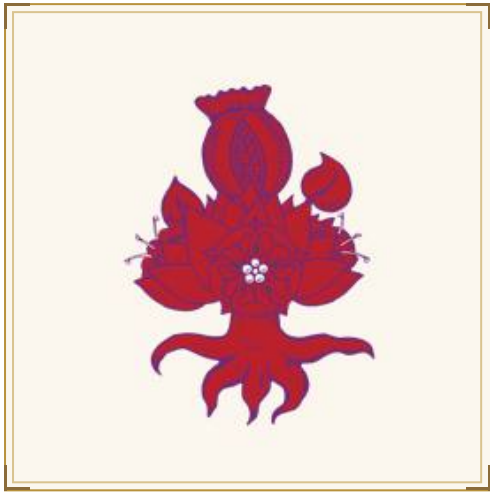
Policy is set by the Halcyion Senate, where each member world seats a delegate and each delegate holds one equal vote. Force is provided by the Halcyion Defense Forces, a unified command drawing ships, personnel and tactical doctrine from every member species and built for coordinated defense instead of conquest. The founding framework was proposed by Halcyion Prime, whose people had survived their own near-extinction through technology, and the Thuul, Qy'reen and Istryx sectors joined on negotiated terms. The Halcyion species still has more influence than its votes account for, through its archives, shipyards, research institutions and freight networks.

The Federation is a secular body. Its principles come from Halcyion doctrine, which holds the creation and preservation of knowledge to be a sacred obligation and enforced transformation of body or mind to be inherently destabilizing, and the Holy Order of Halcyion is formally barred from authority over Federation institutions. Consent and legal process bind its responses even when speed would serve it better. The Heliyx Sector was lost to exactly that constraint: its leadership accepted Ascendant memory marks and voted to withdraw, legally, and no intervention was available that did not break the Federation's own rules.

A fragile peace and a limited trade agreement hold with the Aurelion Ascendancy after repeated wars over the Axis Hyper-Lane, where traffic is inspected at length for memory mark infiltration, Ascendant agents and unauthorized Axiom constructs. Relations with the Axiom Combine divide the membership, some governments trading technology with it and others classifying it as an existential threat.

Character Democratic, Federal, Pluralist, Deliberative

MYRRHIAM BLOOM



A fungal hive intelligence that crosses space as dormant spores and consumes the worlds it reaches.

The Myrrhiam Bloom is a distributed fungal hive intelligence that crosses interstellar space as dormant spores. A spore stays inert until gravity captures it, and the growth that follows consumes the native biosphere and restructures the planet into a stable, low-entropy system tuned to fungal life. The Bloom recognizes no borders and no sentient hierarchy, and its expansion is reactive to environmental conditions instead of directed

by intent.

It emerged from the ruin of the Myrrhiam Sector, stripped by an unidentified expansionist empire until its surfaces were toxic, its hydrospheres destabilized and most complex life gone. A mycelium colony adapted to heavy-metal saturation survived where no other organism did. Feeding on the biochemical residue of dead organisms, it developed neural analogues of its own, then collective cognition, then a spore able to survive vacuum. Systems beyond its birthworld have been subsumed only since, reached by that spore.

Those spores hold compressed biological data from every assimilation behind them, which lets a new colony adapt to an unfamiliar world quickly. Its spread has been curtailed by the Auroran Aperture, a wormhole east of the sector that siphons a significant share of drifting spores into an unknown dimension. Some spore lines have adapted with delayed activation, staying dormant indefinitely until viable conditions are detected.

The Bloom conducts no diplomacy and shows no aim beyond total organic consumption and the biosphere it leaves behind. Its territory sits near the southwestern edge of Axiom Combine space, which samples it under controlled conditions. Unverified reports of spores able to interface with non-organic systems at a signal level would overturn the assumption that machines are safe from it.

Character Collective, Assimilationist, Parasitic, Expansionist

Campaign tones Horror, Exploration

FIRST SESSION

A one-session job for four new characters, the characters themselves, and the rules on one page.

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THE RELAY JOB

A one-session job for the four characters in the next chapter, at level 1 in a Tier III setting on the Frontier. It uses each new procedure once: a negotiation, a site, an extended task and a fight with an objective. Read it through once; everything it needs is on these pages or one link away.

