



STARLIGHT  
ARCANANA

PREVIEW PDF

STARLIGHT ARCANA  
A MONUMENTAL 500+  
SE SUPPLEMENT AND CAMPAIGN TOME  
(THIS IS AN EARLY PREVIEW)



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# ART CREDITS

Most of the art in *Starlight Arcana* was made for this project and is unique to it. In this tome (early preview PDF) you will find artworks that evoke all of the astral and magical things that are waiting to be explored.

Some of our illustrators:

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## INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. I believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, I put a lot of effort into designing my adventures, so that you can leave the table with something that will you find difficult to forget.

## STARLIGHT ARCANA

Inspired by our love for everything astral, we created a huge 5E tome filled with everything you need to discover what is hidden beyond the stars. Begin your starfaring journey, fight against the corruption of the nebulous void and harness the power of starlight magic.

[Sign up to the newsletter to get notified on launch!](#)

**Starlight Arcana is, part Supplement...**

Players and Game Masters, expand your 5e game with new subclasses, ancestry options, unique new astral monsters, and more. Begin your fated search for legendary artifact weapons and weave the light of stars with all-new starlight spells!

**...and part huge 3-act Campaign!**

Take to the stars as you help astromancer Alya and her crew of unlikely allies explore the mystery of the missing stars. Starting at level 1 and going all the way to level 8, journey to the stars much faster than any other 5E campaign allowed you to do so before!

## A PREVIEW!

This PDF serves as preview material for what will be included in the actual book once it is complete and ready for release.

We wanted to show you a little bit of everything, and that means:

- x1 new **Subclass**
- x1 new **Ancestry option**
- x1 new **Destined Artifact**
- x1 new **Starlight Spell**
- x1 new short Adventure introducing the main NPC of Starlight Arcana's campaign; Alya the astromancer.
- x3 new **Monsters**

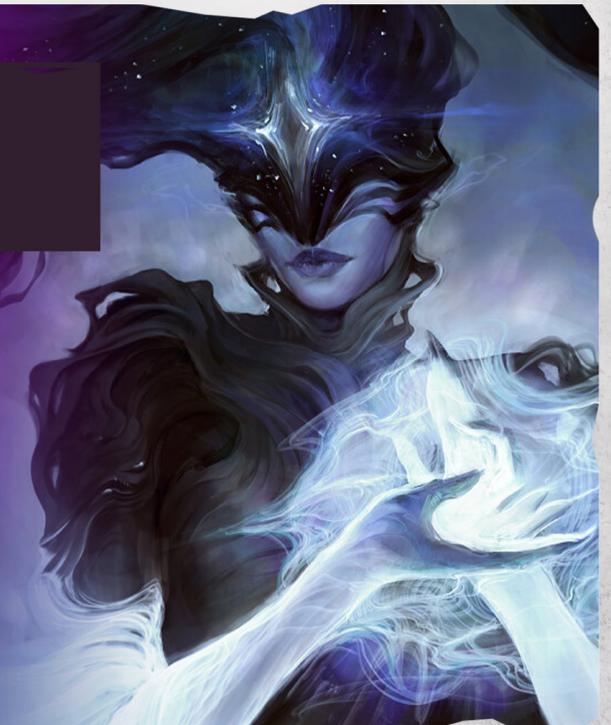
## SPECIAL THANKS

Making this Starlight Arcana is a dream come true and I would like to extend my gratitude to a few people that really helped this happen:

- **All of my Patreon supporters**, who continue to support me every step of the way. None of this would be possible without you.

# STARLIGHT ARCANA

THINK OF STARLIGHT ARCANA  
AS YOUR VERY OWN  
**HITCHHIKER'S GUIDE  
TO THE 5E GALAXY!**



# WHAT TO EXPECT!

The supplement part of the book will have:

- x12 new **Subclasses**
- x5 new **Ancestry options**
- New **School of Magic: Starlight**
- x50+ new **Starlight Spells**
- x12+ new **Destined Artifacts**
- New **Astral-themed Backgrounds**
- Lore on the **Sea of Stars**
- and a lot more...

The Campaign part will have:

- A **Level 1 to 8 campaign** in 3 acts
- x12+ new **Planets/Locations**
- x15+ new **Adventures**
- Unique new **NPCs with meaningful stories**
- x200+ new **Monsters**
- and a lot more...

With **Stretch Goals** adding a whole lot more and making the book twice as big!

## STARLIGHT ARCANA

- ◆ DIGITAL PDF
- ◆ HARDCOVER BOOK
- ◆ TAROT CARD DECK
- ◆ QUICKSTART BOX
- ◆ PRINTED VERSIONS  
OF SPECIFIC MAPS
- ◆ STARLIGHT ARCANA  
ARTWORK PRINTS



## NEW SUBCLASS - PALADIN: OATH OF STARS

The Oath of Stars binds a paladin to a life of absolute dedication towards the Astral Siblings. Ukko and Umi never reveal themselves to mortals unless it is necessary, so when it comes to a paladin being contacted by one of the two deities, it is considered a huge blessing and honor.

A paladin who wishes to become a Starlight Knight must dedicate themselves to a life of righteousness and justice. In many cases, this can be translated in different ways. Not every Starlight Knight has the same understanding of justice but all of them are of a good alignment.

Unlike other Oaths, the Oath of Stars allows the paladin to empower themselves with Starlight magic so that they may face danger but also avoid it. The most important thing that the deities expected from a Starlight Knight is complete faith in them and their will to be followed whenever they have a task for the starlight-blessed paladin. It is quite rare for Umi or Ukko to ask something of a Starlight Knight and it is usually Ukko that will visit an oath-bound paladin for something.

### OATH SPELLS

You gain oath spells at the paladin levels listed in the table below:

Level	Spells
3rd	Starlight Shroud, Expeditious Retreat
5th	Stardust, Ultraviolet
9th	Guiding Light, Fly
14th	Far Sight, Greater Invisibility
17th	Golden Glow, Planar Binding

### CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Starlight Infusion.** *1/day.* As an action, you can imbue one weapon you are holding with Starlight Magic using your Channel Divinity. This effect lasts for 2 minute or until you are no longer wielding the weapon. The effects of this infusion vary based on various conditions:

Bright Sunlight	Your weapon emits bright yellow light in a 30-foot radius and dim light 10 feet beyond that. You gain a +2 to all of your attack rolls.
Dim Sunlight	As above but all values are halved.
Clear Moonlight	Your weapon emits dim white light in a 20-foot radius. You gain +2 to all of your saving rolls while wielding this weapon.
Dim Moonlight	As above but all values are halved.
Darkness	Your weapon takes the color of the night-sky, with stars shining dimly on it. You gain +1 to your AC while holding this weapon.

**Fury of Ukko.** *3/day.* As a bonus action, you may focus on harnessing the powers of Starlight Magic all around you to empower your next spell, attack or action. The effect can vary based on your level. It is up to the GM's discretion when it comes to various actions. For attacks and spells, you can follow the table below:

Level	Spells
3rd	+1d6 radiant damage on hit
5th	+2 to hit and +1d6 radiant damage on hit
9th	+2 to hit and +2d6 radiant damage on hit
14th	+4 to hit and +2d6 radiant damage on hit
17th	+5 to hit and +3d6 radiant damage on hit

### AURA OF STARLIGHT

**Starting at 7th level,** you have proven worthy of being one of the few blessed Starlight Knights and for that, Ukko blesses you with an aura of protection.

You may cast *Disguise Self* at will, without expending any spell slots and without having to move or speak. You magically make yourself shift form as the stars disguise you and give you a new appearance.

