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ELDRITCH SANDS

CAMPAIGN SETTING FOR 5TH EDITION

ELDRITCH SANDS

CREDITS

ON THE COVER
Legendary Eldrtichtech user Pat in and outside of her trusted Unicorn Suit. The purple eyes are a side effect of having an Eldritchtech core installed and some think that while looking deep within them, you can see a gate to a new universe.

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ABOUT THIS BOOK

Welcome to the world of Eldritch Sands. This book provides you with all the rules to play an Eldritchtech user in a post apocalyptic world, wielding the same ruinous power you are fighting against.

Choose your Faction, Eldritchtech power suit, and Background. This book gives players various options to build their character trying to survive the world of Eldritch Sands.

Game Masters (GM) will find a detailed world, adventure hooks and threats to entice your players, and with templates, so you can bring your most favorite challenges to the world of Eldritch Sands on the fly.

Running Horror

The Eldritch Sands campaign setting is inspired by '70s and '80s horror—especially those set in science fiction—franchises that came before, though it is up to you how much, if any, you employ of that.

A lot of themes that influenced us were not knowing friend from foe, being trapped with hostile creatures, and playing with powers beyond your comprehension, while also maintaining the more fantastical approach to technologies of a distant future, as envisioned with a past perspective.

Starting at Zero

Horror in tabletop roleplaying games requires everyone to be on board, but also comfortable with what everyone brings to the table. While some might be okay with boundaries being constantly pushed, others are not.

We advise every group that finds themselves in the world of Eldritch Sands to discuss what they want out of this game and set important boundaries in a session zero. Players should be frightened and captivated by the scenery evoked by the Game Master and not by possible topics that might come up. We urge you to treat everyone at the table as equals and be mindful about the topics that should not be brought within the game. After all, you want to enjoy your time in the world of Eldritch Sands together.

Fear Itself

From the dark and desolate alleys within the OASys that are hiding automatons gone haywire to the enigmatic Eldritch Maelstrom putting all that you know in question, you might be tempted to present all those fears at once and all the time. But horror is at its best when served in doses or built up over time. If there is constant tension and doom around every corner, players quickly feel exhausted and overwhelmed.

What drives us to the edge of the seats most of the time is the fear of losing something—the sole lightsource about to extinguish, heralded through constant but inconsistent flicker of the light bulbs, or noises in the dark announcing the advent of something else, turning a safe place hostile.

The Sum of all Fears

We provide plenty of ways to express horror in the Eldritch Sands campaign setting, the two most prevalent being surviving a planet gone hostile in various way—from the oppressive heat of the Endless Ocean to altered Fauna looking for sustenance—and a cosmic force taken hold, even within you, making you question the fabric of reality.

Those horrors, much like the MIMICs that went haywire, are manmade, and there are further dark secrets each faction harbors, threatening the ideals you are fighting for.

A deadly Game

Eldritch Sands is designed for players to have access to unrivalved powers from beginning to end. They come at a cost, since using them lets you accumulate Eldritch Influence, a power that slowly pulls you in their embrace, resulting in the eventual loss of your character.

While players might be cautious to push their powers, we introduce a host of new threats that tax the forte of all at the table. Life within and outside the OASys is a short one and we want to remind players that their final fate awaits them at every corner.

Now if you think you can handle all this, it is time for you to suit up and enter the world of Eldritch Sands!

THE DISASTER

The world was doomed. As temperatures rose, precious water evaporated—and hope along with it—turning the land into vast, desolate seas of sand. Violent sandstorms swarm the planet's surface, darkening the skies and eclipsing the sun. Once the planet became inhospitable, some sought an exodus into the stars to salvation and freedom with many of their fates uncertain. In the end, a large city-sized shelter called Omni Armor System (OASys) was built and became the final home of the surviving population.

As time passed, synthetic lifeforms were created to maintain the OASys. These life forms called MIMICs were built in their creators' image, and while useful, required significant energy to power. Coupled with a rising population, meeting these energy demands proved futile.

Through a combination of science and arcane lore, the discovery of eldritch energy distilled from unprocessed sand into enormous glass cores brought a period of prosperity. Despite the prosperous years, problems and glitches arose within the OASys and across the MIMICs.

These glitches compromised many MIMICs, who leveled violence against their creators. Most of the MIMICs were decommissioned, but some were never accounted for, and their constant threat led to the development of powerful exoskeletal suits powered by eldritch energy called Eldritchtech.

With Eldritchtech, those who wear these specialized armors face the dangers beyond the city and within it—the future of the OASys lies with them.

Rising Crisis

The abnormal weather changes were the first signs of trouble, but many dismissed it at the time. The seasons shifted and the planet itself tried to adjust, but the exponential damage was already done and the world's fate was sealed. Wildlife and fauna were eradicated for years as the land turned into desolate seas of sand. Withering empires, principalities, and nations came together only after the ecological point of no return. Centuries of petty squabbles, skirmishes, and wars had taken their toll. No surviving records explain why the temperatures rose, but some blame hubris and others postulate a technological calamity, like a weapon or experiment gone wrong. Regardless, the land became inhospitable, and survival became paramount.

Static Skies

Before the oceans dried up, there was an intermittent period of countless storms. The mixture of electrical energy and shifting weather patterns led to catastrophic conditions. Supercharged lightning strikes, destructive winds, and sandstorms severely damaged a dwindling infrastructure. While these storms did not entirely cover the skies, they certainly proved difficult to those seeking to escape into the stars. Between the limited supplies, a desperate populace, and unstable weather, efforts to escape the planet were met with disaster after disaster. A few starfaring vessels escaped the planet, never to be seen or heard from again. Their fates remain in question to both those who believe the future lies in the stars and the skeptics.

Within a couple of years, the weather subsided to reveal a host of new challenges for the surviving masses: oceans of water turned to sand, scorching temperatures, the eradication of various species of flora and fauna, and the rapidly depleting means to produce breathable air. Delays in constructing new living facilities due to divided efforts and resources led to countless deaths and casualties.

Failed Exodus

Early attempts to flee the planet via spacefaring vessels were made using small craft. As the conditions on the planet worsened, the need for larger vessels prompted further development. But time was in short supply for the desperate people.

Old records suggest the fleeing spacefarers headed for multiple planets and stars. The information remains largely elusive and serves as rhetoric for the Children of the Star's propaganda. In truth, organizations haphazardly put the information together based on assumptions and incomplete data at the time. Those who boarded those ships had a one-way ticket to either survival or death.

Characters know the following according to their passive Intelligence (History) score.

The Last Exodus

Passive Intelligence (History)	Details
Less than 10	A few spacecraft escaped the planet, but no one knows their fate.
10	The generational ships that managed to escape the planet would take years to reach their desitnation.
15	The escaped ships were the height of technological achievement. The onboard technology is said to rival even Eldritchtech.
18+	The Children of the Stars know the data and trajectory for supposed paradise worlds were inconclusive.

Built Reprieve

Some didn't have the means to escape into space or felt there were too many unknown variables. Instead, the remaining efforts of those who stayed focused on creating living facilities that would sustain the scorching temperatures and ravenous storms. The new habitat encompassed a massive, sprawling city protected by a large dome called the Omni Armor System, or OASys. In addition, the city's infrastructure would run deep into the planet's surface.

Development and construction of the OASys took years to complete. Once the workers turned on the power for the central dome, the OASys filled with new occupants. Some groups didn't agree with the OASys development, and instead chose to live beyond the facility under makeshift shelters developed to house workers. Contact with the self-imposed exiles is infrequent, and many OASys citizens believe they wouldn't survive in the wilds of the Endless Ocean.

Characters know the following according to their passive Intelligence (History) score.

Early Days of OASys

Passive Intelligence (History)	Details
Less than 10	Initial power for the OASys was generated from solar panels that needed constant repairs due to the deteriorating atmosphere.
10	The construction of the OASys took an entire generation's lifetime to complete.
15	Civil unrest was commonplace during the OASys's construction; many afraid they wouldn't be included once completed.
18+	A failed insurrection attempt led to hundreds of casualties and some delays to the installation's completion. Some insurrectionists were exiled and left to wander the Endless Ocean.

Eldritch Discovery

Running such a large facility requires massive energy. Coupled with a gradual, increasing population, there was an ever-increasing energy demand. Initial supplies gathered from the alternative sources during the OASys's construction began dwindling, and original estimates didn't look promising. A new alternative energy source was necessary.

The ravaging storms outside the domed city made renewable energy resources like solar or wind power collectors unreliable. Exhausting every avenue possible, researchers ventured into the occult for answers. From surviving arcane and eldritch tomes, myth became codified and fused with traditional sciences to create a new branch of technology called Eldritchtech.

The early adopters of Eldritchtech discovered energy flowing from possibly cosmic or dimensional fissures, developing specialized collectors a generation later. The true nature and origin of eldritch energy is a closely guarded secret held by the higher echelons of the Pierced Veil. Eldritch energy was collected and housed in special cores which became the main power source for the OASys and the artificial workers known as MIMICs.

Rise of MIMICs & Glitches

The OASys is a technological marvel, but it requires constant and extensive maintenance due to the harsh sandstorms and high temperatures. Without the OASys's protective shielding around the dome, temperatures inside the city would cause irrevocable harm to the machinery and population. Such repairs and upkeep were dangerous, if not hazardous, necessitating an artificial labor force. These synthetic entities, made in the image of their creators, would haunt the people of the OASys for generations to come.

Through the virtually unlimited power generated from the Eldritchtech-powered cores, the MIMICs worked without the need to recharge. In addition, with the new energy source, the citizens of the OASys found a reprieve from their decades of struggle and began grander projects. Unbeknownst to them, technical glitches started to appear that initially were unaddressed, but the MIMICs soon acted outside of their intended design and became violent toward their creators. While technicians could find no direct cause or explanation, many speculate some external force may have manipulated the MIMICs. The answer remains a mystery as many of the MIMICs were forcibly torn apart or decommissioned into scraps following the end of the episodes of violence.

Afraid of losing control, the city removed the eldritch cores, and the remaining MIMICs were retrofitted into mindless automatons built for specific tasks. Several MIMICs escaped, some into the wasteland, others into the bowels of the OASys. This event, locally known as the Downgrade, let some of the populace feel safe, though many others believe these downgraded MIMICs are ticking time bombs. Many of the unused or discarded cores lie in a secret makeshift landfill far from the OASys. Its location is a coveted secret of the Pierced Veil faction, though many city officials are wary of the group's intentions with the prohibited technology.

Characters know the following according to their passive Intelligence (History) score.

Rise of the MIMICs

Passive Intelligence (History)	Details
Less than 10	MIMICs were an artificial labor force that eventually malfunctioned and turned on their creators.
10	MIMICs were initially created through efforts by the precursors of today's Pierced Veil faction.
15	The technology used to create MIMICs became the blueprint for modern Eldritchtech, flaws and all.
18+	MIMICs are actually puppeted by a sinister force latent within the eldritch energies

Eldritch Sands

Fearing further corruption of the OASys infrastructure, the decommissioned eldritch cores were ground into sand and subsequently dumped into the arid, barren wasteland. The location is a guarded secret of the Pierced Veil leaders. Despite previous ecological ignorance, negligence, and haste, the corrupted granules dispersed and mutated most of the living creatures on the planet. The Cult of Penance was displeased with the outcome, arguing that the populace was doomed to repeat their past mistakes. The corruption on the remaining wildlife and landscape after the Downgrade left the Children of the Stars weary of preservation or revitalization efforts, fueling exploration of exoplanetary options again.

The potent eldritch energies coalesced into various surviving lifeforms, granting some the ability to survive the harsh environment and granting others mutations that only heightened their natural affinities into eldritch monstrosities. The most infamous creatures, the eldritch dragon, locally referred to as sand dragons, are altered native dragons that roam the Endless Ocean. Competing curiosities and ventures between the New Beginning and the Pierced Veil found these new eldritch-infused flora and fauna to exemplify the planet's life force. Researchers and scientists in the OASys continue to study the long-term effects of the eldritch granules. The New Beginning sees the eldritch adaptations as a constant obstacle in their plans to restore the planet to a hospitable one. The Pierced Veil sees these eldritch evolutions as a path toward the future. However, additional samples are needed to draw any conclusions, a task for which some of the factions within the OASys hire specialized freelancers daring enough to venture beyond their fortified shelter.

Characters know the following according to their passive Intelligence (History) score.

Wildlife and Eldritch Energy

Passive Intelligence (History)	Details
Less than 10	Eldritch energy warped and corrupted surviving flora and fauna species.
10	Eldritch energy enhances the original qualities of the surviving flaura and fauna.
15	Eldritch corruption is causing new evolution vectors to emerge.
18+	Many of the creatures seem to come from a region near a never-ending storm.

Eldritchtech

Despite the vast quantity of decommissioned MIMICs, some that remained hidden or ventured outside of the OASys eventually returned or resurfaced and caused mayhem in the OASys. Newly designed robotic workers became corrupted by the MIMICs or were destroyed. Glitches began to surface in the city's infrastructure again, and while the city defeated some of the rebellious machines, the extent of the damage and its spread remain unknown. Desperate for a solution, a task force with specialized mechanical suits harnessing eldritch technology, or Eldritchtech, was created.

In combat, the mechanized suits proved effective against the MIMIC threat. Resilient psyches proved to be the defining difference against the MIMICs corrupted by the Whispers, a corruption experienced by pilots exposed to the raw arcane forces latent within the Eldritchtech, granting optimal utility from the refined eldritch energy. The citizens of the OASys felt safer with the Eldritchtech users, knowing a living being was inside the machinery. The Eldrtichtech provided an answer to dealing with MIMICs and provided a safer means to explore outside the OASys for short periods. Using the newfound technology eventually revealed a side effect, posing a danger to the OASys. Despite the modified energy cores, pilots still experience the Whispers. It turns out, wielding such power comes with a hefty price.

Characters know the following according to their passive Intelligence (History) score.

Eldritchtech

Passive Intelligence (History)	Details
Less than 10	Eldritchtech users can fight squarely with MIMICs and other monstrous threats outside of the OASys.
10	Living subjects operate and pilot the suits, a hallmark feature of Eldritchtech despite it being based on similar technology as the MIMICs.
15	Some Eldritchtech users have gone rogue or are plagued with aggression, becoming irrational beings.
18+	Eldritchtech users are expendable test subjects for the development of the next iteration of Eldritchtech.

THE OASYS

The Omni Armor System (or OASys) was designed to protect the world's remaining populations from the harsh climate. With their chance for an exodus into space bleak, the people developed the OASys to shield them from the elements. Inside the large complex, the OASys is divided into definitive sectors: clusters of safe capsulelike living quarters, vertical farms, larger-than-life foundries, and underground wells all connected via a frictionless tram system and service tunnels. Life in the OASys is about efficiency over comfort, preserving life at any cost. While a marvel of engineering, the vast corridors and spaces become repetitive and tedious as time goes on. Behind the operations of the OASys, the Five govern every facet of life for the people living beneath its dome. Officers of the Shield uphold the OASys's fragile order and peace, contending with anything from simple theft to murder. Eldritchtech pilots face the harsh environments outside of the dome while undergoing scavenging expeditions or fight amidst rising threats within the OASys. While the Governance of the Five provides the citizens of the OASys with their basic needs and amenities, those who want more from life are left wanting. Often people find themselves within the darkened tunnels of the Service, currying favors for harder-to-acquire services or luxuries. A person's word and reputation are the only currency in the OASys—how will you fare with the factions that govern it?

Beacon of Life

After attempts at planetary exodus produced uncertain results, the remaining resources and efforts were directed to save as many lives as possible. It would take another generation until the familiar dome was complete and power run through its circuitry. Once the main architecture was finished, tensions rose about who would lead the dwindling populations; ultimately, some left on their own accord while others never saw the dome complete. From the development of MIMICs to the discovery of eldritch energy and later Eldritchtech, the citizens of the OASys try to pick up the pieces of a broken civilization and aim for a brighter future.

Last Sanctuary

As civilization's final residence, the OASys is the lifeblood of everyone living inside the domed structure. Even with the advancements made with Eldritchtech, a great deal of work goes to maintaining the specialized armor, electrical systems, and essential life support functions. Despite the seemingly endless burden of survival, the citizens find comfort and recreation, from the mostly unauthorized bustling nightlife to tranquil vistas, begrudgingly condoned by the Five to keep the peace. The illusion grants the populace a chance to forget the bleak reality beyond the metallic walls.

Four-Way Deadlock

During the tumultuous construction of the OASys, radical splinter groups formed that were ultimately exiled. The remaining groups coalesced into four modern-day factions that dominate the social, cultural, and political landscape within the OASys. Through a tentative agreement of cooperation and a mysterious fifth leader, the city has maintained peace. The factions hold sway in every city sector; there are no monolithic centers of political power except for designated headquarters. Despite their demeanor of mutual cooperation, the four factions' agendas put them at odds with each other.

Sheltered Life

The average citizen has not seen the outside world since the Disaster. Every citizen is assigned a primary job or role, tasked to fulfill it at the benevolent creed of the Five

and for the sake of the OASys's survival. Those with a certain potential can apply for duties as Eldritchtech users, a highly desired but dangerous opportunity. It is widely believed that when an Eldritchtech user exits the OASys and ventures into the barren wastes of the Endless Ocean for the first time, they are in awe and dread at the sight.

Sectors & Zones

The OASys is divided into different sectors and zones, each connected via a vactrain (vacuum tube train) system called the Circle. The following are the most prominent components.

Safe Capsules

Safe Capsules, or SCs, are the designated sleeping and living quarters for the citizens of the OASys. True to their name, these spaces are small, single-room apartments with all the essential amenities for modern life. Due to the limited size, personalization and modification are restricted for the average citizen. However, an individual with enough favor or credence with the Five might combine multiple SCs to create a venerable loft. These are rare cases. While SCs are typically clustered together, they are strategically placed throughout the OASys to maximize the space economy. Typically, workers are assigned to an SC close to their workplace sector to minimize travel time. Many clusters are suspended around the dome and connected via the Circle, a transectional rail system.

Research & Development

Evolution, integration, and advancement are natural drives to maintain the technological marvel of the OASys. Unlike their predecessors, the citizens of the OASys take great care about the efficiency and care of the city. The brightest engineers, scientists, architects, and designers devote their hours to achieve a heightened standard of quality of living. With the addition of Eldritchtech, the sector meticulously explores every option available to create a sustainable life.

The four factions have their own agendas strategically placed within the R&D sector. It is not uncommon to find conflicting teams from two competing factions sharing the same building. While the OASys citizens feel at ease with the many advancements and improvements driving

the vehicle of progress and sustainability, many unsanctioned projects, or "dark projects" as they're called, could unravel faith in the current leadership. Best to keep your head down.

The Produce

One of the most vital sectors of the OASys, the Produce houses large hydroponic garden towers that provide essential food reserves for the inhabitants. Sustainable livestock is still a faraway reality. Instead, R&D developed a protein-rich substance to fill nutritional requirements. The substance is described as having a sludge-like viscosity with absolutely no taste. In recent years, the growing population numbers began to put a strain on the Produce and its yields, cautioning a gradual inability to maintain the escalating demand. The Five remain silent on the issue, often deflecting the question to promote a new project or research endeavor. Time will tell if history is doomed to repeat itself.

