

ENCYCLOPEDIA MULTIPLANARIA

No single object in the 'verse contains more information than the *Encyclopedia Multiplanaria*, an enchanted datapad filled with exhaustive articles on practically every topic known to man. Of course, no storage method is perfect, so the encyclopedia's creator threw out the index to make space for the vast reams of information. As you open the *Encyclopedia Multiplanaria*, you'll notice it looks like an ordinary datapad, but it has only a single red button marked with an arrow. Each press of this button advances the datapad to a new, random article, filled with extensive and accurate information on any topic. Somehow, the encyclopedia always manages to bring you useful, relevant topics at least a couple of times a day.

The following collection of entries are random excerpts from the encyclopedia's vast stores of data. With any luck, you'll discover something useful, or at least entertaining, as you read through the *Encyclopedia Multiplanaria*.



NUCLEAR CHICKEN

Monster

So named for its thermonuclear death throes, the nuclear chicken is the most singularly destructive chicken in the multiverse. No predator, no matter how starved, will risk attacking the easy-to-spot glowing chicken, for the chicken would explode and kill everything in a huge radius. As such, the nuclear chicken is a lonely creature with an ornery temperament, a true bully of the animal kingdom.

NUCLEAR CHICKEN

Tiny monstrosity, unaligned

Armor Class 12
Hit Points 3 (2d4 - 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 1 (200 XP)

Nuclear Death Burst. When the chicken dies, it explodes in a thermonuclear fireball. Each creature within 60 feet of it must make a DC 12 Dexterity saving throw, taking 28 (8d6) force damage on a failed save, or half as much damage on a successful one.

ACTIONS

Peck. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 (1d4) piercing damage.

Kaboom! The chicken uses its Nuclear Death Burst ability and dies in the ensuing explosion.



THE ENCYCLOPEDIA AS A MAGIC ITEM

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.

DOOGIE TWO-HEADS

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Intimidation +1, Perception +4, Piloting +2

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. Doogie Two-Heads has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the Doogie Two-Heads's heads is asleep, its other head is awake.

ACTIONS

Multiattack. Doogie Two-Heads makes two melee attacks or two ranged attacks.

Heavy Plasma Launcher. *Ranged Weapon Attack:* +2 to hit, range 80/240 ft., one target. *Hit:* 10 (3d6) fire damage, and each creature other than the target within 10 feet of the target must succeed a DC 14 Dexterity saving throw, taking half the fire damage rolled on a failed save.

Rocket Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, plus 5 (2d4) piercing damage if it is the first hit using this weapon this turn.

DOOGIE TWO-HEADS

Nonplayer character

One of the most imposing mercenaries working for Grax's Guys for Cheap, Doogie Two-Heads is an ettin, a great, two-headed giant. Doogie is usually paid for bouncer and shake-down work—anything where he has to look tough and say little. While Doogie Two-Heads's crew thinks he's as dumb as he looks, he is, in fact, is an enthusiastic conversationalist, his two heads talking over and correcting each other with every sentence. A quick way to anger Doogie Two-Heads is to consistently mess up his name: against all common sense, the left head is called "Doogie" and the right is called "Two-Heads", a fact which both heads feel should be obvious. Despite the ettin's relatively thick skull and poor situational awareness, Doogie Two-Heads is a valuable ally, if you can get him on payroll for a job.

PARADISE ONE

Tier IX world

The premiere vacation destination in the Elven Empire, Paradise One is a completely fabricated luxury planet, with scenic vistas as far as the eye can see, and climate-controlled seasons year-round. This might already seem sublime, but the fine details really make the planet perfect: it's impossible to get a sunburn lying on the beach, the coconuts are naturally filled with rum, the native wildlife sings showtunes, and there's always a servant at your beck and call. Vacations there might cost a fortune, but this doesn't lessen the number of visitors in a given season.

