Across the 'verse, new advances are constantly pushing the pinnacle of technology. Fundamental limitations, like the speed of light or the forces of gravity, have long been broken by magic, but with the advent of magical technology, anyone can sidestep the bounds of physics. In most of the galaxy, spacefaring vessels are commonplace, blasters have replaced conventional firearms, and constructs, living and otherwise, have become a mundane sight.

Such high-technology will be invaluable to adventurers and explorers, who risk their lives daily in the harsh expanse of space. This chapter details new options for magical technology, which ranges from essential gear to blasters and other weapons. The most advanced magical equipment is more potent and unique—essentially magic items in their own right. Additionally, this contains a section of upgrade components, which can be installed directly into the bodies of vect or other creatures.

Weapons

Weapons in the *Dark Matter* setting range from traditional swords and shields to advanced pieces of technology, powered by void crystals or arcane batteries. There are many who believe that, despite advancing technology, the old weapons are more elegant, more civilized in some important way, yet others maintain that a simple blaster is reliable enough for almost any engagement. As a result, axes, blasters, bows, and energy blades crisscross the universe—a culmination of eras and fighting styles all contending in combat.

This section introduces a few of the high-technology options available to players, including blasters and laser swords. All of the following weapons except for the skathári warclub count as magical technology.

Blasters

Blasters are arcane weapons that eschew traditional projectiles in favor of energetic pulses, powered by arcane batteries and focused through specialized apertures. Because they self-recharge, blasters

need not ever be reloaded, even though some of them are prone to overheating.

Damage Rolls with Blasters

Unlike other weapons, you don't add your ability modifier to the damage roll of a blaster unless otherwise stated.

Two-Weapon Fighting with Blasters

Unlike other ranged weapons, you can engage in two-weapon fighting with two light blasters. When you do so, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

Melee Weapons

Many in the 'verse, including quite experienced spacers, prefer the reliability of a sword or the heft of an axe. After all, for all their dazzle, blasters and energy weapons are fallible: they can malfunction, be disabled by Dead Magic Zones, and simply fall to pieces. None of these apply to good old-fashioned weapons. As such, every weapon in the SRD has a place in *Dark Matter*.

Of course, even among those who would eschew a blaster in favor of a close-quarters weapon, there are many who prefer high-tech options. The laser sword is an extremely popular choice with everyone from backwater hermits to trained sepulcher knights, as it combines the traditionalism of a steel sword with the advantages of modern technology. Most high-tech melee weapons in *Dark Matter* share a similar appeal, since exotic materials and fixed-length energy blades have novel properties not found elsewhere.

Other weapons, such as the plasma cutter, thermal lance, and wrenchinator, are more tools than weapons, but have become a favorite with spacers everywhere, due in part to their availability, and part to their brutal effectiveness.

WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Blasters				
Avia-Ra Sunstaff	150 gp	2d6 radiant	6 lb.	Blaster (range 60/180), special, two-handed
Ion Cannon	250 gp	2d6 radiant	6 lb.	Blaster (range 30/90), scatter (2d8), two-handed
Phaser	75 gp	2d4 radiant	2 lb.	Blaster (range 60/180), light, nonlethal
Repeater	100 gp	2d6 radiant	3 lb.	Blaster (range 60/180)
Standard Carbine	250 gp	2d6 radiant	7 lb.	Automatic, blaster (range 60/180), two-handed
Swarm Pistol	100 gp	2d4 radiant	2 lb.	Automatic, blaster (range 30/90), foregrip, light
Martial Blasters				
Blitz Cannon	800 gp	2d8 lightning	7 lb.	Blaster (range 10/30), heavy, scatter (2d10), two-handed
Concussion Rifle	800 gp	2d8 thunder	8 lb.	Blaster (range 160/480), heavy, sighted, two-handed
Diode Beam	2,000 gp	2d8 radiant	80 lb.	Blaster (range 80/240), heavy, mounted, special, two-handed
Impactor Cannon	1,250 gp	2d10 force	12 lb.	Blaster (range 20/60), heavy, overheat, scatter (2d12), two-handed
Magnus Opum	800 gp	2d10 radiant	6 lb.	Blaster (range 60/180), heavy, overheat
Plasma Launcher	1,000 gp	2d6 fire	8 lb.	Blaster (range 80/240), explosive, heat, two-handed
Psionic Helm	750 gp	2d6 psychic	3 lb.	Blaster (range 80/240), special
REC Gun	1,500 gp	2d8 radiant	120 lb.	Automatic, blaster (range 80/240), heavy, mounted, two-handed
Singularity Emitter	2,500 gp	1d20 force	400 lb.	Blaster (range 80/240), heavy, overheat, special, two-handed
Volcanic	1,000 gp	2d6 fire	10 lb.	Blaster (range 15-foot cone), heat, heavy, two-handed, special
Simple Melee Weapons				
Antimatter Dagger	100 gp	1d4 necrotic	1 lb.	Finesse, light
Ballistic Gloves	50 gp	1d4 force	1 lb.	Fist, light
Laser Claws	75 gp	1d4 radiant	1 lb.	Fist, light, finesse
Skathári Warclub	10 gp	1d8 piercing	10 lb.	Two-handed
Void Shackles	50 gp	1d4 necrotic	1 lb.	Fist, light
Martial Melee Weapons				
Arc Baton	150 gp	1d6 lightning	2 lb.	Special
Battlefist	75 gp	1d8 bludgeoning	3 lb.	Special
Crystalline Rod	175 gp	1d6 force	4 lb.	Finesse, reach
Laser Halfsword	150 gp	1d6 radiant	2 lb.	Finesse, light
Laser Sword	450 gp	1d8 radiant	3 lb.	Finesse, special, versatile (1d10)
Photonic Lash	150 gp	1d4 radiant	2 lb.	Finesse, reach
Plasma Cutter	175 gp	1d10 slashing	10 lb.	Special, two-handed
Repulsor Gauntlet	150 gp	1d10 force	4 lb.	Heavy
Rocket Hammer	200 gp	1d10 bludgeoning	18 lb.	Heavy, special, two-handed
Thermal Lance	150 gp	1d8 fire	6 lb.	Versatile (1d10)
Wrenchinator	30 gp	1d12 bludgeoning	10 lb.	Heavy, two-handed

Weapon Descriptions

These weapons might be found on a starship, in storage lockers aboard the Solar Citadel, or scattered across a battle-scarred moon.

Antimatter Dagger. Favored by assassins and infiltrators, the antimatter dagger produces a short blade of crackling energy. With some skill, this weapon can be hidden up a sleeve, stashed in a belt, or secreted away in a hidden compartment, to be revealed at the right moment for a precision kill.

Arc Baton. The weighted end of this steel baton contains a trio of crackling electrodes which send a surge of electricity through any creature they touch.

Avia-Ra Sunstaff. This long staff, forked at its end near a prominent gemstone, is a blaster in its own right. When used in expert hands, the sunstaff can bludgeon, trip, and strike foes as a quarterstaff, only to be squeezed in both hands to fire a burst of hot plasma seconds later.

Ballistic Gloves. These gloves feature a cylindrical grip in the palms, which strengthens the fists and charges the thunder cells on the knuckles. On a strike, the gloves magnify kinetic energy at the knuckles and issue a deafening crack.

Battlefist. A mechanical, articulating gauntlet, this weapon slips over a hand and mimics its movements. A battlefist can deliver crushing blows on its own, but is usually paired with another weapon, such as a blaster, to be employed when enemies draw too near. This weapon is especially favored by the vect, who can integrate one in place of a hand to ensure a weapon is always nearby.

Blitz Cannon. With its imposing rectangular muzzle, this brutalist weapon has a clear right and wrong-end to be on. Pulling its trigger unleashes a torrent of lightning bolts in a wide, imprecise spray, making it extremely dangerous at point-blank range.

Concussion Rifle. A series of arcane capacitors run the length of this rifle, terminating in a thick condenser that compresses its blast into a precise burst. A concussion rifle is especially deadly at long ranges, and its damage bypasses most emergently resistant armor.

Crystalline Rod. The strange, two-foot long rod wielded by wrothians is composed of a glistening, exotic crystal which pulls against an underlying field in the universe. Moving it around reveals a strange resistance to its movement, as if the rod is anchored to an unseen mass. If swung with any speed, an invisible wave of force extends feet from the rod, bashing any obstacles in front of it.

Gnomish Blasters

In the extensive Dead Magic Zones, prevalent throughout the 'verse, gnomes have thrived using blasters powered by technological means, rather than magical ones. In fact, nearly all of gnomish technology forgoes magic in place of their strange and complex technologies, for gnomish science sees itself as equal to all arcana.

A gnomish blaster is functionally much the same as an ordinary one, but costs twice as much, deals force damage instead of the blaster's normal damage type, and functions normally in Dead Magic Zones.

Gnomish technology still counts as magical technology for the purposes of spells and magical effects that influence such technology.

Diode Beam. A scaled-down version of a pulse cannon, the diode beam is best used mounted weapon. Though it can be fired in accurate pulses, it's also possible to lock the weapon's fire mode, creating a continuous stream of deadly energy.

Impactor Cannon. The impactor cannon is a cumbersome, intimidating blaster, designed with the express intent of putting holes in armored things. This weapon is infamous for its punishing recoil and long overheat duration, which it makes up for in sheer firepower.

Ion Cannon. The ion cannon always fires its bright, energetic blast is a diffuse cone, making it far deadlier up close. Between shots, it always makes a quiet zipping noise, as the arcane battery charges the ion cell for another blast.

Laser Claws. When activated, these gloves project dazzling, razor-sharp claws from the fingers, which can be used to shred a foe to ribbons.

Laser Halfsword. This laser sword of shorter grip and half-blade length is normally wielded in pairs for an agile two-weapon fighting style.

Laser Sword. An elegant weapon, for a more enlightened age, the laser sword consists of a metal hilt which projects a fixed-length laser when activated. Its weightless blade makes for an agile, deadly weapon capable of cutting through many materials. The sword could even stop a blaster bolt, but alas, one would need precognition and superhuman reflexes to do so.

Magnus Opum. This impressive handgun, almost twice the weight of a repeater, is infamous for its heft,

recoil, and stopping-power. Nevertheless, it is favored by gunslingers that accept no compromises in their blasters.

Phaser. Phasers are not designed for effectiveness so much as portability and non-lethality. These blasters are often issued to peace-keepers and emissaries that require personal defense but have no intent to kill others.

Photonic Lash. A wicked weapon favored by the elves, the photonic lash produces a bright tendril of energy from its metal hilt. The lash leaves painful, burning lacerations on its victims, along with lasting scars, a tell-tale sign that one has defied the whims of the high elves.

Plasma Cutter. Few things are as intimidating as a plasma cutter's circular, white-hot blade. When used in normal operation to carve up high-density metal plates, it can easily remove careless fingers or limbs, but if wielded with lethal intent, it can cleanly dissect someone from end to end.