The Weld

If R&D is where ideas are devised and developed, then the Weld is where those ideas are fabricated and realized. Despite the moniker, the sector is known to produce various materials and products that have nothing to do with welding, but it has stuck since the early days of the OASys. In addition to manufacturing and fabrication, the sector is known to house teams of repair laborers and technicians to install city-approved improvements needed for the OASys. Even the armor suits for the Eldritchtech users were once fabricated in the Weld's forges. Many Eldritchtech users frequently shop through the bustling corridors of the Weld in search of new armor, upgrades, or repairs.

The Circle

A vacuum train, or vactrain, encompasses the OASys's inner perimeter, connecting the various sectors and in-between spaces within the Service. Movement within the OASys is efficiently possible through the Circle and its services. Without it, laborers would not be able to enact swift repairs and maintenance on the city's vital systems, such as the heatshield dome or water reservoirs. During the MIMICs' uprising, the Circle was one of the many vital systems heavily protected by the Five, as loss of the service would mount unprecedented delays and damage to the city. The rail tube also connects the city level with the subterranean areas of the Deepwater.

The Deepwater

A subterranean mine uncommonly referred to as the Deepwater Mines, the facilities can be accessed through the Circle vactrain network or the maintenance corridors in the Service. The sector is a labyrinth of pipes and tunnels that connect to underground wellsprings and natural reservoirs. Most of the world's remaining water supply is stored within these mines, making it a vital resource for the city. Despite the significance of the sector, repair crews seldom enjoy their time here. The saying goes,, "two crews ride down, only one rides up."

The Service

Between the many sectors are narrow maintenance tunnels woven like an intricate web; while not specifically a sector, the areas are referred to as the Service. These tunnels contain many pipes containing liquids or wires along with hidden computer panels and compartments. Flights of repair crews scurry frequently within these corridors, though despite the constant workload, crews seldom run into each other.

Governance

The ruling council within the OASys, called the Five, consists of the leaders from the four factions and one unaffiliated member. Every project, directive, motion, and legislature goes through these powerful figures of civilization since the early days of OASys's operation. It was this same governing body that authorized the creation and implementation of the MIMICs, eldritch energy, and later Eldritchtech. Every citizen feels the weight of the Five's influence and choices.

The Five

The factions internally elect their leaders and representatives for the Governance. The council's fifth member is unaffiliated with any of the factions and the process of succession remains a mystery. Many believe that the fifth member's successors are preselected in the event of incapacitation or death. The fifth member's identity is also hidden from all of the faction leaders. Decisions and motions are passed by a majority vote from the Five. In the event that a member of the Five is

incapacitated or dies, a replacement is usually procured. A faction leader may be dismissed from the council through voting initiated only by the fifth member, a rare occurrence in the history of the OASys.

The Shield

An authoritative body designed to keep the peace and minimize lawlessness, the Shield consists of volunteers tasked to provide conflict resolution support for the OASys community at large. Wardens, or Shields, as they're called, are organized into three distinct departments: Logos, Pathos, and Ethos.

The Shields are trained to assess, resolve, and compromise first. Though suppression of violence may sometimes be necessary, the Shields prefer non-lethal incapacitation. Due to the lack of space, the OASys doesn't have a dedicated incarceration facility, relying on detainment through capsules with mediators, counselors, and mentalists. The most violent and dangerous offenders are sentenced to exile from the OASys, a venerable death sentence due to the extreme conditions—though some manage to survive and thrive with the surviving Desertdwellers.

The Eldritchtech Program

Anyone can don a suit of metal, but only a select few have the potential to wield Eldritchtech. There is no restriction to enter the Eldritchtech program, other than being a citizen of the OASys. Those who do withstand the rigorous tests become those who stand between the threats waiting around every corner and the safety of the OASys at large.

Eldritchtech users are expected to only act on sanctioned missions on behalf of the Five. The reality necessitates them to react at a moment's notice to alerts or to curry favor with Factions and the populace to gain access to the heavily rationed or experimental gear.

Commerce

The OASys provides the basic needs of its citizens with nutritional supplements from the Produce and various amenities made possible from R&D. Like their ancestors, the populace has a natural deposition to desire more. Rations, time, and favors are the new currencies of this era.

Amenities & Vices

Almost all amenities enjoyed in the OASys are acquiesced by the Governance. Historically, those amenities and recreations have satiated citizens, though a select minority developed clandestine activities and goods—a safety concern for the Governance and the Shield. These illicit amenities thrive while hidden within the nooks and crannies of the Service. It's a world of who knows who and mutual camaraderie between patrons.

Illicit Amenities

Location	Description
The Violet Lounge	A comfortable and lavish den, known for elegant purple decor.
Cloud Sprite	A mezzanine that overlooks a section of the Deepwater.
Poetry in Motion	A barroom with nightly open stage performances from up-and-coming artists.
The Sixth Eighths Bar	A music bar known for fast music and a large dance floor.
Last Illusion	A hideaway club known for illusionary tricks and performances.
Crystal Vine	An icy saloon where the drinks are served cold.
The Eternal	Located near the center of the OASys, a luxurious retreat for the well-to-do of society
The Crow's Nest	A gloomy bar where bets are made or settled
Coven's Retreat	A dive eatery that serves rare ingredients "accidentally" procured from the Produce.
Stardust's Lament	A barroom with a projection of a starry sky and a singer dressed in a death veil.

Favors are Key

Favors are the required currency and establish one's credibility. From procuring additional time slots for amenities to access to better equipment, favors greatly influence the quality of life of any OASys citizen. Access to experimental or new equipment can be challenging for an Eldritchtech user, as they are solely responsible for the upkeep and maintenance of these technological marvels. The exchange of favors provides a lucrative bartering system that dates back to stories of the city's predecessors and upholds ideals such as honor and pride. Favors often involve goods, but they can also be services that vary in difficulty depending on the favor's intrinsic value.

While favors are the most reliable access to goods, information, and items previously thought off-limits, Eldritchtech users sometimes enjoy unexpected acts of kindness from either those belonging to their faction or people they saved from certain death. While those are usually minor, they might be the ones with the greatest impact. An extra portion of ration to stave off hunger for another day when taking shelter from the weather in the Endless Ocean or access to a restricted area can mean the difference between success and failure of a mission.

Favors & Services

Favor Type	Service Examples
Repairs & Supplies	• Gather alien samples from the Endless Ocean. • Harvest and excavate minerals and ores. • Repair a piece of industrial equipment.
Tech & Upgrades	• Construct a new Eldritchtech module. • Update software for an automated drone system. • Debug and decrypt damage system files.
Courier	• Deliver valuable resources to a project lead in the Weld. • Secure delivery of essential data chips to a client. • Retrieve equipment and deliver them to an outpost in the Endless Ocean.
Combat & Protection	• Guard a shipment of valuable resources extracted from the Endless Ocean. • Patrol the Deepwater and clear the area of any infestations. • Protect a facility and its staff while conducting a secret experiment.
Presence & Personality	• Assist in promoting a faction agent into a higher rank. • Support a faction's upcoming project proposal. • Attend a social event to coerce or deter your client's rivals.
Subterfuge	• Gather intelligence on a faction agent. • Steal data and secrets from a faction. • Destroy valuable assets, equipment, or information.

FACTIONS WITHIN

Within the sheltered dome of the OASys, a mutual sense of survival keeps its citizens in check. Despite these shared goals, uneasy alliances between major powers continue to stifle any hope of progress and healing. These four factions each contribute a leader to the Governance of the OASys, with its fifth member rumored to be an unaffiliated observer.

The Children of the Stars yearns to follow the few that escaped the planet ages ago, believing that a new paradise awaits them. They have invested heavily in eldritch research to develop spacefaring vessels, believing any efforts to terraform the planet to be fruitless or wasteful.

The New Beginning is a conglomerate of scientists, researchers, and engineers seeking to restore the planet to its original, bountiful state, which is an arduous task due to already limited resources and technology. Constant threats from MIMICs and native fauna hinder their chances to complete their fervent, emerald dream.

The Cult of Penance believes that the past's environmental fallout was a punishment for their hubris and should serve as a warning to others. Despite their nihilistic tendencies, its followers embrace their current circumstances as opposed to seeking change or freedom from it.

The Pierced Veil discovered the hidden eldritch energy found within the sands outside of the OASys and harnessed it to power the MIMICs and other great machines. After the MIMICs were decommissioned—a failure in their eyes—these occult artificers crafted the Eldritchtech to combat their remaining creations.

Children of the Stars

With the planet dying, the dwindling population split their efforts to find salvation; for the Children of the Stars, some sought sanctuary in the stars and the hope of a new world. Dubbed the Exodus, hundreds of vessels roared toward the empty void, but the shifting climate resulted in only a handful of these arks escaping the planet. The ships' whereabouts and status remain a mystery.

Forlorn Stargazers

When news of a possible golden world was discovered, many early adopters clamored for a way to escape their dying world. Even after the Exodus and the creation of the OASys, the faction of dreamers continues their pursuit for interstellar liberation. The OASys benefit from the faction's weather monitoring devices, but most are landlocked. Any effort to send or receive telemetry on the stars is limited, partially due to the inconsistent weather patterns and the lack of more sophisticated equipment.

Faction Leader: Scott

Our star of tomorrow is within reach. Just a little farther.

Scott (he/him) is the current leader of the Children of the Stars. Unlike many of his fellow faction members, Scott tends to be boisterous and cheerful regardless of the circumstances. For him, he only sees the future and the hope for civilization to walk among the stars as the stories and tales heard in his youth. Scott is devoted to the ideals of his faction and acts as a parental figure to many of its members. As leader, Scott is granted the title of Visionary, dictating the direction and focus of the faction at every juncture. Scott tends to be straightforward with his politics, likes pointing out errors immediately, and often seeks reparations.

Scott's Ideals

Ideals. "The future lies in the stars. We must learn to let go of this dying world."

Bonds. "We are the true visionaries of our future while everyone else is preoccupied with this forsaken world. We see beyond it."

Flaws. "Mark my words, we will one day ascend into the stars and join those who escaped ahead of us to paradise."

Agendas & Secrets

The Children of the Stars has a singular goal: space travel, specifically, traveling off planet toward one of the potential golden worlds discovered by early founders of the faction that led to the Exodus. Despite their meteorological research, data, and technological developments, the faction hasn't made significant progress since the foundation of the OASys. The faction is often at odds with the New Beginning's efforts to terraform the planet.

Adventure Hooks

RetriEVE (Moderate Level). A missing person report was recently issued depicting a young child. Previous sightings were in the Deepwater, and the Children of the Stars has promised a hefty compensation upon the successful rescue of the child—unharmed. A group of MIMICs has kidnapped the child, who they believe is a miracle, and hope to escape from the OASys. The characters must convince the MIMICs to release the child, defeat them, or let them escape with the child.

Satellite Scavenger (Moderate Level). Researchers from the Children of the Stars received a beacon transmission from a downed satellite drone and requested a team retrieve the data core in a remote region in the Endless Ocean. A troupe of Desertdwellers has claimed the area as their homestead and doesn't like visitors. The party can attempt to barter for the data core, steal it, or drive the Desertdwellers away.

Shipment Error (Low Level). Recruiters from the Children of the Stars want the party to locate a shipment container supposedly containing drone equipment in the Weld and escort it to its new destination without drawing suspicion. The New Beginning agents protect the shipment and state that the container has new terraforming machinery inside. The party can attempt to steal the shipping container or fight the New Beginning agents.

EXCLUSIVE PARADISE
The Children of the Stars, while objectively seeking to journey to one of the golden worlds in space, has spent the majority of its time quietly selecting who shall make such a journey. While generally welcoming, the faction goes through an extensive screening process wherein prospective candidates are handpicked and given a special designation. In addition, genetic materials from the candidates are stored in a special hidden archive in the event of an untimely death, or in case they become compromised. As for the rest of the populace? They can fend for themselves.

Secrets

d8	Secret
1	The faction has been spearheading many botanical and synthetic food initiatives within the Produce.
2	The faction has a compiled list containing genetic information from every citizen within the OASys.
3	A special engine is secretly being developed using Eldritchtech.
4	Before the Disaster, a surviving satellite was still in orbit, but transmissions were difficult, due to the storms and the weather.
5	The Children of the Stars are underreporting their progress on their interstellar programs.
6	Using terraforming technology stolen from the New Beginning, the faction strives to manipulate the weather to grant safe passage into space.
7	The faction has a team of surveyors in the Maelstrom analyzing data from the cosmic rift, believing it to be a portal.
8	The faction has a large spacefaring vessel under construction in a hidden facility located underneath and away from the OASys. Only high-level Children of the Stars members have access.

New Beginning

The rapid environmental changes caused many species of flora and fauna to quickly face extinction. Preservation was part of the solution, but terraforming the planet to support the new and old wildlife became the guiding light for the early adopters of the New Beginning. The process to terraform the planet would take decades, possibly centuries, before the wastelands beyond the OASys were habitable again. These lofty long-term goals would test its founders' patience and foresight with years of planning and engineering required. At the end of the OASys's construction, the rising attitudes of the surviving populace coalesced into the modern organization.

Terra Repartio

Due to the faction's large membership, the New Beginning can execute large-scale projects and endeavors compared to the other three, yet progress remains in a constant trial phase. The implementation of Eldritchtech has improved overall results and promise for ecological

viability, but the faction cautiously appraises the results. Many members wish to correct the past errors, an endeavor that may take decades or even centuries to rectify.

Faction Leader: Reese

Another failed experiment, no matter. We can try again. We must.

Reese (he/him) is the shrewd, covetous leader of the New Beginning. Determined to achieve greater scientific breakthroughs in every terraforming effort, Reese values being thorough and accepts any results as good results. As Director Researcher, Reese frequently coordinates with other departmental leaders to gather and analyze data collected from outside the OASys, hoping to find any relevant changes to the climate or environment. Despite his political position, Reese is a researcher and scientist first; he weighs all the options when making a decision and relies on any available data; much to the detriment of his peers in the presiding Governance.

Reese's Ideals

Ideals. "The data will show us the path. We must believe in the data."
Bonds. "Our work creates a sustainable lifestyle. Everything we do is important. They need us."
Flaws. "Secure the data. There are some things the others don't need to know. Best to keep it that way."

Agendas & Secrets

The New Beginning's goals involve specifically terraforming the planet from its current climate conditions. The faction is often the target of sabotage from members of other factions or MIMICs; resulting in their secretive demeanor. Any rank-and-file researcher, scientist, or laborer only knows a piece of New Beginning's larger puzzle and the high-level officials keep it that way. By swaying public opinion in their favor, New Beginning established its terraforming research as the focus for the OASys populace, boosting their membership and political reach substantially.

Adventure Hooks

Exposed Bioagent (Moderate Level). The faction uncovered the identity of a rogue agent and wants the party to find them before they escape with a rare reagent and hideaway within the Service. Unbeknownst to anyone, a group of Desertdwellers plans to kill their informant after retrieving the stolen substance. The Desertdwellers believe that the city is a blight and wish to punish the populace for their hubris. The reagent promotes plant growth but can easily be used to grow or mutate plants into deadly configurations. The party must find the conspirator and capture them, prevent the reagent from falling into the wrong hands by destroying it, or defend the traitor against the Desertdwellers.

Sample Collection (Low Level). Scientists from New Beginning want the party to survey parts of the Deepwater for new botanical samples that have evolved to survive the current environment. Some of the plant life has been infused with eldritch energy and became sentient. The new proto-lifeforms are protective and wish to be left alone. The characters can stealthily collect the samples, defeat the lifeforms, or retreat and keep the secret.

Unusual Growth (Low Level). New Beginning scientists have developed a new growth serum that causes accelerated cellular division, hoping to create more on-demand food stores. Unfortunately, the serum works too well, and a series of plants mutate, causing mayhem. The party is sent to either retrieve the serum or destroy it and the mutant flora.

NOOSE MADE OF VINES
While their public interests suggest that the faction wants to return the planet back to its original splendor, the truth is much more grim and sinister. Only high-level officials within the New Beginning know its true objective: asset denial, restoring the planet while eradicating the populace. Many of New Beginning's secret projects involve developing biological weapons.

Secrets

d8	Secret
1	The faction has a special digital archive containing knowledge from leading scientists from before the Disaster.
2	A special facility in the Deepwater allows New Beginning to test and experiment with flora and fauna adaptations.
3	The faction experimented on genetic adaptations to the harsh climate, but the project was forcibly terminated.
4	The faction purposefully lets MIMICs and other groups destroy equipment and data to mask their true intentions.
5	The faction possesses an immortal line of cells that can withstand harsh climate outside the OASys, but attempts to graft the cells onto current specimens have failed.
6	The faction has weaponized floral agents with a range of lethality to living creatures.
7	The faction has been experimenting on eldritch creatures o derive a new vector for adaptation.
8	Some creatures seen out in the Endless Ocean were former experiments by the New Beginning.

The Penance

At the height of the Disaster and throughout the OASys's construction, some believed that the environmental catastrophe was a result of the world's combined arrogance and willful ignorance. This sentiment ushered in the first schism that resulted in the exiled Desertdwellers. But some chose to stay with the populace, adapting their doctrines and beliefs into a sworn oath to not let past mistakes flourish again. This former cult became a church of reformation, and later into a network of vigilant observers, saboteurs, and reformers.

Opus of Repentance

The planet's conditions are solely the fault of the city's predecessors and their hubris. A song and tune that the Penance continually recites every evening at every gathering in every venue. Despite their fall from grace, the populace wished to remember their mistakes and carve a path toward a better future. The faction functionally acts as the Governance's moral compass, albeit enigmatic with the execution of their rhetoric.

Faction Leader: Anthony

We must never forget the mistakes of our past. Everything you see is a result of our hubris.

Anthony (he/him) is a stern, contemptuous leader even for the Penance. Raised in a privileged family, Anthony grew up with opportunities and luxuries unavailable to the average OASys citizen. The sight of the populace's constant hardships and the relentless engine of the Governance's agenda made Anthony an activist entering adulthood. The soon-to-be faction leader was recruited as a Penance preacher, but Anthony became a historical archivist. The Penance's extensive cultural and literary archive was the stage for Anthony's full admittance into the faction. As Grand Arbiter, Anthony provides an inquisitorial assessment of all projects, activities, and legislation passed through the Governance. Often the last to speak, Anthony's methodical approach earned him respect from the other faction leaders, a calculated move he learned from an infamous historical politician. Anthony plants various Penance agents in varying capacities using his knowledge from the council meetings, from spying to sabotage.

caused by unchecked arrogance. The results can be subtle, like lost data, sabotage, or even death. The faction uses an intricate messaging system to coordinate information and plan missions without divulging identities or aliases. The Penance frequently recruits Eldritchtech users to complete tasks requiring significant firepower or when the danger exceeds the faction's threat assessment.

Adventure Hooks

Capsule Rhapsody (Low Level). A Penance agent, dressed as a technician, is found murdered in a sealed Capsule. Authorities fear a MIMIC infiltration, but the party finds a data chip containing encrypted files marked by the Pierced Veil. Agents from both factions try to retrieve the chip from the characters, causing accidents to happen around them. The party can attempt to uncover the details of the files, return the data chip to the Pierced Veil, or covertly give the Penance the chip.

Service Disservice (Moderate Level). A Penance agent hires the party to investigate an illicit auction located in the Service and retrieve a relic dated back before the Disaster. The relic is a communication device that may shed more light on the Disaster. The characters can attempt to bid for the item, steal it, or destroy the relic.