Paradise One weighs heavily in the minds of elven nobility, who see themselves as the cultured developers of the untamed 'verse. This planet, which has received limitless investment from private individuals and the Elven Empire itself, is a model of the perfect elven planet, and a prototype for the elves' terraforming plans for the 'verse at large.

However, beneath the thin, picturesque surface, Paradise One is a hellscape of machines and inhospitable conditions. Colossal heat sinks and rumbling terraforming engines shift the temperature, clouds, and waves to precise specifications, moving the excess heat and humidity to the underworld, leaving it a sweltering, mechanical wasteland. The planet's permanent residents (none of them elves) are little more than a servant population, held under despotic rule and charged with maintenance of the "Paradise Machine" which keeps the conditions on the surface so idyllic year-round. Visitors never get to glimpse behind the scenes, and few would ever want to; paradise is something they'd rather enjoy than question.





CAT BOX

Monster

Natural selection takes odd twists and turns on the galactic scale. Few monsters demonstrate this as elegantly as the monstrous cat box, a bizarre relative of the mimic which stalks spaceports and maw stations. Relying on the principle that humanoid around the 'verse love kittens (if only in fleeting doses), the monstrosity plants itself in a box labeled "kittens", "cats", or some variant therein. Curious onlookers draw close, and are dead before they can call for help. This beast's true form, usually concealed by its box, is a furry, amorphous terror, sprouting cat-like limbs and tails at every angle as it attacks.

CAT BOX

Small monstrosity, unaligned

Armor Class 12

Hit Points 66 (12d6 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	15 (+2)	2 (-4)	10 (+0)	13 (+1)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Blood Frenzy. The cat box has advantage on melee attack rolls against any creature that doesn't have all its hit points.

False Appearance. While the cat box remains motionless, it is indistinguishable from an inanimate box.

ACTIONS

Multiattack. The cat box makes two melee attacks, and it makes one more attack each time it hits, up to a maximum of four attacks.

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

BARBAROS, THE BLOODMONGER

Nonplayer character

Few people know that the towering gladiator, Barbaros, the Bloodmonger, who is infamous for crushing opponents in underground fighting rings, is little more than a stage persona by spritely gnome gadgeteer, Alexia Brightfoot. For years, Alexia has been making a tidy fortune playing the part of "Barbaros" from inside her experimental frame, which stands nearly seven feet all, and is designed to look like a spiked suit of gladiator armor. She cheerfully bashes in faces every weekend, and has ice cream afterwards.



BARBAROS, THE BLOODMONGER

Medium humanoid (gnome wearing experimental frame),
chaotic neutral

Armor Class 17 (experimental frame)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	19 (+4)	9 (-1)	11 (+0)

Skills Arcana +7, Data +7, Technology +7

Senses darkvision 60 ft., passive Perception 9

Languages all, from *universal translator*

Challenge 5 (1,800 XP)

AI Companion. If Barbaros rolls less than 16 with any of her listed skills, she treats the result as a 16 instead.

Experimental Frame. Barbaros gains 12 temporary hit points at the beginning of each of her turns. Additionally, while wearing her experimental frame, Barbaros's size is Medium and she uses Intelligence for her melee weapon attacks (included in the attack).

Gnome Cunning. Barbaros has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Overcharge. A blaster deals three extra dice of its damage and its Intelligence modifier when Barbaros hits with it (included in the attack).

ACTIONS

Multiattack. Barbaros makes two melee weapon attacks.

Wrenchinator. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Repeater. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. *Hit:* 21 (5d6 + 4) radiant damage.

Omni-Grenade. Barbaros throws a grenade at a point she can see within 30 feet. Each creature within a 5-foot radius of that point must make a DC 15 Dexterity saving throw or take 22 (5d8) fire damage, or half as much on a successful save.

Gadget. Barbaros uses one of the following gadgets:

Blink Button. Barbaros teleports up to 15 feet.

Cloaking Device (Recharge 4–6). Barbaros becomes invisible until the end of its next turn, as per the spell *invisibility*.