You also emanate an aura while you are not incapacitated. You and any creatures within 10 feet are granted resistance to the first radiant and necrotic damage they will take in combat. This effect refreshes after a long rest.

At 18th level, the range of this aura increases to 30 feet.

### THE COSMOS ENDURES

**Starting at 15th level,** you understand that the only thing that is eternal is the cosmic bodies that the Astral Siblings created themselves. You understand what it means to be one with the essence of Starlight Magic around you.

You gain a permanent +1 to your AC and the following effects.

Sunlight	As a reaction, you may strike a creature that enters or exits your melee range with 1d6 radiant damage.
Moonlight	As a reaction, you may strike a creature that enters or exits your melee range with 1d6 force damage.
Darkness	As a reaction, you may strike a creature that enters or exits your melee range with 1d4 force damage.

## CHAMPION OF THE STARS

**Starting at 20th level**, you have proven yourself as the true champion of Ukko, the Sun God. He and Umi both are so proud of you that they have decided to bless you even more.

You understand everything about the essence of Starlight Magic around you, allowing you to learn one new Starlight Wizard spell every month. You may cast that spell with same requirements a wizard would and only once a week.

In addition to that, you also gain the following bonuses:

- You may cast *Invisibility* as a reaction after being hit by an attack or a spell. This ability recharges the next dawn.
- As a bonus action, you may once a day make your Aura of Starlight radiate intensely, harming any targets of your choice that are within its radius. The aura deals 3d6 points of radiant damage to anyone who enters the aura's radius or starts their turn in it.
- At the start of your turn, you may force any targets of your choice that are in your Aura's radius to roll a Wisdom saving throw and be blinded on a failed roll.

x12 SUBCLASSES, ONE FOR EACH OF THE CORE 5E CLASSES.

READ THE FUTURE AS A FATE WEAVER OR PAVE THE WAY AS A BARBARIAN OF THE CRYSTAL PATH. CAST NEW SPELLS AS A DRUID OF THE BLOOD MOON CIRCLE OR MAKE TONS OF MONEY AS A SWINDLER.

ALL THIS AND MUCH MORE, IN **STARLIGHT ARCANA!**



## WHAT ARE DESTINED ARTIFACTS?

Destined Artifacts are a new type of item for 5E. Depending on what subclass you have chosen, you may also choose a legendary item that your character seeks.

A character does not have to be a treasure hunter or change their primary motives in order to make the Destined Artifact part of your game.

Each item comes with its own unique history, ways to find it and stats that make it work best when used by the subclass tied with it.

For example, if your character's subclass is an Astromancer, then they will have heard of a legendary book that once belonged to an infamous and brilliant wizard. The wizard's story and the legends around the book itself are what will guide the character to potentially finding it and using it for themselves.

## SWORD OF THE BRIGHTEST STAR

### STORY OF THE ARTIFACT

There have been many Starlight Knights since the beginning of the world. Ukko and Umi would actually bless new champions frequently before the Astral Conflict. After the world came asunder, the Astral Siblings were too busy trying to heal the world and therefore had not blessed any paladins in a while.

This all changed with Lynastra Emberpath, an elf paladin who was born in the city of Olbia and raised from a very young age to become one of the greatest protectors of the people. She was one of the strongest and most valiant champions the Church of Stars had seen in many years.

Lynastra took her duty as a paladin very seriously and her faith was truly tested when she was one day ordered to "vanquish the enemy that has been stealing from the people." The young paladin was sent into a gnoll territory and was ordered to eliminate all threats she would find there. Lynastra arrived at the site, but as soon as she saw the gnoll tribe there, she realized that they had been stealing because they were trying to survive the harsh winter. She decided to lay down her sword and asked to talk to the gnoll chieftain. The gnolls took her to him and the two spent a couple of hours talking about all sorts of things. Lynastra realized that the very people she trusted to guide her sword and fury were actually selfish liars. Together with the gnoll chieftain, she returned to the city and the people all

saw her as a traitor.

The negotiations with the gnoll chieftain went really well but instead of being rewarded for her kindness and smart decisions, she was reprimanded by being forced to leave the order. It was that fateful night, while she was walking away from the city, no longer a paladin, that Ukko and Umi came to her.

Ukko, in his humanoid form, talked to the young paladin, saying, *"worry yourself not with the troubles of these mortals young elf. You have proven to us something that we had not seen in hundreds of years. You have shown devotion and the will to stand up for the weak. For that, you have earned our blessing. Do you accept your oath of stars, paladin?"*

Lynastra fell to one knee and whispered, *"I accept."*

Ukko continued, *"then it is done. As the first to become a Starlight Knight after the reckoning, we also bestow upon you the Sword of the Brightest Star. May its light guide you as you do our bidding."*

*"Now rise, Starlight Knight Lynastra."*

Lynastra felt as if she was born anew, her strength revitalized and her will to protect strengthened more than ever before.

With the help of the sword, Lynastra went on to slay many foes in the years that came after her initiation as a Starlight Knight. Although she became revered once more with the people, she did not seek out to join any order and instead roamed the land on her own, seeking to undo evil and protect the weak however she could.

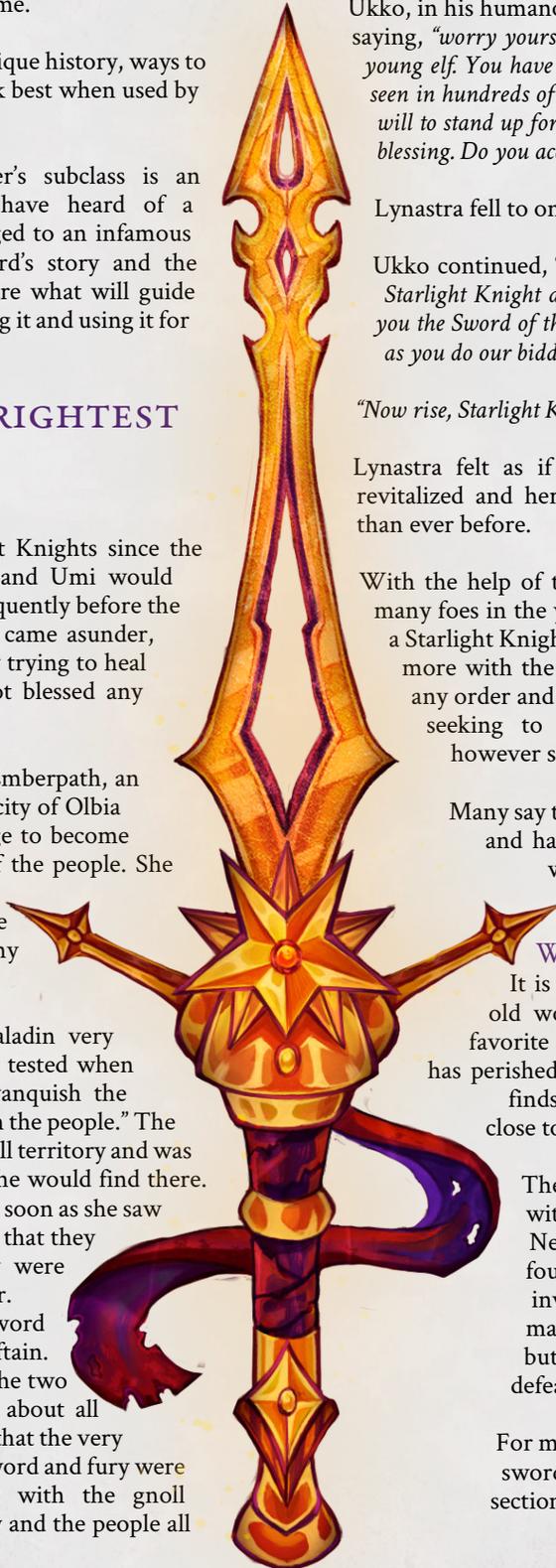
Many say that Lynastra one day took to the stars and has not come back since. Who knows what became of the noble knight of the gods.