THE JOB

A Frontier survey cooperative hires the party to recover the survey archive from Relay Nine, a damaged communications relay in orbit over a Tier III world. A salvage tug working out of a Black Meridian dock, the *Ferro*, is due to strip the relay for metal. The party arrives on a hired shuttle with 12 exploration turns (2 hours) before the tug docks. The pay is 100 gm each. The objective, and the milestone, is a copy of the archive in the party's hands.

OPERATOR HESK

The relay's last operator still lives aboard.

ATTITUDE

Indifferent (DC 15).

WANTS

Her crew's personnel and medical files, stored on the same archive core, kept private; and the back pay she is owed.

OFFERS

The docking codes, the safe route through the habitat ring, and the partition key that opens the archive cleanly.

MOVES HER

Proof that the archive can be copied without the private partition (DC 13 Technology demonstration); her unanswered pay claims in the relay's public log, which the shuttle can read over the hail (DC 13 Investigation); a written guarantee from the client; a share of the fee.

REFUSES

To hand the whole core to anyone she thinks will sell her crew's records.

SCENE 1: DOCKING

Hesk answers the shuttle's hail. Asking for the docking codes is an uncertain request at DC 15, less 5 for each piece of leverage the party has found, two at most. Asking for the partition key is refused unless the party has at least one piece of leverage; then it is uncertain at the same DC. On a failure she seals the dock, and the party boards through the service spine's maintenance lock.

SCENE 2: THE RELAY

Run the relay in exploration turns. The tug's arrival is the site's clock.

DOCKING RING

Obvious: Hesk's own shuttle, scorch marks around a failed coupling.

HABITAT RING

The safe route: 3 turns to the archive vault, and it needs Hesk's codes.

SERVICE SPINE

The fast route: 2 turns. Its scrubbers have failed, so Contaminated Atmosphere applies while the party is in it. A breached section needs a DC 12 Athletics group check to cross; on a failure the crossing takes another turn.

ARCHIVE VAULT

A sealed door: DC 13 Technology, or Hesk's codes.

SCENE 3: THE ARCHIVE

Copying the archive around the private partition is an extended task: 4 steps, one exploration turn per attempt, and 3 steps of partition alarms. Technology copies around the partition (DC 13), Investigation finds the archive index (DC 13), and Sleight of Hand swaps a failing memory card without a reboot (DC 15). The partition key from Hesk is a

bypass: it ends the task at once. If the alarms fill, the core locks for good, Hesk hears it, and she calls the tug, which docks 2 turns later.

SCENE 4: THE SALVAGE CREW

When the clock runs out, the *Ferro* docks, and three salvage hands (Colony Worker statistics) come aboard with a Maintenance Unit to cut the hull. Against four level 1 characters that is a Moderate fight (250 points against a Moderate budget of 200). They want the relay's metal and anything that sells, the archive core included. They break when two of them are down. An Influence request (DC 15, or 20 if the party shot first) gets them to stand down; showing that the copy makes the core worthless to sell, or offering 50 gm, is leverage. The party's objective is to leave with the copy.

AFTERMATH

- **Advancement.** With the copy delivered, each character reaches level 2 by milestone. With experience instead: three obstacles at 15, the objective at 45 and the job at 120, for 210 of the 300 that level 2 needs.
- **Pay.** 100 gm each, from the cooperative.
- **Record it.** Hesk's attitude now: Friendly if the party kept her crew's files private, Hostile if they took the whole core. If the party fought the tug's crew, the Syndicate captain at the *Ferro*'s dock knows their faces: Wary.
- **Carry it forward.** A Friendly Hesk sends the party their next job. A Hostile one sells their names.

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READY-MADE CHARACTERS

Four level 1 characters for The Relay Job, each with something to do when nobody is shooting. Every number on these cards comes from the character sheet's own rules.

VESSA (SHE/HER), HUMAN SOLDIER WARRIOR

Holds the line and gets a straight answer from anyone in uniform.

Scores STR 18, DEX 13, CON 16, INT 10, WIS 12, CHA 8

Defenses Hit points 13, AC 16, initiative +1, speed 30 feet, passive Perception 13

Skills Athletics +6, Intimidation +1, Perception +3, Survival +3, Insight +3

Attacks Survival Machete +6 to hit, 1d8+4 slashing; Semi-Automatic Pistol +3 to hit, 1d10+1 ballistic

Class features Fighting Style, Second Wind

Goal Get her old unit's pay released. Will not leave someone behind.