Tricks and Decks (Moderate Level). The Penance heard about an experimental Pierced Veil prototype that can cause its user to become invisible even on a quantum scale. Such technology can be disastrous if in the wrong hands, but it can be implemented within the Penance's possession for a greater purpose. The party is tasked with infiltrating a Pierced Veil facility to steal the device or destroy it.

ABSOLUTE VIGILANCE
The Penance's secretive branch regulates an extensive enterprise of subterfuge, covert operations, and sabotage within the OASys. Information control is an important element for the Penance to retain their anonymity. Many suspect there are Penance operatives within the Shield, but it is difficult to prove. The Penance's goals are to prevent another Disaster from happening by any means necessary, often to the detriment of actually beneficial prospects. The organization and hierarchy for this portion of the faction remain an elusive secret, even for the faction leader.

Anthony's Ideals

Ideals. "Our forebearers made the world this way. I won't allow our present one to repeat their mistakes. Not on my watch."

Bonds. "The past offers much insight, including the cyclical nature of mistakes our forebearers failed to learn. The Penance must retain this stewardship, lest we end up in another cycle of unfortunate choices."

Flaws. "Hope is a foolish ideal in the face of history. It doesn't work."

Agendas & Secrets

The Penance has two fronts: the public, accountability-focused front of the organization and the secretive wardens of the populace. The faction's public persona seldomly provokes any major action (largely due to Anthony's vigilance and thoroughness). The faction's wardens discreetly act to prevent future catastrophes

Secrets

d8	Secret
1	The Penance recently sabotaged New Beginning terraforming equipment, making it look like a MIMIC attack.
2	The Penance has ancient tomes containing information regarding eldritch energy.
3	The faction was originally a religious organization formed during the Disaster and Exodus. As a result, they tend to clash with the Children of the Star's desire to escape the planet and ruin another.
4	The faction is rumored to have a special device to remove an agent's memories if they become compromised or end their service
5	The Penance has a vault containing dangerous devices, equipment, and relics hidden somewhere in the OASys.
6	The Penance is in search of ancient pre-Disaster relics scattered across the Endless Ocean. Some of the relics are pieces of old technology. Their exact purpose remains unclear.
7	The Penance is close to discovering the secret identity of the Governance's elusive fifth member and replacing *her* with a faction agent.
8	A prophecy from the faction's earliest leaders foretells a great disaster coming, including the fury of an ancient entity.

The Pierced Veil

Tomes about the occult spoke of an unusual power source, a pursuit continued from the early progenitors of the Pierced Veil. An initially secretive and covetous cult, the discovery of eldritch energy proved their theories though the matter of harnessing the newfound power required years of trials. At the founding of the OASys, the early Pierced Veil technosages offered their expertise in channeling eldritch energy to fuel the city to secure the survival of its inhabitants.

Eldritch Seekers

Eldritch energy was the solution, but eventually it proved unwieldy for the populace and the Pierced Veil. The MIMICs, their eventual expulsion, and decommissioning of the eldritch cores didn't deter the faction. These series of failures ultimately damaged the Pierced Veil's position within the Governance. Despite the setback, the Pierced Veil continued to refine their expertise and brought about the modern Eldritchtech system. Growing concerns over the side effects of Eldritchtech exposure keep its faction members preoccupied with system improvements and retaining a questionable public identity. Eldritchtech users frequently congregate around the faction in hopes of new upgrades, suits, and jobs to curry favor.

Faction Leader: Logan

Listen. You can hear the melody within the eldritch energy as it resonates. It is speaking to us.

Logan (they/them) is the enigmatic, suave faction leader of the Pierced Veil. Contrary to their faction's typical demeanor, Logan acts as the public face for the organization with the title of Akashic Seer. Logan is a long-time scholar of esoteric knowledge and the occult. Though their past remains a mystery, an effort of information control that rivals even the Penance's abilities, the faction leader rose to prominence several decades ago during the formal release of Eldritchtech.

Like many eldritch dabblers within the Pierced Veil, Logan experimented with eldritch energy for years, monopolizing a special process to extend one's life, a secret that the faction leader has kept through surgeries to avoid recognition. The years have passed like a dream for Logan, from the days of the first starship rockets roaring into the night sky to the dome construction of the OASys.

Logan's Ideals

Ideals. "Eldritch energy is the solution and our salvation. We simply need to master wielding it."

Bonds. "My research and work have kept me entertained for decades, always something new."

Flaws. "They are all so shortsighted. The answer to all of their desires and problems lies in eldritch energy."

Agendas & Secrets

The Pierced Veil officially ceased all production and development of eldritch cores; however, once the escaped MIMICs returned to the city, the faction presented Eldritchtech as a means to combat the menace. In reality, the Pierced Veil never stopped their eldritch research, violating the Governance's directives, and made considerable progress in that time. Due to the present dangers of surviving MIMICs, the Pierced Veil is granted permission to openly research Eldritchtech. Veil theorists believe the Whispers phenomenon is a quantum byproduct produced when the resonance frequency of a subject synchronizes with eldritch energy. The faction currently denies claims about the Whisper phenomenon, but its agents and brilliant minds monitor the outcome.

Adventure Hooks

Hijacked Suit (Low Level). An Eldritchtech suit was remotely hacked and escaped into the Service with the user still inside. The Pierced Veil sends the party to find and locate the user and the suit before harm comes to the citizens or the user. The faction fears a possible cyberattack from either of the other factions. The characters can follow the trail and disable the suit or track and find the mysterious hacker.

Rage of the Corrupted (High Level). A group of Thralls led by a rampaging Beyond are loose within the OASys. The Pierced Veil wants the party to capture it for study. The faction scientists released these creatures to test their capabilities against compatible Eldritchtech users. The characters can attempt to subdue the creatures or destroy them, if necessary.

Stormfront (Moderate Level). An expeditionary team was sent to gather telemetry from the Maelstrom but hasn't checked with the faction for several days. The party is hired and sent to find the team and return the collected data intact. The team was ambushed by Desertdwellers, as the Veil team's presence caused an upset with the native eldritch creatures in the area. The characters can resolve the issue peacefully with the Desertdwellers, retrieve the missing data, or convince the team to leave the area.

UNCHECKED AMBITION
The founder of the Pierced Veil uncovered technological applications of the occult by applying theories found in ancient texts. The texts aren't present in the OASys, at least not physically. The MIMICs were considered the Pierced Veil's greatest achievement, but also their greatest failure. Further experiments and research led to abominations such as the Thralls and the Beyond, though the populace is not entirely aware of this information. Ultimately, the Pierced Veil seeks to tap into the secrets of the Whispers and eldritch energy at any cost.

Secrets

d8	Secret
1	The Pierced Veil has extensive logs on Eldritchtech and its connection with the Whispers phenomenon.
2	The OASys was built over an eldritch node that provided the city the initial supply of energy, but it's near depleted.
3	The Pierced Veil has a special facility that stores many deactivated or broken MIMICs for future study.
4	The Pierced Veil is working on a device that dives into the psyche of Thralls or MIMICs.
5	There are hundreds of unaccounted eldritch cores missing following the Downgrade.
6	The faction is aggressively trying to collect illicit Eldritchtech suits on the black market.
7	A primordial Beyond lies sedated in a secret Pierced Veil controlled laboratory within the Deepwater.
8	The Pierced Veil seek to create a hybrid being using MIMICs , Thralls, and Beyonds to create the ultimate being in the hopes of achieving omnipotence over eldritch energy.

THE ENDLESS OCEAN

Beyond the dome of the OASys lies a nearly endless wasteland that stretches across the horizon. The unstable climate caused by the Disaster has left the land largely barren and with strange weather patterns. If that wasn't enough, eldritch energy flows freely and is infused with almost all flora and fauna to create a slew of horrors and monstrosities. Yet, pockets of life still manage to find a way to survive and thrive.

Eldritchtech users venture out of the OASys to survey or gather resources for the four factions. While the rewards are plentiful, the threat of various dangers looms in their minds and sensors. As the expeditions grew bolder and farther away from the city's shelter, the need for strategic outposts became necessary. However, the maintenance and means to keep them adequately supplied caused logistical and political tensions for the populace. Furthermore, the nearly concealed problems of the Whispers phenomenon within Eldritchtech users caused additional dissonance, placated with political propaganda for communal reassurances.

Besides the various free-roaming eldritch monstrosities, bands of desert locals call the Endless Ocean their home. Most Desertdwellers are descendants of the exiled populace during the OASys's construction. Despite Governance propaganda about the Endless Ocean being inhospitable to life, these Desertdwellers adapted to the unforgivable environment and thrived. Most of the time, the exiled Desertdwellers tend to keep to themselves but occasionally clash with Eldritchtech users over resources.

Sand Everywhere

An ocean of sand. Massive dunes reinforce the foreboding reality of the planet's current state. The rising temperatures caused drastic changes to the environment and atmosphere for the planet in the wake of the Disaster. Fertile soil turned into dry, barren rock; violent storms disturbed the loose rock and caused massive sandstorms to pummel much of the ancient buildings and structures. As a result, the landscape was covered in sand that later became infused with eldritch energy from decommissioned cores following the MIMIC uprising. Despite general appearances, oases litter the Endless Ocean, a hopeful signal of life regaining a foothold in a presumably dying world.

Weather & Hazards

The Endless Ocean experiences fluctuating weather conditions caused by the Disaster. In addition, the rampant influx of Eldritch energies may also influence meteorological phenomena.

While exploring the Endless Ocean, the GM can roll a d100 or choose the current weather forecast at either the start of the day or after the characters finish a long rest.

Weather Forecast

d100	Weather Forecast
01 - 49	No abnormal weather. High temperatures during the daytime and frigid temperatures at night.
50 - 69	Nominal weather, but may turn into adverse weather conditions. Be mindful of shelter and surroundings.
70 - 89	Roll or choose from the Adverse Weather & Hazards table These conditions are difficult but not deadly.
90 - 99	Roll or choose from the Dangerous Weather & Hazards table. These conditions are deadly and can be fatal.
100	Roll or choose from both the Dangerous Weather & Hazards and Adverse Weather & Hazards table.

Adverse Weather & Hazards

d8	Encounters
1	A dense fog of noxious and corrosive gas rolls through. The area is heavily obscured. While in the fog, a creature must succeed on a DC 13 Constitution saving throw or take 1d12 acid damage. In addition, Eldritchtech users and constructs can't regain any hit points until the start of their next turn.
2	A hot spot erupts and raises temperatures in the area. While in the area, creatures have disadvantage on Perception and Tech checks. In addition, after spending an hour or more in the area, a creature must succeed a DC 13 Constitution saving throw or suffer one level of exhaustion.
3	Air turbulence surges in the area. Medium or smaller-sized objects not secured or worn are immediately flung into the air in a random direction 1d6 × 10 feet away. Medium or smaller-sized creatures in the area must succeed on a DC 13 Strength saving throw or be hurled 2d6 × 10 feet away in a random direction.
4	Dust storm surges with strong winds. While in the storm, each round, a creature must succeed on a DC 13 Strength saving throw or take 1d8 bludgeoning damage and have their speed reduced by 10 feet until the end of their next turn.
5	Lightning crackles across an empty sky. While in the area, creatures have disadvantage on Tech checks and saving throws against lightning-based effects.
6	Blood-like rain falls in the area. The droplets contain microbes. While in the area, creatures have disadvantage on Dexterity and Constitution saving throws. In addition, creatures are vulnerable to poison damage.
7	A flash freeze occurs in the area and drops to below freezing temperatures. Creatures without the proper clothing or protection in the area must succeed on a DC 13 Constitution saving throw or take 1d8 cold damage. In addition, creatures are resistant to fire damage.
8	Seismic activity escalates in the area which becomes difficult terrain. Each creature must succeed on a DC 13 Dexterity saving throw or be knocked prone. Structures and buildings connected to the ground take 25 bludgeoning damage.

Dangerous Weather & Hazards

d8	Encounters
1	A toxic air pocket becomes superheated.
	While in the area, creatures become vulnerable to fire-based effects and must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion.
2	Meteors strike the area.
	Each creature must make a DC 15 Dexterity saving throw. On a failure, a creature takes 5d6 fire damage and 5d6 bludgeoning damage.
3	Toxic spore clouds roll into the area.
	Each creature must succeed on a DC 15 Constitution saving throw or take 5d10 poison damage and be poisoned for 1 hour. On a success, a creature takes half as much damage and is not poisoned.
4	A circular ring of clouds and kaleidoscopic colors hover above the sky until a bright flash of light strikes the area.
	Each creature in the area must make on a DC 15 Dexterity saving throw. On a failure, a creature takes 6d12 radiant damage and is blinded for 1 hour. On a success, a creature takes half as much damage and isn't blinded.
5	The group enters an area with quicksand.
	A creature sinks 1d6 + 1 feet and becomes restrained. At the start of each creature's turn, it sinks another 1d6 feet. Using its action to make a Strength check, a creature can attempt to escape. The DC is 10 plus the number of feet the creature has sunk into the quicksand. A creature that is completely submerged in quicksand can't breathe.
6	Dark lightning crackles and strikes the area.
	Each creature must succeed on a DC 15 Dexterity saving throw. A creature takes 5d6 lightning damage and 5d6 necrotic damage on a failure, or half as much damage on a success.
7	A fiery tornado charges through the area.
	Each creature must make a DC 15 Dexterity saving throw, taking 5d6 fire damage on a failed save, or half as much damage on a successful one. In addition, a creature that fails its save is restrained by the vortex and takes an additional 5d8 fire damage at the start of its next turn.
8	A caustic storm emerges over the area.
	While in the area, each creature takes 1d8 acid damage, 1d8 fire damage, and 1d8 lightning damage at the start of each on its turns.

Desertdwellers

During the construction of the OASys, not everyone agreed with its development or implementation. Ultimately, those who disagreed with the majority chose exile. The current Desertdwellers are either descendants of the exiled populace or those who chose to leave the OASys, though they managed to survive and thrive in the desolated wasteland despite the harsh conditions. OASys propaganda states the Endless Ocean is inhospitable to most lifeforms, yet the Desertdwellers prove otherwise. These desert nomads travel in small groups or bands; as a result, varying traditions, customs, and heritages can be found among them. The Desertdwellers have learned how to survive in the Endless Ocean and should not be taken lightly, whether friend or foe.

Children of the Ocean

No two Desertdweller groups are the same size or share the same beliefs or practices. It's about survival in the Endless Ocean. Anything that jeopardizes it is usually perceived as a threat. Most Desertdwellers tend to avoid Eldritchtech users, but some of the technologically savvy groups see the suits as prospective salvage. Whether raiding, scavenging, foraging, hunting, or protecting vital resources, Desertdwellers are resourceful and have intimate knowledge of the terrain. Some groups claimed the ruins of the old world before the Disaster and quickly retrofitted them into makeshift and permanent settlements. Others wandered the Endless Ocean in search of lush verdant patches untouched by the harsh climate and eldritch corruption. Very few, those used to the amenities of the OASys, conquered outposts, much to the dismay of the Governance.

Wasteland Encounters

d8	Encounter
1	A raiding party assaulted a nearby outpost and pillaged their supplies.
2	A hunting party warns of a dangerous eldritch creature nearby.
3	A roupe of traders offers salvaged wares.
4	A pile of corpses lies scattered. The wounds look recent.
5	A group of Desertdwellers riding large creatures wants to race and wager claim over resources.
6	A traveling group begs for medical assistance.
7	A Desertdweller mystic offers occult knowledge and insight.
8	A group of salvagers protects a potential prospect.

ELDRITCH CULTS

While most Desertdwellers seek peace from the mechanized intrusions of the OASys's populace, there are some who pose a greater threat to the city and the denizens of the Endless Ocean. These individuals found wanton occult worship and pursue greater forbidden knowledge. These cultists value Eldritechtech immensely and can be bold enough to assault a group of Eldritchtech users or pillage from any pre-Disaster remnants. Some consumed by the Whispers are rumored to be among their ranks.

Outreach & Outposts

Once the Governance approved faction-sponsored expeditions, a wealth of previously unavailable information and resources created entrepreneurial prospects for Eldritchtech users and those brave enough to venture out into the harsh climate. Prolonged missions outside the OASys meant moderate or temporary shelter from sudden storms and fluctuating temperatures. Quick self-installing facilities fabricated through technology and Eldritchtech-wearing scouts securing the area became the standard model as outposts, research centers, and sentries beyond the OASys. Typically held together by a small skeleton crew, these facilities require frequent maintenance and supplies to retain their functionality and presence. The factions individually fund, manage, and supply any sanctioned outpost, which has caused some concerns about any covertly operated outposts.

Lay of the Land

Outposts can serve as information hubs about an area and rumors or hypotheses derived from data or superstition. Each facility may provide data via any available equipment or personnel stationed there.

CHASING RUMORS

Eldritchtech users can roll a skill check to acquire any potential clues or mysteries out in the Endless Ocean at the GM's discretion. Depending on the method the information is acquired, you can use any of the suggested checks or choose a different one that fits best.

Rumors

Source	Rumor Examples	Check
Technological	• Search for an old and abandoned facility dating to before the Disaster. • A decaying beacon was recently detected nearby. • An outpost reported power fluctuations in their facilities.	INT (Investigation) INT (Tech) INT (Tech)
Personnel	• Entreat the local Desertdwellers to broker a peaceful coexistence. • An outpost requested assistance combating eldritch creatures a few days ago. • Settle a disagreement in an outpost before it turns into a mutiny.	CHA (Persuasion) INT (Politics) INT (Politics)
Samples	• Gather samples from an area covered in polished glass and metal. • A forest of metallic trees was recently detected and may contain valuable resources for the OASys. • Traces of a new mineral were found that could be used to create new Eldritchtech upgrades.	WIS (Survival) WIS (Survival) INT (Tech)
Scouting	• You hear stories about an area full of eldritch creature skeletons and corpses. • Reports of wandering MIMICs sighted near the outpost. • Seismic data suggest subterranean activity slowly drawing closer to the OASys.	INT (Investigation) INT (Investigation) INT (Tech)
Subterfuge	• Another outpost in the area recently went went communication silent. • Investigate the happenings in an outpost out in the frontier at the supply chain's edge. • Infiltrate a growing eldritch cult led by Desertdwellers and Beyonds.	INT (Tech) INT (Investigation) CHA (Deception)
Eldritch	• Strange weather patterns coincide with the arrival of strange wanderers. • A large eldritch predator stalks near an outpost. Find its lair and vanquish it. • Reports of unexplained signals coming from an unexplored valley outside the outpost network.	WIS (Survival) INT (Nature) INT (Tech)

Rich in Eldritch

The Endless Ocean is teeming with eldritch energy, enough to cause the surviving flora and fauna from the old world to mutate into eldritch monstrosities. While not all of the old wildlife changed, finding the few unaffected by the strange energy has piqued the interest of the four factions. An Eldritchtech user may stumble upon a wandering grazing herd or face some chimeric apex predator when exploring the Endless Ocean. But those aren't the only dangers; wild Eldritchtech users who succumbed to the Whispers or MIMICs that stalk the landscape can easily turn a peaceful trek into a harrowing fight for survival. Finally, rumors and stories speculate that eldritch energy warped new intelligent lifeforms with potentially malicious intent; the four factions want more information about these entities of the frontier.

