

Complete Spacefarer's Handbook

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Welcome to the *Complete Spacefarer's Handbook*. This book is the first in a new series, focusing on the campaign worlds of the AD&D® game. This book provides SPELUAMMER® game players and DMs with lots of new and useful information to make their campaigns work better.

Players and DMs who wish to use this book should have the SPELUAMMER game (*AD&D Adventures in Space*) boxed set. Other accessories that are useful for extending SPELUAMMER campaigns are the *War Captain's Companion* boxed set, the various handbooks in the PHBR series, and the *Tome of Magic*.

This book assumes several things about your campaign:

- You are playing in the SPELLJAMMER campaign setting and are familiar with the material in the SPELLJAMMER boxed set. Specifically, it assumes that you understand the basic mechanics of spell-jamming and the premises of the SPELLJAMMER universe.
- Your campaign uses the optional proficiency system described in Chapter 5 of the *Player's Handbook*.
- Your campaign uses the optional kit system described in the PHBR series: *Complete Fighter's Handbook*, *Complete Thief's Handbook*, etc.

This book is organized into several chapters. Some of the chapters are for the players, some are for the DM, and some are for both.

Chapter 1: Groundlings in Space helps players and DMs with campaigns set on any of the AD&D campaign worlds to convert their characters and campaigns to the SPELLJAMMER setting. It provides a groundling's-eye view of adventuring in space, suggests several methods for integrating groundling characters into the SPELLJAMMER setting, and explains how the inhabitants of the standard AD&D campaign worlds view spelljamming.

Chapter 2: New Spacefaring Races presents several new player-character races for SPELLJAMMER campaign players, along with a long look at the older races. These new nonhuman races are much more alien than those previously described for the AD&D game.

Chapter 3: Spacefarer Kits defines several new character kits unique to the SPELLJAMMER setting. Spelljamming characters can now be Corsairs, Arca-nists, Astrologers, or Salvagers. As with kits from the PHBR series, these kits are optional; DMs may choose to include or exclude specific kits from their campaigns.

Chapter 4: Role-Playing offers a number of new spacefarer personalities. Like the kits, the concept of personalities comes from the PHBR series and is completely optional.

Chapter 5: Spacefaring Proficiencies describes new nonweapon proficiencies for your spelljamming campaign. These proficiencies can be taken by spacefaring characters as well as groundling characters who have traveled in space for a while.

Chapter 6: Spacefaring Logistics discusses some of the practical issues involved in traveling through wildspace and the phlogiston. It describes how to deal with supply problems in space and lists several new pieces of equipment especially designed for SPELLJAMMER campaigns.

Chapter 7: Spacefaring Organizations describes 16 Spacefaring organizations that your characters may join—or oppose. We offer some insight into the purposes of these organization and explain how they fit into the complex political web that stretches across the spheres.

Chapter 8: SPELLJAMMER Campaign Design is for the DM, although players may read it. It explains the various ways to set up a SPELLJAMMER campaign and describes how to apply AD&D game rules in space. This section includes a review of various spells from many AD&D products, noting how spell effects change in the SPELLJAMMER setting.

Chapter 9: Strongholds in Space modifies and adds to the *Castle Guide* so that your player characters can build fortresses and attract followers.

So strap on your helmet, start up the helm, and prepare for worlds of adventure. The SPELLJAMMER universe awaits!

Most SPELUAMMER® campaigns start as normal "groundling" campaigns, with the space-faring element added after some game time. As a result, new SPELUAMMER campaign PCs are usually groundlings—inhabitants of one of the many planets—not space-born natives.

This chapter discusses knowledge that any groundling from an AD&D® game world could have about space. It may be read by new SPELUAMMER campaign players of groundling PCs, or as a guideline for interactions between SPELLJAMMER and groundling campaigns on any of the AD&D game worlds.

This chapter also describes how groundling skills and proficiencies could be useful in space, and introduces some ideas to help groundlings join a space-faring campaign.

What Every Groundling Should Know

By and large, groundlings of the AD&D game worlds know little about wildspace and even less about the phlogiston. Nevertheless, the few ships that have made landfall on these worlds have sown a healthy crop of rumors. Here's some of the information (and misinformation) that the planet-born may have heard:

- Space travel is possible, although dangerous.