Overheat Beacon (Recharge 5–6). Each blaster within 60 feet of Barbaros (excluding those carried by her) overheats until the end of her next turn.

Shrink Ray. One creature within 30 feet is targeted by the Reduce effect of the *enlarge/reduce* spell (save DC 15).

RAST

Tier 3 world

Claimed by the Human Hegemony in a last-ditch power grab, the small, backwater planet, Rast, was the catalyst that sparked the Rift War between humanity and the other galactic factions. Even today, this planet near the galactic core lies within Hegemony control, their borders jutting out to contain the planet and its surrounding space. Rast contains neither exotic minerals nor strategic positioning; rather, it contains the universe's principle supply of roaches.

Ocolori Radavitis, known to spacers as "roaches", are an inexpensive, albeit addictive, way of navigating the 'verse. Even with good nutrition and habitats, these strange, insectoid creatures can only be bred on specific planets, such as Rast. The Human Hegemony ascertained correctly that controlling the roaches would be key to establishing a foothold in the 'verse, and so sent a battle fleet, spearheaded by The Antioch, a cutting-edge heavy cruiser, to take the planet. They were met by an elven forest fleet, sparking the first battle of the Rift War.

Today, the planet's only structures are Hegemony military bases and brood hutches, all contained within electrified fences and security checkpoints. Vast swathes of the swampy planet are covered by the magenta fungus, xenobloom, which are in turn infested with untold numbers of psi-worms. Hegemony troops are locked in a constant battle with the planet itself, repelling hordes of psi-worm gestalts, and burning away xenobloom with flamethrowers on a daily basis. As they have held their ground on this hostile backwater planet, the Hegemony as a whole has profited, and continues to station The Antioch above the planet, a symbol of Hegemony perseverance.

GLADIATOPUS

Small monstrosity, unaligned

Armor Class 13 (shield)

Hit Points 72 (16d6 + 6)

Speed 10 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Athletics +4, Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages Aquan, Common

Challenge 2 (450 XP)

Hold Breath. While out of water, the gladiatopus can hold its breath for 30 minutes.

Octopod. The gladiatopus has eight limbs with which it can hold weapons, shields, and other items.

Underwater Camouflage. The gladiatopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The gladiatopus can breathe only underwater.

ACTIONS

Multiattack. The gladiatopus makes one melee attack with each of its weapons. If it is holding more than two weapons, each attack roll it makes has a -1 penalty for each weapon each additional weapon it is carrying. Before penalties, the gladiatopus has a +4 melee attack bonus. For example, if the gladiatopus is carrying five melee weapons, each attack roll it makes has a -3 penalty, for a total of +1 to hit.

Battleaxe. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) slashing damage.

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

Morningstar. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.



GLADIATOPUS

Monster

When the nautilids escaped the fiery destruction of their homeworld, Poseidon, they were not the only Poseidon natives to escape into the 'verse. Another intelligent aquatic race, their bitter rivals, the gladiatopi, also set out into the 'verse in search of a new home. Unlike the nautilids, however, their bodies were not so finely adapted to the Poseidon solution of their homeworld, and so began to invade and colonize the oceans of other worlds, establishing a vast, interstellar, undersea empire.

While their technology is borrowed or copied wholesale from old nautilid designs, the gladiatopi are more than competent in combat. A single gladiatopus can wield up to eight implements of war, including multiple shields and spears, making them akin to a hydra of weapons. Wherever the nautilids travel on their search for a new world, they confront and battle their old rivals, chasing them out of peaceful oceans, and battling them on land and on sea.