Plasma Launcher. This shoulder-fired blaster ejects a semi-stable orb of superheated plasma. Upon reaching its target, the plasma explodes, popping like a balloon in a dazzling fireball of sparks and expanding gas.

Psionic Helm. The nodes mounted on this helmet's dome emit an invisible psionic field, amplified by the mind of anyone who wears it. By concentrating on the helm and extending a hand, the user can even direct the field into a blast of psionic force.

REC Gun. The Revolving Exothermic Cannon (or REC gun, for short) operates on the same principle as a conventional blaster, with an arcane battery hooked up to an aperture barrel and so forth, but mounts several blasters on a revolving cylinder, each firing in rapid succession.

Repeater. The quintessential handheld blaster, the repeater is a staple on the galactic frontier. Solid, reliable, and packing just enough firepower to bring down an assailant, nearly every explorer worth their salt has one of these strapped to their hip.

Repulsor Gauntlet. Similar to a battlefist, but larger in scale, this hulking gauntlet invariably throws its users off-balance. Concealed within it is an arcane battery from a blaster, which the gauntlet channels into the knuckles to augment its blows with layered forcefields.

Rocket Hammer. Only the dwarves would conceive of a weapon so unwieldy as the rocket hammer. As its name implies, it is very much a conventional warhammer with a rocket thruster built into the head to magnify its bludgeoning potential.

Singularity Emitter. Less a blaster in the conventional sense, and more a stripped-down Dark Matter engine designed to rip a contained hole in the universe, the singularity emitter is a singularly destructive weapon. After being fired, however, the weapon must cool down,

venting exceptional amounts of heat to maintain a stable Dark Matter core.

Skathári Warclub. True to their nature, skathári warriors prefer simple, straightforward weapons, such as their traditional warclubs. These clubs are fitted with a row of large spikes for punching through invertebrate shells, as well as discouraging huge predators.

Standard Carbine. As its name might suggest, the standard carbine is the standard-issue blaster for all Hegemony and Coalition troops, which by default makes it one of the most pervasive weapons in the galaxy. Some soldiers praise the weapon's accuracy and durability, while others decry its difficult-to-control automatic fire, but on the battlefield, there's no questioning this weapon's efficacy.

Swarm Pistol. This handheld blaster, styled much like a repeater, has a wickedly fast automatic fire, capable of spewing dozens of rays in seconds. The most dexterous users might even find it possible to use one in each hand.

Thermal Lance. When a button on this metal tube is pressed, a persistent foot-long, blue stream of flame erupts from its end, scorching those it touches. Though this tool was fashioned for mining asteroids for precious minerals, it has become a favorite (albeit eccentric) choice of weapon for avia-ra warriors.

Wrenchinator. Though different models exist, the most common by far is the Wrenchinator 9000, a tool used by starship mechanics the 'verse-over. This incredible, oversized wrench can fasten bolts, loosen bolts, and clobber people over the head.

Void Shackles. These heavy wristbands wither at the space in front of its user's fists, creating microscopic holes to the Void that tear into the target.

Volcanic. The flame-throwing volcanic consists of a set of tanks and a hefty arcane battery arranged into a backpack, connected by a hose to the gun, which is little more than a nozzle and trigger for the weapon's volatile incendiary spray.

Weapon Properties

As shown in the Weapons table, weapons in *Dark Matter* share a number of special properties:

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks with disadvantage instead. These attacks always have disadvantage, regardless of circumstance.

Blaster. A weapon with the Blaster property is a ranged weapon that requires no ammunition. Blasters are considered firearms for the purpose of class features and abilities. Like firearms, you don't add your ability score modifier to blasters' damage rolls.

Explosive. When this weapon's projectile hits a target, it explodes in a 5-foot radius. The projectile can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 14 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Fist. Attacks made with this weapon are treated as unarmed strikes.

Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal and long ranges double.

Heat. This weapon gains a heat point whenever an attack is made with it and loses one heat point whenever you begin your turn. If the weapon gains 3 heat points, it overheats and loses all heat points. An overheated weapon can't be used to make an attack again until the end of your next turn.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Mounted. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

Nonlethal. When you reduce a creature to 0 hit points using this weapon, you can choose to knock the creature out, rendering it unconscious, rather than deal a killing blow.

Overheat. Once you make an attack with this weapon, it can't be used again to make an attack until the end of your next turn.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Sighted. This weapon has disadvantage on attack rolls made against targets within 20 feet.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" below).

Two-Handed. This weapon requires two hands when you attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

SPECIAL WEAPONS

Weapons with special properties are described here.

Avia-Ra Sunstaff. This weapon can also be used as a quarterstaff.

Arc Baton. When a creature is hit with this weapon, it can't take reactions until the start of its next turn.

Battlefist. This weapon acts as an oversized, articulated gauntlet. It can hold and manipulate objects, though you can't attack with your battlefist while you're holding an object with it.

Diode Beam. As an action, this weapon can be fired continuously in a beam, affecting a 100-foot long, 5-foot wide line in a direction you choose. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 14 Dexterity saving throw or take 4d6 radiant damage.

At the beginning of each of your subsequent turns, roll a d20. On a 5 or lower, the weapon overheats and can't be fired until the end of your next turn. If you roll higher than 5, you can use your action to continue firing the beam and can change the direction the line faces from you.

Laser Sword. Depending on this weapon's construction, it can deal force, necrotic, or radiant damage. Once the weapon is created, this damage type does not change.

Plasma Cutter. This weapon ignores the damage threshold of nonmagical objects that it cuts.

Psionic Helm. You can use your choice of Intelligence, Wisdom, or Charisma, instead of Dexterity for this weapon's attack rolls.

Rocket Hammer. Once per turn, when you make an attack with this weapon, you can engage its thrusters to deal an additional 1d4 bludgeoning damage on a hit.

Singularity Emitter. When this weapon hits a target, each creature within 10 feet of the target is pulled up to 5 feet toward it.

Volcanic. Whenever you make an attack with this weapon, it spews flames in a 15-foot radius cone. Each creature within that radius must make a DC 14 Dexterity saving throw or take 2d6 fire damage.

ARMOR

Armor	SRD Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor						
Flight Jacket	Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Nanofiber Vest	Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Tactical Nanofiber Vest	Studded Leather	45 gp	12 + Dex modifier	—	—	13 lb.
Medium Armor						
Environ Suit	Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Carbonic Suit	Chain Shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Monoplate Suit	Scale Mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Triplate Suit	Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Hexaplate Suit	Half Plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Heavy Armor						
Ferrofiber Hardsuit	Ring Mail	30 gp	14	—	Disadvantage	40 lb.
Tactical Carbonic Hardsuit	Chain Mail	75 gp	16	Str 13	Disadvantage	55 lb.
Starshield Hardsuit	Splint	200 gp	17	Str 15	Disadvantage	60 lb.
Adamant Hardsuit	Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.

ARMOR

Just as the onward march of technology has pushed handheld weapons from crossbows to blasters, so too has it improved and iterated on armor from plate mail to high-tech nanofiber materials. These more complex materials are mostly constructed to absorb and deflect hazardous energies, but still provide ample defense from physical damage.

The gradient of armors on offer in the SRD are more than sufficient to outfit characters of any class, and most classes are designed with these statistics in mind. Therefore, to maintain the game's balance, *Dark Matter* doesn't employ any additional armor options, but rather suggests alternative names for them, in keeping with the science-fiction setting. The Armor table below shows these new names and also restates the armors' statistics, for convenience.

Calculating AC

Some class features (such as the Gadgeteer's Experimental Frame) and equipment (such as the Spiked Plating construct graft) give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use.

GEAR

High technology comes a wide degree of forms, from legendary artifacts of unspeakable complexity, to the humble life suit. Practical technology might not be the most glamourous, but it's certainly indispensable: no ship could travel far in the 'verse without functioning life suits, and explorers would literally be in the dark without flashlights. Of course, adventurers and explorers still make use of conventional gear, much of which had evolved with the march of progress: healer's kits, locks, and manacles have all changed considerably, but they still serve the same purpose. Other things, like backpacks, have hardly changed at all.

The following devices are considered magical technology: bottled lightning, comm sets, concussion grenades, datapads, flashlights, interface rigs, holo-spheres, life suits, log keepers, igniters, quadcorders, and wristwatchs. All of these should be considered commonplace in any science fiction setting.

GEAR DESCRIPTIONS

This section describes items that have special rules or require further explanation.

Bandolier. This shoulder strap contains six pouches large enough to hold a potion, grenade, or similarly-sized item within easy reach. It can hold 10 pounds of gear.

Gear

Item	Cost	Weight
Bandolier	3 gp	1 lb.
Binoculars	15 gp	1/2 lb.
Bottled Lightning	75 gp	1 lb.
Comm Set	10 gp	1 lb.
Concussion Grenade	75 gp	2 lb.
Data Book	125 gp	4 lb.
Datapad	50 gp	1 lb.
Flare	1 gp.	1 lb.
Flashlight	35 gp	1 lb.
Holo-Sphere	150 gp	2 lb.
Holster	1 gp	1/2 lb.
Hypodermic Needle	175 gp	—
Interface Rig	25 gp	3 lb.
Krash (1 can)	2 sp	1 lb.
Life Suit	200 gp	20 lb.
Log Keeper	25 gp	3 lb.
Igniter	5 gp	—
Omnitool	25 gp	1 lb.
Quadcorder	85 gp	1 lb.
Roach	100 gp	—
Sling	5 sp	—
Tactical Vest	15 gp	6 lb.
Vent Tape	1 sp	1/2 lb.
Wristwatch	5 gp	—

Binoculars. Objects viewed through binoculars are magnified to ten times their size.

Bottled Lightning. This glass canister is filled with a constantly surging bolt of magic lightning and sheds bright light in a 10-foot radius, and dim light for an additional 10 feet.

As an action, you can throw this canister up to 20 feet, breaking it on impact. Make a ranged attack against a creature or object, treating the bottled lightning as an improvised weapon. On a hit, the target takes 1d8 lightning damage.

Comm Set. Using this handheld device, you can verbally communicate with any creature within 1-mile that also has a comm set. A comm set can be connected to a headset worn on the ear or can be talked into directly. Its signal can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Concussion Grenade. This spherical device, dotted with blinking lights, explodes in a wave of concussive force. As an action, you can throw this grenade up to 20 feet, detonating a moment after impact. Make a ranged

attack against a creature or object, treating the grenade as an improvised weapon. On a hit, the target takes 1d8 thunder damage and is deafened until the beginning of your next turn. Additionally, each creature within 10 feet of the target must make a DC 12 Dexterity saving throw or also take this damage and be deafened for the same duration.