Encounters of the Eldritch Kind

The mutated wildlife and flora in the Endless Ocean can be dangerous, but they can also be alien and defy pre-Disaster data. In addition, eldritch energy can also drastically influence the terrain, thus causing strange occurrences. Corrupted by eldritch energy, the Governance warrants caution for Eldritchtech users for elevated Whispers phenomena.

Eldritch Encounters

d8	Encounter
1	A lone eldritch creature cries out into the emptiness of the Endless Ocean. There are other carcasses nearby.
2	Reports of a large winged eldritch creature state it is within the vicinity
3	A remote patch of eldritch plants is arranged in a precise pattern.
4	Ancient corpses become reanimated by wanton eldritch energy and start attacking.
5	Large footprints trail away from the area with distant cries rom an unknown source.
6	A large monstrous MIMIC assaults a group of Desertdwellers.
7	Sentient eldritch creatures connected to the Endless Ocean lure anyone into the Maelstrom.
8	A band of Thralls led by a Beyond stalk and assault anyone in the area.

USING THE ELDRITCH CREATURE TEMPLATE
Eldritch energy infused itself into the surviving wildlife and these creatures adopted certain characteristics (see Eldritch Creature template). It is recommended that the template be applied to creature stat blocks that are appropriate for the challenge or situation. At the GM's discretion, a stat block can be retooled as a new alien abomination.

ELDRITCH MAELSTROM

An eternal storm ravages beyond the Endless Ocean, a chaotic wasteland where the laws of reality are mute and logic void. Officially, exploratory missions into the Maelstrom are forbidden, believing the danger outweighs the potential rewards. The Desertdwellers of the Endless Ocean also avoid the area, though they report the storm periodically expands into their territories. Eldritchtech users say the Whispers intensify within the Maelstrom's proximity. Prior reports revealed erratic temperature readings, suggesting a separate biome from the rest of the planet itself.

Beyond the dense wall of storm clouds and hurricane-force winds, areas approaching its center are virtually calm. A metallic crystalline surface covers the ground, creating geometric patterns and patches of supposedly extinct flora. The Maelstrom is rife with eldritch abominations, corrupted creatures infused with the abundant eldritch energy. An ominous fissure of distorted space and time looms over the storm's center, bleeding eldritch energy while sporadically producing an otherworldly glow that illuminates the region.

The Pierced Veil sent expeditions to survey the eldritch energy within the Maelstrom; their findings proved enticing because the potency of the energy is greater than those of previous endeavors. The terraforming prospects from the initial flora samples intrigued New Beginning scientists. The Children of the Stars initially petitioned for additional expeditions to research the storm's spatial aperture but failed to acquire the majority votes for the endeavor. As a result, the Children of the Stars secretly sent scouts to secure safe passage through the stormy barrier and establish a forward operations base to test the fissure's viability as an interstellar gateway.

Enigmatic Terrain

The bizarre landscape within the Maelstrom is corrupted and warped by rampant amounts of eldritch energy. As a result, sudden torrential winds may surge, and gravity is an afterthought in some locations. Unprepared explorers may find their excursion short-lived, while the most seasoned veteran continues to find new challenges within this frontier wasteland.

Enigmas

The chaotic nature of eldritch energy causes strange occurrences within the rocky, metallic, and sometimes icy terrain. While characters explore the Maelstrom, roll on the Enigmatic Encounters table as frequently as desired to accentuate the environment.

Mysteries

Eldritch energy interacts in mysterious ways with the local fauna and flora found within the Maelstrom. While characters explore the Maelstrom, roll on the Mysterious Phenomena table as frequently as desired to showcase the bizarre happenings within the wasteland.

Eldritch Terrors

Eldritch energy is abundant in the Maelstrom, transforming affected creatures into terrifying abominations. Prolonged exposure while in the Maelstrom can have detrimental or permanent repercussions. Eldritechtech users experience heightened effects of the Whispers and greater risk to Eldritch Influence.

Whispers and Eldritch Influence

Despite being largely a wasteland, the Maelstrom is populated by eldritch-infused creatures originally native to the world. Consuming plantlife within the Maelstrom has unforeseen results, but most of them are poisonous.

When creating encounters within the Maelstrom, here are some suggestions:

Eldritch Corruption. Apply the eldritch creature template on any applicable creature stat block. Due to the enigmatic nature of the Maelstrom, any creature may find its way there or be formerly native to the region.

Overwhelming Odds. The creatures and flora within the Maelstrom are adapted to the environment. Some creatures form groups or herds, while apex creatures tend to be solitary.

Crystalline Resonance. Extended exposure to the Whispers while in the Maelstrom can increase Eldritch Influence. Eldritch creatures or plantlife may also escalate the effect of extended Eldritchtech use. For every 24 hours within the Maelstrom, an Eldritchtech user must succeed on a DC 15 Constitution saving throw or gain one level of Eldritch Influence. In addition, whenever an Eldritchtech user overloads their suit, they gain an additional level of Eldritch Influence.

The Pierced Veil believes the crystalline terrain is the probable culprit for the heightened Whispers resonance, information the faction would certainly wish to analyze.

Shattered & Broken

The Maelstrom measures dozens, if not hundreds of miles wide. The variety of different climates offer a stark contrast to the blistering temperatures of the Endless Ocean. Previous expeditions revealed noteworthy sites and locations suitable for additional exploration; however, most of the region is unexplored.

The Pit of Hades

A gorge several miles wide where the bottom is out of normal sight.

Nyx's Mirror (Low Level). The Children of the Stars heard reports of starlight through cosmic rifts above the pit. The faction desperately wishes to investigate the rifts and sends a communication relay with the characters to contact the other side. The team must tend to the equipment and safeguard it from the Maelstrom denizens while waiting for a response. The Children of the Stars hope the rifts provide a means to communicate with the ships that escaped the planet nearly a century ago. But a prolonged stay exposes the characters to the Whispers and there's debate about whether receiving a response is worth such a risk.

Asterion's Gulch

A twenty-mile ravine with a mercurial silvery river that snakes through the median zone of the Maelstrom.

Fountain of Prometheus (High Level). New Beginning scientists analyzed samples of a strange silvery substance collected from a previous expedition. The analysis found traces of proto-animo structures, suggesting that they might contain the building blocks of organic matter. A contingent group of Eldritchtech users is hired to extrapolate additional samples for study. But members of the Penance trail behind the exploration team with plans to sabotage the expedition and destroy any samples or data collected. The characters must choose either to help the New Beginning to secure the samples, or join the Penance to discourage future expeditions to the gulch.

Enigmatic Encounters

d10	Encounters
1	A circular ring of metallic pillars creates a soothing, eerie melody when the wind blows through them. Characters regain 1d6 extra hit points while taking a short rest while in the vicinity of the ring.
2	Disjointed auditory echoes of conversations from one day to one year in the past or the future.
3	Food and drinkable liquids change tastes, sour to sweet, sweet to sour, salty to bitter, and vice versa while in the area.
4	Gravity ceases in the area, causing unsecured creatures and objects to float into the air. Creatures experience the effects of the *reverse gravity* and *feather fall* spells.
5	Temperatures range from extremely cold (– 100 degrees Fahrenheit) to extremely hot (150 degrees Fahrenheit). Roll a d10. On an odd result, the temperatures are cold; on an even result, the temperatures are hot. While in the area, creatures without proper equipment or attire suffer one level of exhaustion.
6	Any fire burns cold instead of hot. It still provides the same amount of light as normal.
7	Light sources create areas of darkness instead.
8	Characters become transparent and ghostly. While in the area, characters can move through other creatures and objects as if they were difficult terrain. A character takes 5 (1d10) force damage when they end their movement inside of an object.
9	A spatial loop marked by a passing landmark. Wisdom (Survival) checks are made with disadvantage while in the loop.
10	Find corpses of the party's future selves. No items can be found and the experience haunts the characters. Attack rolls, ability checks, and saving throws cannot be rerolled for 24 hours.

Mysterious Phenomena

d10	Phenomena
1	A humanoid skull encased under the strange metallic surface within the Maelstrom, but there are odd features, such as an extra eye socket, elongated jaws, or sharp cranial ridges.
2	A crystalline column with geometric carvings nearly half a mile wide with a set of stairs spiraling upward to the flat pavilion nearly a mile high.
3	Ghostly canines howl into the void. They ignore the characters and dash off to chase some unknown prey.
4	A metallic slime mimics shapes within its vicinity, sometimes resembling objects or incomplete parts of larger organisms.
5	Nearly microscopic fungi convert skeletal remains into larger crystals. The crystals emit warmth and glow with an eerie purple or green.
6	Glasslike orbs attached to crystalline stalks sway in a nonexistent breeze. Then the orbs detach and float into the air like pouches or bags.
7	Flesh-like tendrils wrapped around and seemingly fused with the metallic terrain. Upon closer inspection, an eerie orange glow pulses, resembling a heartbeat.
8	Metallic thorny brambles block swaths of land, moving subtly across the terrain. The sharp vines react to acoustic vibrations.
9	A towering tree with falling flower petals radiates an otherworldly glow. Creatures with a passive Perception of 13 or higher hear a strange melodic chime from the tree, almost as if it's singing.
10	Flocks of winged forms drift among the stormy clouds of the Maelstrom. Eldritch energy and lightning channel through them and create dazzling displays in the sky.

CHARACTER CREATION

Eldritchtech users are heroes to some, horrors to others. Their Eldritchtech cores are still a mystery even to themselves, and these technological unknowns cause many to regard suit-users with a mixture of awe and fear. Still, the swirl of rumor around the suit-users is less tangible than the known realities of the MIMICs and other dangers that threaten the survival of OASys communities.

Ostensibly, Eldritchtech suit operators serve the best interests of OASys communities through the orders of the Five. In truth, candidates for the Eldritchtech core come from varied walks of life and may have their own ideas about what's best for the OASys.

Many suit operators volunteered as candidates for Eldritchtech compatibility testing out of a sense of duty. Some are out for revenge, looking to reclaim their power from the trauma of a MIMIC incursion or other horrors in their past. Others are devoted to a faction that backed their candidacy, becoming a dedicated agent. Although it isn't required for character creation, consider discussing with your GM how you came to be a suit user, and whether volunteering was your idea or someone else's.

1. DETERMINE ABILITY SCORES

Begin by determining your starting ability scores with the generation method of your choice, or as instructed by the GM. You'll assign increases to these scores in step 3A.

2. CHOOSE BACKGROUND

Determine who you were prior to becoming an Eldritchtech user. Choose one of the three backgrounds as detailed later in the book or work with the GM to create a custom one.

Starting Proficiencies

In addition to the proficiencies granted by your background, you gain one additional skill or tool proficiency of your choice. If you know which Eldritchtech suit you'll pick, consider a skill or tool that you feel matches your chosen suit.

3. Module Selections

In order, select modules as described in section 3A and 3B, below. This substitutes picking a race. No matter the module, you have a base speed of 30 feet.

3A. Bio-Enhancers

As the Eldritchtech core activates, you are prompted to select two bio-enhancer modules: one increases an ability score of your choice by 2, and the other increases a different ability score of your choice by 1.

3B. Root Systems

The Eldritchtech core comes pre-loaded with basic enhancer programs designed to improve senses or enhance data access. You gain three of the following features of your choice:

Integrated Codex. Gain proficiency in one skill of your choice. You can take this option multiple times, choosing a different skill proficiency each time you do so.

Tapeta Lucida. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your vision in darkness and dim light has muted color definition and is primarily in grayscale.

Toxin Scrubbers. You have advantage on saving throws against poison and disease.

Bio-Glow. As an action, you can emit bioluminescent light in a radius of 20 feet, and dim light for an additional 20 feet. Your chosen Eldritchtech suit can mirror this function while you're wearing it. The light lasts until you freely choose to end it or until you fall unconscious.

Proficiency Changes

The following adjustments have been made to skill and tool proficiencies:

Skill Proficiencies

The Intelligence (Arcana) skill has been replaced by Intelligence (Tech), which involves your general knowledge of technology and your ability to readily interface with it.

The Intelligence (Religion) skill has been replaced by Intelligence (Politics), which allows you to recall information about OASys factions, important figures, and power structures.

Tool Proficiencies

Advanced technology in the OASys has all but eliminated the need for tradespeople to produce basic goods. At the GM's discretion, you can pick a tool proficiency in a set of artisan's tools, such as painter's supplies, as a topic of personal interest to your character.

Common Tools

Tools commonly used by Eldritchtech suit wearers are cartographer's tools, tinker's tools, thieves' tools, and proficiency with land vehicles.

4. Suit & Starting Equipment

Finally, you pick your Eldritchtech suit instead of a class and a selection of gear from the following lists.

4A. Starting Weapons

You gain one suit-class weapon of your choice from the list of available weapons, or two if you're an Owlbear suit user.

4B. Personal Protection

You gain your choice of either:

- A personal sidearm (ranged) or a personal sidearm (melee).
- Tek Mesh or a Stasis Suit

4C. Field Equipment

You also gain:

- 5 glo-styx or a beam light
- A charge pack or a tool kit of your choice
- 10 days of ration packs

ELDRITCHTECH OVERVIEW

A s the old terror of the MIMICs reappeared at the gates and brand-new horrors began to emerge, there were questions about how the OASys could protect itself from these new threats. The answer was the Eldritchtech core, the newest attempt to harness the dangerous energies that first corrupted the MIMICs.

Most humans are no more immune to Eldritchtech corruption than their mechanical predecessors. The player characters are a special few, chosen to bear the burden of an Eldritchtech power core installed directly into their bodies. Whether they can successfully resist the same insidious influence that turned the MIMICs against society remains to be seen.

ELDRITCHTECH FEATURES

Characters fused with Eldritchtech are able to push themselves beyond normal limits and utilize advanced tech that others can only dream of accessing. Though specific suits grant access to specific abilities, all Eldritchtech users have access to the following abilities.

OVERLOAD

In times of great need, you can override the safety limits of the Eldritchtech, pulling greater power from their core and gaining powerful momentary performance boosts at the cost of exposing themselves to uncontrolled eldritch corruption.

GENERAL OVERLOAD ABILITIES

A character with an Eldritchtech core has the ability to overload in the following ways:

- On your turn, you take an additional action to Dash, Disengage, or Dodge.
- On your turn, you gain temporary hit points equal to half your hit point maximum. These temporary hit points last for 1 minute.
- After you roll a death saving throw, you can choose to gain 1 hit point instead. You can overload in this manner even if you would die as a result of your third failed death saving throw.

- When you fail an ability check, you can reroll the check, adding double your proficiency bonus to the roll.
- When you fail a saving throw, you can choose to succeed instead.

Whenever you use one of the above overload abilities, you gain one level of Eldritch Influence.

BASE SUIT FUNCTIONS

The Eldritchtech suits aren't just designed for combat. They're powerful tools designed to help their users survive in the harsh environment beyond the relative safety of the OASys. Every Eldritchtech suit possesses the following features:

Environmental Survival. While utilizing a suit, you are immune to the effects of extreme environmental heat and cold, though not their associated damage types.

Nutrient Recycler. When using a suit, you can survive one full day without fresh food or water with no ill effect. Once you use this feature, you need 1d4 + 1 days with normal food and water intake before this feature is primed again.

ADVENTURES OUTSIDE THE SUIT

The Eldritchtech suits are where Eldritch Sands's storytelling fiction and combat-focused mechanics are expected to meet. At the same time, the characters are more than the suit they operate and should be given the opportunity to interact with the world on a level closer to its ordinary occupants.

When a character is suitless, change the following.

Ability Scores. Your Ability scores do not change.

Armor Class. Your AC is equal to 10 + your Dexterity modifier.

Health. Your hit points and Hit Dice do not change.

Root Systems. Any features you picked as Root Systems during step 3B of character creation function normally.

Saving Throws. You are not proficient in any saving throws until you don your Eldritchtech suit again.

Suit Modules. You do not benefit from the effects or features of suit modules, with the exception of any increase to your Ability scores.

You do not have access to any of your suit features.

SUITLESS WEAPONRY

When they aren't in an Eldritchtech suit, most characters and NPCs only have access to some form of personal sidearm or a buzzclub, both listed as general-use weapons. More powerful suit-class weapons are kept under careful supervision, and it's rare to see one in public in the OASys.

By default, a character can't use a suit-class weapon unless they're wearing an Eldritchtech suit. Should the GM make an exception or allow a character to find a workaround, the following rules apply:

- Suitless characters have disadvantage on attack rolls while using a suit-class weapon.
- Suitless characters can't score a critical hit with a suit-class weapon.
- When a suitless character hits with a weapon that has the Feedback property, they roll for Feedback damage as if they had scored a critical hit.

RUNNING SUITLESS SCENES

Interpersonal Conflicts. Group tensions and personal grudges aren't left behind in the wasteland. Leaving the suits behind gives characters the chance to roleplay scenes with a more personal framing.

Political Intrigue. Stories and scenes involving the OASys's tangled faction web need a level of finesse that characters can't achieve through the intimidating, expressionless face of an Eldritchtech suit.

Rest, Relaxation, Research. As obvious as it sounds, demarking time away from the Eldritchtech suit is essential to distinguish periods of downtime from adventure.

Vulnerability and Horror. By design, characters are weaker in almost every way outside their suits, and forcing them to face danger in that scenario can be an effective contrast to the power the suits normally afford.

IMP SUIT

O ne of the earliest discovered Eldritchtech core-powered applications was the generation of elemental projectiles. With specialized systems, the suit designated "Imp" pushes experimental elemental Eldritchtech to the limit.

The Imp Suit

Level	Proficiency Bonus	Amp Pool / Max Spend	Feature
1	+2	–	Elemental Converter (2d6)
2	+2	7 / 4	Amp Up, Reclaimer
3	+2	8 / 4	Shape Conversion, Overamplify
4	+2	9 / 4	Suit Module
5	+3	10 / 6	Elemental Converter (3d6)
6	+3	11 / 6	Imp Module
7	+3	12 / 6	Augment Assault
8	+3	13 / 6	Suit Module
9	+4	14 / 8	Elemental Converter (4d6)
10	+4	15 / 8	Imp Module

Suit Features

As an imp suit-certified Eldritchtech user, you gain the following features.

Hit Points and Armor Class

Hit Dice: 1d8 per suit level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per imp suit level after 1st
Armor Class: 11 + your proficiency bonus + applicable modules

Proficiencies

Saving Throws: Intelligence, Wisdom

Elemental Converter

Your Imp-class systems create a variety of ranged attacks that deal your choice of acid, cold, fire, or lightning damage. Your basic converter attacks are ranged attack rolls using Wisdom and a maximum range of 30 feet.

At 1st level, your converter attacks deal 2d6 damage on hit. This damage increases at 5th level (3d6) and 9th level (4d6).

Amp Up

When you roll initiative, you can gain a special pool of d6 dice called your Amp Pool, which is used to improve or modify your Elemental Converter attacks. The number of d6s in your Amp Pool is equal to 5 + your level. You can expend Amp Pool dice in the following ways:

- Increase your Elemental Converter attack's damage by 1d6 for each d6 expended.
- Increase the range of your Elemental Converter ranged attack by 30 feet for each d6 expended (up to 2).
- You can expend a maximum number of Amp Pool dice on your turn equal to 2 x your proficiency bonus.

Once you activate your Amp Pool, you can't do so again until you finish a short or long rest. When you roll initiative and your Amp Pool isn't available, you can gain 1 level of Eldritch Influence to gain an Amp Pool with half the normal number of dice (rounded up).