BISHOP 212

Nonplayer character

While it's certainly unusual to see a vect cleric, it's even rarer to see one that worships the avia-ra deity, the Sun Above. Stranger still, the vect known as Bishop 212 is outfitted with stainless steel regalia and little lights intended to complete the look of a holy prophet. Bishop is actually a true, indoctrinated Apologist in the avia-ra faith, armed with the divine, luminescent powers of a sun cleric. Though their true reason for converting to this solar religion might be difficult to parse out of their constant sermons, it might have something to do

NEW CLERIC CANTRIP

EYE OF ANUBIS

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: M (a holy symbol)

Duration: Instantaneous

A beam of tenebrous moonlight streaks from your left eye toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage and can't take the Disengage action until the end of your next turn.

This spell creates an additional beam and deals more damage at higher levels. At 5th level, you fire a second beam originating from your right eye. Your first beam's damage increases by 1d8 (2d8) when you reach 11th level, and your second beam's damage increases by 1d8 (2d8) when you reach 17th level.

BISHOP 212

Medium humanoid (vect), lawful good

Armor Class 16 (unarmored defense)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	10 (+0)	16 (+3)	13 (+1)

Skills Medicine +5, Persuasion +3, Religion +2

Senses thermalsight 30 ft., passive Perception 13

Languages Avia-Ra, Common

Challenge 2 (450 XP)

Construct Anatomy. Bishop is immune to nonmagical diseases, and they don't need to eat, drink, or breathe.

Inflexible Mind. Bishop has advantage on saving throws against being charmed.

Turn Undead (1/Long). As an action, Bishop may present their holy symbol and speak a prayer censuring the undead. Each undead that can see or hear Bishop within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from Bishop as it can, and it can't willingly move to a space within 30 feet of Bishop. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Unarmored Defense. While Bishop is wearing no armor and not wielding a shield, their AC equals 10 plus its Dexterity modifier + their Wisdom modifier.

Spellcasting. Bishop is a 3rd-level spellcaster which has the following cleric spells prepared:

Cantrips (at will): *eye of anubis, light, thaumaturgy*

1st level (4 slots): *detect evil and good, cure wounds, guiding bolt, sanctuary*

2nd level (2 slots): *hold person, lesser restoration*

ACTIONS

Multiattack. Bishop makes two weapon attacks.

Avia-Ra Sunstaff (Ranged). *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 7 (2d6) radiant damage.

Avia-Ra Sunstaff (Melee). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if used with two hands to make a melee attack.

with the vect desire for constant occupation. Surely, nothing is as insurmountable a task as converting the whole 'verse to the faith of the Sun Above, but Bishop 212 has an endless natural lifespan to attempt just that.

WROTHIAN VAMPIRE

Medium undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	18 (+4)	14 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Wroth, telepathy 120 ft.

Challenge 13 (10,000 XP)

Regeneration. The wrothian vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the wrothian vampire takes radiant damage, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The wrothian vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The wrothian vampire has the following flaws:

Stake to the Heart. If a piercing weapon made of wood is driven into the wrothian vampire's heart while the wrothian vampire is incapacitated in its resting place, the it is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The wrothian vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The wrothian vampire takes three actions, chosen from Claw, Misty Step, and Neural Lock. It can take any of these actions more than once, but can't use the Misty Step action more than once on its turn.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 11 (2d6 + 4) slashing damage plus 9 (2d8) necrotic damage.

Misty Step. The wrothian vampire teleports up to 30 feet to an unoccupied space that it can see.

Neural Lock. One creature of the wrothian vampire's choice within 60 feet of it must succeed on a DC 17 Wisdom saving throw or become paralyzed for up to 1 minute. Only two creatures can be paralyzed by this ability at one time. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Telekinesis. The wrothian vampire casts the spell *telekinesis*. Intelligence is the wrothian vampire's spellcasting ability for this spell.

Psionic Drain. The wrothian vampire consumes the memories of an incapacitated creature within 5 feet of it. The creature completely forgets the event of the last 24 hours and its Wisdom score is reduced by 1d4. If the creature's Wisdom score is reduced to 0, it is stunned until it regains at least 1 point of Wisdom. The creature regains 1 point of Wisdom whenever it finishes a long rest.