Data Book. This 10-inch-long rectangular drive can hold a massive quantity of information—ten times as much as a datapad can hold. Over the course of a minute, you can transfer information between a data book and an arcane terminal, a datapad, or ship's computer, uploading or downloading any information you have access to, but information cannot be directly read from a data book.

Like a datapad, a data book can be locked with a secret password.

Datapad. A common gadget is used to store personal information, search for data on arcane terminals, communicate with others, and transfer credits. You can enter text by hand into a datapad or draw in it using a stylus as if it were a notebook with 2,000 pages. You can also search these notes with one-word queries. If the datapad is within 1 mile of an arcane terminal or ship's computer, you can use it to communicate with other datapads that are also within that range, provided both datapads have exchanged a comm number. This communication is limited to one text-based message (128 characters) every minute. Lastly, datapads are often used to access an account with the Galactic Bank, where your wealth is stored as credits on their server.

When you get a datapad, you also lock it with a password that you likely keep secret. Only someone with the password can access the datapad (barring unauthorized access, which can be accomplished with a successful DC 18 Intelligence (Data) check to hack the datapad).

If the datapad is connected by cable to an arcane terminal or ship's computer, you can use it to perform advanced operations on systems connected to it. This might be necessary to operate some systems, like the research devices on a science satellite.

Flare. A flare is a foot-long, brightly colored stick with a plastic cap. You can strike the bottom of the flare as an action, causing the flare to bursts into a bright, colored flame, matching that of the stick. This flame burns for 10 minutes, emitting a 40-foot radius of bright light and dim light for an additional 20 feet. A flare will still burn underwater or in a vacuum.

Flashlight. This device produces a 60-foot cone of bright light, and dim light for an additional 15 feet. It can provide light for 4 up to hours, after which it must recharge for 8 hours.

Holo-Sphere. As an action, you can activate this 6-inch wide sphere and deploy within 15 feet of you. The sphere then captures a 5-foot cube holographic recording of the events of the next 30 seconds, which can be replayed on it later. In spite of the high technology, the image leaves something to be desired: the sphere produces a roughly one-foot high monochromatic hologram of the subject it recorded, often with a considerable amount of static. High volumes of magic disrupts recording with even more static, often creating an unrecognizable holographic mess.

Holster. A holster is a specially-made holder which allows a blaster which lacks the Two-Handed property to be held on a belt or under the arm.

Hypodermic Needle. This syringe can directly inject a substance into someone's bloodstream. You can load a liquid, such as a *potion of healing*, into a hypodermic needle as a bonus action, then administer it to another creature as an action on your turn. If the creature is unwilling, you must make a melee weapon attack to do so.

Interface Rig. An interface rig includes everything necessary to connect to a device without an accessible interface: a datapad accessor loaded with complicated algorithms, a plethora of wires and connectors, and a heavy magnet, in case things get dire. Such a rig is necessary to gain unauthorized access to many systems.

Krash. When you drink this can of sugary liquid as an action, you feel a rush of sugar to your head and temporarily feel awake. For the next hour, your exhaustion level temporarily decreases by 1. You can only be under the effect of one can of krash at a time.

Life Suit. This one-piece jumpsuit comes equipped with a glass, domed helmet. While wearing it, you can breathe normally and survive

underwater or in the vacuum of space without ill effect for up to 24 hours at a time. You are immune to the effects of inhaled poisons, gases, and pathogens. Additionally, the suit insulates you from extreme environmental temperatures (see Appendix A). The suit only prevents fire or cold damage caused by exposure to space or harsh environments. You can wear a life suit under armor, but to replenish its air supply it must be removed for two hours.

Log Keeper. This 1-foot long device records and replays audio, organizing entries by date. It can maintain up to 48 hours of audio before it automatically begins purging the earliest entries.

Igniter. The device produces a small flame, which you can use to light a candle, torch, or campfire.

Omnitool. This multipurpose gadget contains a plethora of useful tools: small knives of various sizes, a small hammer, screwdrivers, a file, a bottle opener, a small saw, a wrench, a can opener, a wire-cutter, and a small set of pliers.

Quadcorder. This handheld scanning device has four prominent sensors (each looking like a small radar dish) on its operating end. When directed at an object within 5 feet as an action, the device measures many of that object's intrinsic properties, and displays the object's temperature, density, boiling point, freezing point, conductivity, and viscosity.

Roach. *Ocoulori Radavitis*, an insectlike creature that is consumed to improve the results of a void jump.

Sling. A sling is a strap which attaches to a two-handed ranged weapon (usually a blaster) and it worn on the body, usually over a shoulder, making the weapon's weight easier to bear and keeping it close if it falls. When you drop a weapon attached to a sling you are wearing, it falls to your side and continues to hang within reach.

Tactical Vest. This light vest is covered in pouches, straps, and holsters. The vest has two holsters, can carry a two-handed melee weapon on its back, and a dagger or an antimatter dagger on its front. One sling can attach to the vest. The tactical vest can be worn atop armor.

Vent Tape. This durable adhesive tape is useful for basically any application that involves sticking two things together. While more creative minds might use large quantities of vent tape for other uses, most people use it for quick repairs, and to affix flashlights to blasters in a pinch. A single roll of vent tape contains 60 feet of 2-inch wide tape.

Wristwatch. A simple device with a simple purpose, this watch reports the time in a way that is consistent with all major galactic factions.

Tools

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. In many science fiction settings, tools such as cartographer's tools and weaver's tools are rendered almost entirely obsolete by high-tech alternatives. The following tools are considered artisan's tools, and can be selected whenever your race, class, or background gives you proficiency with a tool.

Tools

Item	Cost	Weight
Artisan's Tools		
Circuitry Kit	50 gp	5 lb.
Mechanist's Tools	85 gp	30 lb.
Ship Maintenance Tools	150 gp	50 lb.

Circuitry Kit. A circuitry contains a soldering iron, spare wire, and dozens of spare arcane components, such as abjuators, illusiomotors, evocation shifters, and conjuration processors—everything necessary to rewire a piece of magical technology. Proficiency with this kit allows you to add your proficiency bonus to any checks you make to build, modify, and repair handheld gadgets, such as blasters, which contain an arcane battery.

Mechanist's Tools. This kit contains a wide variety of tools used for metalworking and robotics, including a compact saw-grinder-mill tool, a welding torch and mask, an auto-hammer, and a lathe. It also includes enough scrap metal to begin and end most inexpensive projects. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to build, repair, and modify constructs and complex machines.

Ship Maintenance Tools. These tools are essential for keeping starships spaceworthy and repairing them after combat. Each component in this extensive set of tools is all intricate and extremely specialized, and can be used to fix virtually every part of a ship, from disabled systems, to external hull damage, to problems in the Dark Matter engine itself. Proficiency with this kit helps your repair ships more quickly and easily, adding your proficiency bonus to checks you make to repair your ship.

Services

On your adventures, you can pay nonplayer characters to assist you or act on your behalf in a variety of circumstances. Most hirelings have ordinary, but useful skills, whereas some are experts in spacing, exploration, or dungeoneering.

Spacers include anyone hired to perform a service that involves a proficiency that is useful aboard a spaceship: a technician, medic, pilot, or so on. The pay shown is a minimum; some expert hirelings require more pay. By contrast, untrained hirelings can be hired for menial work that requires no particular skill.

Enlisting a hireling does not mean they foreswear their life to your cause. Hirelings—even mercenaries—are payed to perform a job, and will endure reasonably dangerous circumstances, but will rarely (if ever) undertake a suicide mission or place themselves in unnecessary mortal peril for you.

Spellcasting Services

People who are able to cast spells don't fall into the category of ordinary hirelings. Such individuals are arcane specialists, and charge for their services by the spell. Unfortunately, every spellcaster charges different rates for their services; no established pay rates exist.

Hiring someone to cast a relatively common spell of 1st or 2nd level, such as *identify*, might only cost 50 gp (plus the price of material components), whereas higher levels of spells might cost thousands of gold, or might be exchanged for a favor to the spellcaster. Astrogators are special spellcasters that use the *astrogation* spell to guide starships safely and quickly through the stars.

Services

Service	Pay
Astrogator	750 gp/day
Hireling	
Mercenary (Grax's Guys)	10 gp/day or a cut of profits
Mercenary (Scale and Fang)	25 gp/day
Mercenary (The Coalition)	50 gp/day
Smuggler	5 gp/day + 10% cost of goods smuggled
Spacer	2 gp/day
Untrained	2 sp/day
Medical Care	
Remove Curse	500 gp
Remove Disease	150 gp
Remove Exhaustion	100 gp
Remove Poison	150 gp
Shuttle	
On a Planet	5 gp
Across a System	15 gp
Starship Passage	
Dark Matter Class 1-3	25 gp/day
Dark Matter Class 4-5	75 gp/day

TRINKETS

Many great characters possess a trinket, a small item connected to their past in some important way, whether it's a valuable clue to a mystery that haunts them, a reminder of a horrible tragedy they survived, or a memento of a loved one. When you create your character, you can roll once on the Trinkets table below to gain a trinket, which can be folded into your backstory. These items can also be used to fill an NPCs pockets or stashed in the recesses of a dungeon.

TRINKETS

d100	Trinket
1	A handheld glass tube which, when shaken, produces a dim light
2	The serial number plate from a discontinued model of automaton
3	A shipping label, stamped many times, implying the package has traveled the 'verse
4	A small replica starship. The model depicted only recently became obsolete.
5	A burned-out servo engraved with "3942A 2.5dm Pell Mtech"
6	The very last page from a *manual of golems*
7	A ring bearing the insignia of the Galactic Bank
8	A lead-lined box engraved with "235". Inside is a small clump of metal that is warm to the touch
9	A small jar containing a preserved amoeboid eyespot
10	A bell enchanted to be silent. In Dead Magic Zones, the enchantment breaks and the bell rings normally
11	A dwarven seal which etches a coat of arms into metal plate
12	A rolled-up poster of the galaxy's most famous popstar, Elvish Prestley
13	A wooden mask painted to resemble a vect
14	A list of dozens of android serial numbers, many of which have been crossed out
15	A key whose head is shaped like an avia-ra holy symbol. It must fit a bizarre lock
16	A carefully folded star chart for an unidentified part of space
17	A datapad containing thoroughly encrypted data. It has only three access attempts remaining.
18	A metallic leaf from an elven tree-ship
19	A space marine's helmet, pierced clean through with a blaster bolt
20	A spacer's small, leather-bound diary. Reading it feels like deja vu
21	A steel bat used for the popular sport, siegeball
22	A piece of amber containing a perfectly-preserved exoskeleton from a roach that has molted
23	A pair of spectacles which block starlight, revealing an inky, black night sky
24	An immense keyring, brimming with keys
25	An empty glass vial, bearing the insignia of Old Poseidon
26	A silver omnitool, engraved with decorative initials; evidently a gift
27	A necklace adorned with the teeth from various alien beasts
28	An archaic device that plays a small number of extremely catchy songs through headphones
29	A golden stole belonging to an avia-ra priest
30	Playing cards from the glamourous space casino, Hotel Horizon, which orbits planet Concordia
31	A unique electrum coin, marked with an arcane sigil on one side, and a tower on the other
32	A screwdriver that makes loud noises whenever it's activated
33	The owner's manual for a commercial starship
34	A lucky thwirrel's foot
35	A set of three broken power converters, each dusty and filled with sand
36	A piece of unidentified metal that glows during void jumps
37	A written contract from the Firm, promising monetary compensation
38	An instrument like a horn carved from the smallest tooth of an eternal dragon
39	A gilded finger bone taken from a gold skeleton
40	A white badge belonging to a crew member of the S.S. Saint Vincent
41	A novella detailing an apocryphal assault of tripods on a small world
42	An ever-reliable towel
43	A jar containing a green fungus. It seems to move and react to nearby humanoids
44	A compass whose needle points to an unknown location far across the stars
45	An elaborate nonmagical device that creates a mild gravitational field when activated
46	An unusual map of oceans and continents painted on the back of a ceramic turtle
47	A detonator from an arcane warhead. Its bomb is nowhere to be found
48	A timeworn phaser whose blasts neither stun nor kill; they merely tickle
49	A commemorative beer stein, reading "Grax's Guy of the Month"
50	A blank white business card. Looking directly at it causes headaches and nausea
51	A potato battery, which looks like it came from a science fair