### WHERE IS IT NOW?

It is known that Starlight Knights of the old world were always buried with their favorite weapons. Should it be that Lynastra has perished, then it is very likely that whoever finds her final resting place, will also be close to finding her sword as well.

The truth is that the sword is buried deep within one of the dungeons in the planet Neather. Lynastra sensed something foul on that planet and ventured there to investigate closer. She fought through many waves of void corrupted creatures but in the end could not prevail and was defeated.

For more information on where exactly the sword is located now, check the adventure section for Neather.



### ITEM DESCRIPTION

The sword is said to have been forged from solar ashes left behind by Ukko's sun. The Church of Stars has written many stories about Lynastra and the sword and in every one of those stories, the following is said:

*"The sword looks as if it is bathed in the light of a thousand stars, for that is how vividly Ukko's sun burns on the brightest days. Staring at the sword could blind you and yet you cannot take your eyes away from it. There is something beautiful and pristine about it. The everlasting ember glow of it that looks as if it could burn the whole world. Its sharp blade that can easily cut down any evil.*

*Beware, Ukko's wrath as it manifests in the form of a weapon. The Sword of the Brightest Star."*

The sword is said to be very hot to the touch unless someone is attuned to it and that its blade can cut far deeper than any other due to the fact that it simultaneously burns and cuts its victims.

X12 DESTINED ARTIFACTS, ONE FOR EACH OF THE X12 SUBCLASSES!

PLAY THE MOST BEAUTIFUL MELODIES WITH THE LEGENDARY HARP OF WHISPERS OR CHANNEL YOUR INSANITY WITH THE COWL OF UNENDING MADNESS.

ALL THIS AND MUCH MORE, IN **STARLIGHT ARCANA!**

### ITEM STATS

Just like with all Destined Artifacts, the *Sword of the Brightest Star* works best when wielded by subclass tied to it. In this case, a Starlight Knight would get the most out of using this sword.

*Legendary Longsword*

**1d8 slashing + 3 radiant damage**

**Void Bane.** A void creature hit by this weapon takes an extra 2d6 radiant damage.

**Light of Ukko.** You can cause the sword to emit a burst of bright sunlight as an action. Each creature in a 30-foot-radius sphere centered on you must make a DC 15 Constitution saving throw. On a failed save, a creature is blinded until the end of your next turn. The target has disadvantage on this saving throw if it has Sunlight Sensitivity.

Void creatures are particularly susceptible to the light of Ukko. On a failed save, these creatures take 6d6 radiant damage and are instead blinded for 1 minute. On a successful save, the creature takes half damage and isn't blinded.

Once you use this ability, you can't do so again until the next dawn.

**Righteousness.** If an allied creature within 10 feet of you is reduced to 0 hit points, attacks you make until the end of your next turn are made with advantage and half of the damage you deal is converted into healing.

**Protected by the Light and Shielded from Darkness.** While holding this sword, you may as a bonus action become immune to void corruption for 1d4 rounds. Additionally, you gain resistance to radiant damage and void creatures have disadvantage on attacks rolls targeting you.

Once you use this ability, you can't do so again until the next dawn.

**Unrelenting Fury of the Light.** Your **Fury of Ukko** ability can be used an additional two times per day.

**The Cosmos as One.** Your **Cosmos Endures** reaction ability deals an additional 1d6 radiant damage the first time you use it each day.

## NEW ANCESTRY: HALF-ESTALAR

The Estalar are a mysterious people. Those that have heard of them know them only as the most ancient of creatures, ones that came even before the creation of Latakar.

When the Astral Siblings started to create the universe, they first made the decision of making a certain kind of people that although might not turn out perfect, they will foremost be kind and benevolent. They thought that these traits were the most important ones if they were to give these creatures the power to freely traverse the galaxy and be the connecting link between all their other creations.

The Siblings made a unanimous decision and called them the Estalar. They gave them features that could easily remind anyone where they come from and who they are. They let them roam the stars and build great civilizations among the worlds they had created.

The story of the Estalar is quite blurry and very few things are known as to who they really were, what they built or how and why they disappeared. While all of this is still unknown, there is still something left behind in the world to remind everyone of the existence of the Estalar; the Half-Estalar.

### ASTRAL HERITAGE

The Half-Estalar are the only evidence left to prove that the Estalar really exist. Be it that there are no more Estalar or that they are hard to find, a Half-Estalar shares some of the unique features that their ancestral predecessor had too.

A Half-Estalar's eyes shine bright, usually with a bright color such as teal green or lilac purple. It is said that their eye color tells what nebula they were born closest to. This is why the ones with darker tones are rarer since they were born close to black holes.

Their voice is usually silvery and although they speak in an almost whispering manner, they speak so clearly and with such intent that if they want to tell someone something, they are able to do so without having to speak louder. Rumors tell of Estalar having the ability to make their voices extremely loud on demand, but this is a feature that has not been noticed with the Half-Estalar.

For the rest, they have humanoid features, rather elegant and light, like high elves. The last but most significant feature that allows someone to tell if someone is a Half-Estalar is the fact that they have inherited the silvery earpiece-like ornaments on the sides of their heads.

Half-Estalar have ears, but unlike other humanoids, their ears are closed and they perceive sound through the metallic ornaments on their head. This allows them to have a far better sense of sound around them than any other humanoid and it also helps them with finding their way in the cosmos. They are like the bats of the sea of stars as they use a unique kind of echolocation to know where they are.

The feature that Estalar have and the Half-Estalar did not inherit is the unique hair. An Estalar's hair is woven like threads of light that constantly play with unseen wind. They are woven by the space around the Estalar's body and change color at will with rays of cosmic light sometimes coming from within.



## HALF-ESTALAR PLAYER ANCESTRY OPTION

**Ability Score Increase.** The suggested ability score increase is increasing your Charisma by 1 and your Intelligence or Wisdom also by 1, but you can choose any two stats that fit your character.

**Age.** Half-Estalar are considered adults around the age of 200 and can live to be a 1000 years old.

**Alignment.** Due to their ancestry, the Half-Estalar usually prefer to watch over things than to be involved directly and therefore take a neutral stance on most matters. There are those among them that have witnessed enough to know when the right time to intervene may be.

**Size.** Half-Estalar usually range between 5.5 and 7.5 feet tall. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Ancient Heritage.** You have advantage on all History and Nature checks made on subjects that concern things that have been in place for more than a 100 years.

**Advanced Darkvision.** Accustomed to the various amounts of light that can exist in various parts of the galaxy, the Half-Estalar can naturally see in dark and dim Conditions. You can see in both dim light and Darkness as if it were bright light. Also, your eyes faintly glow in the dark.

**Observer of the Cosmos.** The Half-Estalar's unique anatomy, specifically the ornaments that are part of their head, allows them to perceive sound much easier than other creatures. They can hear at double the distances a normal human can hear. You have Proficiency in the Perception skill.

**Always Watching.** You have advantage on saving throws against being Blinded and magic can't make you Deafened.

**Languages.** You can speak, read and write Common, Celestial and one more language of your choice. You can recognize a few words in Estalarian but you cannot comprehend more than that due to how ancient and unknown the language is.

**Limited Telepathy.** You can telepathically communicate with a creature that is within 5 feet of you.

## (FOR GMS) HALF-ESTALAR IN YOUR CAMPAIGN

Unless your campaign has a Half-Estalar as a player, it is highly unlikely that the players will even know the Estalar or the Half-Estalar exist. The players learn more about them as the campaign progresses and more mysteries are revealed behind the existence and purpose of the Estalar.