WROTHIAN VAMPIRE

Monster

Wrothian exiles usually die within a decade of leaving their colony, for without the psionic nourishment of their stygian ships, their bodies simply deteriorate. However, a few wrothians have circumvented this grim fate by embracing an even darker alternative: vampirism. A wrothian vampire can extract psionic energy from a living creature, and subsist on that alone. They are undead predators of the night, given to cold-blooded hunting and bloodthirsty attacks. Like other vampires, wrothians shun sunlight and can be dispatched with a stake to the heart, but can't transform into a bat or disappear into a cloud of mist. Instead, they wield a unique suite of terrible psionic powers, derived from their unique biology and the warped curse of vampirism that afflicts them.

ART BY MATT PEGORARO
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BLACKPOST

Tier 3 world

It is in humanity's nature to look out into the night sky and wonder what eyes might be staring back among the canvas of stars. It is also in their nature to fear what they find out there. Perhaps, this is why they established Blackpost, a colony on the very edge of the outer Galactic Frontier, positioned to gaze out beyond our galaxy and watch the universe beyond. Ostensibly, the post is scientific in nature, collecting data from distant galaxies to paint a better picture of the universe as a whole, but it's no secret that Blackpost also acts as a first-warning system for intergalactic threats, as remote a possibility as that may be. If something more distant and terrible sets its gaze on the Milky Way, humanity will be the first to spot it.

Blackpost is set on a rocky planet, which orbits a dim red dwarf star, originally named Yomi by Lakshayan explorers. The planet is cold, its atmosphere is thin, and its soil is rocky, but it's just barely habitable, one of the few such planets in its distant sector. Yet, the planet is self-sustaining, and the colonists of this Frontier world consider it just as much part of the Hegemony of Man as Holloway or High Terra.

The Elven Empire viewed the establishment of Blackpost as an achievement to be bested, and so constructed their own distant Frontier settlement on Vosura, just slightly further away from the galactic core. Vosura, by contrast, is a sizable asteroid base planted on a rock far from any star. So long as the Elven Empire controls it, they count it as a resounding success over the growing Human Hegemony.



BLOB BELCHER

Nonplayer character

To say that the amoeboid chef Blob Belcher has an unconventional personality would be an understatement. Amoeboids always have flexible self-identities, but after being stranded on a human-dominated low-world for two decades, Blob Belcher has adopted an uncannily humanlike voice and demeanor. He cooks human foods, chiefly burgers, wears a chef's apron, and sports a floppy jelly moustache. Blob might not be much of an asset in combat, but if a problem needs a perfectly-cooked burger, he's got you covered.

BLOB BELCHER

Medium humanoid (amoeboid), lawful neutral

Armor Class 11

Hit Points 28 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	14 (+2)	9 (-1)	14 (+2)

Senses passive Perception 9

Languages Amoeboid, Common

Challenge 1/8 (25 XP)

Amorphous. Blob can compress his body enough to squeeze through a 1-inch wide space.

Burger Chef. During a short rest, Blob Belcher can prepare a burger meal for up to five creatures. Any creature that eats a meal prepared by him during the short rest regains 9 (2d8) hit points.

ACTIONS

Spatula. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. If the target is Small or smaller, it falls prone as Blob flips it over with the spatula.