52 A pair of shooting gloves, taken from a coalition fighter's uniform

53 A set of seven bizarrely shaped dice

54 A cube that's supposed to be a different color on every face, but is currently scrambled

55 A vect hand, severed violently at the wrist

56 Three keycards: one red, one green, and one yellow, the latter of which is splattered with blood

57 A skathari arrowhead crafted from obsidian that is perpetually warm to the touch

58 A tiny pinpoint of light suspended in a glass ball

59 An ancient avia-ra prayer book, whose pages are vandalized in a fervent scrawl

60 A holo-sphere whose recording was corrupted by powerful magic. Through the static, it depicts a faceless humanoid standing among flames

61 A map to a huge Lakshayan weapons cache, lost within the Warzone

62 The log keeper of a long dead pirate captain, apparently marooned by his crew

63 A pair of dinosaur figurines

64 A small bronze sphere whose various constellations point to an eternal dragon's hoard

65 A black domino mask, of the type worn by costumed vigilantes

66 An official document from the Hegemony ordering the execution of several mawstone psions

67 A bracelet with a blinking light on its face. Evidently, the bracelet is constantly transmitting or receiving data

68 The focusing array from a laser sword

69 A school textbook, which seems to be for a xenobiology class

70 A toy vect with "Will" written on the foot

71 The skull of an unknown species, hollowed into a mug

72 A charcoal drawing of a stygian wroth ship

73 An armband composed of hardlight

74 An experimental blaster attachment that appears to be partially melted

75 A list of spare parts required to fix a damaged Dark Matter engine

76 An orcish war flag, pockmarked with blaster holes

77 An empty canister marked "Danger Do Not Open". A wide crack runs along its length

78 A recipe book filled with ingredients found on a distant planet

79 A flute that produces simple holographic displays when played

80 An ornate thimble with traces of poison inside it

81 A toy Lakshayan battle frame in one of several bright colors. If 5 differently colored ones are found, all 5 can be combined into a larger frame.

82 A tiny pink umbrella which once accompanied a tropical cocktail on Paradise 1

83 A spherical, crystal pendant. On close inspection, a small galaxy can be seen swirling within.

84 A solid, copper key with a numbered keychain, stamped with the symbol for a local Heartstation

85 A mithral-plated locket displaying the seal of one of the elven houses

86 A wooden ring carved in the shape of a Var'zuul. When not looking at it, it slowly crawls around the finger it is worn on.

87 A pouch with dozens of coins from different planets

88 An original model wrenchinator, far smaller than the Wrenchinator 9000

89 A pair of contact lenses that have constellations dancing across their surfaces

90 An amulet in the shape of a Maw station. Every now and then, the center of the maw glows gently, as if a ship were making a void jump.

91 A sealed vial of what appears to be grey sand, but potentially could be hazardous nanobots

92 A map rendered with ink on parchment of a planet containing valuable old-world magic items

93 A book entitled "An Idiot's Guide to Laser Swords"

94 A smooth rock with strange vein-like patterns crisscrossing its surface. "G-seed" is etched into it in elven.

95 A log keeper, filled with the recordings of an enterprising captain on a mission to explore strange new worlds

96 An elaborate gnomish board game, with dozens of pieces, mock currency, a foldable game board, and a packet of lengthy and confusing instructions

97 A signed and sealed contract from the Cabal, promising 3% of someone's soul to the Lower Planes upon death

98 A laser sword the length and shape of a butter knife which toasts bread as you cut it

99 A star chart detailing a perilous, narrow channel through the Dead Magic Zone, terminating at a medium yellow star with eight planets

100 A device which, when activated, creates a holographic projection of the maw network

Construct Grafts

Mechanical hands, robotic eyes with an unnerving red glow, ports and wires running down the length of someone's arm; construct grafts (also called embedded components) are a popular, if invasive, way of garnering an advantage over one's foes. After all, constructs parts are more robust and customizable than any organic limb. Sometimes, these components are obtained from deceased vect to serve as replacement parts, and other times, they're intentional upgrades, built to fit the recipient's needs.

All the items presented in this section are considered magical technology the purposes of spells and magical effects that influence such technology.

Attaching a Graft. Attaching a graft for the first time always requires a laborious surgical procedure, normally removing an original body part. This procedure takes one hour and requires a healer's kit, a set of mechanist's tools, and a knife (or a facility with access to such tools), as well as someone to perform the operation. A construct graft is permanent until another graft is provided to replace it.

You can only have once component in each of your body slots.

This surgery is intensive and necessitates recovery time. When you finish installing a construct graft into your body, you lose half your hit points and all of your hit dice. For 24 hours after installation, you can't use the graft's abilities, as you adjust to its presence. Replacing a graft or adding a new graft in its body slot takes only 30 minutes. You still lose half your hit points when replacing a graft, but you don't lose hit dice.

Vect Components. Vect can replace sections of their bodies with customized or improved components with ease. A vect can install a construct graft on themselves with 10 minutes of work, requiring the vect to disable a part of its body, remove it, and install the new component. A vect can install construct grafts without assistance, unless the graft is installed into the Head or Arm slots.

Vect require no recovery time and suffer no penalties after adding a construct graft.

Body Slots. Each graft takes up one of the following slots: Arms, External, Head, Internal, or Legs. You cannot have more than one graft in the same slot. For instance, if you already have an arm graft, you must remove it before you can attach a different arm graft.

Cost. The cost of obtaining and installing construct grafts are shown on the Graft Cost table below. Most of these can be acquired at far cheaper rates, if one is willing to track down a disreputable establishment specializing in dealing grafts and accept the risks inherent to an unsanitary operation.

Graft Cost

Graft	Cost
Adamantine Plating	2,250 gp
Arcane Synapses	325 gp
Arm Blade	200 gp
Arm Cannon	450 gp
Battlefist	200 gp
Concentration Module	1,500 gp
Embedded Phaser	250 gp
Embedded Translator	500 gp
Final Word	50,000 gp
Finger Picks	150 gp
Heart of Steel	2,250 gp
Heavy Legs	800 gp
Impulse Unit	200 gp
Infrasight Eyes	450 gp
Logic Unit	150 gp
Mithral Plating	1,500 gp
Overdrive Module	750 gp
Replacement	400 gp
Shield Module	550 gp
Spiked Plating	750 gp
Tesla Module	350 gp
Thermoregulator	500 gp
Traction Spikes	250 gp
Wings	7,500 gp

Grafts

The following construct grafts are listed alphabetically.

Adamantine Plating
Slot: External
Prerequisite: Vect race
Your Armor Class equals 17 and any critical hit against you becomes a normal hit.

You can't wear conventional armor while you have this graft installed. You can only install this graft if you are proficient with heavy armor.

Arcane Synapses
Slot: Head

You have stolen a bit of arcane potential by inserting some additional arcane nerves into your brain. You learn 1 cantrip of your choice from the wizard spell list. Intelligence is your casting ability for this cantrip.

Arm Blade
Slot: Arms
Whenever you would normally be able to draw a weapon, you can collapse your mechanical hand into your forearm

with a flick of the wrist, extending a wide shortsword in its place. You can revert it to its normal form whenever you could normally stow a weapon. While this weapon is installed, you are proficient with it and can't be disarmed of it. You can't hold or otherwise manipulate a weapon, shield, or other object with an arm that is transformed.

Arm Cannon
Slot: Arms

One of your arms is replaced wholesale with a powerful blaster cannon. This arm cannon lacks any hand or manipulator, so you cannot use that arm to hold or manipulate objects while the arm cannon is installed. Only one of your arms can be an arm cannon. An arm cannon is a blaster that deals 2d8 radiant damage on a hit and has the blaster (range 30/90) property. You are proficient with it and can't be disarmed of it.

Concentration Module
Slot: Internal
Prerequisite: Spellcasting feature

Your body houses a mechanical mind, secondary to your true mind, to assist in arcane focus. Whenever you make a Constitution saving throw to maintain concentration on a spell, you can add your spellcasting ability modifier, instead of your Constitution modifier, to the roll.

Embedded Battlefist
Slot: Arms

You replace one of your hands (your choice) with an imposing, articulated gauntlet, a battlefist. While this weapon is installed, you are proficient with it and can't be disarmed of it. Additionally, it has the Light property.

Embedded Phaser
Slot: Arms

One of your hands is mechanical and can transform into a phaser. You can transform your hand into a phaser any time you would normally be able to draw a weapon, and can revert it to its normal form when you could normally stow a weapon. You are proficient with this weapon and can't be disarmed of it. You can't hold or otherwise manipulate a weapon, shield, or other object with an arm that is transformed.

Embedded Translator
Slot: Head

You have a *universal translator* magic item installed within your skull and can use the effects of it at will.

Final Word
Slot: Internal

Deep within your body, you have installed a devastating arcane warhead, whose trigger is linked to your life. When you die, this bomb detonates, destroying your body completely; as a result, you can be restored to life only by means of a *true resurrection* or a *wish* spell. Each creature within 180 feet must make a DC 18 Dexterity saving throw. Creatures within 60 feet that have Evasion or similar features can't avoid this damage with a successful saving throw. On a failed save, a creature takes 1d4 mega (1d4 × 100) force damage, of half as much on a successful save.