The campaign offers a few options for introducing Half-Estalar through a few different NPCs and situations but if you would like to include your own, homebrew, Half-Estalar, then it is most likely they will be travelers or lost children as they are very rare and rarely ever know their real past.

Half-Estalar are aware of their ancestry but overall know very little about the Estalar. Although they have limited knowledge, they are still some of the few beings in the galaxy that know close to anything about their ancestors.

Most of the Half-Estalar the players will meet are somewhat lost souls and have found new purpose in their lives. Their goals and aspirations are very different of those of an Estalar and that only becomes apparent to them as they discover more about the ancestors.

*x5 NEW ANCESTRY OPTIONS FOR YOUR PLAYERS!*

*GRIND YOUR ENEMIES TO DUST WITH YOUR CRYSTAL FISTS AS A CRYSTALLOID OR HUNT FOR EYTHEER IN ORDER TO SURVIVE AS AN EYTHEREAL.*

*ALL THIS AND MUCH MORE, IN **STARLIGHT ARCANA!***



## NEW SPELL SCHOOL: STARLIGHT

The world of Latakar is one governed by the powers of the cosmos around it. The stars along with all the other bodies of the cosmos, allow for things to be connected through the mystical magic of Starlight while the corrupted magic of the Void fills all the emptiness that the Starlight has not touched yet.

Through scientific research and training with using this kind of magic, a creature can potentially become educated enough to wield it in various different ways. This takes dedication, time and sometimes even talent. A well-read scholar will not be able to cast Starlight magic if they have not practiced spellcasting. At the same time, a talented spellcaster will also not be able to cast Starlight magic if they have not spent any time trying to understand this unique school of Magic.

The connection of the science behind the stars and the magical power that they hold is what encompasses the Spell School of Starlight.

This new spell school works as a subcategory that helps players and GMs distinguish between normal spells and ones that make use of Starlight magic. Therefore, a spell can for example belong to the Abjuration school of magic but still be characterized as a Starlight spell.

## NEW MATERIAL COMPONENT: STARLIGHT

With the exception of cantrips, spells from the Astromancy school all require starlight as a material component for their spells.

This component can typically be supplied freely while traveling through the Sea of Stars or while the stars are visible in the sky.

If the spellcaster cannot see the stars for any reason, then they must use distilled starlight as a material component in order to cast a Starlight spell. This component is denoted by an "L" in the Component line of the spell's description.

## NEW ITEM: DISTILLED STARLIGHT

Distilled starlight allows spellcasters to cast Starlight spells even when they cannot see the stars. The distilled starlight is measured in ounces. Starlight spells will specify the amount of distilled starlight needed to cast them. Generally, the higher the spell level, the more starlight is required to cast it.

There are rituals and scientific processes that can be used to distill starlight. Learning these processes is not difficult but requires dedication. This could come with a specific subclass or by spending time with a professional who knows the craft well.

While adventuring, players will meet all sorts of civilizations and creatures that value distilled starlight in different ways. For example, the people of a planet that do not get to see the stars very often, will value distilled starlight a lot more than the people of a planet that are always in the light of stars.

## NEW STARLIGHT SPELL:

### INFINITE COLLAPSE

*5th-level Starlight*

**Casting Time:** 1 action

**Range:** 50 feet

**Components:** V S L\* (\*2 ounces of distilled starlight)

**Duration:** Instantaneous

**Classes:** Wizard

A tiny black hole appears in a space of your choice within range, pulling everything in a 15-foot radius around it towards the middle. Every creature caught in the radius of the spell, must make a Constitution Saving Throw. The target takes 4d8 force damage on a failed save, or half as much damage on a successful one. All target creatures collapse on the same point, suffering an extra 1d4 force damage for each creature or large item they touch while being pulled.

This spell breaks concentration of other spellcasters.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

x50 NEW STARLIGHT SPELLS TO LEARN AND CAST!

SUMMON AN ASTRAL CLOAK TO PROTECT YOURSELF OR SEND YOUR ENEMIES INTO A BLACK HOLE WITH THE POWER OF STARLIGHT!

ALL THIS AND MUCH MORE, IN [STARLIGHT ARCANA!](#)



## ADVENTURE: CALL OF THE STARS

Science and magic, intertwined as one, have been the very essence of many people's lives in Latakar. Astromancers from across the land would travel to Olbia in order to visit the academy and present their findings. Travelers would discover new constellations as Latakar drifted in rotation around the Sun and the Moon that hold the center of the galaxy. New astrolabes would be constructed every week in hopes of mapping the cosmos around Latakar. Ships would fly out into the sea of stars...

But all that, stopped when the world came asunder. The gods, fighting over the very existence of Latakar, brought forth a catastrophe unlike any the world had seen thus far. The "Astral Conflict", they called it and it changed everything.

In a world full of possibilities and stars, many have turned away from the glimmering lights in the sky after the gods quarreled. The Astral Conflict destroyed a big part of the world and with the prestigious Astral Academy left in ruins, there are not many left to continue the once highly-praised research of starlight magic.

Alya lost her family in the Astral Conflict but did not lose faith in the universe or the gods. She actually did not praise Ukko or Umi, but understood their role as creators. She was lucky enough to be part of a small student group that was sent on a field trip on the day the Astral Conflict happened and was for that reason able to avoid suffering the same fate as many others. Out of that small student group, she was the only one that continued her journey of becoming an astromancer through the study of books she would find all over the place.

Alya Starseeker, was not one of the people that stopped believing in the stars. Alya continued and did so with a newborn passion that lit a spark, bright enough to light a new universe. When she received the call of the stars, she immediately knew what she had to do. There were few others that would believe her and even fewer that would even care.

Now, a decade after the events of the Astral Conflict, Alya seeks to uncover the mystery behind the message she has received from the stars and she will need help to accomplish that...

## ADVENTURE INFO

*Call of the Stars* is a 5th Edition adventure for **3-5 characters of 2nd-level** and is **optimized for a party of four characters with an average party level (APL) of 2**. This adventure sees the party joining forces with Alya the Astromancer as she tries to investigate an abandoned observatorium that is now corrupted by a mysterious essence.

## ADVENTURE SUMMARY

The adventure starts with Alya finding the players and asking them for help with investigating the abandoned observatorium that is right outside of the village. The observatorium was abandoned many years ago but people say they saw things moving from afar. The building is now covered in some sort of black goo that seems to be corrupting whatever it touches. Alya learned of this and wishes to go search the building in case there is something of interest there since no other area has been hit by this corruption.

In **Act 1**, the party will have to help Alya approach the building and find a way in. They will have to try a few doors before finding the right one. Various void monsters will spawn out of the corruption to attack the party.

In **Act 2**, the party must investigate the observatorium's various rooms to discover what was being researched. Alya will know how to calibrate the big telescope but she will need time and protection while she attempts to do so.

In **Act 3**, Alya manages to fix the telescope and teleports everyone into a random location somewhere in the sea of stars. There is a magical spell around the party and Alya. The puzzle will have to be solved in order to unlock the message that was sent from the stars. Once the puzzle is solved the message left behind by an ancient being, an Estalar, will be revealed.

Everyone will be teleported back to the observatorium and a final interaction with Alya will take place. The Estalar's message sets up the beginning of the story that takes place in *Starlight Arcana's* campaign.



