

Treasure

Akashic Lens, Commercial

Akashic Lens

Item 3+

InvestedMagicalTech

Usage worn eyepieceBulk —

Worn as a contact lens, spectacles, or other eyewear, these magically treated lenses project a special data display that uses virtual intelligence and rapid eye tracking to quickly cycle through information until you find what you seek. It grants you a +1 item bonus to Recall Knowledge checks with the skill chosen when you use Database Scan.

Activate—Database Scan [two-actions] (concentrate) Frequency once per 10 minutesEffect The lens casts a 1st-rank Akashic download that uses the lens instead of a comm unit.

Spell Gem

Item 1+

ConsumableMagical

Usage held in 1 handBulk L

These latticed gemstones are suspended in a silicon casing and encoded with the magical script necessary to cast a single, specific spell. Casting a spell from a spell gem requires holding the gem in one hand and activating it with a Cast a Spell activity using the normal number of actions for that spell. The spell must appear on your spell list. Because you're the one Casting the Spell, use your spell attack modifier and spell DC. The spell must be of your spellcasting tradition. The spell in a spell gem can be cast only once, and the spell gem is destroyed as part of the casting. Spell gems can't contain cantrips or rituals. The traits for this item vary based on the spell it contains.

Telebond band

Telebond Band

Item 5

UncommonInvestedMagical

Price 1250 credits

Usage worn headbandBulk —

This subtle silvery band allows for long distance telepathic communication and was popular on worlds before the widespread adoption of mobile telecommunication technology. The wearer of a telebond band can telepathically communicate with any other creatures wearing a paired telebond band within a planetary range, even if the creatures do not share a language. This doesn't let two characters understand codes, language couched in metaphor, and the like (subject to GM discretion). Pairing or unpairing two or more telebond bands requires looping the two telebond bands together for 1 minute. Up to six telebond bands can be in a paired group with one another; attempting to pair a seventh telebond band fails.

Activate—Fact Check [reaction] (concentrate) Frequency once per day; Trigger You received information from a Recall Knowledge check; Effect With a thought, you instantly share the knowledge you learned with the required Recall Knowledge check (even if you learned false information) with any other creature wearing a telebond band that's paired with yours, as long as they're within planetary range. Each creature who has not used Fact Check today can use a reaction to Recall Knowledge and Fact Check

Spells

Adaptive Camouflage

[reaction] Spell 1

Traditions arcane, primal

Trigger You are caught in the area of a hostile effect.

This magic takes advantage of disorienting explosions and gunfire to give its caster an opportunity to hide. You become undetected to all creatures that rely on visual senses unless they can see invisible creatures. You Step. If you have cover, greater cover, or concealment, attempt a Stealth check to Hide. The invisibility then ends, and you either become observed or hidden to creatures as determined by your check to Hide, if you made one. If you remain in the area of the trigger, you gain a +2 status bonus to this Stealth check. If you are no longer in the area of the trigger, you gain a +2 status bonus to your Reflex save (if any) against the triggering effect.

Void Warp (2nd level)

[two-actions] Cantrip 1

CantripConcentrateManipulateVoid

Traditions arcane, divine, occult

Range 30 feetTargets 1 living creature

Defense Fortitude

You call upon the Void to harm life force. The target takes 2d4 void damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

Heightened (+1) The damage increases by 1d4

Gravity

Athletics in Low Gravity

Various Athletics actions function differently in zero gravity. Leap allows you to move in any direction twice the distance you would move if you had Leaped in normal gravity (up to twice your Speed). Shove and Reposition move targets twice their normal Speed and changes the direction they float. Trip causes the target to change the direction they float on a success and become untethered on a critical success. The grabbed condition removes the untethered condition unless all the creatures in a grab are untethered, and the direction the creatures float in a grab usually follows the direction of the grabbing creature.