Finger Picks
Slot: Arms

Your mechanical hand has retractable thieves' tools built directly into the fingers. You are always considered to have these thieves' tools on your person and can conceal them perfectly. If you are proficient with thieves' tools, you can add an additional +2 to ability checks you make using them.

Heart of Steel
Slot: Internal

You have replaced your heart with the core from a construct. As a result, you can ignore the effects of 1 level of exhaustion, and you only need to rest for 4 hours to gain the same benefit that a human does from 8 hours of sleep. Because vect already have construct cores, they can't install this graft.

Heavy Legs
Slot: Legs

A mechanical exoskeleton, rooted in your legs, helps carry your weight. Your lifting and carrying capacity doubles.

Impulse Unit
Slot: Legs

You have installed thrusters into your legs and back. On your turn, you can use 10 feet of your movement to leap 10 feet vertically. In zero-gravity environments, this allows you to move 20 feet in any direction on your turn.

Infrasight Eyes

Slot: Head

You have replaced your eyes with sensors that can see in the dark. You gain darkvision, the ability to see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Logic Unit

Slot: Head

You have augmented your brain with an algorithmic processing unit and have advantage on Intelligence checks to perform mathematical operations and solve logical dilemmas.

Mithral Plating

Slot: External

Prerequisite: Vect race

Your Armor Class equals 14 + your Dexterity modifier. Additionally, you have resistance to lightning damage.

You can only install this graft if you are proficient with light armor.

Overdrive Module

Slot: Internal

You have installed an internal generator, which can accelerate your metabolism for a short while. You can use your bonus action to fire up your overdrive module. For up to the next minute, whenever you roll an ability check, attack roll, or saving throw, rolling a 19 counts as rolling a 20. This effect ends early if you roll a 1. Once you use this ability, you must complete a short or long rest before using it again.

Replacement

Slot: Any

One or more of your organs or limbs has been interchanged with an efficient mechanical version. A replacement can effectively solve any amputation or organ failure, but they cannot return to life someone that has died; such work is solely the domain of necromancy. Replacement limbs can look like the original limb, or can appear metallic or otherwise mechanical. A replacement organ or limb takes up one body slot relevant to it; for example, a robotic hand takes the Arms slot and a replacement kidney takes up the Internal slot.

Shield Module

Slot: External

You can use a bonus action to activate this mechanical plate installed near your spine. When you do so, you can cast the spell *mage armor*, targeting yourself, without using a spell slot. Once you do so, you can't cast the spell again using this graft until you finish a long rest.

Spiked Plating

Slot: External

Your Armor Class equals 14 + your Dexterity modifier (maximum +2). Additionally, your unarmed strikes deal 1d4 piercing damage and, whenever you begin your turn grappling another creature, that creature takes 1d4 piercing damage.

This graft counts as embedded armor for vect characters. You can only install this graft if you are proficient with medium armor.

Tesla Module

Slot: Internal

This device, installed in your chest, electrically polarizes your skin and discharges a shock of electricity to attackers. Whenever a creature within 5 feet of you hits you with an attack, you can use your reaction to deal 1d6 lightning damage to each creature within 5 feet of you.

Thermoregulator

Slot: Internal

This component protects your body from extremely hot or cold conditions, allowing you to endure the Extreme Temperatures (see Appendix E) of space and other harsh environments without taking damage.

Traction Spikes

Slot: Legs

Retractable spikes in your legs and feet allow you to climb more quickly. Climbing no longer halves your speed and you have advantage on saving throws against being moved against your will (such as by being shoved) or to avoid being knocked prone.

Wings

Slot: External

Folded into your back and resembling a hump when not in use, these silver, clockwork wings allow you to soar. You can deploy these wings as a bonus action, granting you a fly speed equal to your base movement speed, and can retract them on your turn (no action required.) You can fly with these wings for a total of 10 minutes, after which, to allow them to recharge, you must finish a short or long rest before using them again.

Additionally, if you are falling, you can deploy your wings as a reaction. Even if you have no time remaining to use your wings, you can use them to glide gently to the ground, such that you land on your feet without taking falling damage.

Magic Items

Starships, blasters, construct cores, and jetpacks are all fueled by magic, which is harnessed through technology, resulting in the hybrid of magical tech that is prevalent throughout the 'verse. At its most sophisticated, these devices straddle the line between machine and magic item, even as the latter becomes rarer and the former becomes exponentially more abundant.

This section contains many magic items, ranging from the extremely rare, like the incredibly powerful *doom gauntlet*, to the increasingly commonplace, such as *defense drones*. Items which are of Common and Uncommon rarities can typically be bought and sold in well-stocked marketplaces.

All the items presented in this section are considered magical technology the purposes of spells and magical effects that influence such technology.

Ankh of Ra
Wondrous item, uncommon (requires attunement)

This golden holy symbol, blessed by the Sun Above, shields you from death. When you drop to 0 hit points as a result of taking damage while you are attuned to the ankh, you instead regain 4d10 hit points. The ankh then loses its luster and becomes nonmagical.

Arcane Terminal
Wondrous item, very rare

Arcane terminals are essential units of computing in the 'verse. Most information, from public databanks to private financial records, are stored on arcane terminals. These terminals weigh 800 pounds and come equipped with a keyboard, monitor, and antenna.

An *arcane terminal* can store data, search for it, and transfer it to other terminals. You can enter text into a terminal using the keyboard and search for data using queries of any length. A terminal can hold an arbitrarily large amount of data; the equivalent of several encyclopedia's worth of text, but its storage of images and video is much more strictly limited. If you connect an arcane terminal by cable to another *arcane terminal*, a ship's computer, or a datapad, you can transfer between these devices.

With permission, it is possible to use one terminal to search the data of another. The most common use of this is to query the extensive amoeboid Compendium, which is located on a network of *arcane terminals* spread across dozens of maws, accessible from any given maw.

You can also use an *arcane terminal* to compute mathematical problems, process data sets, and perform simulations using extensive amount of recorded data.

The *arcane terminal*'s antenna enables datapads within 1 mile of it to communicate with short messages.

Arcane terminals are also generally locked with a password associated with each user. Only someone with the password can access the terminal (barring unauthorized access, which can be accomplished with a successful DC 20 Intelligence (Data) check to hack the terminal).

Arcane Warhead
Wondrous item, legendary

This 4,000-pound bomb is capable of cataclysmic destruction. You can arm the warhead over the course of a minute if you know the warhead's command code and have a specially-made key attuned to it. Once the warhead is armed, you can set its method of detonation: Timed or Impact. If you choose a timed detonation, you enter a delay time of 1 minute, 10 minutes, or 1 hour, after which the warhead detonates. If you choose impact, the bomb lays dormant until it takes 1 mega hit point of damage, which might happen if it falls a suitable distance.

When the arcane warhead detonates, each creature and object within a 10-mile radius takes 10d10 + 200 mega radiant damage. This damage bypasses resistance and

immunity to damage. Each creature within a 100-mile radius must make a DC 20 Dexterity saving throw or take 10d10 + 50 radiant damage, or half as much on a successful save. A creature that takes damage from this warhead becomes poisoned for 24 hours.

The epicenter of the blast becomes a permanent, localized Dead Magic Zone 5d10 + 5 feet wide.

ATTRACTOR MINE
Wondrous item, uncommon

As an action, you can prime this small metallic disk by pressing a button on its face and throw it to a space within 40 feet. Upon landing in that space, the disk crackles with electricity and draws objects within a 5-foot cube toward it. If a creature enters the affected area for the first time on a turn or starts its turn there, it must make a DC 14 Strength saving throw. On a failed save, the creature can't move or use reactions until the start of its next turn. After 1 minute, the mine burns out and becomes nonmagical.

BEG-3000
Weapon (singularity emitter), legendary

An experimental singularity emitter of unrivaled power, the BEG is perhaps several iterations away from being completely stable. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Additionally, this weapon has 4 charges and regains 1d4 expended charges daily at dawn. You can use your action and expend a charge to fire an unstable singularity from this weapon. When you do so, roll a d20. On a roll of 5 lower, the weapon expends all of its remaining charges, instead of only one.

The singularity travels up to 60 feet to a point you can see within range, then explodes. Each creature within a 20-foot radius sphere centered on that point must make a DC 17 Dexterity saving throw or take 10d10 force damage, or half as much on a successful save. After this, the weapon overheats and can't be used to make an attack or expend a charge until the end of your next turn.

CRYOGENIC POD
Wondrous item, very rare

This capsule, large enough to fit for one Medium-size creature, can provide air and heat for its occupant indefinitely. When a creature inside the pod activates it as an action, the pod cryogenically freezes them over the course of a minute, petrifying them as well as the rest of the pod's contents. The pod then locks. Petrified creatures do not age. Another creature can use their action to un-petrify the creature, which unfreezes over the course of a minute. The pod then unlocks.

DEATH RAY
Weapon (repeater), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The weapon also has two charges, and regains 1d2 expended charges daily at dawn. While attuned to it, you can spend one charge to cast the spell *disintegrate* (DC 16) at a target you can see within range.

DECONSTRUCTIVE NANOBOTS
Wondrous item, rare

This capsule, which looks identical to that which contains *reconstructive nanobots*, contains a swarm of extremely dangerous nanobots, designed to reduce complex objects to their basic materials. You can use your action to open the canister and administer it, or throw it up to 15 feet (treating the canister as an improvised weapon). If the nanobots hit a creature, that creature takes an irreducible 1d4 necrotic damage at the beginning of each of its turns for the next minute. If the nanobots hit an object, that object an irreducible 1d10 necrotic damage at the beginning of each of its turns for the next minute. At the end of this duration, the nanobots deactivate.

DOME PROJECTOR
Wondrous item, uncommon

Throwing this egg-shaped device at the ground as an action activates it, creating a dome of force as if you had cast the spell *geodesic shield*. You do not need to concentrate on this spell. The projector burns out and becomes nonmagical when the spell ends.

DOOM GAUNTLET
Weapon (repulsor gauntlet), legendary (requires attunement)

You have a +3 bonus to attack and damage rolls made with this magic weapon. The gauntlet contains a single charge. When you hit a target with an attack made with this weapon, you can expend this charge to deal an additional 1d4 mega (1d4 × 100) force damage. Once this charge is expended, roll a d4. On a roll of 1, the weapon collapses into dust. On any other roll, the weapon takes 3d6 days to regain its charge.

DOUBLE LASER BLADE
Weapon (laser sword), rare

The long hilt of this laser sword projects a second blade from its far end. You have a +1 bonus to attack and damage rolls with this magic weapon. Instead of having the Versatile property, this weapon has the Two-Handed property. Additionally, when you use the Attack action

with this weapon, you can make a second attack using it as a bonus action.

Drive Disk
Wondrous item, rare

This foot-wide disk has two handles on its sides. By grasping the handles firmly, you can cast the spell *Telaros's speedcycle* from the disk. The disk then becomes the wheel of the speedcycle, which materializes beneath you.