*The Void Octopii are some of the most peculiar and also dangerous creatures found in the sea of stars.*

## ADVENTURE HOOKS

These are a few ways to introduce the adventure into your campaign or to get a one-shot started:

- **Start of the Campaign.** This is another way to start the Starlight Arcana campaign, with the players

*YOU NOTICE A PURPLE-SKINNED TIEFLING RUNNING TOWARD YOU. AS SHE GETS CLOSE, SHE STOPS, TRIES TO CATCH HER BREATH AND THEN SAYS, "YOU LOOK LIKE YOU CAN HOLD YOURSELVES IN A FIGHT! I NEED FIGHTERS! OR WARRIORS! OR... I DON'T KNOW. I JUST NEED SOMEONE TO LOOK OVER MY BACK WHILE I INVESTIGATE THE ABANDONED OBSERVATORIUM OUTSIDE THE VILLAGE!"*

*SHE TAKES ANOTHER MOMENT TO BREATHE SOME MORE AND THEN CONTINUES, "WELL, ARE YOU IN?! THERE'S NO TIME LIKE THE PRESENT! I WILL PAY IF THAT IS WHAT YOU NEED!"*

joining Alya as she tries to investigate the abandoned observatorium.

- **Compassion.** The players hear about Alya's call for help and decide to help the young astromancer because they believe someone might be in danger.
- **Reward.** The players are in it for the gold and join Alya in her quest in order to make some extra gold on the side.

## PROLOGUE

The players meet Alya at a nearby village. Exactly where is up to you as it could be in a tavern or just while walking down the street. Read or paraphrase the following to begin the adventure:

You could have Alya explain a bit more about why she is interested in the Observatorium. The party and Alya will then head to the Observatorium which is only half an hour or so away from the village.

## ACT I: CURIOSITY

When the party and Alya arrive at the observatorium read or paraphrase the following:

*YOU ARRIVE AT WHAT SEEMS TO BE AN OBSERVATORIUM WITH A HUGE TELESCOPE PROTRUDING FROM THE BUILDING'S LARGEST PART. THERE ARE TWO PATHS THAT LEAD TO THE BUILDING, ONE THAT PASSES OVER A SMALL BEAUTIFUL LAKE WITH CRYSTAL-CLEAR WATERS AND ANOTHER THAT GOES AROUND AND REACHES A SIDE PART OF THE OBSERVATORIUM.*

*YOU IMMEDIATELY NOTICE A BLACK, OOZING SORT OF GOO THAT HAS COVERED A LARGE PART OF THE BUILDING AND THE GROUNDS AROUND IT. THE GOO SEEMS ALMOST SENTIENT AS IT MOVES BACK AND FORTH IN SLOW MOTION.*

*"OH MY, THIS IS WAY WORSE THAN I THOUGHT IT WOULD BE. WHAT IS THIS? WHO COULD HAVE DONE THIS TO THIS BEAUTIFUL SANCTUM OF KNOWLEDGE!" SAYS ALYA WITH A WORRIED VOICE.*

You may have Alya at this point discuss with the party what the best way to approach the building would be. Regardless of what direction the party follows, Alya will help the adventurers fight off the monsters and will be intrigued by what they are. She will also try to touch the corrupted goo just to see what it is. The goo will try to pull her in but she will manage to avoid that from happening.



*The three-eyed Void Cat, a rare and mysterious beast that roams the sea of stars.*

☉ **"Arcana."** With a successful **DC 14 Arcana Check** a player can understand the corruption goo a bit better. It feels like something familiar yet distant is magically pulsating within the corrupted goo substance.

If anyone is familiar with the Void, then they will immediately recognize the corruption. They will still be clueless as to how the void arrived here since it is known to have been banished to the ends of the cosmos.

Za'strasz, the third and oldest of the Astral Siblings, is only known to a few people on Latakar and even they do not know that he has been corrupted by the void, making him the Void god.



#### CHOOSING THE PATH OVER THE LAKE:

➤ **"Encounter!"** If the party decides to go over the lake to try and enter the building from the front, then x3 **Void Morphlings** will jump out of the corrupted goo close to the door at **1. on the map**. Once defeated, the corruption will recede just enough to reveal x2 *Minor Healing Potions* that were thrown to the side and were covered by the corruption goo.

☉ **"Locked Doors."** The door at **2. on the map** is locked and also blocked from the corrupted goo that has made it almost impossible to knock down. The door at **3. on the map** is also locked but can be knocked down with a successful **DC 13 Strength Check**. If the door is not forced open, then Alya will suggest trying the door on the side path.

If the party enters from here then move to **Act 2**.

#### CHOOSING THE PATH TO THE SIDE:

➤ **"Encounter!"** If the party decides to go over the lake to try and enter the building from the front, then x1 **Void Morphling** and x1 **Void Lurker** will jump out of the corrupted goo close to the door at **4. on the map**.

☉ **"Locked Doors."** The door at **5. on the map** is locked and also blocked from the corrupted goo that has made it almost impossible to knock down. You may ask the player that is making the attempt to open the door to make a **DC 14 Perception Check** which, if successful, would allow them to notice a key trap inside the keyhole of the door due to the goo that has covered it almost completely. Someone who sees it can pull it out and wipe the goo off it easily due to the fact that it is a small item and it did not gather much of the corruption. This key opens the door at **3. on the map**.



A Void Lurker

## ACT 2: THE CORRUPTION SPREADS

The party and Alya will enter the room as indicated by the **arrow on the map**, read or paraphrase the following:

YOU FIND YOURSELVES NOW INSIDE THE BUILDING AND THE ROOM AROUND YOU LOOKS JUST AS BAD AS THE OUTSIDE DID. THE WALLS AND THE CEILING ARE FILLED WITH CORRUPTION GOO AND PARTS OF IT ARE DRIPPING AND COVERING THE FURNITURE. ALYA WALKS SLOWLY TOWARDS THE TABLE IN THE MIDDLE OF THE ROOM AND SAYS, "THIS WAS ONCE A PLACE WHERE GREAT SCIENTISTS WOULD GATHER TO SHARE THEIR FINDINGS, NOW IT'S AN ABANDONED AND LIFELESS ROOM, FILLED WITH CORRUPTION..."

☉ **"Investigation."** If one of the players decides to look around, with a successful **DC 15 Investigation Check** they will find under the table a few dusty paper sheets with astromancy notes. If the player hands the notes to Alya she will say the following:

"THIS IS... AMAZING! THERE IS A THEORY HERE THAT IF STARLIGHT MAGIC IS HARNESSSED AND CALIBRATED WITH THE RIGHT TOOLS, THEN ONE WOULD BE ABLE TO SEND MESSAGES THROUGHOUT THE GALAXY IN AN INSTANT! THE THEORY HERE IS INCOMPLETE BUT IT SEEMS LIKE THEY WERE ABOUT TO MAKE A BREAKTHROUGH. I WONDER WHAT HAPPENED TO THE ASTROMANCERS THAT CAME UP WITH THIS..."

There is nothing else of interest in this first room.

As soon as the party and Alya move further into the main room of the observatorium where the huge telescope is located, then read or paraphrase the following:

YOU ENTER A CIRCULAR ROOM WITH A HUGE BRONZE TELESCOPE IN THE MIDDLE OF IT EXTENDING ALL THE WAY OUTSIDE OF THE SPHERICAL ROOF OF THE BUILDING. THE CORRUPTION GOO SEEMS TO HAVE FULLY COVERED PARTS OF THE CEILING BUT HAS NOT TOUCHED THE TELESCOPE. AROUND THE TELESCOPE, YOU NOTICE ALL SORTS OF TOSSED PAPERS AND OTHER STATIONERY ITEMS.

Alya will run to the telescope immediately and start looking through the notes in an effort to try and understand what happened. Most of the papers on the ground do not have any useful information, but Alya and the players will be able to tell that the telescope is still operational with a kind of magic emanating from it.