Reclaimer

When you miss a creature with an Elemental Converter attack roll, you can use your reaction to recover half the Amp Pool dice you spent on the attack (rounded up).

Shape Conversion

You can expend dice from your Amp Pool to modify your Elemental Converter feature from an attack roll to an area-of-effect shape with one of the following shapes and Amp Pool cost (listed in parentheses):

- Circle. 10-foot diameter (2d6) or 15-foot diameter (3d6)
- Cone. 15-foot (1d6) or 30-foot (2d6)
- Line. 30-foot diameter (1d6)

You don't make an attack roll for shaped attacks; enemy creatures make a Dexterity throw against DC 8 + your proficiency bonus + your Wisdom modifier, taking half damage on a successful saving throw.

Overamplify

You gain the ability to overload your Amp Pool on your turn, gaining 1 level of Eldritch Influence and one of the following effects of your choice:

- Instantly regain 2d6 to your Amp Pool as a bonus action, up to your maximum.
- Reroll any number of damage dice from a damage roll of your Elemental Converter. You must use the new result.

Suit Module

When you reach 4th level, and again at 8th level, you gain a module of your choice from the list of available options.

Augment Assault

You can channel your elemental converter into an ally's weapon as a bonus action on your turn, expending 1d6 from your Amp Pool and targeting an ally you can see within 10 feet. Until the end of the target's next turn, attacks with the weapon deal an additional 1d6 acid, cold, fire, or lightning damage (chosen when you use this feature).

Imp Module

Your Imp suit is designed to accept special modules for its elemental converter. At 6th and 10th level, you gain your choice of a special Imp-class module (listed below). When you would gain normal suit modules at 4th and 8th level, you can choose to gain an Imp-class module instead.

Imp-Class Module List

Amp Vents

When you expend Amp Pool dice to deal additional damage, creatures of your choice within 5 feet of you take damage equal to 1d6 + your Wisdom modifier.

Basic Conversion

When you make an attack roll using your Elemental Converter without increasing its damage from your Amp Pool, it deals additional damage equal to your Wisdom modifier.

Collateral Damage

When you hit a creature with an Elemental Converter attack, you can make an additional attack roll against another creature within 5 feet of your target, dealing 1d6 damage on a hit.

Elemental Acclimation

When you deal damage with your Elemental Converter, you gain resistance to that damage type until the start of your next turn.

Power Converter

When you roll initiative and don't have an Amp Pool available, you gain an Amp Pool with a number of dice equal to your proficiency bonus.

NIGHTMARE SUIT

The Nightmare is the result of black market tinkering on a shipment of stolen Unicorn-class suits. The application of untested and unapproved tech led to unexpectedly chaotic and disturbing interactions with Eldritchtech cores, but proved powerful enough that the hijacked suits were eventually streamlined and put to use.

The Nightmare Suit

Level	Proficiency Bonus	Feature
1	+2	Terrorize, Deadened Nerves
2	+2	Fear-Eater
3	+2	Backlash, Illogic Override
4	+2	Suit Module
5	+3	Whisperer
6	+3	Heart-Stopping Horror
7	+3	Haunter
8	+3	Suit Module
9	+4	Feast of Fright
10	+4	Living Nightmare

Suit Features

As a nightmare suit-certified Eldritchtech user, you gain the following features.

Hit Points and Armor Class

Hit Dice: 1d8 per suit level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5)
+ your Constitution modifier per nightmare suit level after 1st
Armor Class: 13 + your proficiency bonus + applicable modules

Proficiencies

Saving Throws: Wisdom, Charisma

Save Target

The saving throw DC for your suit features is 8 + your proficiency bonus + your Charisma modifier.

Terrorize

When you hit a creature with a weapon attack on your turn, they must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn.

Additionally, you can use your action to create a psychic blast in a 10-foot-diameter sphere originating at a point within 60 feet of you. Each hostile creature in the area makes a Wisdom saving throw. On a failure, the target takes psychic damage equal to a number of d6s equal to your proficiency bonus, and suffers your Terrorize effect. A target that succeeds on its saving throw takes half as much damage and isn't terrorized.

Deadened Nerves

You have advantage on saving throws against being frightened. When you reach 6th level, you become immune to the frightened condition.

Fear-Eater

If at least one hostile creature within 60 feet of you is terrorized at the start of your turn, you gain temporary hit points equal to your proficiency bonus.

When a hostile creature is reduced to 0 hit points while it is frightened of you, you can use your reaction to expend and roll 1 Hit Die, adding your Constitution modifier to the result and regaining that many hit points.

Backlash

When a creature within 30 feet of you hits you with an attack or hostile effect, you can use your reaction to force it to make a saving throw against your terrorize effect.

Illogic Override

Your Terrorize effects still affect creatures immune to the frightened condition. These creatures have disadvantage on attack rolls until the end of your next turn, and are valid targets for abilities regarding terrorized foes.

Suit Module

When you reach 4th level, and again at 8th level, you gain a module of your choice from the list of available options.

Whisperer

You add your current level of Eldritch Influence as force damage to weapon attacks and your Terrorize sphere.

Additionally, you can remove 1 level of Eldritch Influence from yourself when you finish a short rest by expending 2 Hit Dice, rolling both and taking psychic damage equal to the total. This damage can't be reduced in any way.

Heart-Stopping Horror

As an action, you force creatures affected by your Terrorize effect to make a Constitution saving throw. Creatures take force damage equal to your Terrorize sphere on a failed save, or half as much damage on a successful one. Creatures whose Challenge is equal to 1/4 your level or lower (rounded down) and fail this saving throw immediately drop to 0 hit points if they have less than half their maximum hit points remaining.

Haunter

When you move on your turn, you treat any unoccupied space next to a terrorized creature within 20 feet as adjacent to your own, teleporting to these spaces at will.

Feast of Fright

At the start of your turn, you can overload and immediately gain 2 levels of Eldritch Influence. If you do, all allied creatures within 60 feet can use your Fear-Eater features for 1 minute, ending early if you die. During this time, you and allies gain double the number of temporary hit points from the feature, and can roll two dice for every 1 Hit Die spent to regain hit points as part of the feature.

Living Nightmare

At the start of your turn you can overload and gain 2 levels of Eldritch Influence, or 1 additional level (3 total) if you activate your Feast of Fright at the same time. When you do, you fully dematerialize and become translucent and can pass through creatures and objects as if they were difficult terrain, shunted to the nearest unoccupied space if you end your turn inside a creature or object.

Each hostile creature within 10 feet of you when you activate this feature and at the start of each of your turns while the effect persists must make a saving throw against your Terrorize sphere damage.

The effect ends at the end of your turn after 3 rounds, you are reduced to 0 hit points, or you freely choose to end it on your turn. If the effect ends and you have at least 1 hit point remaining, you drop to 0 hit points. You can extend the effect for up to 3 rounds, marking a failed death saving throw for each round you extend the effect. Failed death saving throws are cleared when you finish a short or long rest.

OWLBEAR SUIT

The owlbear suit is the Eldritchtech heavy hitter, a force of physical prowess that uses its FURI Protocol to tear obstacles and enemies apart.

The Owlbear Suit

Level	Proficiency Bonus	Feature
1	+2	FURI Protocol, Contextual Shield, Reinforced Frame
2	+2	Threat Assessment
3	+2	Dash Pulse
4	+2	Suit Module
5	+3	Extra Attack
6	+3	Interdiction Drive
7	+3	Improved Threat Assessment
8	+3	Suit Module
9	+4	Render
10	+4	Feral Bastion

Suit Features

As an owlbear suit-certified Eldritchtech user, you gain the following features.

Hit Points and Armor Class

Hit Dice: 1d10 per suit level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6)
+ your Constitution modifier per owlbear suit level after 1st
Armor Class: 15 + your proficiency bonus
+ applicable modules

Proficiencies

Saving Throws: Strength, Constitution

FURI Protocol

As a bonus action on your turn, you may activate a target aggression module that lasts for 1 minute, until you go unconscious, or until you end it as a bonus action. The FURI Protocol grants you the following features:

- Your speed is reduced by 5 feet. On each of your turns, you can move 10 feet in a straight path towards a hostile creature you can see as a bonus action.
- Your melee weapon attacks deal an additional 1d4 force damage.

Once you have used FURI Protocol, you must finish a short or long rest before you can do so safely again. You can overload to activate the FURI Protocol while you have no uses remaining, gaining 1 level of Eldritch Influence at the end of your turn.

Contextual Shield

When you hit a hostile creature with a weapon attack, a reactive shield grants you resistance to bludgeoning, piercing, and slashing damage dealt by the attacker until the start of your next turn.

When a creature hits you with an attack, you can use your reaction to target it with your shield before the attack deals damage. When you do so, you lose the benefit of the reactive shield against any other creature affected previously.

Reinforced Frame

The owlbear suit is designed to withstand extreme punishment and bear the heaviest burdens among all Eldritchtech suits. Your hit point maximum increases by 1 and increases by 1 each time you gain a level with this suit. In addition, you are considered one size category larger when determining the weight that you can carry, push, drag, or lift.

Threat Assessment

When you roll initiative, you can ask the GM which hostile creature you can see has the highest Armor Class or the most hit points. On your first turn, your attacks against that creature are rolled with advantage. If two or more creatures are tied for the highest Armor Class or most hit points, you decide which creature against whom you roll with advantage on your first turn.

Dash Pulse

When you take the Dash action, you can unleash a burst of energy when you reach your destination, forcing each hostile creature within 5 feet of you to make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier. Hostile creatures take 1d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning damage increases to 2d6 at 6th level, and 3d6 at 9th level.

Suit Module

When you reach 4th level, and again at 8th level, you gain a module of your choice from the list of available options.

Extra Attack

You can attack twice, instead of once, when you take the Attack action on your turn.

Interdiction Drive

When a creature you can see within 30 feet of you is hit by an attack or rolls a saving throw against a damaging effect, you can use your reaction to move up to 20 feet to an unoccupied space adjacent to that creature without provoking opportunity attacks. You take the damage from the attack or effect in the target's stead, reducing it by an amount equal to your proficiency bonus.

You can overload your systems when you use this ability, choosing either to increase your range to 60 feet or gaining resistance to the damage from the attack or effect instead of reducing it by a full amount. You gain 1 level of Eldritch Influence after the triggering attack or effect is resolved.

Improved Threat Assessment

When you identify a target with your Threat Assessment feature, you have advantage on saving throws and contested ability checks against the target creature until the end of your next turn.

Render

Your melee weapon attacks ignore half cover and three-quarters cover. In addition, once per round when you miss a melee weapon attack against a creature, you can make another attack with the same weapon against a different creature within reach.

Feral Bastion

Your Contextual Shield grants resistance against all damage dealt by the target creature. When you would take damage from the target of your Contextual Shield you can overload it, giving you immunity to all damage dealt by the creature until the start of your next turn. At the start of that turn, you gain 2 levels of Eldritch Influence.

SATYR SUIT

Satyr operators were initially designed with advanced material recycling and communications prototypes. However, their interaction with the Eldritchtech core has resulted in capabilities far beyond what its designers thought possible.

The Satyr Suit

Level	Proficiency Bonus	Feature
1	+2	Detritus Field, Sand Spinner
2	+2	Trickster's Step
3	+2	Panpipes
4	+2	Suit Module
5	+3	Detritus Assault
6	+3	Mirage
7	+3	Reverberate
8	+3	Suit Module
9	+4	Bladestream
10	+4	Hardlight Mirage

Suit Features

As a satyr suit-certified Eldritchtech user, you gain the following features.

Hit Points and Armor Class

Hit Dice: 1d10 per suit level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per satyr suit level after 1st
Armor Class: 11 + your proficiency bonus + applicable modules

Proficiencies

Saving Throws: Dexterity, Intelligence

Save Target

The saving throw DC for your suit features is 8 + your proficiency bonus + your Intelligence modifier.

Detritus Field

You send pieces of the environment, such as sand, stone, and scrap into a whirlwind around yourself. When you create the area as a bonus action on your turn, it is one of two sizes:

- A stationary 30-foot-diameter circle, centered on a point in your space.
- You project the detritus 5 feet around you, following your movements. You have half cover in this area and are lightly obscured, and can't target creatures outside the field while you are inside it.

The detritus field lasts for 1 minute or until you are incapacitated or freely choose to end it. While you are within the field, you can change between the two sizes as a bonus action.

Once you create the detritus field, you must finish a short or long rest before you can do so again. You can overload to create a detritus field, gaining 1 level of Eldritch Influence when you do so.

Sand Spinner

Your recycle tech is constantly preparing fragile sandspun weapons. When you take the Attack action, you can use a bonus action to make one additional attack using a sandspun flechette.

   You can overload to create a sandspun lance instead. Once the attack resolves, you gain 1 level of Eldritch Influence.

Trickster's Step

Your movement within your Detritus Field ignores difficult terrain and doesn't provoke opportunity attacks.

   If you are within your Detritus Field, you can take the Hide action as a bonus action on your turn. You lose all benefits of being hidden if you leave your field.

Panpipes

Your communications tech develops unusual properties, allowing for a variety of sound-based applications.

   Bassripper. You send out a wave of low frequency noise in a 10-foot-radius around yourself as an action. Each creature other than you must make a Constitution saving throw. A creature takes a pool of thunder damage on a failed save, or half as much damage on a successful one. The pool is a number of d8s equal to 1+half your level, rounded up.

   Discord. You attempt to disorient a creature within 20 feet of you as an action, forcing it to make a Constitution saving throw. On a failed save, the creature becomes deafened and has disadvantage on attack rolls and ability checks for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

   Mumble. You can communicate subvocally with any creature within 30 feet of you that isn't blocked by total cover. Only the target creature can hear you.

Suit Module

When you reach 4th level, and again at 8th level, you gain a module of your choice from the list of available options.

Detritus Assault

You can attack twice when you take the Attack action if you start your turn inside your Detritus Field.

Mirage

You can create deceptive mirage illusions of yourself to fool attackers. When an attack would hit you, you can use your reaction to create an illusion of yourself in an unoccupied space within 5 feet of yourself and roll a d6; on a 4 or higher, the attack is rerolled against the illusion instead. You can also use your bonus action to create a mirage in an unoccupied space within 10 feet of you.

   Mirage illusions last for 1 minute, have AC 10 + your Dexterity modifier, and 2 x your Dexterity modifier hit points. A creature can use its action to determine a mirage is an illusion with a successful Intelligence (Investigation) check.

Reverberate

You can cause your bassripper to originate from your Detritus Field even if you aren't inside it. When you use bassripper inside a Detritus Field, the effect fills the field instead of its usual area of effect and deals an additional 2d8 thunder damage. In addition, you gain resistance to thunder damage.

Bladestream

As an action, you make a flechette attack against each hostile creature of your choice within 15 feet of you. You can't use your bonus action to make a flechette attack on the same turn you use this feature.

Hardlight Mirage

At the start of your turn, you can overload and immediately gain 2 levels of Eldritch Influence. For 1 minute, you can create a mirage illusion of yourself on your turn without using a bonus action. When you use your action to make a weapon attack or use your bassripper feature, each of your active mirage illusions performs the same attack or action against a valid target within range.

   Mirage weapon attacks deal half their normal damage and can benefit from your Detritus Assault feature. The pool for a mirage's bassripper is 2d8, increasing to 4d8 if the mirage is inside your detritus field.

UNICORN SUIT

T he Unicorn suit is on the forefront of research into creating stable, corruption-free Eldritchtech energy. So far, upgrades that allow high eldritch absorption are mostly incompatible with powerful offensive systems. Nevertheless, the Unicorn-class suit is seen as an essential support unit on long forays into the wastes. Its primary systems use harmonic frequencies to create brief, excited energies in the air. It's been observed that each Unicorn suit user seems to generate a unique sound when they use their kinetic barrier and other systems; sometimes a resonant hum, other times a tearing electric wail.

The Unicorn Suit

Level	Proficiency Bonus	Feature
1	+2	Kinetic Barrier (2d6), Eldritch Absorption
2	+2	Core Purge (1d20)
3	+2	Ever-Ready, Precise Targeting
4	+2	Suit Module
5	+3	Backlash, Kinetic Barrier (3d6)
6	+3	Perfect Resonance
7	+3	Core Purge (2d20)
8	+3	Suit Module
9	+4	Kinetic Barrier (4d6)
10	+4	Exemplar

Suit Features

As a unicorn suit-certified Eldritchtech user, you gain the following features.

Hit Points and Armor Class

Hit Dice: 1d8 per suit level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5)
   + your Constitution modifier per unicorn suit
   level after 1st
Armor Class: 12 + your proficiency bonus
   + applicable modules

Proficiencies

Saving Throws: Constitution, Charisma

Save Target

The saving throw DC for your suit features is 8 + your proficiency bonus + your Charisma modifier.

Kinetic Barrier

As a reaction, you create a kinetic shield around a friendly creature within 60 feet when they take damage from an attack or other hostile effect, reducing the damage by 2d6 (to a minimum of 0).

   The amount blocked by your barrier improves as you gain levels, increasing at 5th level (3d6) and 9th level (4d6).

   You can overload your barrier, protecting all other allied creatures within 5 feet of the target. You then gain 1 level of Eldritch Influence.

Eldritch Absorption

When a friendly creature within 60 feet of you would gain one or more levels of Eldritch Influence, you can use your reaction to gain 1 level of Eldritch Influence in their stead.

   When you spend a short rest attending to an ally with one or more levels of Eldritch Influence, you can reduce their level of Eldritch Influence by 1 and increase your own level of Eldritch Influence by 1.

Core Purge

When you roll to reduce Eldritch Influence when you finish a long rest, you roll an additional d20 and reduce your level of Eldritch Influence by 1 for each success. You gain another d20 at 7th level (for a total of 3).

Precise Targeting

As a bonus action, you mark a target creature you can see within 60 feet until the start of your next turn. The first attack to hit a marked target deals additional force damage equal to your proficiency bonus, or double your proficiency bonus if the attacker is an allied creature other than yourself.

Suit Module

When you reach 4th level, and again at 8th level, you gain a module of your choice from the list of available options.

Ever-Ready

You gain an extra reaction each round that can only be used for your Kinetic Barrier or Eldritch Absorption features.

Backlash

When your Kinetic Barrier reduces damage from a hostile creature within 60 feet of your target, the attacker must succeed on a Dexterity saving throw or take force damage equal to your Kinetic Barrier roll result. On a successful save, the attacker takes half as much damage.

Perfect Resonance

When you roll the same number on at least two of your Kinetic Barrier dice, you can make you or your barrier target regain a number of hit points equal to the combined value of all dice showing the same result, including pairs of doubles. If your barrier is overloaded and affecting multiple allied creatures, one additional allied creature of your choice regains hit points from this feature.

Exemplar

At the start of your turn, you can emit a unique sound signature. For 1 minute, or until you go unconscious or end it early as a bonus action, each allied creature suppresses the effects of Eldritch Influence while they are within 60 feet of you. In addition, targets of your Kinetic Barrier receive the remaining shield as temporary hit points, which last until the start of their next turn.

  If you maintain the effects for at least 3 rounds, when the effect ends, the Eldritch Influence level of all allied creatures of your choice within 60 feet is reduced by 1.

  The Exemplar system can only activate in the presence of a detected threat and can't be used outside of combat. Once you use this feature, you must finish a long rest before you can do so again.