Once *Telaros's speedcycle* is cast from the disk, it can't be used again until the following dawn.

Drone Controller
Wondrous item, common (requires attunement)

This set of controls, either installed in a glove, integrated onto a datapad, or linked into a visor, allows you to control a drone. Each controller is linked to a single drone, either a defense drone, a medical drone, or a recon drone (see Monsters chapter for statistics). You can be attuned to up to three *drone controllers* at one time, as long as each controller is linked to a different type of drone.

While attuned to the controller, you can use your bonus action to command the drone to use its reaction to move to a location within 60 feet of you and use an action it is capable of. Unless commanded, drones do not act. You can also use your action to see and hear through its sensor array until the start of your next turn, gaining the benefit of the drone's special senses, but becoming blind and deaf with regard to your own senses during that time.

Encyclopedia Multiplanaria
Wondrous item, legendary

This datapad is enchanted to hold an incredible wealth of information. However, the data is not indexed, so the datapad only provides data that it believes will be useful at any given moment. The datapad has 3 charges, and regains all charges daily at dawn. You can use your action to access the datapad when you make an Intelligence check to gain a +20 bonus to the roll.

Energy Shield Bracer
Armor (shield), common (requires attunement)

This metal bracer has a sophisticated energy projector on its back. While wearing it, you can use a bonus action on your turn to cause a shield composed of shimmering, translucent energy to appear on your wrist. While in this form, it functions like a normal shield, except you cannot drop it or be disarmed of it. The shield lasts until you use a bonus action to collapse it again.

Enigma Ring
Wondrous item, common

This ring, which has two rows of letters and numbers running around its circumference, can be used to encrypt or decrypt messages using complicated cyphers. When you speak a command word to the ring, the letters and numbers reorganize into a configuration unique to that command word. Messages can only be decrypted if encrypted using the same command word.

Etheradio
Wondrous item, very rare

An essential tool for galactic communication, an *etheradio* transmits and receives its messages though the Ethereal Plane. This device stands over 6-feet tall (with an antenna that extends its length by an additional 3 feet) and weighs over 1,000 pounds.

A single operator can man the device, sending audio messages to other *etheradios* on the same plane of existence, or listening to messages sent to it. By broadcasting on an emergency channel, an *etheradio* can send a message to all other *etheradios* on the same plane of existence, but it can only send such a message once per day. No matter the distance to the receiver, messages tend to take 10 minutes to propagate.

An etheradio only works if it is calibrated according to its location in the universe. Calibrating this device takes an hour, and it must be recalibrated if it is ever moved more than 100 miles. Calibration takes into account regular cosmic motion, such as a planet's orbit.

Gamestation-7331
Wondrous item, common

This special version of datapad is scaled down and packed with dozens of digital amusements and diversions that test your reflexes and puzzle-solving skills. If you spend a short rest playing on this gamestation, you gain a +1 bonus to the next attack roll you make until you take a short or long rest.

Golem Skin
Armor (light), very rare (requires attunement)

This light armored suit is traced in intricate, glowing arcane circuitry, and has a series of attachment points and nodes covering its surface. You can install construct grafts into this suit, which has four body slots: Arms, External, Head, and Legs. While wearing this armor, you gain a +1 bonus to your AC, and you gain the benefits of any construct grafts installed in the suit, though you lose the benefits of any grafts you have attached to your own body (except those in the Internal slot).

Additionally, this suit comes with an arm blade graft attached to its Arm slot.

Grasshopper
Weapon (phaser), rare

On a hit, this magic weapon deals an additional 2d10 radiant damage and the target is pushed 10 feet away from you. The weapon then overheats. An overheated weapon can't be used to make an attack again until the end of your next turn.

Gravity Nullifier
Wondrous item, uncommon

As an action, this fist-sized, metal device can be attached to an object weighing less than 2,000 pounds and activated, nullifying the object's mass temporarily, as if it were targeted by the *levitate* spell. This effect can be activated and deactivated as an action by pressing a button on the side of the device. If the *gravity nullifier* is removed from the object, it permanently ceases to function

Hivemaster Pistol
Weapon (swarm pistol), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. Once per turn, when you fire this swarm pistol automatically, you can choose to fire 6 times with disadvantage instead of twice. The pistol then deals 1d4 radiant damage, instead of 2d4, on a hit.

Holo-Companion
Wondrous item, uncommon

When the button set into the top of this small, faceted ball is pressed, holo-emitters set into the facets generate a translucent humanoid figure around the ball, which floats inside. This figure functions identically to the spell *unseen servant*, though it is visible (with an appearance determined by the crafter). The holo-companion remains active indefinitely, answering to the orders of whomever activated the sphere, until either the companion takes damage or the activator speaks a command word; doing either causes the companion to deactivate.

Hoverboard
Wondrous item, rare

This 3-foot long metal board, pulsing with circuitry and producing a low hum, curiously hovers above any surface. You can mount or dismount this board as a bonus action. While mounted, you ignore nonmagical difficult terrain and can move above the surface of liquids without sinking. Additionally, if you move at least 15 feet in a line downhill on your turn, your speed increases by 10 feet until the end of your turn. The board cannot scale any angle greater than 45 degrees, unless it is moving in a zero-gravity environment. In zero gravity, the board moves across any surface as if it were downhill.

Lastly, you can use a Dexterity (Acrobatics) check, instead of a Charisma (Performance) check, to perform tricks on the board.

Hullcutter
Weapon (plasma cutter or thermal lance), rare

When this weapon hits a ship or a creature of mega size, it deals 1 mega hit point of damage.

Hyper-Krash
Potion, rare

This legendary can of Krash-branded energy drink was discontinued decades ago for being too extreme (as well

as for possibly having hazardous side effects from its magical additives.) After you drink this potion, a jittery feeling rushes through your extremities. On your following turn, you can take one additional action on top of your regular action and a possible bonus action. Additionally, you have advantage on all attack rolls and ability checks on that turn. Once that turn is over, you feel more exhausted than you did before and can't gain the benefits of this potion for 24 hours.

Jetpack
Wondrous item, uncommon

This device is a miniature version of the impulse engines used in starships, which has been fitted with straps and a small handheld controller. While wearing it on your back, you gain a flying speed equal to your walking speed. You can fly with a jetpack for a total of 1 minute each day, after which it can't be used until it recharges at dawn.

Motion Tracker
Wondrous item, rare

This device is a small metal tablet with an illuminated screen on one side of it. While holding it, you can use it to determine the location of any creatures or objects within 60 feet of you that has moved during the last round, even if they are invisible or otherwise hidden from view. A creature can avoid detection by the motion tracker by succeeding on a DC 15 Dexterity (Stealth) check at the beginning of its turn. If the creature moves within the motion tracker's range, it must make a DC 10 Dexterity (Stealth) check for every 5 feet it moves to avoid detection.

Personal Shield Emitter
Wondrous item, rare (requires attunement)

This small, jeweled amulet resembles a tiny shield. While wearing it, your AC is equal to 13 + your Dexterity modifier. Additionally, you can use a reaction when you are hit by an attack to momentarily overcharge the shield, granting you a +5 bonus to AC, including against the triggering attack, until the start of your next turn. After being used it in this way, the shield emitter must recharge for 24 hours before it can be overcharged again.

Potion of Quantum Effect
Potion, rare

When you drink this potion, your body falls out of phase with reality and gains bizarre quantum properties for one hour. During this time, you are uninfluenced by gravity and gain a flying speed of 5 feet and you can move through creatures and objects as if they were difficult terrain. Additionally, you can use your bonus action to teleport up to 10 feet to an unoccupied location you can see. This potion contains a small animal (usually an insect) suspended in the liquid in a quantum state of life and death, which is broken when the bottle is opened.

Potion of Solar Radiance
Potion, uncommon

When you drink this potion, your body sheds bright white light in a 20-foot radius and dim light for an additional 20 feet for the next hour. The light is sunlight. Until this duration ends, you can use a bonus action on your turn to deal 1d8 radiant damage to each creature within the bright light. Its liquid is an opaque silver and glows brightly when shaken.

Rebounding Blade
Weapon (laser sword), very rare (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the Thrown property with a normal range of 40 feet and a long range of 120 feet. Additionally, you can use your action to throw the sword in a whirling arc before it returns to your hand. When you do so, you can make two attacks against different targets within range, with a separate attack roll for each target. Immediately after any thrown attack, the weapon flies back to your hand.

Reconstructive Nanobots
Wondrous item, rare

This capsule contains a swarm of short-lived nanobots that will set about repairing anything once released. You can use your action to open the canister and administer it, or throw it up to 15 feet (treating the canister as an improvised weapon). If the nanobots hit a creature, that creature regains 1d4 hit points at the at the beginning of each of its turns for the next minute. At the end of this duration, the nanobots deactivate.

"Can you absolutely, positively assure me that potion isn't irradiated?"

—Barrakus Rifgan, bartender and adventurer, before drinking a *potion of solar radiance*

Reflex Holster
Wondrous item, common

This holster can be adapted to hold any blaster at your hip, thigh, shoulder, or back. A blaster holstered in this way can be drawn at a moment's notice, even outside of your turn, without using a reaction. When you draw a weapon from this holster on your turn, it doesn't count against the number of objects you can interact with.

Relay Station
Wondrous item, uncommon

This device extends the range of nearby signals. Comm sets within 100 miles of this device can communicate with each other and with communication systems within that range. Multiple relay stations can be placed to extend this signal further, as long as each relay station is within range of each other.

Remote Piloting Apparatus
Wondrous item, rare

This interconnected array of devices can be installed in a fighter class ship with 1 hour of work and a DC 15 Intelligence (Technology) check. Once the apparatus is installed, the fighter can be deployed and piloted remotely from a controller unit included with the apparatus, which relays visual and sensor information from the fighter. A character can enter the fighter ship role by using his controller unit. If the fighter strays more than 10 miles from the controller, it loses connection and falls dormant until the controller unit is within signal range.

Ring of Paradoxes
Ring, legendary

While wearing this ring, you can use an action to expend 1 of its 3 charges to cast the spell *paradox* from it. The ring becomes nonmagical when you use the last charge.

Ring of Spacewalking
Ring, uncommon (requires attunement)

While attuned to this ring, you can breathe normally and survive underwater or in the vacuum of space without ill effect. While in a zero-gravity environment, you can fly with a speed of 15 feet.

Shoulder Cannon
Wondrous item, rare (requires attunement)

This cannon has 4 charges, and it regains 1d4 expended charges daily at dawn. The cannon apparatus is worn on the back and produces a shoulder-mounted blaster above your left shoulder when activated. While attuned to the cannon, you use an action and expend one of its charges to attack one creature you can see within 120 feet. The cannon makes an attack roll with a +7 bonus and can see

invisible creatures. On a hit, the target takes 3d10 force damage.