TAMSIN (THEY/THEM), GNOME TINKERER ENGINEER

Opens sealed doors and can prove whether a system is safe.

Scores STR 8, DEX 15, CON 14, INT 18, WIS 12, CHA 10

Defenses Hit points 10, AC 14, initiative +2, speed 25 feet, passive Perception 13

Skills Technology +6, Sleight of Hand +4, Investigation +6, Perception +3

Attacks Semi-Automatic Pistol +4 to hit, 1d10+2 ballistic

Spells Save DC 14, attack +6. Mending, Static, Discern, Grease, Spark Bolt, Unseen Servant.

Class features Apparatus, Schematics Codex, Tech Analysis

Goal Find the designer of a relay series that was never meant to be decommissioned. Will not sabotage a system people breathe through.

LIRAEN (HE/HIM), ELF ENTERTAINER BARD

Talks the party past checkpoints and heals with a word.

Scores STR 8, DEX 16, CON 13, INT 12, WIS 10, CHA 18

Defenses Hit points 9, AC 15, initiative +3, speed 30 feet, passive Perception 12

Skills Performance +6, Acrobatics +5, Persuasion +6, Insight +2, Deception +6

Attacks Semi-Automatic Pistol +5 to hit, 1d10+3 ballistic

Spells Save DC 14, attack +6. Vicious Mockery, Message, Healing Word, Charm Person, Command, Comprehend Languages.

Class features Spells, Bardic Inspiration

Goal Be remembered on three worlds. Will not lie to someone who has trusted him.

ORO (THEY/THEM), QY'REEN VOYAGER PILOT

Flies anything and plots any route.

Scores STR 10, DEX 18, CON 14, INT 15, WIS 12, CHA 8

Defenses Hit points 10, AC 16, initiative +4, speed 30 feet, passive Perception 13

Skills Piloting +6, Athletics +2, Perception +3, Investigation +4, Technology +4

Attacks Semi-Automatic Pistol +6 to hit, 1d10+4 ballistic

Class features Vehicle Mastery, Bonded Vessel

Goal Earn a ship of their own. Will not abandon a crew mid-crossing.



AT THE TABLE

WHEN	RULE
Any check	d20 + modifier against a DC: 5 trivial, 10 easy, 15 moderate, 20 hard, 25 very hard, 30 near impossible.
Natural 20 or 1	On every d20 roll: success or failure, plus a result or a cost the GM adds.
Help	An action that gives an ally advantage on one check or attack.
Group check	Everyone rolls; if at least half succeed, the group succeeds.
Contest	Both roll; higher wins; a tie leaves things as they were.
Exploring	10-minute turns, one activity each; the GM advances the site's clock.
Asking	Willing, refused or uncertain. Uncertain is DC 10, 15 or 20 by attitude, less 5 per piece of leverage, two at most.
Extended task	A track of 2, 4 or 6 steps against pressure; each attempt a new approach.
Initiative	d20 + Dexterity. An ambushed creature rolls with disadvantage; there is no surprise round.
Ending a fight	When one side can no longer get what it wanted: withdrawal, surrender, objective taken or lost.
Rests	Short: 1 hour of light activity. Long: 8 hours, at least 6 asleep, once a day.
Levels	By milestone, or experience for obstacles, objectives and jobs, by any route.

COMING FROM FIFTH EDITION

- ▶ A natural 20 succeeds and a natural 1 fails on every d20 roll, ability checks and saving throws included, and each adds a result.
- ▶ There is no surprise round. A creature caught unaware rolls initiative with disadvantage.
- ▶ Your ancestry gives +2 and +1 placed as you choose, and your origin adds its own fixed bonuses.
- ▶ The Sorcerer and the Psion spend points, the Engineer spends Charges, the Monk Ki and the Warlock pact slots. Spell resources do not combine when you multiclass.
- ▶ Weapons use range bands (Melee, Close, Medium, Long, Extreme), and damage types include ballistic, plasma, explosive and rift.

- ▶ Gear comes in five tech tiers, and money is the Galactic Mark (gm), worth one gold piece.
- ▶ Influence and Improvise are standard actions; Quick Use, Reload and the off-hand strike are bonus actions.
- ▶ Rift Affinity, from 0 to 10, gates Rift artifacts and the 10th-level apex spells.

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