Untethered

You're in a zero gravity (or similar) environment without a means of movement and float without support. You can't take move actions unless they specify they can be used in your current environment. At the end of your turn, you move 5 feet in the last direction you moved. You can take the Push Off action (see below) to change directions and the distance moved. Once you gain a means of moving in your environment, you lose this condition. Typically, a creature with the untethered condition in zero-gravity also gains the clumsy 1 and off-guard conditions while untethered.

Push Off

[one-action] Move

Requirements You have at least one hand or leg (or suitable appendage) free, and you're untethered.

You use as leverage an object or creature of the same size as you or larger to change the direction you're floating in. Float up to half your Speed in your chosen direction. The distance you move at the end of your turn while untethered changes to the amount you moved during this action.

You can Push Off as a free action immediately after you make a successful melee Strike or successfully Shove. You have at least one hand or leg (or suitable appendage) free, and you're untethered.

Glitching

A glitching creature, hazard, or object with the tech trait experiences a combination of debilitating effects and moments of seizing up. The glitching condition always includes a value. If you have glitching equipment and take any action involving that equipment, you must attempt a flat check to see what occurs. If you have the glitching condition, you must attempt this flat check at the beginning of each of your turns. The DC of the flat check equals 5 plus your condition value or the item's condition value.

Critical Success Reduce your glitching value by 1.

Success You act as normal or use your equipment as normal.

Failure You take an item penalty to all your checks and DCs equal to your glitching value or the glitching value of the item you're attempting to use, including saving throws, attack modifiers, and the DCs of abilities, effects, and spells you use.

Critical Failure A glitching object you tried to use doesn't function, and you lose the actions you took to attempt to use it.

A glitching creature uses the same effect as a failure and is also stunned 1. A glitching hazard uses the same effect as a failure.

Suppressed

You've been affected by a high volume of incoming fire or a particularly dangerous attack that forces you to act less efficiently for your own safety. You take a –1 circumstance penalty to attack rolls and a –10-foot status penalty to all your Speeds.

Encounters

KAYLIX

UNCOMMON LARGE ANIMAL CREATURE 1

Perception +6

Skills Acrobatics +8, Athletics +9, Stealth +8 (+10 in its natural environment of snowy forests), Survival +6

Str +4, Dex +3, Con +3, Int -4, Wis +1, Cha -2

Arctic Adaptation The kaylix treats environmental cold effects as if they were two steps less severe, and it isn't impeded by difficult terrain caused by snow, permafrost, ice, or other arctic terrain.

—
AC 15; **Fort** +8, **Ref** +10, **Will** +5

HP 22

Defensive Fling [reaction] **Requirements** The kaylix has a creature grabbed; **Trigger** A creature other than the one the kaylix has grabbed makes a melee or ranged attack against the kaylix from within the range of the kaylix's quill Strike;

Effect The kaylix makes a quill Strike against the attacking creature. This Strike doesn't count toward the kaylix's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

—
Speed 30 feet

Melee [one-action] claw +6 (agile, reach 10 feet), Damage 1d4+4 slashing

Melee [one-action] fangs +6, Damage 1d6+4 piercing plus Grab

Ranged [one-action] quill +5 (range increment 30 feet), Damage 1d4+4 piercing

Concealing Condensation [two-actions] The kaylix opens gill-like vents on the side of its neck and releases hot, moist air that forms a concealing cloud of white mist in a 20 foot emanation centered on its location. This mist lingers until the end of the kaylix's next turn. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it.

Pounce [one-action] The kaylix Strides and makes a Strike at the end of that movement. If the kaylix began this action hidden, it remains hidden until after the attack.

Sneak Attack The kaylix deals 1d6 extra precision damage to off-guard creatures.

BEYOND TERROR

UNIQUE HUGE ABERRATION CREATURE 2 COSMIC

Perception +4; thoughtsense (precise) 60 feet, no vision

Skills Acrobatics +5, Athletics +10, Intimidation +9, Occultism +6

Str +4, Dex -1, Con +3, Int +2, Wis +0, Cha +1

Thoughtsense The beyond terror senses a creature's mental activity as a precise sense within the listed range; it cannot sense mindless creatures with thoughtsense.