If you begin your turn incapacitated or unconscious, the cannon will automatically attack the closest hostile creature it can see within its range without requiring an action.

Skeleton Keycard
Wondrous item, legendary

This black keycard, emblazoned with a white skull, is imbued with magic that can unlock any door. As an action, you can use this keycard on any door which could be hacked, such as those on a ship, even if such a door does not have a keycard reader. The door becomes unlocked, as if targeted by the *knock* spell, and opens.

Sorting Beast
Wondrous item, rare

The sorting beast is a six-legged construct with eyes, legs, and antennae at both ends and an array of measuring devices near its center. It can manipulate and hold objects up to 30 pounds in weight.

When activated as an action, the sorting beast sets about collecting and sorting all loose valuable items within 100 feet. It sorts all gold pieces, silver pieces, and copper pieces into neat stacks of 10. For material goods, such as precious stones, the sorting beast can appraise value by weight and quality, before producing sorting the goods appropriately and printing the result on a fine paper strip. The sorting beast continues sorting until finished or deactivated as an action.

Additionally, the sorting beast can cast the spell *identify*, without using material components, on one object you designate each day.

Spider Pod
Wondrous item, common

When you throw this oblong metal container as an action, it unfolds into a mechanical spider (see Monsters chapter for statistics). Your spider acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. If the spider is reduced to 0 hit points, it can't be repaired. Furthermore, the spider can't collapse back down into its pod and you can only have 3 spiders under your control at any time.

Tachyon Missile
Weapon (special), uncommon

This shoulder-mounted cannon fires a heat-seeking rocket designed to penetrate a ship's hull. This martial weapon has the Blaster (range 2,000/6,000), Heavy, and Two-Handed properties. Before firing this weapon, you must

first use your action to lock on to a ship or mega creature you can see within range. You remain locked on to that target as long as it remains within range and does not take Evasive Maneuvers. On a hit, the target takes 2d10 mega necrotic damage.

Taser Net
Weapon (net), rare

This net of woven cables is fixed with dozens of crackling electrodes. You have a +1 bonus to attack rolls with this magic weapon. When you hit a creature with this net, it takes 1d8 lightning damage. Additionally, while its target is restrained, it takes an additional 1d8 lightning damage at the beginning of each of its turns and it can't take reactions. Because this net is a magic item, slashing it does not destroy it or free a creature restrained by it.

Terraforming Engine
Wondrous item, legendary

This extraordinary machine, standing 40 feet tall and weighing tens of thousands of pounds, can breathe life into entire worlds. The engine, set on treads with great smokestacks rising from its chassis, transmutes minerals and balances the atmosphere to support life. The engine can be activated or deactivated with 1 minute of work. If set down on a tier 4 or higher planet, activated, and allowed to do process the planet's water, atmosphere, and soil for a year, the engine raises the planet's Tier by 1. The engine has no effect on a Tier 1 or Tier X world, and two terraforming engines can't raise a planet's Tier by more than 1 (though multiple engines might provide an attractive redundancy, should one fail.) If the engine is deactivated or removed from the planet, the planet degrades to its original condition over the course of a week.

Thaumatonic Rifle, +1, +2, or +3
Blaster (standard carbine), rare (+1), very rare (+2), or legendary (+3) (requires attunement by a spellcaster)

This magical standard carbine gains a bonus to attack and damage rolls as determined by its rarity. Additionally, it functions as a spell focus. When you cast a spell while holding the rifle, you can add its magical bonus to the spell's attack roll and saving throw DC.

Thunder Rifle
Weapon (concussion rifle), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a target with an attack made with this weapon, any creature within a 5-foot-radius centered on the target must make a DC 15 Dexterity saving throw or take the same damage as the target and be pushed up to 5 feet away from it. Objects within this radius that are not being worn or carried also take this damage and are pushed.

Titan Frame
Armor (heavy), legendary (requires attunement)

This Large frame, which weighs in excess of 4,000 pounds, seems less like a suit of armor and more like a mechanized, bipedal vehicle. While wearing this armor, you gain the following benefits:

- You gain a +2 bonus to AC.
- Your Strength score becomes 23, if it were lower.
- You are considered a Large creature, if you were smaller.
- Your base walking speed increases to 30 feet, if it were lower.
- The armor counts as a life suit.

You can don and doff the armor as an action, entering and exiting through a series of hatches on the front of the suit.

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Transmat Deck
Wondrous item, uncommon

The *transmat deck* is a handheld device with a large, flat screen that is connected to an extradimensional space. As an action, you can touch an object that isn't being worn or carried to the deck, teleporting it to the extradimensional space. The object must be less than four feet across in any dimension and weigh less than 150 pounds. The *transmat deck* can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. Its inventory can be viewed on its screen. As an action while holding the deck, you can select any item stored in the space and teleport it to your hands or an unoccupied space on the ground within 5 feet of you.

A deck is also generally locked with a password associated with its owner. Only someone with the password can store or retrieve items from the space (barring unauthorized access, which can be accomplished with a successful DC 18 Intelligence (Data) check to hack the device).

If the *transmat deck* is destroyed, its contents are scattered in the Astral Plane.

Placing the deck in an extradimensional space created by a *bag of holding* or similar item (or storing such an item in the *transmat deck*) instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Universal Translator
Wondrous item, rare

This handheld device, a necessity for distant voyages, translates any spoken language. While you hold it, you can understand any spoken language you hear. Moreover, any creature that knows at least one language and can hear you can understand what you say.

Vari-Blaster
Blaster (any), rare

This magical blaster has a revolving set of five power cells. As an action or bonus action on your turn, you can change the blaster's damage type to cold, fire, lightning, necrotic, or radiant damage. As well, this blaster deals an additional 1d6 damage on a hit.

Void Beacon
Wondrous item, uncommon

This device transmits an ultra-high frequency signal through the Void. As such, this beacon can be detected tens of thousands of lightyears away on most communication systems. However, its signal is so compressed that only 16 characters of information can be encoded in its transmission (spaces count as characters). Once activated, the beacon transmits its repeated message for one week and then burns out permanently. Its message can manually be changed as an action.

Weapon Wheel
Wondrous item, uncommon

This device, a bracer with an affixed rotary dial and several buttons lining its circumference, is connected to nine small extradimensional spaces. While wearing this bracer, you can use an action to deposit any weapon or object you are holding that weighs no more than 100 pounds and which can fit into a 10-foot cube into one of the extradimensional spaces, linking that item to the wheel. The wheel can be linked to up to 9 items at a time, one in each extradimensional space. You can use an action to unlink an item from the wheel.

Once on each of your turns, as an object interaction when you take an action, you can cause one of the wheel's linked items to appear in your open hands. Doing so also causing any other items linked to the wheel to return their extradimensional spaces.

W-REC
Weapon (REC gun), rare

You have a +2 bonus to attack and damage rolls made with this magic weapon, which is fitted with dozens of absurd and unnecessary modifications. When you attack with this weapon automatically, you can make up to six attacks with it, but each attack made after the second rolls a cumulative additional d20s and takes the lowest result. For example, the weapon fires twice with disadvantage, makes a third attack by rolling three d20s and taking the lowest, makes a fourth attack by rolling four d20s and taking the lowest, and so on.

Zipgun
Weapon (special), uncommon

This one-handed blaster is designed to be fired only once, but at far above nominal power. You can only fire it by first charging it as an action on your turn, during which time is makes a quiet zipping sound. On your next turn, you can use your action to make an attack with the blaster. If you do not make an attack with the blaster when it is charged, it harmlessly discharges and overheats.

An attack with the blaster creates a blast 100-foot-long by 5-foot-wide line in a direction that you choose. Each creature in the line must make a DC 14 Dexterity saving throw. A creature takes 6d6 radiant damage on a failed save, or half as much damage on a successful one. After the blaster is fired, it smolders and becomes nonmagical.

Artifacts

Campaign-shaking magic items, artifacts are utterly unique and singularly powerful objects. Whereas a normal magic item might be transformative to a character or a kingdom, artifacts are woven into the universe itself. Uncovering or vying to control and artifact can form the basis for entire campaigns, prompting the ascension of new villains and staunch allies around the player characters.

Some artifacts are merely objects in ruinous power, imbued with arcana from the very conception of the universe, when magic was still lithe and youthful. Others are stained with divine magic or are intertwined with the fabric of the universe itself. In most cases, however, an artifact's power is simply too great for mortal hands. Even if its might were placed in the right hands, the eventuality of sinister forces gaining control over it would spell inevitable doom. Adventurers, therefore, often make it their mission to destroy artifacts they encounter, a task which normally entails a grant quest of its very own, for artifacts can't be sundered easily.

No artifact should be placed in a campaign lightly. These items are as much plot devices as they are treasure; they appear when the GM desires and leave when the story demands it. For better or for worse, stories featuring artifacts will gravitate around the item's incredible power, so they should be used carefully, conservatively, and deliberately.

This chapter contains three artifacts, all of which are key to Dark Matter and its universe: the *Blaster Prototype*, which is both a sentient item and an artifact, a link to the very core of the advanced technologies of the 'verse, the *Gamma Pendant*, an artifact which proves that hardlight magic was once mastered by an ancient and benevolent force, and *Un's Codex*, a gateway to the universe tied to Old Un himself.

Blaster Prototype

Weapon (repeater), artifact (requires attunement)

Every blaster in the 'verse, from pocket-sized phasers to ship-mounted pulse cannons, operate on the same basic principle: focusing the energy from an arcane battery through an aperture, creating an intense burst of radiation. However, the progenitor of these designs, an artifact of immense power, predates the invention of arcane batteries, and instead utilized a more potent power source: a mortal soul.

The *Blaster Prototype* was the magnum opus of legendary dwarven inventor Metzer Glimwrought. In his life, Glimwrought contributed to nearly every field of science, mathematics, and arcana, proving unsolved arcane conjectures, proposing new physical theories, and furnishing new designs for construct servants (which would later lead to the creation of the vect.) However, his final invention is considered to be his greatest and his most costly. In the final weeks of the Blaster Prototype's construction, Metzer had consolidated its major components, including his new focus aperture and chassis, but lacked the critical power source for the device. His notes indicate that he might have planned to capture numerous elemental spirits, undead specters, or even demons in a void crystal capacitor installed into the device, but his actual plan was never implemented.

Before the device was completed, Metzer's daughter, Vantha Glimwrought, suddenly took ill. Metzer traveled from temple to temple, but it seems no cleric could heal her. Unabated, the unnamed disease ravaged the young woman, and she soon laid upon her death bed. With no other options, Metzer resigned from the Jormund University of Magic and Science and turned to necromancy. Metzer drew his daughter's soul into the Prototype, using a ritual similar to that which binds a lich's phylactery. As a result, Vantha was spared death indefinitely, for her soul resided within the Prototype.