☉ **"Arcana."** With a successful **DC 15 Arcana Check** a player is able to tell that the telescope is part of a transmutation ritual spell that is still not finished. Specifically, a transmutation spell that has to do with delivering a message of some kind.

There is nothing else of interest in the room and the corruption goo has completely blocked the way that would lead to the rest of the rooms of the observatorium.

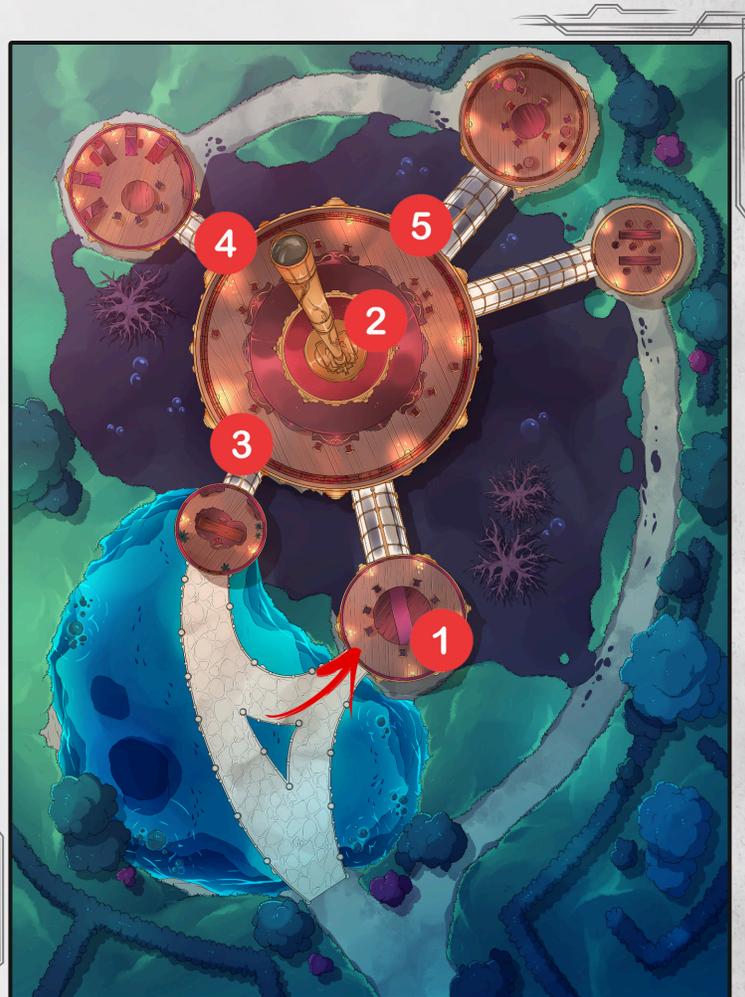
➤ **"Protect Alya!"** While the players and Alya are investigating the room, as soon as Alya starts messing with the telescope itself, monsters will start appearing from various parts of the building.

Alya will say that she knows how to calibrate the telescope but she needs time and protection so that she can focus on it. At first **x3 Void Morphlings** will appear, one from each side of the room marked as **3, 4, and 5 on the map**.

As soon as the **x3 Void Morphlings** are defeated, **x2 Void Lurkers** will appear, one at **4. on the map** and the other one at **5. on the map**.

If the fight is too difficult, then the "once defeated" part can happen just before a player is about to fall.

Once defeated, Alya will yell **"Eureka!"** and the party along with Alya will be teleported to a random place in the sea of stars, on top of a meteorite.



## EXTENDING THE ADVENTURE

If you wish to extend the adventure before continuing with the "Protect Alya" encounter, then you could have the players explore the other four rooms in the observatorium. Below you will find some information about the rest of the rooms to help you run the extended variant of the adventure.

- **The room to the southwest** was the office of the lead researcher at the observatorium. There are notes on how to better and more efficiently calibrate the telescope for studying the stars farthest from Latakar.
- **The room to the northwest** was the resting quarters of the researchers that lived and worked at the observatorium. There is a *Headband of Intellect* left under one of the beds and it can be found with an **Investigation Check**.
- **The larger room to the northeast** is a dining area for the researchers that worked at the observatorium. There is some rotten food left there and nothing else of interest. This is a perfect place for an ambush by more void monsters.
- **The smaller room to the east** is a meeting room for the researchers that worked at the observatorium. There are various writing on the walls, with most of the scripts not being eligible due to the corruption goo that is covering them. If anyone tries to clean the corruption goo, void monsters will jump out and attack the party. Once defeated, the corruption goo will recede just a bit to reveal the writing that says "*Follow the Astral being's message*".

## ACT 3: BETWEEN THE STARS

Once the party and Alya have been teleported, read or paraphrase the following:

STILL FEELING A BIT DIZZY FROM THE SUDDEN TELEPORTATION, YOU START LOOKING AROUND TO SEE THAT YOU ARE SOMEWHERE IN THE SEA OF STARS. THE OPEN SPACE AROUND YOU WITH THE STARS SWIRLING IN THE DISTANCE. THE ONLY LIGHT SOURCES ARE UKKO'S SUN AND UMI'S MOON WHICH ARE BOTH FAR MORE DISTANT THAN THEY WERE WHEN YOU WERE ON LATAKAR.

ALYA SEEMS FASCINATED BY YOUR NEW SURROUNDINGS AND SHE IS HOLDING HER HANDS UP IN THE AIR WHILE TURNING AROUND, TRYING TO CAPTURE EVERY LITTLE PART OF WHAT HAS JUST HAPPENED. "THIS... THIS IS AMAZING! HOW DID WE DO THAT?! OH NO... HOW DO WE GO BACK? OH WELL, WE WILL FIGURE IT OUT BECAUSE WHO CARES RIGHT? WE ARE IN THE SEA OF STARS!"

AS ALYA FINISHES HER SENTENCE, TRANSPARENT BLUE LINES START APPEARING AROUND AT THE LEVEL OF YOUR WAIST. THEY SEEM TO BE FORMING SOME KIND OF LARGE RUNE THAT RESONATES WITH THE STRANGE BLUE CRYSTALS THAT ARE ATTACHED TO PARTS OF THE FLOATING STONES THAT SURROUND YOU.

It is recommended that you avoid having the "Countdown" with more void monsters here if the players have already fought a lot and do not have a lot of HP or resources to fight more monsters. The players can then focus on just solving the final puzzle.

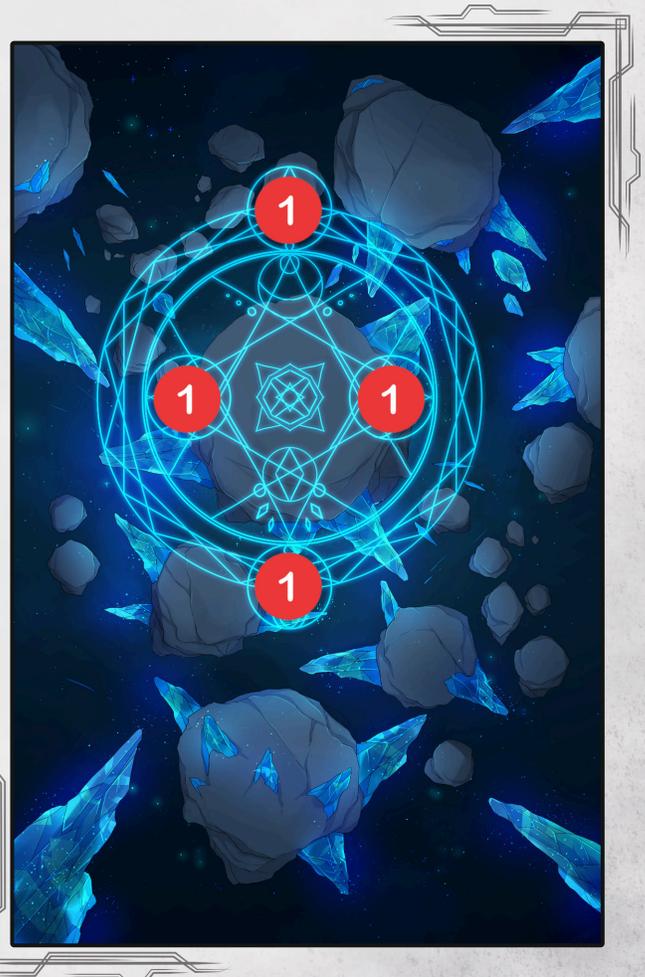
## SEA OF STARS RULES

Creatures can float in the sea of stars without any danger. Whenever there is a solid piece of ground to step on, a creature can use that to propel itself further, increasing its speed.