SUIT MODULES

Over time, Eldritchtech suit users learn to handle progressively more energy from their core. Advanced operators utilize this expanded capacity by installing modules, powerful supplementary systems that introduce new abilities or boost certain suit features.

Changing Modules. At the GM's discretion, an Eldritchtech user can swap out one module for another at the end of a long rest.

Arc Heart

When a creature within 10 feet of you hits you with a weapon attack, you can use a reaction to deal lightning damage equal to your proficiency bonus to the attacker.

When you are reduced to 0 hit points, your suit deals lightning damage equal to double your proficiency bonus to each hostile creature within 10 feet of it and you roll a death saving throw, ignoring a failed result and regaining 1 hit point on a result of 15 or higher. Once this effect triggers, it can't trigger again until you finish a short or long rest.

Armored Core

Increase your Constitution score by 1.

Increase your AC by 1. Each time you are hit by an attack, increase your AC by 1 until the start of your next turn.

Battle Tech

Increase your Wisdom, Intelligence, or Charisma score by 1.

When you roll initiative and see the result, you can choose one of the following:

- Reroll initiative and use either result
- Immediately move up to 10 feet without provoking opportunity attacks
- Become unsurprised if you would have otherwise been surprised in the first round of combat

Binary Translator

Increase your Intelligence, Wisdom, or Charisma score by 1.

You can communicate with MIMICs and other autonomous intelligences as if you shared a language.

Enhanced Reflexes

Prerequisites: Dexterity score of 14 or higher

Increase your Dexterity or Constitution score by 1.

When you take the Dodge action, you reduce damage from weapon attacks by an amount equal to your Constitution modifier until the start of your next turn.

In addition, when a creature hits you with a weapon attack, you can take the Dodge action as a reaction.

Evasion Protocols

When you take this module, you can choose one of the following effects:

- You can take the Dash or Disengage action as a bonus action on your turn, and ignore difficult terrain while dashing.
- You gain proficiency in Dexterity saving throws. If you fail a Dexterity saving throw, you can use your reaction to reroll the saving throw and use the new result.

You can take this module a second time, gaining the other effect when you do so.

Flight Booster

You gain a flying speed equal to your walking speed. If you end your turn while in the air, you fall to the ground, landing prone if you drop more than 10 feet.

If you take this module a second time, you hover in place if you end your turn in the air, and don't take damage when falling from heights up to 50 feet as long as you're not unconscious, stunned, or restrained.

Hammer and Anvil

When you hit a creature with a melee weapon attack, you can cause the attack to deal additional thunder damage equal to your proficiency bonus. A creature that takes thunder damage in this manner is left exposed to your allies; the next attack roll made against your target by an ally is made with advantage.

You can use this feature a number of times equal to your proficiency bonus, regaining expended uses when you finish a short or long rest.

Integrated Tool

Increase your Intelligence or Wisdom score by 1.

You gain one tool proficiency from among cartographer's tools, thieves' tools, or tinker's tools. This tool kit is integrated into your Eldritchtech suit, and you add double your proficiency bonus to checks with it when using the integrated tool kit as part of an ability check.

Jump Jet

Prerequisites: Strength score of 12 or higher

Increase your Strength or Dexterity score by 1.

In addition, you can make a standing long jump of up to 20 feet and a running long jump of up to 30 feet, your high jump becomes 10 feet, and you can clear Medium creatures without needing to make a Strength (Athletics) check.

When you move through a hostile creature's space by jumping over it, the movement doesn't provoke opportunity attacks if you treat the creature's space as difficult terrain.

Juggernaut Blitz

Prerequisites: Strength score of 14 or higher

Increase your Strength or Constitution score by 1.

When you take the Dash action, you can move through spaces occupied by hostile creatures of Large size or smaller and automatically destroy obstacles with an AC of 15 or less and 15 hit points or fewer. When you use this feature to move through a space occupied by another creature, it must succeed on a Strength saving throw with a DC of 8 + your proficiency bonus + your Strength modifier.

On a failure, the creature takes bludgeoning damage equal to your proficiency bonus and can't make an opportunity attack against you; on a success, the creature takes no damage and has disadvantage on any opportunity attack against you it makes.

Kraken Recoil

Prerequisites: Constitution score of 12 or higher

When you take damage equal to or greater than your level, you can use your reaction to expel a blast of inky fluid at a number of creatures equal to your Constitution modifier within 10 feet of you. Target creatures must succeed on a Dexterity throw with a DC equal to 8 + your Constitution modifier + your proficiency bonus or become

blinded until the end of their next turn. You can move up to 20 feet as part of the same reaction and do not provoke opportunity attacks from creatures targeted by this ability.

You can use this feature a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

Lich Core

You are equipped with an experimental revival system. When you are reduced to 0 hit points, you can choose to regain a number of hit points equal to twice your level at the start of your next turn. Once you use this feature, you can't do so again until you finish a long rest.

If you die as a result of failing three death saving throws, you can choose to return to life at 0 hit points as if you had succeeded on three death saving throws instead. Each time you do so, your minimum level of Eldritch Influence increases by 1; you can never reduce your Eldritch Influence level below this number, even if this module is removed or replaced. If your current level of Eldritch Influence is below your new minimum, you resolve gaining a new level of Eldritch Influence immediately. Effects that would reduce your Eldritch Influence below your minimum level allow you to re-roll one Eldritch Influence effect of your choice.

Primary Power Supplement

You gain +2 to one ability score of your choice, or +1 to two ability scores of your choice.

You can take this module a second time.

Puppeteer

Your Eldritchtech suit is modified for fast-eject and limited remote function. As a bonus action, you can step out of your suit and into an unoccupied space within 5 feet. Your suit becomes an NPC under your control with a speed of 20 ft., AC 12, and hit points equal to 5 × your level. The suit has no bonus to ability checks or saving throws and can only take the Attack, Dash, Dodge, and Help actions.

The suit goes dormant after 1 minute or when it is reduced to 0 hit points, at which point it stops in its current space and ceases to act. Donning and reactivating the suit takes 10 minutes of work.

Real-Time Simulator

You gain the ability to simulate attacks and adjust targeting on the fly. Once per turn when you miss with an attack, you can roll 1d6. On a result of 5-6, the attack was just a test simulation: you reroll the attack and use the new result.

You can take this module a second time, improving the simulation die range to 4-6.

Rebreather

You refine your suit's respiratory enhancers, gaining advantage on saving throws against inhaled hazards like smoke or poison.

In addition, your suit can operate underwater or in airless environments for up to 30 minutes at a time, recharging after you spend at least 5 minutes in breathable atmosphere.

Refined Hazard Detection

Increase one ability score of your choice by 1.

In addition, you gain proficiency in saving throws of the chosen ability score

Reinforced Core

Prerequisites: Wisdom score of 12 or higher

Increase one ability score of your choice by 1.

When you roll on the Eldritch Influence table to determine the effects of Eldritch Influence, you can roll twice and choose either result.

Sonic Boom

You modify how your suit interacts with certain weapons. When you hit with a weapon attack that deals radiant or force damage, you can change those damage types to thunder damage instead.

In addition, you gain resistance to thunder damage.

Soothing Harmonics

Prerequisites: Wisdom score of 12 or higher

Increase your Wisdom, Intelligence, or Charisma score by 1.

You and other allied creatures within 30 feet roll one additional Hit Die when you finish a short rest. This additional Hit Die is not expended from your available Hit Dice.

Striker Pistons

Increase your Strength or Constitution score by 1.

Primed pistons deliver extra force to your attacks. When you hit a creature your size or smaller with a melee weapon attack on your turn, you can push the creature 5 feet away from you into an unoccupied space.

Tertiary Arm

Prerequisites: Dexterity score of 12 or higher

Increase your Strength or Dexterity score by 1.

Your Eldritchtech suit gains a small additional arm, which can interact with objects (such as opening a door) even if your other hands are occupied. The arm can hold objects like one-handed weapons, but cannot make attacks. Your ability checks to shove or grapple a creature or to escape a grapple are made with advantage.

Thermal Regulators

You can further inure your systems against temperature extremes. Each time you finish a short or long rest, you can choose to gain resistance to cold or fire damage. This resistance lasts until you finish your next short or long rest.

Voidjammer

The first time you roll a result of 12 or higher on the Eldritch Influence table, you do not resolve its effects. Instead, this module breaks and cannot be replaced until you reduce your level of Eldritch Influence.

You can never benefit from this module more than once.

Volley Perimeter

Increase your Constitution or Intelligence score by 1.

When you take the Attack action on your turn, you can replace one of your attacks with an explosive barrage. Each creature in a space adjacent to you must succeed on a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier. Creatures that fail their saving throw take fire damage equal to your level and are knocked prone; on a success, they take half as much damage and aren't knocked prone. You can use this feature a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

BACKGROUNDS

The last vestiges of large-scale society might all be packed into the same living pods, but life in the OASys takes many forms and produces many different outcomes. Who has the potential to be a suitable Eldritchtech suit candidate is a mystery, and often the OASys's newest protector comes from the most unexpected places.

Faction Favored

You are someone with close ties to one of the OASys's major factions. Choose one faction that your character is familiar with. You might not be an official member yourself, but you've been surrounded by followers of its ideology for so long, you are known by its members from the highest ranks to the rank-and-file.

You know better than most just how much the OASys is dominated by the ebb and flow of its inter-faction struggles. Regardless of whether you approve of this fact or not, you've made sure to pick up the essential skills and knowledge to navigate the political waters–skills you may have learned from someone prominent in those same politics. Leveraging those skills and connections may ultimately give you what you need to help the OASsys, your faction, or yourself.

Skill Proficiencies: Persuasion, Politics
Tool Proficiencies: One type of artisan's tools
Equipment: A piece of literature from your relevant faction, an outdated badge or token that belonged to someone else, and a small journal for keeping notes on faction politics, members, and plans.

Feature: Faction Contact

You have a long-standing connection to an important member of an OASys faction. You can rely on this insider to access areas usually reserved for low-level faction members, or provide information about the news and rumors circulating around the faction's rank-and-file.

You may be privy to information about specific faction plans, but can't always be guaranteed that intel is the most up-to-date or in full context—that level of detail is need-to-know for members only

Suggested Characteristics

Some faction favorites have been raised their whole lives to be part of its hierarchy, especially if their family are important members. More than a few don't really believe in the faction's ideology at all, secretly using its resources to further their own agendas.

d6	My Faction Contact Is...
1	A member of the Five.
2	A close family member.
3	Someone who owes me a debt.
4	A double agent for a different faction.
5	The friend or family member of someone I killed.
6	A member whose life I saved once.

d6	Personality Trait
1	I'm a hopeless gossip about the politics of a particular OASys group.
2	A great conversation is as satisfying as a warm meal.
3	Double-talk and verbal maneuvering are my second language.
4	I aspire to be like the leaders who first saved everyone by creating the OASys.
5	I'm never satisfied with what I can see; there's always a need to dig a little deeper.
6	I keep trinkets and other personal effects as fond reminders of treasured peers and close friends.

d6	Ideal
1	*Skepticism.* People in power serve their own interests, not everyone else's.
2	*Fervor.* My chosen faction has the correct ideas about the world's future.
3	*Cooperation.* Forming bonds with others is the way we all stay safe.
4	*Manipulation.* People should be made to do what I want.
5	*Idealism.* I'm always looking for the big picture.
6	*Stewardship.* The world is a dangerous place. It needs my guidance.

d6	Flaw
1	I'm too trusting of people in my chosen faction.
2	Considerations about the OASys's future often leave me absentminded about its present.
3	I'm paranoid about people's true motives.
4	I make snap judgements based on first impressions.
5	I think I'm too good to listen to most authority figures.
6	If someone can't advance my ideals, are they worth my time?

OASys Survivalist

The world beyond the OASys is a deadly place, but you've made a point of picking up the skills necessary to survive. Most OASys residents don't dare fathom what lies beyond its protective boundaries, but you've made it a point to face them, unblinking.

Survivalists have their own customs, a language of action shaped by lessons learned from years of experience. Though survivalists believe in sharing knowledge with one another, they are extremely guarded against sharing too much. If a safe shelter in the wasteland is too widely known, it may attract notice from threats and become unsafe; if a resource is known by too many, it may become overused and overwhelmed. Responsibility and caution are some of your most important defenses against the unpredictable dangers beyond the OASys.

Skill Proficiencies: Perception, Survival
Tool Proficiencies: Cartographer's tools
Equipment: A found map to a supply cache you haven't been able to decipher, a tiny selection of spices to improve ration flavors, and a small journal and nub pencil.

FEATURE: WAYFINDER

You're knowledgeable in shorthand marks and symbols commonly used by OASys excursionists and people who live in the wastes. At least once per day outside the OASys, you can find symbols that mark areas of refuge, danger, or even supplies.

A safe place to make camp offers shelter from extreme weather or is particularly defensible. Supply caches usually contain rations or charge packs at less-than-full power. More advanced technology can sometimes be found at the GM's discretion, but are usually depleted (if they require a charge) or require some repair before they can be used effectively.

SUGGESTED CHARACTERISTICS

As an OASys survivalist, you've learned how to find sustenance and direction in the endless desert. You may have even ventured there before you were armored with an Eldritchtech suit to protect you. It's even possible you were born in the wasteland and not in the OASys at all; if so, work with the GM to determine the details of your origin and how you eventually came to be part of the OASys.

If you so desire, roll on the table below to determine if your background is centered around an occasion when you overcame a specific threat to the OASys. Work with your GM to fill in relevant details about the event. The experience drives you, but it doesn't have to define you.

d6	Ideal
1	*Thrill-Seeking.* I only feel alive when I'm braving the Endless Ocean.
2	*Discovery.* Something out there will change the world, and I'll be the one who finds it.
3	*History.* The past we left in the Endless Ocean is the key to our future.
4	*Utility.* Everyone, including me, needs to prove their value to the OASys we all share.
5	*Sacrifice.* I battle threats to the OASys so that others don't have to.
6	*Vengeance.* They've taken so much from me, from all us. I have to even the score.

d6	Flaw
1	It's easier for me to face the dangers outside the OASys than people within it.
2	When push comes to shove, I'm compelled to save my own skin.
3	I struggle to incorporate the ideas of others into my own strategies.
4	I push others almost as hard as I push myself.
5	In a world this chaotic, why bother to plan ahead?
6	I have little time or patience for people who don't take the dangers outside the OASys seriously.

Tech-Head

Eldritchtech is the cutting edge of science, but the OASys runs on reliable, not experimental, technology. It survives or fails by the hard work of technicians, maintenance workers, and inspectors who keep it operational. These are not unsung heroes—the knowledge and ability to repair and maintain personal or public equipment is widely praised and encouraged.

You are one such person with these skills. You might have picked them up while learning a trade or pursued a technical knack in order to be more independent. Whatever your motivation, you are an exemplary figure for the OASys values of preservation and self-sufficiency.

Skill Proficiencies: Investigation, Tech
Tool Proficiencies: Tinker's tools
Equipment: A small gizmo puzzle related to your area of technical interest (see below), a set of durable coveralls, and a random pocket assortment of screws, nuts, and bolts.

d4	The Event I Survived Is...
1	A pod infestation of Deepwater spiders.
2	Rampaging MIMICs.
3	Someone who owes me a debt.
4	An Eldritchtech experiment gone haywire.

d6	Personality Trait
1	I'm always mindful of food and water supplies. I don't use more than my fair share.
2	I have a fascination with old, worn objects from the wasteland outside the OASys.
3	I take pride in maintaining gear and tools far past their expected lifespan.
4	I see significance and omen in daily events, warnings of oncoming dangers.
5	I count the minutes from home every time I step out of the OASys.
6	I have a small circle of select friends I would do anything to protect.

Feature: Quick Fix

You keep your own collection of unorthodox tools and equipment on hand and unusual techniques you've picked up from long experience. You can use these tools and talents to fix simple machines and other low-grade tech for a short time. Examples include getting a door working for a few seconds, pushing a failing vehicle a little further, or keeping a length of pipes from bursting.

Suggested Characteristics

You likely had a career in maintenance, or grew up around people who taught you their trade. Alternatively your knowledge could be self-taught; it's always safer if you know how to fix things yourself.

If you so wish, roll for an area of technical interest or choose an entry from the table below. Work with the GM to determine where you learned your trade, how you practiced it before getting your Eldritchtech core, and whether you still find ways to practice it currently in the day-to-day.

d6	My area of technical interest is...
1	Waste management.
2	Deepwater piping and treatment.
3	Safe Capsule systems.
4	Robotic and automated industries.
5	Vehicles.
6	Maintenance of the Produce.

d8	Personality Trait
1	I always have something in my hands to fidget or to tinker with.
2	I have very strong opinions about a certain subset of common OASys technology.
3	I start spouting confusing technical jargon when I want a conversation to end quickly.
4	I'm just as interested in understanding people as tech.
6	I collect old technical manuals and maintenance booklets, even for defunct machinery.
7	Shake me and I'll rattle from all the nuts, bolts, and bits I keep on my person.

d6	Ideal
1	*Diligence.* Idle hands do the Whispers' work.
2	*Invention.* When we push technology's boundaries, we expand our own.
3	*Caution.* We all pay the price when technology advances too quickly.
4	*Redemption.* Anything broken can be fixed, even the world.
5	*Dominion.* I'll discover the advancement that will let us take back the world.
6	*Stewardship.* The world is a dangerous place. It needs my guidance.

d6	Flaw
1	I'm terrible at following through—it's always about the next great idea.
2	I really want to observe MIMIC behavior in the field. Maybe a bit too closely.
3	I find it easier to disassemble a machine than navigate a conversation.
4	Who cares if it's against protocol? If it works, it works.
5	I have a habit of falling back on 'percussive maintenance.'
6	I tend to throw old things away in favor of the newest upgrade.

THE WHISPERS

Eldritchtech has unlimited potential, but users can only safely utilize a handful of ability combinations at a time. As characters unlock the potential of their suits, they strain against the safety limits that keep the dangerous nature of Eldritchtech at bay, and the characters begin to feel the pull of the eldritch as a phenomenon known as the Whispers.

The Whispers are hissing voices in the dark, muffled murmurs through your Safe Capsule wall. They are the personification of the untamed evil that lurks within all Eldrtichtech devices. They break down systems and souls, affecting a user's technology and psyche alike.

Gaining Eldritch Influence

Characters most commonly gain Eldritch Influence when they use overload abilities. They can also gain influence levels from certain suit abilities, monster abilities or environmental effects.

Resolving Influence

When you gain one or more levels of Eldritch Influence, you roll 1d4 for each level of Eldritch Influence you currently have. Total the sum of the dice and experience an effect as listed on the table below as soon as the triggering action is resolved.

Silencing the Whispers

You can purge corruption from your system, given sufficient time to recover. When you have one or more levels of Eldritch Influence finish a long rest, you can roll a d20. On a result of 11 or higher, you reduce your level of Eldritch Influence by 1. You can expend Hit Dice after the roll is made, gaining +1 to the roll for each of your Hit Dice you expend in this way.

Ending Influence Effects

Some effects from the Eldritch Influence table describe how long they last. If one does not, the effect lasts until the character's level of Eldritch Influence is reduced.

Each time you reduce your level of Eldritch Influence, you can remove one ongoing effect of your choice (unless that effect states otherwise).