—
AC 15; **Fort** +7, **Ref** +3, **Will** +6

HP 40; **Immunities** fear; **Weaknesses** inconceivable feelings

Horrors Beyond Creatures Swallowed Whole by the beyond terror are subjected to the constant mental assault of an entire world's collective, crushing existential fear. They have 2 fewer rounds before they begin suffocating, and after their escape, they are stunned 1 for 1 round as their mind struggles to readjust after the ordeal.

Inconceivable Feelings As an entity of pure fear, the beyond terror cannot comprehend emotions outside its sphere of influence. When attempting Will saves against spells or effects with the emotion trait that deal with any emotion other than fear, the beyond terror treats its saving throw result as one step worse than what it rolls.

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Speed 20 feet, fly 30 feet

Melee [one-action] claw +10 (agile, reach 15 feet), Damage 1d6+4 slashing plus Grab

Melee [one-action] mandibles +10 (reach 10 feet), Damage 1d8+4 piercing plus Grab

Occult Innate Spells DC 15; Cantrips (2nd) void warp

Psychic Scream [two-actions] (auditory, emotion, fear, mental) The beyond terror releases a psychic scream of horror that rings through every conscious mind in a 30-foot emanation, dealing 3d6 mental damage. All thinking creatures within range must attempt a DC 15 Will save. The beyond terror cannot use Psychic Scream again for 1d4 rounds.

Critical Success The creature is unaffected. ‘

Success The creature takes half damage.

Failure The creature takes full damage and is frightened 1.

Critical Failure The creature takes double damage and is frightened 2.

Swallow Whole [one-action] Large, 1d6+4 bludgeoning, Rupture 8

ANTIGRAVITY SWELL

UNCOMMON COMPLEX ENVIRONMENTAL HAZARD 0

Stealth +6

Description The beyond terror's entrance into reality negates gravity in a localized area, resembling the zero-g vacuum of space.

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Disable DC 13 Arcana or Occultism (trained) to temporarily counter the hazard's gravitational influence, preventing it from changing the gravity level on its next turn. The hazard is permanently disabled when the beyond terror is defeated.

Losing Gravity [reaction] **Trigger** The beyond terror appears; **Effect** The ground shakes and small pieces of rock and crystal levitate into the air. The hazard rolls initiative.

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Routine (1 action) On each of the hazard's turns, gravity in its affected area (indicated by a dotted line on the map) alters by one step, going from normal to low on turn 1 and low to zero on turn 2. From turn 3 onward, the area shifts between zero and low gravity on each alternating turn, and continues to do so until the hazard is disabled.

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Reset The hazard doesn't reset once the beyond terror is defeated.

PSYCHIC TURMOIL

UNCOMMON COMPLEX HAUNT HAZARD 0

Stealth +6

Description The collective minds of Luvoth's sapient inhabitants lash out at the unknown in a storm of psychic confusion, fear, anger and pain.

—
Disable DC 16 Arcana, Nature, Religion or Occultism (trained) to soothe the restless emotions with prayer, meditative chanting, or magical rituals; three total checks are required to disable the hazard. The hazard is permanently disabled when the beyond terror is defeated.

Gathering Storm [reaction] **Trigger** The beyond terror appears; **Effect** A swirling green energy emerges from the world mirror, roiling through the air with a wail of confusion and fear. All creatures within 30 feet of the world mirror become frightened 1 unless they succeed at a DC 16 Will save. The haunt then rolls initiative.

—
Routine (1 action) On each of its turns, the hazard targets one of the PCs at random, dealing 2d4 mental damage with a DC 16 basic Will save. On a failure, the target also becomes stupefied 1; on a critical failure, they become stupefied 2.

—
Reset The hazard remains active as long as the beyond terror is alive and doesn't reset once it's disabled or the beyond terror is defeated.