*The full rules for traversing the sea of stars and moving in it will be revealed in the final Starlight Arcana tome.*

• **"Puzzle."** The blue magical rune is from the ritual spell Starlight Message and was placed there by the ancient Estalar as a beacon that helps transfer a message to the farthest reaches of the galaxy. In order to be activated, even if someone knows how to cast the very high level spell, they would still need to find a way to decipher the specific message that was sent by another spellcaster.

This particular message is hidden behind a two-part puzzle. The first part is about placement and the second about saying the right words.



The first part will have the players stand on each one of the smaller formed circles marked as **1. on the map**. In order to showcase that they are doing something right, the circles start rotating whenever only one creature is on them. A reminder that players can freely float to reach the other circles.

As soon as there is one person (could be Alya that is on one of them, not just the player characters), then the **second part** of the puzzle begins. The players will hear a telepathic voice inside their head, speaking in the language they know the best for each one of them. The voice will say "Speak the Code".

The code that must be spoken by all four people, that are standing on the circles, at the same time is "**Starlight**".

If the puzzle is too difficult, remember that you can always have Alya help which is better than you giving direct hints to the players. Some ways that you can have Alya help is by:

- Stepping on one of the circles and tell the rest that it is rotating when she does so.
- Saying that she thinks this is a Starlight magic spell, a very powerful and one unlike any she has seen before.

➤ "**Countdown!**" Every 10 minutes that pass and while the puzzle is not solved yet, x1 **Void Morphling** will appear to attack the players.



The Astral Koi are often seen swimming through the many light rivers of the galaxy.

## EPILOGUE

Once the puzzle is solved, read or paraphrase the following:

YOU ALL NOTICE THE VISAGE OF A BEING FORMED IN THE MIDDLE OF THE LARGE MAGICAL RUNE. IT IS AS IF AN ILLUSION WAS PLACED IN THE MIDDLE. "SHHHH! THIS MUST BE THE MESSAGE WE UNLOCKED!" SAYS ALYA AS SHE LEANS FORWARD TO SEE WHAT IS GOING ON.

THE ILLUSION IS THAT OF A BEING UNLIKE ANY YOU HAVE EVER SEEN BEFORE. HUMANLIKE, YET TALLER, WITH EYES THAT SHINE AS BRIGHT AS STARS, HAIR EFFORTLESSLY FLOWING LIKE A BEAUTIFUL NEBULA, AND A SWIRLING BRIGHT GREEN ESSENCE ON THE BEING'S CHEST. THE BEING EXTENDS HER HAND AND LOOKS STRAIGHT INTO ALYA'S EYES BEFORE SAYING IN A CALM, ALMOST WHISPERING VOICE, "THE GALAXY IS IN PERIL. IF YOU HAVE MANAGED TO UNLOCK THIS MESSAGE, THEN ALL IS NOT LOST, YET. FIND THE DESTINED POWERS THAT WE HAVE LEFT FOR YOU AND REWEAVE FATE, BEFORE THE..."

IN AN INSTANT, THE MESSAGE IS CUT SHORT AND THE MAGICAL RUNES ARE GONE TOO.

ALYA IS IN SHOCK AND STARTS STUTTERING AS SHE TRIES TO SAY SOMETHING, "NO... WHAT... WHY? NO! WE MUST KNOW MORE! TELL US MORE!"

Allow for some time here to pass as the party interacts with Alya and discusses what just happened. They will also discuss how they can get back to Latakar. Then, after a few minutes have passed, read or paraphrase the following:

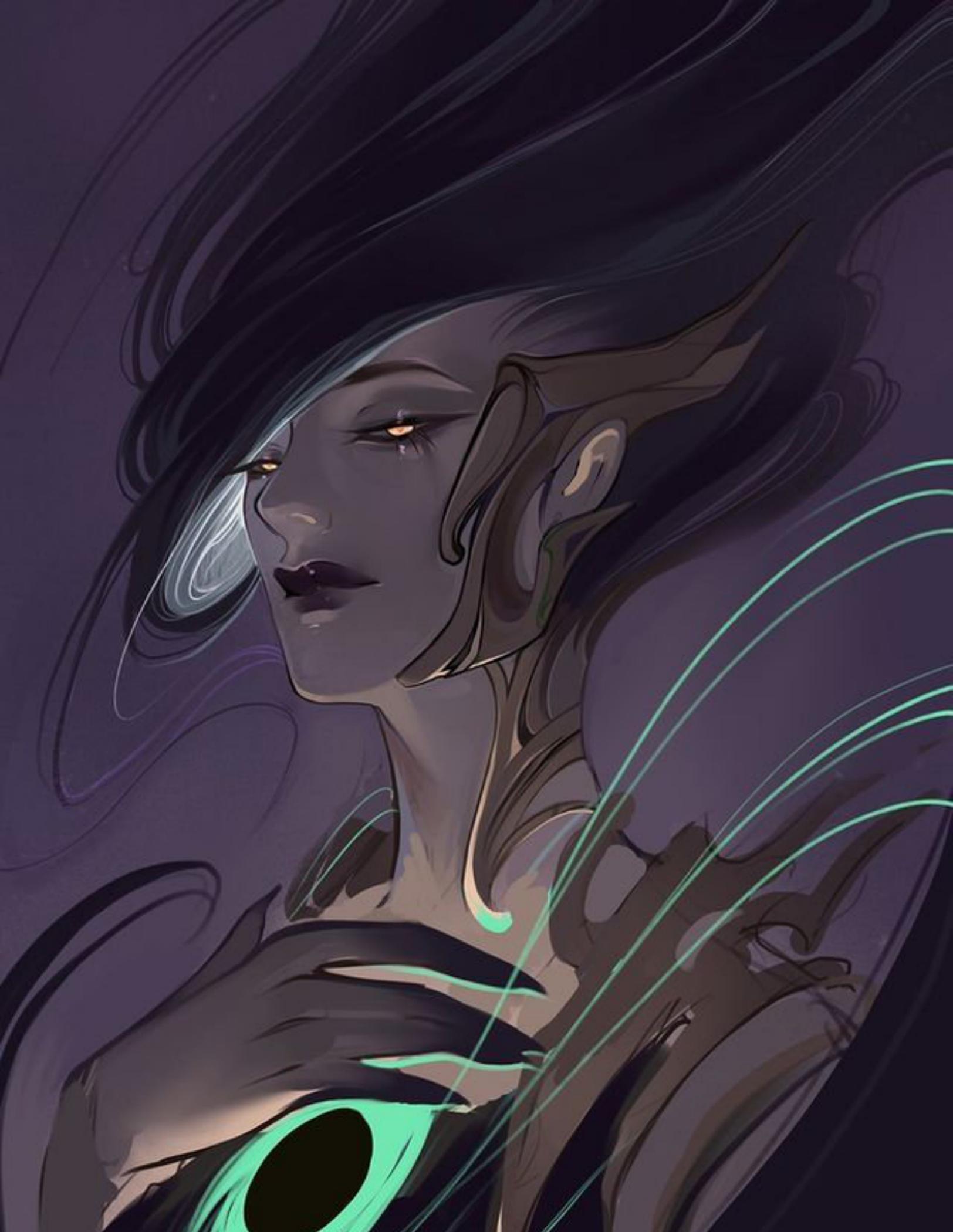
WHILE DISCUSSING, YOU HEAR A SUDDEN BOOMING NOISE, AS IF A MOUNTAIN IS BEING MOVED BEHIND YOU. YOU TURN AROUND TO SEE A GARGANTUAN MONSTER SOARING THROUGH THE OPEN SPACE, ITS BODY SWIVELING LIKE A WATER SNAKE THAT IS READY TO ATTACK ITS PREY. IT HAS MORE EYES THAN YOU CAN COUNT AND AS IT OPENS ITS MOUTH, YOU SEE THE BRIGHTEST PURPLE LIGHT YOU HAVE EVER SEEN WITH ITS THOUSAND FANGS COVERING SOME OF THAT LIGHT.