NPCs and Eldritch Influence

Non-player characters can suffer the effects of the Whispers just like the characters can. The GM can decide that certain NPCs gain and resolve levels of Eldritch Influence by rolling on the Eldritch Influence table. Alternatively, they may choose a specific effect or come up with their own in order to best increase tension or drive the story.

Eldritch Influence

d4 Pool Total	Effect
1-2	**Faint Whispers.** Sometimes you hear faint crackling, like static echoing from a radio in a nearby room. It's not a problem, at least for now.
3	**Shadow Signal.** An enemy is nearby —you're certain of it. Yet when you investigate where you thought you saw or heard them, there's no trace. Perhaps it's just a false positive on your system. The GM may occassional prompt your response as though you detected a hidden enemy.
4	**Rotted Corruption.** Roll another d4: **1-2**, you shake off the dark veil that clouds your mind. **3-4**, something indelible has taken root within you, writhing in your soul: you cannot drop below 1 level of Eldritch Influence until you take downtime to cleanse your mind and systems.
5	**Deafening Whispers.** At the GM's discretion, the Whispers escalate until they're as loud as a piercing scream. You become deafened for 1 minute, and have disadvantage on Wisdom (Perception) checks using your other senses.
6	**Elder Sight.** You gain darkvision to a range of 60 feet if you didn't possess it already. When you look at living creatures in dim light or darkness, you can see the worms moving under their skin, slithering behind their eyes. You have disadvantage on saving throws against being frightened.
7	**Terrified.** You look into the iris of another's eyes and indiscriminate terror grips you as you see the vast, lonely void that awaits you. You become frightened of one random ally you can see for 1 minute.
8	**Unnerving Change.** People notice little details have changed about you, be it a change in your posture or taste in food. It's as if a strange force is controlling your body. When other characters make rolls on this table, they roll an additional d4 and remove the lowest value.
9	**Haunting Knowledge.** The Whispers tell you a secret: maybe one about the world, about where you live, or about yourself. What if it's true? You gain proficiency in your choice among History, Politics, and Tech, but you have disadvantage on Intelligence saving throws.
10	**Eldritch Nature.** While you are in a suit, you are considered an eldritch creature in addition to your existing creature type(s). Effects that target, affect,or detect eldritch creatures also apply to you.
11	**Horrendous Vision.** You catch glimpses of some unspeakable things in the corner of your eye. You're convinced it's waiting for you to let your guard down. When you take a long rest, you must choose between recovering only a number of hit points equal to twice your level, or only recovering a number of hit dice equal to half your proficiency bonus.
12+	**Core Corruption.** The result depends on the number of times you have rolled this result. **1**, you become a hostilce NPC unter the GM's control for one round. **2**, you remain a hostile NPC for 1 minute, but can only Dash, Dodge, Hide, or Disengage each round after the first. **3**, you are permanently a hostile creature of Beyond with statistics determined by the GM. Can you remember who you were, or are you lost forever?
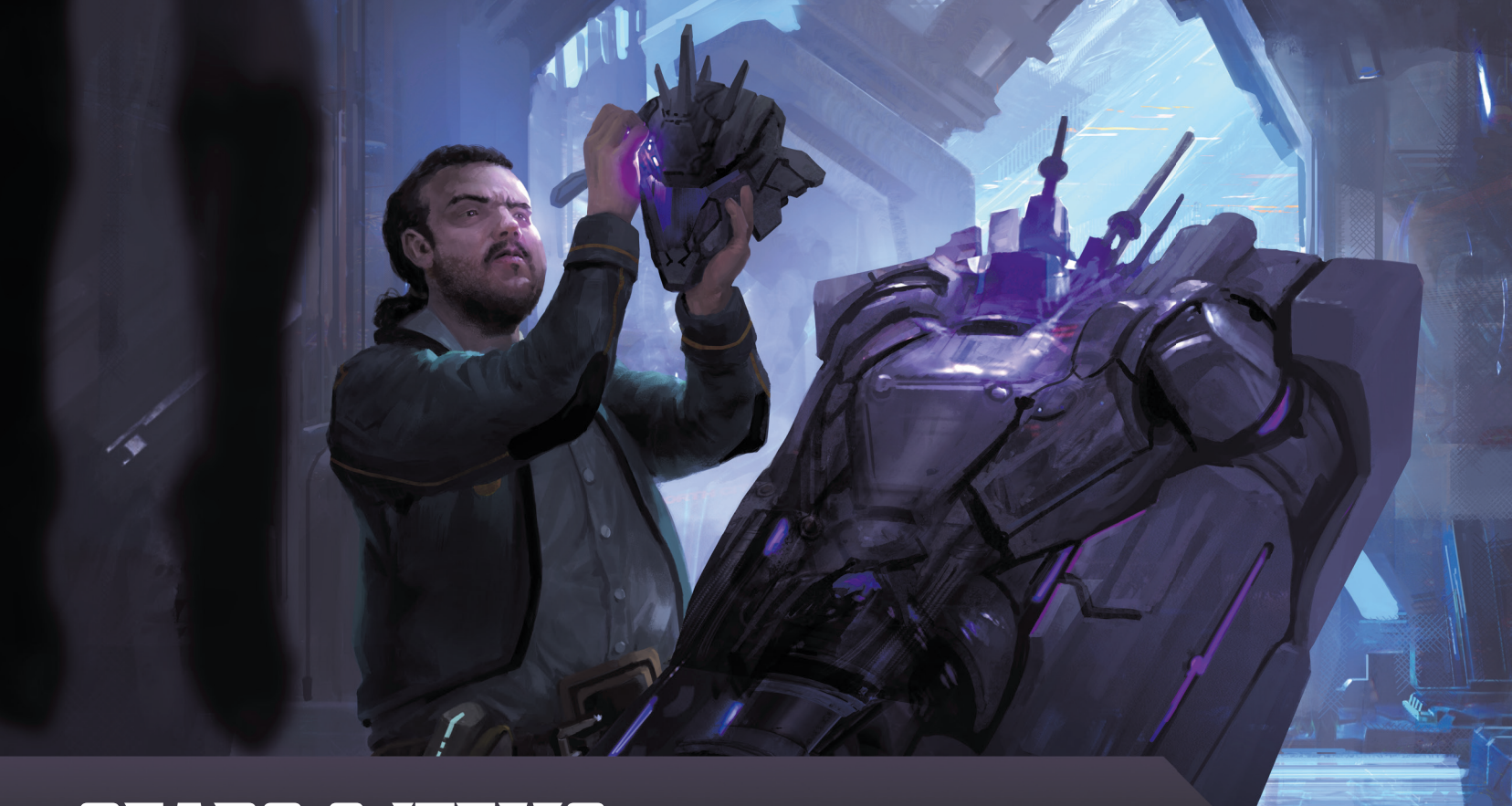
GEARS & ITEMS

A hulking Owlbear suit cuts down a rampaging MIMIC with an enormous energy cannon, aftershocks of energy reverberating in their armor plating. Beneath the OASys, a wounded Unicorn user with shaking hands activates the last of their glo-styx as the motion tracker next to them pulses a proximity warning.

Surviving the world's dangers takes a combination of wits, weapons, and the right tools. The OASys can provide tools and weapons aplenty; the wits you'll have to bring yourself.

Braced Against Scarcity

The remarkable technology of the OASys is what keeps the lights on and starvation, dehydration, and exposure to the outside elements at bay. As existing internal systems break down or new advancements demand raw materials, there are no supply lines to reliably meet these demands. One of the most important functions Eldritchtech suit users can fulfill is to scout, retrieve, or defend precious resources to keep OASys families safe, fed, and warm.

Supply, Bargain, and Barter

The OASys provides its residents with their basic needs, and suit-users have initial access to a handful of weapons and pieces of gear. When undertaking officially sanctioned missions beyond the safety of the OASys, characters can usually expect access to a few days' rations and one to two additional pieces of equipment each. More advanced gear like floatpads and MOVRs, are given out more prudently and are usually limited to one per group of characters per outing.

Weapons

Weapons fall into two categories: suit-class and general-use. Suit-class weapons can only be wielded effectively by someone wearing an Eldritchtech suit or similar level of technology. General-use weapons can be used by anyone, including people wearing Eldritchtech suits.

Weapon Properties

Feedback. All weapons are dangerous, but some more so than others. Weapons with the feedback property do more potential damage than their counterparts but at the cost of painful system shocks to the user. When the wielder hits a target with such a weapon, they take the listed flat value as psychic damage; when the attacker scores a critical hit, they roll the listed die and take that amount of psychic damage instead.

Projecting. Some energy-based weapons aren't fully hardlight, but project areas of excited energy. If the wielder so chooses, projecting weapons actually strike additional feet in a straight line at a length listed in the weapon's entry. The attack roll is made against the primary target, which takes damage as normal. If the attack roll would hit additional targets in the projection range, they take damage equal to the attacker's ability score modifier.

Returning. Some thrown weapons are paired to the user and have a near-invisible energy tether linking it to the wielder's hand. When a wielder throws a weapon with the Returning property, they can use their reaction to summon the weapon back to their hand as long as they are within the weapon's normal range.

Sandspun. Most often produced by the Satyr suit's default systems, sandspun weapons are semi-glass, single-use armaments. Once an attack is made with a sandspun weapon it breaks whether the attack succeeds or not.

Versatile. Weapons with the Versatile trait can be wielded using one or two hands. When wielded using both hands, a Versatile weapon's bludgeoning, piercing, or slashing damage die changes to the one listed with the trait.

Special Weapons

Heavensrain. This weapon system uses the Eldritchtech core to fire an energy projectile into the air above a 10-foot-diameter area, sending searing plasma onto the target zone. Creatures in the target zone must succeed on a Dexterity saving throw (DC equal to 8 + your Dexterity modifier + your proficiency bonus) or take the weapon's full damage. Creatures that succeed on their saving throw take half as much damage.

Hardlight Scythe. This energy scythe sends a sweeping energy blade through a target within 5 feet and any creature or object on either side of it within reach, making one weapon attack roll that is assigned to each creature in the target area. You split the weapon's damage dice between each target hit by an attack roll, dedicating a minimum of 1d4 to each creature hit.

Personal Sidearm. With threats that can make their way into your own living pod, no one begrudges residents carrying a little extra personal protection. Personal sidearms are customized to suit the aesthetics and preferences of their user, from an understated pistol to a sawed-off shotgun. Large sidearms collapse for a lower profile when not in use, making them equally concealable as smaller versions until they're deployed.

Special Faction Weapons

Though everyone in the OASys is supposedly working together to survive, each faction feverishly pursues their own vision of the future. Over the course of their avenues of research, each of the factions have developed new cutting-edge weapon technologies that they entrust only to their most trusted representatives.

Protected with intense paranoia, these special faction weapons are usually designed to work with only specific Eldritchtech users or to self-destruct if their wielder dies.

Arc Scourge. The Children of the Stars work endlessly to find ways to create safe, stable power that can operate in space. One failed experiment gave birth to the arc scourge, a whip of semi-corporeal lightning with surprisingly effective combat applications. When a creature uses the arc scourge's projecting trait, it strikes 10 feet beyond the primary target and deals damage equal to twice the attacker's relevant ability score modifier. The projecting trait otherwise operates like a normal projecting weapon.

Genesis Bloom. The New Beginning's goal of reseeding the wasteland with new life have resulted in parallel combat applications. The genesis bloom fires germinated clone seeds excited by the wielder's Eldritchtech core. The first target hit by the genesis bloom on the attacker's turn is covered in a rapid growth of flowering vines, reducing the target's speed by 10 feet if it is a Large or

smaller creature. This speed reduction lasts until the end of its next turn, when the vines wither and crumble.

Penitent Partizan. The Penance entrusts operatives with a spear equipped with highly overtuned feedback features. Hits with this weapon deal 1d4 feedback damage to the wielder, and the same amount to the target as extra damage. When the partizan's wielder reduces a target to 0 hit points or scores a critical hit, they regain 2d4 hit points.

Void Mortar. The Pierced Veil, constantly pushing the boundaries of stable Eldritchtech applications, have created a small-scale cannon that opens destructive reality fissures. The void mortar creates a volatile orb of eldritch energy in an unoccupied space within range. The orb detonates at the start of your next turn, when it takes any amount of damage, or when a creature moves into its space, whatever comes first. Creatures in a 15-foot cube centered on the orb must make a Dexterity saving throw (DC equal to 8 + your Wisdom modifier + your proficiency bonus) or take the weapon's full damage, or half as much damage on a success. The orb deals extra damage equal to your level of Eldritch Influence at the time of detonation.

Equipment

Simple pieces of gear from the basic rules are available at the GM's discretion; gear unique to the Eldritch Sands setting are detailed below.

Beam Light. A miniature powered light projects bright light in a 40-foot cone and dim light for an additional 40 feet. The beam light can be held or attached to the arm of an Eldritchtech suit, needing one hand to utilize in either case. The beam light provides up to 1 hour of continuous illumination before it must be recharged over the course of a short or long rest, or recharged by expending one use of a charge pack.

Charge Pack. Designed for universal adaptability, charge packs are small, heavy disks used to give an extra external boost to the Eldritchtech core, recharge limited-use field equipment, or interface with old or broken-down technology in the wastes. The charge pack has 10 uses; each use can be expended to utilize external technology that requires an energy charge.

Alternatively, a use of the charge pack can be expended outside of combat to give someone wearing an Eldritchtech suit advantage on a Strength check to push, pull, lift, or drag an object.

Duneskipper. A catch-all term for a type of hover vehicle utilized by well-supplied expeditions from the OASys and groups of wasteland survivors. Duneskippers utilize sails for propulsion, but they aren't catching the wind; the sails capture trace aberrant energies carried on the air. The few duneskipper manufacturers in the OASys use this to their advantage to create models with unique styles and shapes of sails that gleam in golden, silver, and bronze hues. Hovering no more than 5 feet above the ground, Duneskippers can move smoothly over most terrain beyond the OASys boundaries.

Duneskippers come in one of two general sizes, with varying speeds and load-bearing capabilities as detailed on the table below.

Duneskipper Types

Name	Size	Speed	Capacity
Sandcutter	Large	5 mph	500 lb.
Gritglider	Huge	4 mph	1200 lb.

Rumors abound of larger Duneskippers under development by OASys factions, and of settlement-sized hover-flotillas used by nomadic scavengers in the wasteland.

Floatpad. This 3-foot-by-3-foot, 3-inch-thick rectangular platform hovers 4 feet above the ground and can bear up to 500 pounds. As long as the floatpad is not overburdened, it can be moved through unoccupied spaces without the need to make a Strength check. The floatpad is equipped with a short energy tether that can be attached to a willing creature; the floatpad is pulled behind the creature and occupies a space within 10 feet behind them when possible. If the creature moves in such a way that the floatpad can't follow it, the tether detaches and the floatpad remains in place.

The floatpad can't be used to attack creatures or objects and can't handle elevation changes of more than 15 feet. If the floatpad is flipped, overencumbered, or forced over an excessive elevation change, it falls to the ground and may spill its contents, at the GM's discretion.

The floatpad has enough power for 8 hours of use; it is recharged after you finish a long rest. A charge pack can extend the floatpad's power by 1 hour per pack use expended.

Glo-Styx. These translucent tubes are 5 inches long and 1 inch in diameter. When activated, chemicals inside the tube cast a ruddy red light, providing bright light in a

Suit-Class Melee Weapons

Name	Damage	Properties
Beam lance	1d6 force	Projecting (5), thrown (20/60), returning
Cleaver, hardlight	1d8 slashing + 1d4 force	Projecting (5) on a critical hit
Lance, sandspun	2d10 piercing	Reach, sandspun
Saber, hardlight	1d4 slashing + 1d4 force	Finesse, versatile (1d6)
Slammer, hardlight	1d10 bludgeoning + 1d4 force	Feedback (1/1d6), two-handed
Scythe, hardlight	4d4 force (see description)	Finesse, special, two-handed

General-Use Weapons

Name	Damage	Properties
Buzzclub	1d4 lightning	Finesse, light
Personal sidearm, melee	1d4, various	Finesse
Personal sidearm, ranged	1d4 piercing	Range (20/40)

Suit-Class Ranged Weapons

Name	Damage	Properties
Cannon, energy	2d6 radiant + 1d4 lightning	Feedback (1/1d6), loading, range (30/120) two-handed
Flechette, sandspun	1d4 piercing	Finesse, sandspun, thrown (20/40)
Heavensrain	2d4 radiant	Loading, range (60), special
Slicer, energy	1d6 radiant	Range (40/150)

Special Suit-Class Faction Weapons

Name	Damage	Properties
Arc scourge	1d10 lightning	Finesse projecting (10), reach, special
Genesis bloom	2d4 piercing	Range (30/90), special
Penitent partizan	1d8 piercing	Feedback (1d4), special
Void mortar	3d6 cold	Loading, range (60/120), special

15-foot radius and dim light for an additional 15 feet. Glo-styx remain lit for 4 hours and become useless once expired.

MOVR. The Motion-Observant Visual Recon device, nicknamed the "Mover," is an early prototype motion tracker. The MOVR has 3 charges: a creature holding the MOVR can activate it to send a motion-sensing pulse in a 60-foot cone from their position. Any creature that moves within the cone's area until the start of the user's next turn has their path and position marked by the MOVR. Each expended MOVR charge can be replenished by spending one use of a charge pack.

Ration Packs. While OASys facilities produce food and water for its residents, ration packs are used by those expecting to spend any extended time away from the safety of the OASys, such as the wastes or the lowest depths of the Deepwater.

Rope Reel. This small cylinder, kept attached to the waist, dispenses up to 50 feet of silken rope despite being a hand-width across. The rope it dispenses has 3 hit points and can be burst with a DC 17 Strength check. A creature can spend 1 minute feeding the rope, including burst and cut segments, back into the dispenser; if they do, the rope becomes a full, unbroken length once again.

Stasis Suit. The Children of the Stars, in their research into gear that will one day allow them to survive journeys into the depths of space, have created a suit that preserves the life of its wearer. When a creature at 0 hit points and wearing a stasis suit would make a death saving throw, they can choose to stabilize at 0 hit points instead. The creature remains unconscious until they regain 1 hit point after 1 hour.

Tek Mesh. Eldritchtech suits are too compact for users to wear bulky personal protection underneath. The New Beginning have developed reinforced mesh that is close-fitting enough to be worn under clothes or inside an Eldritchtech suit. Tek Mesh provides an ablative barrier of 5 temporary hit points while worn. These hit points are regained when the wearer finishes a short or long rest. Tek Mesh requires proper fitting and activation; a creature can't benefit from more than one set of Tek Mesh in a 24-hour period.

THREATS

Catastrophe has robbed the world of much of its vitality, but not quite all. When the world became a far harsher and more dangerous place, most of the species that survived became harsher and more dangerous to match.

ECOLOGY IN RUINS

Even once-common beasts and monstrosities have become unfamiliar relics of a world before climatic disaster. Once part of a fantastic ecosystem, many have become scavenging and starving things, changed by the hardships of the wasteland world. If they are fortunate, hardship is the only thing that has warped them.

TRANSFORMATIVE THREATS

Weakened and divided, creatures living outside the safety of the OASys are vulnerable to new, unnatural forces that defy the natural evolutionary tree. Detailed in the following sections are templates for MIMICs, creatures that have been assimilated and wrought into mechanical construct forms, and the template for eldritch creatures, which have been warped by the unshackled and eerie power that lurks beyond our reality.