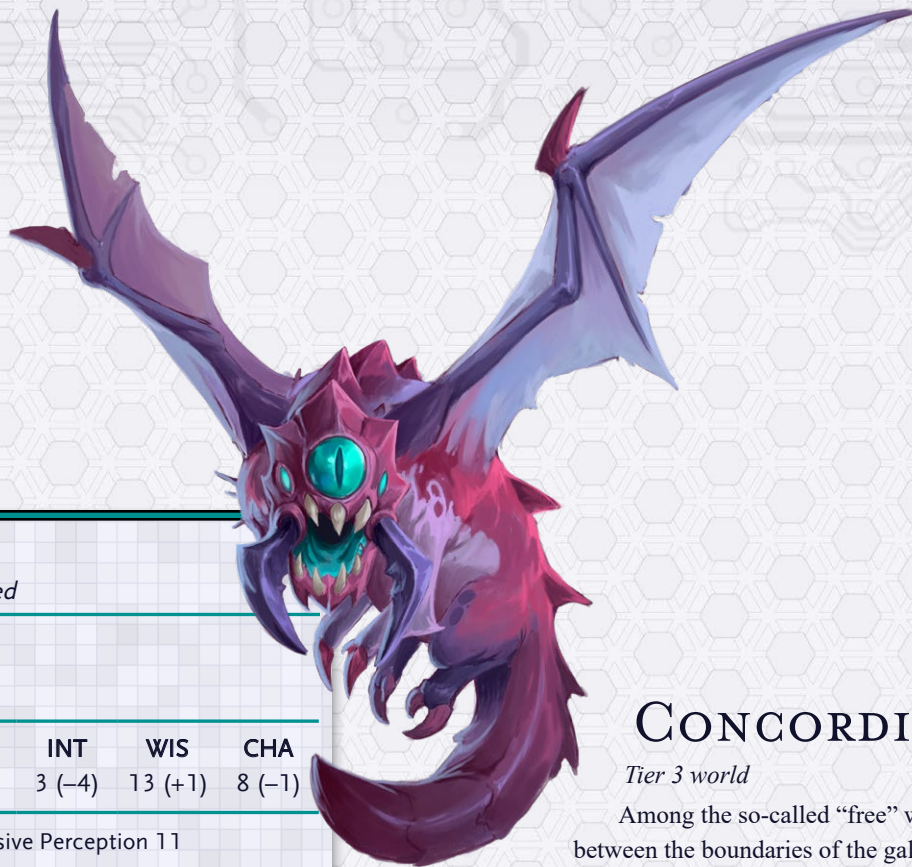
Flexible Form. Blob stretches, compresses, or molds his body into a static form of his choice that is no larger than 8 feet in any dimension. He can replicate something's basic shape, but not its color, texture, moving parts, or fine details. Blob can't change his body's volume, nor can he move, attack, or cast spells while transformed into a static shape.

Alternatively, Blob can touch a creature and assume its general form. His size and other statistics don't change, but he gains the ability to speak and understand that creature's language, and if the target has a burrowing, climbing, or swimming speed, he gains those with the same speed, up to a maximum of 40 feet.

Blob can end a transformation on his turn (no action required). If transformed into a creature, he can only take actions that creature would be able to take.

REACTIONS

Reform. When Blob takes bludgeoning, piercing, or slashing damage from a nonmagical source and doesn't drop to 0 hit points, he can immediately regain 1d4 hit points, up to a maximum of the amount of damage taken.



KGNACK

Small monstrosity, unaligned

Armor Class 13

Hit Points 20 (8d6 – 8)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	8 (–1)	3 (–4)	13 (+1)	8 (–1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Metal Scent. The kgnack can smell metal. It is instantly aware of any ship, metal structure, or natural ore deposit within 100 miles of it.

ACTIONS

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

Acid Glob (Recharge 5-6). The muncher lobbs a glob of acid at a point it can see within 60 feet. Each creature within a 5-foot radius of that point must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

KGNACK

Monster

A pest of megacities and forgotten Frontier worlds alike, the kgnack is a pervasive, rapidly-growing creature. To speed up development, mature kgnacks lay their eggs on metal deposits, but are incapable of distinguishing between natural metals and steel walls or spaceship hulls. As such, kgnack eggs have hitched rides to major planets across the 'verse and infested dozens of megacities along the way. Kgnacks are fiercely protective of their territory, and aren't picky about their meals. Though their numbers rarely balloon into full-on swarms, they're quite impossible to stamp out once settled, if only for the fact that their eggs can hide underneath any hovercar, behind any metal signage, and on any steel support beam.