ALYA SCREAMS "NO!" AND IN AN INSTANT, YOU ALL OPEN YOUR EYES AND YOU ARE BACK AT THE OBSERVATORY. THE CORRUPTION GOO AROUND YOU SEEMS TO HAVE RECEDED AND IS SLOWLY DISAPPEARING, ALLOWING THE BUILDING TO BREATHE ONCE AGAIN AS VARIOUS CRACKS ON THE WALLS START REVEALING THEMSELVES.

ALYA TAKES A MOMENT TO BREATHE AND THEN SAYS, "WE... WE HAVE TO DO SOMETHING. MY FRIENDS... WILL YOU HELP ME SAVE THE STARS?"

This is where this adventure ends, but a much bigger adventure begins!

Play the full campaign or discover how you can adapt a large part of the story by buying [Starlight Arcana!](#)



## APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

### ALYA STARSEEKER

Medium humanoid (tiefling), chaotic good

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	16 (+3)

**Skills** Arcana +5, History +5, Persuasion +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Elvish, Infernal

**Challenge** 2 (450 XP)

**Hellish Resistance.** Alya has Resistance to fire damage.

**Spellcasting.** Alya is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Alya has the following wizard spells prepared:

Cantrips (at will): *light*, *fire bolt*, *mage hand*, *prestidigitation*

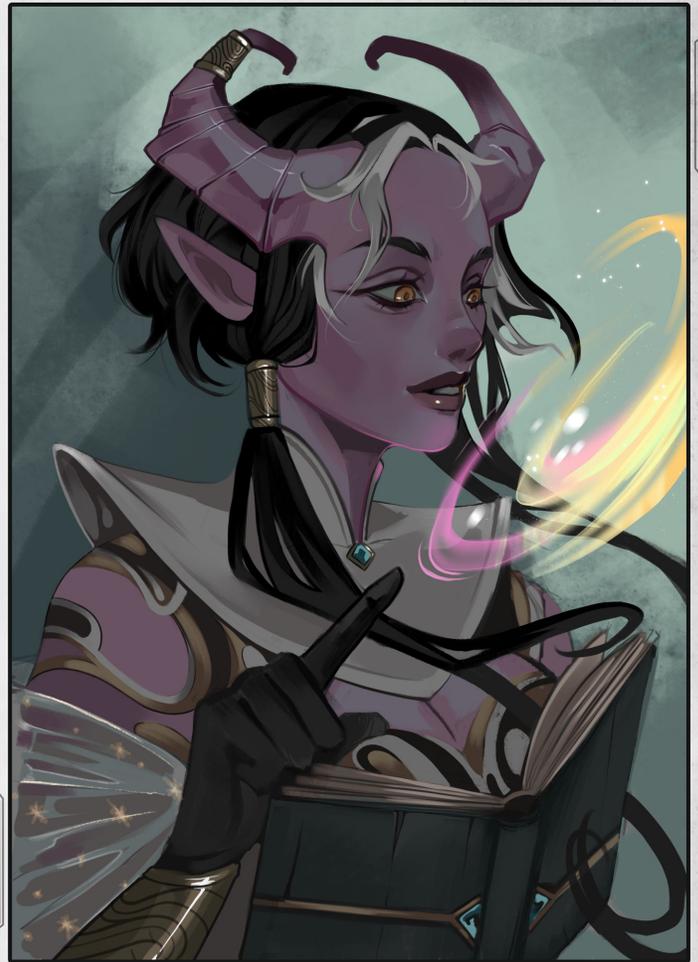
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (2 slots): *fireball*, *counterspell*

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.



Alya is a young wizard who is studying on her own to become an astromancer. Throughout her adventures, she will become stronger, learn new spells and acquire new items that will help her become a more formidable spellcaster.

## APPENDIX: MAPS

Here you will find the links to the map files so that you can download them and use them for playing the adventure:

[Map 1 - Observatorium \(Roofs\)](#)

[Map 2 - Observatorium \(No Roofs\)](#)

[Map 3 - Sea of Stars \(Runes\)](#)

## VOID MORPHLING

Small elemental (void), chaotic evil

**Armor Class** 10  
**Hit Points** 10 (3d6)  
**Speed** 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	7 (-2)

**Damage Vulnerabilities** any starlight magic  
**Damage Immunities** void  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** —  
**Challenge** 1/2 (100 XP)

**Void Camouflage.** The Void Morphling has advantage on Dexterity (Stealth) checks made to hide in void corrupted terrain.

**Void Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Weak Corrupted Essence.** The Void Spawn is made of the Void but is too weak to affect creatures around it unless it directly attacks them itself with special abilities.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage plus 2 (1d4) void damage.

**Void Leap.** The Void Morphling leaps toward one target within 15 ft. +2 to hit. *Hit:* 4 (1d4 + 2) bludgeoning damage. Once the Void Morphling has used this attack, it becomes incapacitated for one round.

Monstrosities and aberrations born of the void corruption that plagues the galaxy.



## VOID LURKER

Small elemental (void), chaotic evil

**Armor Class** 12  
**Hit Points** 22 (5d6 + 5)  
**Speed** 40 ft., climb 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	7 (-2)

**Damage Vulnerabilities** any starlight magic  
**Damage Immunities** void  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** —  
**Challenge** 1 (200 XP)

**Void Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Weak Corrupted Essence.** The Void Spawn is made of the Void but is too weak to affect creatures around it unless it directly attacks them itself with special abilities.

**Death Burst.** When the Void Spawn dies, it explodes and corruption spreads around it. Each creature within 5 ft. of the Void Spawn must succeed on a DC 10 Dexterity saving throw or take 2 (1d4) force damage.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) bludgeoning damage plus 3 (1d4+1) void damage.

**Expand Corruption (1/Day).** The void spawn has a 10% chance of summoning a copy of itself. The summoned copy appears in an unoccupied space within 5 feet of its summoner and acts as an ally of its summoner.

**Void Spit (Recharge 2).** The Void Lurker spits void goo in a 15-foot cone. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) void damage and taking **x1 point of corruption** on a failed save, or half as much damage on a successful roll.

Creatures affected by corruption are dealt 1d4 psychic damage for every point of corruption they have. Once that damage is dealt, they lose x1 point of corruption.



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