The techniques for space travel are not well known, although some beings (notably gnomes) have built very limited ships without help. True spacefaring ships seem to be powered by magic and use the innate power of magic-using people (mages and priests) to fly. According to rumor, the more powerful the mage or priest, the faster the ship will fly.

- It's possible to visit the moons and planets that you see in the sky. Most of them have nothing to recommend them, however, being barren and lifeless.

Occasional travelers claim to be from other worlds. They say that these worlds are not the moons and planets you can see, but other worlds in other "spheres." Some of these travelers may be planar travelers, but others claim to have come from space. In any case, most of the travelers are similar to the inhabitants of your own world. You can be sure some of these people are con-men, making up elaborate stories to enhance their reputations. However, some of them may be telling the truth.

- Even more fancifully, some claim that there are creatures who spend their entire lives in space. This seems unlikely, but you can never be sure about these things.

- Finally, some so-called spacefarers are very haughty, referring to you and your people as "groundlings" with the same tone of voice you use to say "goblins." However, they don't seem to be better than you and the other adventurers of your land. You might like to prove this to them.

Groundling Characters in Space

This section describes the features of groundling characters that would be useful in a SPELUAMMER® campaign.

Weapon Proficiencies

In general, weapon proficiencies are equally useful in and out of wildspace. All weapons that work in a standard AD&D® game world also work in wildspace. Some of their effects are modified (particularly missile weapons, whose ranges are simplified in SPELUAMMER campaign combat). In general, however, the rules for melee and missile combat in SPELUAMMER campaigns are identical to the AD&D game rules, except as modified in any of the various SPELLJAMMER products.

Secondary Skills

Among the secondary skills that are available to characters (see *Player's Handbook*, Chapter 5), many could be useful in a spacefaring campaign. This section lists those secondary skills and provides a brief explanation of how they may be useful in space.

For a more complete discussion, see the associated proficiencies in the following section.

Armorer: Creating armor for spacefaring crews.

Bowyer/Fletcher: Making bows for offense and defense aboard spelljamming ships.

Navigator: Steering a course through knowledge of the planets and stars.

Sailor: Managing the rigging of a spelljamming vessel.

Shipwright: Constructing and repairing spelljamming vessels.

Trader/Barterer: Purchasing ship's supplies and acting as quartermaster.

Weaponsmith: Making weapons for spacefarers.

Nonweapon Proficiencies

Most AD&D 2nd Edition campaigns use non-weapon proficiencies to specify the learned skills of the PCs. As with secondary skills, many of these proficiencies are as useful in a SPELLJAMMER campaign as in a groundling campaign.

This section describes the standard AD&D non-weapon proficiencies that are of particular utility in a spacefaring setting. This list is not exhaustive and should not keep you and your players from finding creative uses for the proficiencies not listed.

Animal Lore. Despite the wildly varying environments of wildspace, the general understanding of animal behavior conferred with this proficiency is applicable to the creatures of space. A groundling who has never been to space, however, suffers a -2 penalty on all animal lore proficiency checks until he has had a chance to observe the fauna of wildspace and other planets. This penalty drops to -1 after one month in space and disappears after two months.

Appraising. This proficiency allows a character to appraise valuables in terms of her own world's value standard, at least until the character has learned something of the trade goods of space. Thus, a Qualinesti elf from Krynn would place a much higher value on a cache of steel weapons than might a dwarf from Oerth, at least until the relative value of gold and steel were explained to the elf.

Rather than assigning a flat penalty to the proficiency roll, the DM should allow the character to evaluate the item appropriately to her current understanding, no matter how provincial. After a few months in space, however, the appraiser should understand that the value of an item varies from planet to planet (and sphere to sphere). Seasoned space-faring appraisers can mentally juggle currencies and cultures with expertise.

Blacksmithing. Few ships carry forges for metal-working. Not only are such items heavy and of limited use, but a forge—like any other fire—cannot be safely operated in the phlogiston.