Magic Weapon. The *Blaster Prototype* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it.

Random Properties. The blaster has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property

Blaster Configuration. The blaster can be configured in a number of different ways to change its mode of fire. You can use a bonus action to switch its configuration.

Automatic. The blaster gains the Automatic property and its damage dice become 2d8.

Lock-On. You can use your action to deal 2d6 + 3 radiant damage to a creature within 30 feet.

Overheat. The blaster gains the Overheat property and deals twice as many damage dice (4d6) on a hit.

Ricochet. Unless a target has total cover on all sides, the blaster ignores cover. Also, its damage dice become 2d8.

Scatter. The blaster gains the Scatter property. Additionally, you don't suffer disadvantage from attacking with a firearm while you are within 5 feet of a hostile creature.

Sniper. The blaster's range doubles (becoming 120/360 feet) and its damage dice become 2d8.

Sentience. The *Blaster Prototype* is a sentient chaotic neutral weapon with an Intelligence of 16, a Wisdom of 10, and a Charisma of 15. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Common and Dwarven. It can also speak with constructs and machines as if it shared a language with them, and can communicate over comm sets within 1 mile of it.

Personality. Though the blaster itself is ageless, its personality belongs to a young woman, Vantha Glimwrought, and speaks in an upbeat, chipper tone. The Prototype urges its user to travel to explore and travel to new places, to feed its voracious appetite for meeting new, interesting people; by contrast, it hates being holstered, hidden away, or left alone for too long. It would seem that even in life, Vantha was shut away, and built up an insatiable wanderlust as a result.

Vantha has complex feelings about her father. She didn't know him exceptionally well when she was alive, for Metzer spent most of his time working or teaching at the university. Without question, she's grateful to be alive, but feels like her present, captive circumstances are somehow an extension of her father's overbearing nature, even after death.

Vantha has extreme reservations about being used on humanoids and will never fire on an innocent person.

Destroying the Blaster. The Prototype Blaster is protected by all manner of enchantments from one of history's most talented and ingenious arcanists, rendering it impervious to damage. However, if the blaster is connected to a sufficiently large power source, like a Class 7 or 8 Dark Matter engine at the moment of a void jump, the power surge would be enough to overload the blaster, destroying it.

Gamma Pendant

Wondrous item, artifact (requires attunement by a spellcaster)

As far as arcane science is concerned, the discovery of hardlight is second only to the discovery of Dark Matter engines. While the use of pure magical force had been used for eons to create simple, intangible constructs, hardlight allowed mages of all stripes to create monuments of magical majesty, brilliant constructs of solid, crystalline light, and delicate, complex machines with but a thought. Modern hardlight magics were uncovered through experimentation and happenstance, like many technological advancements; however, it would seem this was not the first time they had been discovered, mastered, and harnessed, as evidenced by the *Gamma Pendant*.

This pendant is a gleaming, mithral medallion, set with what appears to be a large emerald or some other of green crystal. However, on closer inspection, the gem reveals itself to be a permanent hardlight construct of staggering complexity. Found near the very edge of the 'verse, the pendant's first owner (an elf whose name has been lost to time) discovered that the tiny object not only possessed immense magical power, but held an intelligence as well.

Shortly thereafter, a being known only as the Nomad began appearing across the galaxy. Though the Nomad's description varied drastically, the creature always possessed glowing green eyes, a unique pendant adorning its chest, and an incredible, complex wealth of magic. In truth, the Nomad was none of these creatures; it was the pendant itself. More precisely, it is a being from a plane of existence far outside our own, whose power and consciousness somehow became entwined within the pendant's intricate hardlight lattice.

Magic Item. The *Gamma Pendant* is a hexagonal mithral pendant which attaches itself to the chest of the attuned user and always appears on the outermost layer of clothing or armor.

Hardlight Constructs. You can use your action to create a melee weapon made of hardlight in your empty hand. You can choose the form that this weapon takes each time you create it. You are proficient with it while you wield it and can use your spellcasting modifier instead of your Strength or Dexterity modifier on attack rolls made with it. Additionally, you gain a +2 bonus to attack and damage rolls made with this weapon, and it deals force damage instead of its normal damage type.

Flight. While attuned to the pendant, you have a fly speed equal to your movement speed. Additionally, you

can breathe normally and survive underwater or in the vacuum of space without ill effect.

Spells. The pendant has 50 charges. It regains 4d6 + 10 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the pendant regains 1d12 + 1 charges.

While attuned to the pendant, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *hardlight blaster* (7th level, 10 charges), *hardlight construction* (7 charges), *hardlight frame* (7 charges), *hardlight gauntlet* (7th level, 10 charges), *hardlight nails* (3 charges), *major image* (5 charges), *mega image* (5 charges), *orbital hardlight cannon* (35 charges), *shield* (2 charges), *spiritual weapon* (4th level, 6 charges), *telekinesis* (7 charges), or *wall of force* (7 charges).

You can also use an action to cast one of the following spells from the pendant without using any charges: *detect magic, eldritch blast, hardlight needle, light, mage armor,* or *mage hand*.

Spell Absorption. While attuned to the pendant, you have advantage on saving throws you make against spells. In addition, you can use your reaction when another creature casts a spell that targets only you to cause the pendant to absorb the magic of the spell, canceling its effect. The pendant regains a number of charges equal to the absorbed spell's level, up to a maximum of 50 charges. Once you cancel and absorb a spell with the pendant, you can't do so again until the next dawn.

Sentience. The *Gamma Pendant* is a sentient lawful good wondrous item with an Intelligence of 18, a Wisdom of 14, and a Charisma of 20. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand any language its bearer understands.

Personality. Nomad is an extraplanar entity of formidable intellect and power, but lacks a corporeal form with which to influence and observe the world. Importantly, whatever dimension from which Nomad hails is completely foreign to our own; as such, Nomad has yet to learn many basic facts about our universe and its prominent lifeforms, though it has acquired a few insights in its time. For example, Nomad might know that living creatures can't pass through solid material and that they generally die if exposed to the vacuum of space, but it might not yet understand that environments with extremely high gravity or lethal levels of radiation will have similar effects.

How Nomad became trapped in the pendant or who put it there is unknown, (Nomad either doesn't know or isn't willing to tell), but it doesn't seem particularly bothered by its current situation. Nomad's true motivations are grand and generally cryptic, pertaining to an unspoken, existential threat to the multiverse, including its home dimension. As such, it views most conflicts as petty squabbles in the scheme of things.

Nomad is staunchly neutral on most matters. It generally scoffs at the perils faced by mortals and abhors the melodrama of adventure, though it will follow its bearer along in such quests as long as it is permitted to time to conduct experiments with hardlight geometry in the interim. While it is certainly more than capable of taking over a given bearer, it is generally loath to do so, as the process imparts a general sense of mortality that Nomad seems to find distasteful. As such, it only ever actively chooses to possess its bearer in the interest of self-preservation.

Destroying the Pendant. The *Gamma Pendant* seems to be impervious to both damage and wear, both from magical and nonmagical sources. However, the lattice can be shattered by smashing it between two sufficiently large hardlight constructs: each would need to be roughly the size of a small planet to achieve the desired effect.

Nomad also makes it known to the bearer that there is a much simpler way to destroy the pendant should they choose to do so: by allowing Nomad to possess them fully, obliterating their own soul in the process. The bearer in question must be both fully aware of the consequences and be completely willing to accept their fate.

Un's Codex

Wondrous item, artifact (requires attunement)

This 6-inch wide mechanical disc, consisting of innumerable layers of gears and technological ephemera, might seem innocuous at first. After all, it could easily be a spare component for any ship or magical device, albeit a strange one. But on further inspection, rotating one of its layers causes other layers to rotate, counter-rotate, or become locked. The disc itself is an intricate puzzle, and to solve it means to unlock the doors of the universe.

The disc, called *Un's Codex*, might have a storied history, but much of it is lost to time. It is comprised of rare, exotic metals, of the very same type that can be found on maw stations and within the heart of the Sepulcher Star. Like all other antediluvian relics of such make, its creation is attributed to Old Un. After all, there are few others so venerable.

Finding solutions to the codex is challenging, but each creates a unique magical effect. A creature attuned to the codex spends can spend 10 hours to uncovering one of the

Codex's solutions through experimentation, gaining the use of one of Codex's traits of their choice (other than the Random Properties trait, which applies as soon as the creature attunes to the Codex.)

Random Properties. The codex has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Magic Resistance. While attuned to the Codex, you have advantage on saving throws against spells and other magical effects.

Slip Gate. The codex has 4 charges and regains 1 charge daily at dawn. As an action, you can expend one of its charges to open a 10-foot diameter portal between two precise points in the multiverse that you choose. These two locations can be anywhere in the 'verse, including on different planes of existence. These locations must be known to you, or you can specify a general location, such as a particular maw or the Elemental Plane of Fire. You can orient the portal in any direction that you choose. The portal lasts for up to a minute, and you can dismiss it as an action.

The portal has a front and a back in each location where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other location, appearing in the unoccupied space nearest to the portal.

Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains.

Extradimensional Lodge. You and up to 4 willing creatures within 30 feet that you choose are transported to a demiplane containing a rustic, yet stately lodge. The lodge appears to be within a scenic, coniferous forest, but leaving the lodge teleports you back to the location from which you entered. The lodge has several floors and comfortable accommodations for dozens of individuals. It would seem that previous owners of the codex have taken up residence here, for nonmagical weapons and equipment are stashed in a few of the rooms. Moreover, it seems that the lodge contains numerous hidden compartments and secret passages.

The lodge is attended by dozens of near-transparent servants, who obey all who enter. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. Thus, the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can go anywhere in the lodge but can't leave it.

Blink Step. You can cast the spell *misty step* at will, without using a spell slot or spell components. When you cast this spell, you can choose to teleport to a space occupied by a creature. When you do so, that creature must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 4d6 force damage and moves to an adjacent space. On a success, the creature takes half as much damage and doesn't move; you instead move to an adjacent space.

Universal Function. You can use your action using the codex to overwrite some fundamental law of the universe in a 15-foot radius sphere. You can use this ability to increase or decrease gravity in the area, to change the boiling or melting point of a particular material within the area, to increase or decrease the flow of time in the area (as per the *haste* or *slow* spell), or to make the region breathable (as per *zone of atmosphere*), or to change another fundamental law of your choice, at the GM's discretion. If you attempt to change something that is too fundamental (such as attempting to reverse the flow of time in the area), the codex does nothing and your action is wasted. This change lasts for 1 minute or until you use this ability again.

Destroying the Codex. Though the codex seems to be made of fragile components, its strange metallic composition makes it impervious to damage. The artifact can only be destroyed by Old Un itself, but casting it into the Sepulcher Star or any black hole will be sufficient to banish it for 1d100 years, after which time it will reappear somewhere in the 'verse.