CORRUPTED
Damage originating from the following is considered corruption damage:

- Creatures with the eldritch type
- Eldritchtech abilities
- Equipped suit modules
- Items powered by or steeped in eldritch energies
- Suit-Class weapons wielded by Eldritchtech users

DEEPWATER SPIDERS

The Deepwater Mines allow communities to survive, but something lurking in the deepest caverns has stirred at society's encroachment. Swarms of spiders, ever-hungering in the lightless Deepwater Mines, have begun growing rapidly in number as they discover a new source of food: the poor souls sent below to maintain the pipes and tunnels, keeping their spider communities alive.

Web Hunters. The Deepwater spiders trap victims using their webs, which are as sharp as razor wire. More than a handful of unobservant and unprotected workers have gutted themselves by fleeing into a trap of shimmering strands.

DEEPWATER SPIDER SWARM
Medium swarm of Tiny beasts, neutral

Armor Class 13 (natural armor)
Hit Points 54 (12d8)
Speed 25 ft., climb 25 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	2 (-4)	7 (-2)	1 (-5)

Skills Stealth +4
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8
Languages —
Challenge 3 (700 XP)

Amphibious. The swarm can breathe air and water.

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny arachnids. The swarm can't regain hit points or gain temporary hit points.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Up the Waterspout. The taste of new meat has left swarms of spiders hungry for more of the same. Swarms have been known to make their way up from the Deepwater and through the pipes and tunnels of the Service, emerging to wreak havoc in populated areas as they emerge from faucets and toilets. Concerned residents have checked on their long-absent friends, opening their Safe Capsules to discover the web-smothered husk of their loved one—and the still-hungry swarm they just unleashed.

Pool-Filled Lairs. Spider swarms like to nest in caverns with shallow pools, setting strands of razor-wire across dry pathways and forcing potential prey into difficult terrain to avoid them. The noise of a creature in the water, or the web-warning as one makes contact with a strand, sends spiders pouring from every dark corner.

Web Walker. The swarm ignores movement restrictions caused by webbing and is immune to damage caused by Deepwater spider webs.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 15 (6d4) piercing damage or 7 (3d4) if the swarm has half its hit points or fewer. The target must also succeed on a DC 10 Constitution saving throw or take 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. A target reduced to 0 hit points by the swarm's poison is stable but unconscious for 1 hour

Envelop. The swarm spins webs around a Medium or smaller creature in its space that is incapacitated. While enveloped in this way the creature is restrained (escape DC 12), can't take actions except to attempt to free itself, and has disadvantage on Wisdom (Perception) checks. Another creature can use its action to attempt to free an enveloped creature against the escape DC. When a creature fails its ability check to free itself or another enveloped creature, it takes 2 (1d4) slashing damage.

Web Shot (Recharge 5-6). The swarm fires razor-sharp strands of webbing in a line that is up to 10 feet long and is 5 feet wide. The webbing can be attacked and destroyed (AC 9, hp 8) and is considered difficult terrain. Creatures that enter an area of this webbing or who start their turn there must suceed on a DC 12 Dexterity saving throw or take 5 (2d4) slashing damage.

THE MATRIACH

The eerily perceptive, trap-setting, and aggressive swarming behavior are not coincidences; enormous swarms of Deepwater spiders are coordinated under the direction of an egg-laying apex specimen, the Deepwater matriarch. Where the matriarch dwells, death follows as other Deepwater spiders become far more aggressive in the name of feeding their precious queen.

When a particularly widespread incursion of Deepwater spiders works their way up through the Service, it's likely a matriarch is responsible. Should the community repel the swarms, the matriarch herself often makes its escape. If the infestation isn't destroyed at the source, it's only a matter of time until the horror begins again.

The matriarch's swarm gains the following features:

Matriarch Escape. When the swarm dies, the matriarch emerges as a Tiny beast with AC 12 and 8 hit points. A new Deepwater spider swarm reforms after 24 hours.

Mother's Web. The matriarch's swarm recharges its Web Shot on a 3-6.

Parental Guidance. Deepwater spider swarms within 30 feet of the matriarch, including the matriarch's own swarm, have advantage on attack rolls.

Skitterer. The matriarch's swarm can take the Dash or Disengage actions on each of its turns as a bonus action.

DIREWOLF 1.0

The original Eldritchtech suit, the Direwolf, was retired in favor of more advanced designs. All copies of the Direwolf suits were supposedly destroyed, but a growing list of survivors and witnesses claim to have seen Direwolf suits in the field.

The Direwolf

Medium humanoid (eldritch), any alignment

Armor Class 15
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +6
Skills Athletics +4, Stealth +2
Damage Resistances bludgeoning, piercing, and slashing damage
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 12
Languages Common
Challenge 6 (13,000 XP)

Predator Suite (3/Day). As a bonus action, the Direwolf activates a sensory burst. It knows the precise location of all creatures within 20 feet of it until the start of its next turn.

Actions

Multiattack. The Direwolf makes three attacks with its cleaver. The Direwolf can replace up to two cleaver attacks with an attack using its slicer. Once per turn after making an attack, the Direwolf can move up to 15 feet without expending movement or provoking reactions.

Cleaver. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 2 (1d4) force damage.

Slicer. *Ranged Weapon Attack:* +6 to hit, range 40/150 ft., one target. *Hit:* 6 (1d6 + 3) radiant damage.

Reactions

Chain Parry. The Direwolf adds 2 to its AC against one weapon attack that would hit it. If the attack misses, the Direwolf immediately regains its reaction.

Reuse, Recycle. It's not clear how old Direwolf suits survived decommission, much less who is utilizing them with unregistered Eldritchtech cores. Secret agents for one of the OASys's factions? A private mercenary group with unparalleled tech access? Whoever they are, it's not clear whether they have the OASys's best interests in mind.

ALTERNATE LOADOUT
The Direwolf's multiattack can be replaced with one of the following:

Brute. The Direwolf makes up to four unarmed attacks with sharpened suit claws (+6 to hit, reach 5 ft., 1d4 + 3 slashing damage on a hit).

Heavy Weapons. The Direwolf makes up to three attacks with an energy cannon or hardlight scythe, chosen at the start of its turn.

Scourger. The Direwolf makes one attack with an arc scourge and one attack with an energy slicer.

ELDRITCH DRAGON

It soars over the searing sands, writhing and undulating like a nightmarish mirage. Whatever it was before, the eldritch dragon has been warped over the centuries into something horrendous and nearly unrecognizable. A creature of the Whispers, it basks under the unforgiving sun and sleeps under corrupted sands.

Terror from the Old World. Legends say that many kinds of dragons used to populate the world. Whether good or evil, they were intelligent and long-lived, but the creature that plagues the wastes today is nothing like the riddle-speaking, treasure-hoarding drake from the old stories. Seemingly without language, the eldritch dragon seems to exist only to spread the corruption of the Whispers.

An Eldritch Dragon's Lair

Some believe these dragons actually lair in underground caverns. Rare reports of caves that pulsate with warped energies seem to fit the bill, but no one has actually seen an eldritch dragon living inside one—at least, no one who's lived to tell about it.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- One random creature within the lair other than the dragon must succeed on a DC 13 Wisdom saving throw, or it gains one level of Eldritch Influence.

- All creatures with at least one level of Eldritch Influence must succeed on a DC 14 Constitution saving throw. Creatures that fail the saving throw can't see or hear the dragon until initiative count 20 of the following round.
- Ten-foot-long tears in reality appear in up to 3 unoccupied areas of the dragon's choice. Each tear must be within 60 feet of another tear. Creatures entering a space with a tear vanish and emerge in a different tear of their choice, taking 5 (2d4) force damage if they are not the dragon or a creature with the eldritch tag.

Eldritch Dragon

Gargantuan aberration (eldritch), chaotic evil

Armor Class 19 (natural armor)
Hit Points 188 (13d20 + 52)
Speed 40 ft., burrow 60 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +7, Con +9, Cha +10
Skills Perception +8, Stealth +7
Damage Resistances any from non-corruption sources
Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 18
Languages —
Challenge 15 (13,000 XP)

Aura of Whispers. When a creature within 120 feet of the dragon rolls for an effect on the Eldritch Influence table and gets a result less than 5, they reroll and use the new result.

Legendary Resistance (2/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Writhing Form. The dragon can move through spaces 10 feet wide or larger without squeezing.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its lash.

Regional Effects

The region containing a legendary eldritch dragon's lair is warped by vile energies, creating one or more of the following effects:

- Creatures perceive disturbing faces and figures in natural terrain that vanish upon closer inspection.
- Intelligent creatures sometimes hear someone screaming for their help, often calling them by name. Other members of a group don't hear the cries.
- Nightmares and daytime hallucinations commonly remind those who experience them of dark secrets, past tragedies, or hidden shame.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Lash. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Reality Tear (Recharge 5-6). The dragon unleashes a momentary rip in the fabric of reality in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 49 (11d8) psychic damage on a failed save, or half as much damage on a successful one. Creatures that fail their saving throw take 1 level of Eldritch Influence.

Legendary Actions

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

Lash. The dragon makes one lash attack.
Whisper. The dragon learns the precise location of any creatures within 120 feet with at least one level of Eldritch Influence.
Plummet. If it is no more than 20 feet in the air, the dragon plunges into the ground and moves up to half its burrow speed. Creatures within 5 feet of the dragon when it begins burrowing must succeed on a DC 18 Strength saving throw or be knocked prone.

Eldritch Template

Any creature can be corrupted by the eerie forces from beyond our world. Sometimes, it happens to creatures in the wild as they're exposed to energies from abandoned Eldritchtech or in places where the barrier between this world and what lies beyond has begun to fray. At other times, they're the result of prolonged work around even the safest known Eldritchtech or new experiments. A creature turned by the eldritch forces retains all of its statistics except as noted below.

Challenge. In general, creatures increase their challenge rating by 1 unless one of the following is true:

- The base creature has one or more damage resistances or immunities.
- The creature is CR 10 or higher.

Eldritch Tag. The creature gains the (eldritch) tag, listed after its base creature type.

Whispered. The creature gains resistance to psychic damage.

Weird Changes. To create a stranger creature, roll on the Weird Features table below. The more steeped in the eldritch a creature is, the more features it possesses. You determine the details of how a trait is reflected on a creature's description.

Weird Features Table

D20	Weird Feature
1	**Loping Gait.** The creature's walking speed increases by 10 feet.
2	**Bloodscent.** The creature has advantage on Wisdom(Perception) checks to locate or track creatures with fewer hit points than their maximum.
3	**Flickering.** The creature teleports whenever it moves.
4	**Crawler.** The creature gains a climbing speed equal to its walking speed.
5	**Eerie Perception.** The creature gains blindsight to a range of 20 feet.
6	**Blurred.** You cannot remember the creature's face.
7	**Choired.** This creature speaks with many voices simultaneously. Creatures capable of understanding at least one language can understand it.
8	**Void Soul.** Bright light other than sunlight can't illuminate a space occupied by this creature.
9	**Contortionist.** This creature can move through a gap as narrow as 1 foot (if Medium or larger) or 1 inch (if smaller than Medium) without squeezing.
10	**Elongated Limbs.** The creature's reach is increased by 5 feet.
11	**Everwake.** This creature doesn't require sleep.
12	**Visage of the Master.** This creature has a second face somewhere on its body.
13	**The Maw.** The creature gains 1d4 mouths that can inflict a bite attack. The attack deals 1d + it's Strength modifier piercing damage and can replace multiattack options, if applicable.
14	**Disruptor.** Flickering lights and systems sometimes herald this creature's arrival or heightened emotions.
15	**Voice of the Wild.** This creature can speak to, and sometimes command, beasts.
16	**Star-Eater.** The creature is resistant to radiant damage
17	**Piercing Gaze.** This creature can see through solid objects up to 6 inches thick.
18	**Death-Spurred.** When an enemy is reduced to 0 hit points within 60 feet of this creature, it can move up to half its speed as a reaction.
19	**Ascendant.** This creature can levitate up to 15 feet up or down as a bonus action, and can hover instead of falling.
20	**Recurring.** The other side won't allow this creature to remain dead.

MIMIC

C orrupted by eldritch energies, MIMICs have abandoned their service duties and now actively work to destroy the communities they once served.

Relics from the Downgrade. Most MIMICs were successfully destroyed in the Downgrade, but many escaped the deconstruction. While most fled into the dunes, many remained hidden in the endless labyrinth of the Service. They still lie dormant, occasionally awakening to answer the call of the Whispers.

New Models. New MIMICs, appearing as beasts and monsters, suggest creatures in the wastes are being transformed into murderous constructs. If true, a mechanical plague could be growing beyond the boundaries of the OASys.

Mimic Lurker
Medium construct (eldritch), neutral evil

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	7 (-2)	11 (+0)	9 (-1)

Skills Athletics +4, Stealth +2
Damage Resistances lightning; bludgeoning, piercing, and slashing damage from non-corruption sources
Senses darkvision 60 ft., passive Perception 10
Languages understands Common but can't speak it
Challenge 2 (450 XP)

Corruptor. The MIMIC can automatically bypass doors and other simple systems that would normally require an Intelligence check of DC 14 or less.

Actions

Multiattack. The MIMIC attacks twice with its crackling slam.

Crackling Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 2 (1d4) lightning damage.

Sawblade Blast. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) slashing damage.

MIMIC TEMPLATE
A beast, humanoid, or monstrosity can be turned into a MIMIC. It retains all its statistics except as noted below.

Challenge. In general, creatures increase their challenge rating by 1 unless one of the following is true:

• The base creature already has one or more damage resistances or immunities.
• The creature is CR 10 or higher.

Construct. The creature's type becomes construct (eldritch), and its alignment becomes neutral evil.

Metallic Shell. The creature's Armor Class increases by +2, and it gains resistance to bludgeoning, piercing, and slashing damage from non-corruption sources.

Surge Protection. The creature gains resistance to lightning damage.

Thrall

Medium humanoid (eldritch), chaotic evil

Armor Class 12
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	10 (+0)	13 (+1)	8 (-1)

Damage Resistances bludgeoning, piercing, psychic, and slashing damage
Condition Immunities frightened, stunned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 1 (200 XP)

Weirding Mark. The thrall has advantage on attack rolls against any creature that has another eldritch creature within 10 feet of it.

Actions

Multiattack. The thrall makes two slam attacks. Once per round when the thrall hits a creature with a slam attack, it regains a number of hit points equal to the target's current Eldritch Influence.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Many-Voiced Whisper. The forces speak through the thrall, targeting one creature within 60 feet of it. The creature must succeed on a DC 11 Wisdom saving throw or gain 1 level of Eldritch Influence. The DC increases by 1 for each additional thrall adjacent to the target creature.

THRALL ASCENDANT
Some thralls are tapped into the eerie powers of the eldritch, granting them the following features.

  Linked Pain. As a reaction when an eldritch creature within 30 feet of it takes damage, the thrall halves the damage against the target and loses a number of hit points equal to the amount reduced.

  Slide Reality. As an action, the thrall causes a creature it can see within 30 feet of it to fall out of resonance with the universe for a microsecond. The target makes a DC 13 Constitution saving throw, taking 11 (3d6 + 1) force damage on a failed save, or half as much damage on a successful one.

THRALLS AND THE BEYOND

Eldritchtech is tightly controlled for a reason. The cores that allow people to utilize combat suits are as much about containing their energies as they are harnessing them. Those who try to tinker with eldritch energies, such as junkers and black market dealers, are likely to be overwhelmed by the unspeakable things lying in wait beyond the threshold. Their mind and will hollowed out and replaced by the Whispers, these poor souls are known only as thralls.

The Beyond. There's a fate worse than thralldom's mindless servitude of inscrutable evil; those that serve knowingly. If Eldritchtech users recklessly or intentionally allow themselves to be consumed by the Whispers, they are forever changed by alien energies. Though a servant of the Whispers, they retain their identity and intelligence. Their unnatural insights, otherworldly perceptions, and raw aberrant powers are something past the boundaries of known science, something Beyond.

BEYOND

Medium humanoid (eldritch), chaotic evil

Armor Class 17
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	14 (+2)	15 (+2)	20 (+5)

Saving Throws Int +5, Cha +8
Skills Athletics +7, Insight +5, Perception +5, Tech +8
Damage Resistances bludgeoning, force, piercing, psychic, and slashing damage
Condition Immunities frightened, paralyzed, stunned
Senses blindsight 15 ft., darkvision 120 ft.,,
passive Perception 15
Languages Common, telepathy 120 ft.
Challenge 8 (3,900 XP)

Regeneration. The beyond regains 10 hit points at the start of its turn. The beyond dies only if it starts its turn with 0 hit points

ACTIONS

Multiattack. The beyond makes two crush attacks. If it has at least one creature grappled at the start of its turn, it can replace one crush attack with its drink deep ability.

Crush. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 2 (1d4) force damage, and the target is grappled (escape DC 15). The beyond can have two creatures grappled at a time.

Drink Deep. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature that is grappled by the beyond. *Hit:* 9 (2d8) psychic damage, and the beyond purges the target of up to 1d4 levels of Eldritch Influence, dealing an additional 9 (2d8) psychic damage for each level purged.

Void Burst. Each creature of the beyond's choice within 20 feet must succeed on a DC 15 Strength saving throw or take 19 (3d12) force damage and be levitated 5 feet into the air until the start of the beyond's next turn. While levitated, an affected creature is also restrained. A creature that succeeds on its saving throw takes half as much damage and isn't levitated.

LEGENDARY ACTIONS

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

Flicker. The beyond teleports up to 15 feet to an unoccupied space it can see, bringing any creatures it has grappled, as long as there are unoccupied spaces adjacent to its target space.

Forbidden Revelation. One creature of the beyond's choice within 60 feet of it must succeed on a DC 15 Wisdom saving throw or gain 1 level of Eldritch Influence.

OPEN GAME LICENSE VERSION 1.0a

ELDRITCH SANDS

LEVEL

E-TECH

HD

SAVING THROWS
- CHA
- WIS
- INT
- CON
- DEX
- STR

TRAITS

HIT POINTS
- MAX
- TEMP

AC

SPEED

INSPIRATION

INITIATIVE

Skills (top arc):
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH
- TECH
- HISTORY
- INVESTIGATION
- NATURE
- POLITICS

Core abilities:
- CON
- DEX
- INT
- STR
- WIS
- CHA

PROFICIENCY BONUS

PASSIVE PERCEPTION

ELDRITCH INFLUENCE

CORE CORRUPTION

DEATH SAVING THROWS

Skills (bottom arc):
- ATHLETICS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

ATTACKS

NAME	ATK	DAMAGE

NAME

DESCRIPTION

MODS

EQUIPMENT

PROFICIENCIES

IT'S TIME TO SUIT UP!
The world as we know it has ended. Rending storms are ravaging an arid wasteland, and the last remaining populace took shelter in the OASys, a manmade dome of steel and neon lights. With resources dwindling they turned to the occult and infused technology with eldritch power, just for the machines to awaken, revolt against their makers, and change flora and fauna under its influence

It's time to suit up and wield those same ruinous powers to reclaim a chance of survival.

Eldritch Sands is a unique and deadly campaign setting for 5th Edition of the world's greatest roleplaying game, putting you in control of powerful suits called Eldritchtech to face the perils of a dying world. Shape the future by aligning with one of four factions. What will you do when you discover their secrets? Face dangers in and outside the OASys of a world heavily influenced by '70s and '80s science fiction and horror.