CONCORDIA

Tier 3 world

Among the so-called “free” worlds between the boundaries of the galactic powers, Concordia perhaps benefits most from its independent status. A haven of companies and commerce, the floating cities of Concordia act as neutral meeting ground for the great galactic factions. When the Night Crusade came to a head, Concordia hosted the summit. When Astrogations Inc. and the Cabal needed to pick a neutral site for their respective headquarters, Concordia was the obvious choice. When the nautilids and later ores lost their homeworlds, it was on Concordia that they pled their cases to the galactic community.

For its fresh water, clean air, and abundant soil, Concordia would make a perfect world, except for the fact that it is too large, and therefore too gravitationally intense, for most of the galactic races. However, in the floating cities positioned in the planet's upper atmosphere, the air thins to a reasonable density, and the gravity lightens to just above that of High Terra. Residents of the floating cities like to joke that the planet lends weight to the contracts signed there, but in truth, it's the best a Tier 3 world can offer.

Not everyone respects Concordia's status as an independent power, however. Most other free worlds are rife with pirates, Firm contractors, and other thieves; Concordia, meanwhile, hosts the Galactic Bank. Anyone suspicious of the halflings in charge of the bank can point to Concordia's special status as the sole reason the bank can strike business deals and loan money with impunity. Furthermore, Concordia's clean streets and protective laws are notoriously opaque. If the Firm or some other criminal power were acting on Concordia, they would be perfectly concealed behind the veneer of board rooms and private offices.



GRAPHIDS

Monster

The monstrous inhabitants of most asteroid belts, graphids appear to be something between insectoid monsters and reptilian beasts. Products of their harsh, rocky environment, graphids are blind, but keenly perceptive of vibrations, and capable of clinging to any surface. No creature is better at navigating the rocky, nearly weightless surface of an asteroid or micro-planetoid, and few can survive an entire swarm of agitated graphids on the move.

Industrious space kobolds have tamed entire hives of graphids for their use, as the creatures make ideal mounts as beasts of burden for the unique trials of low-gravity life. In conjunction with a kobold's lithe stature, the two make a deadly combination: graphid mounts are fiercely defensive, and riding kobolds strike with an uncommon ferocity.

GRAPHID

Medium monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	3 (-4)	11 (+0)	10 (+0)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 10

Damage Resistances cold

Languages —

Challenge 1/4 (50 XP)

Swarm Tactics. The graphid has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons if at least one of the graphid's allies is within 5 feet of it and the ally isn't incapacitated.

ACTIONS

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

SPACE KOBOLDS

Monster

Asteroid-dwellers and starship scavengers, kobolds are a constant threat whenever a ship ventures into an unknown asteroid field. Space kobolds establish their warrens within dense asteroid fields, which slow exploring ships to a crawl—easy prey for their electrified harpoon guns and lingering traps. Once a ship or great spaceborne creature is immobilized, a force of kobolds springs into action, dismantling it with old-fashioned tools and a force of graphids, a race of asteroid-dwelling beasts tamed by the kobolds for their brute strength and superior low-gravity maneuverability.

It's also possible to find warrens of space kobolds situated around an eternal dragon's hoard planetoid or enthralled to a god-aboleth. Any creature of sufficient size makes an ideal ally for the weak but canny space kobolds, who value survival in the harsh 'verse above all else, and know that their small stature and outdated technology will do little to dampen the efforts of larger factions or hungry spacesharks.

Credits

Writer Michael Holik

Interior Illustrations Lucas Ferreira CM, Agustín Marceillac, Martin Kirby

Additional Art Matt Pegoraro

SPACE KOBOLD

Small humanoid (kobold), neutral evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	9 (-1)	12 (+1)	7 (-2)	8 (-1)

Skills Technology +3

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Jetpack. The kobold is equipped with a jetpack and a life suit, which gives it a flying speed and allows it to operate in the vacuum of space with ill effect.

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

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Harpoon Gun. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (2d4) piercing damage.