However, there is still some work for those who can turn metal into tools. Fixed bases (such as the Rock of Bral), ships that remain in a single sphere, and especially dwarven citadels operate forges where a blacksmith may ply his trade (although a nondwarf is unlikely to be permitted to work at a dwarven forge.)

A blacksmith may build a normal (nonspelljamming) forge in a suitable place, given the proper materials and enough time. A forge costs 1,000 gp in materials and takes two months to build. It requires the services of a stonemason for two weeks. Once built, a forge requires three tons of space and when operating consumes air as if it were eight people. For this reason, forges are found on only the largest vessels or on fixed bases.

If a forge is available, raw materials are not difficult to find. Iron ore is often found in asteroids and need not be brought up from a gravity well. A competent blacksmith should never lack for work, as there is an extensive demand for ship fittings and tools.

Blind-fighting. Because of the lack of underground catacombs or even simple night, this skill is not as useful in space as it is in a groundling environment. In wildspace, any exposed area is considered to be at least in starlight and possibly in daylight depending on the presence of fire bodies (see *Lorebook of the Void*, Chapter 2).

Bowyer/Fletcher. Weapons are sometimes scarce in space, particularly bows and arrows, which require actual trees for their manufacture. As wooden plants are rare in space, materials for bows and arrows must usually be brought up from the gravity wells. (There are rumors that the elven Imperial Fleet has cultured a plant that provides wood suitable for bows and arrows, a treelike species that can survive on the decks of ships in wildspace, but that rumor has not been confirmed.) Wood is also in demand for ship repair and many other uses, so a bowyer may have a hard time getting materials.

As a result, a bowyer can expect to sell his wares for three times the *Player's Handbook* price. Materials costs, however, consume 80% of that value, leaving only 20% as payment for the bowyer's services.

Carpentry. Given the shortage of wood, carpenters would seem to be of little use in space. Their efforts in ship repair, however, make them invaluable.

A carpenter usually works for a shipwright, repairing and manufacturing ships. As with the bowyer, the carpenter's primary problem is a lack of raw materials. Most shipyards and shipwrights maintain friendly relations with at least a few captains who visit other planets to trade for loads of lumber.

A carpenter is considered a "trained worker" if repairing a wooden ship (see the *Concordance of Arcane Space*, Chapter 4). However, a carpenter cannot repair ships unless under the direction of a shipwright (see Chapter 5, "New Nonweapon Proficiencies").

Cooking. Cooking is an art that is not common in space. Few spacefarers have access to the variety of spices and flavors that make cooking an attractive career. Moreover, no flame can be used during long phlogiston trips, so rations consist primarily of dried, salted foods not likely to appeal to a subtle palate.

Because of these restrictions, cooks are viewed as highly valuable aboard spacefaring vessels. Halflings (not kender) are especially sought after for their culinary skills, but anyone who can demonstrate solid competence in a ship's mess is treated well. More than one marooned spacefarer has bet his life on his ability to cook an adequate meal for a would-be rescuer.

Direction Sense. The innate sense of direction provided by this proficiency is of limited use in space. Since spacefaring vessels maintain their own gravity fields, it is difficult to detect ship maneuvers that change the direction of travel.

However, if the character can see the stars, or if the character is actually operating the helm, proficiency in direction sense operates normally. To reflect the benefit provided, give a +1 bonus to navigation (wildspace) proficiency checks (see Chapter 5, "New Nonweapon Proficiencies").

Disguise. Disguises are as likely to work in space as on the ground. Wherever there are large groups of people, a "look" or style represents the general member of society. For new spacefarers, it takes three turns of observation to establish the "look" in cultural centers such as the Rock of Bral or on planets; thereafter, the disguise proficiency works normally. This time must be spent the first time the character visits a new world or significantly different culture; thereafter, the character has established the "look" and can proceed normally.

Disguising oneself as a specific person, however, is no more difficult in space than on the ground, particularly if you have seen the individual to be impersonated.

Engineering. Engineering is useful in managing the construction of bases in space and constructing and maintaining the rigging and armament of ships.

These skills are sufficiently similar to their groundling counterparts that a new spacefarer operates at no disadvantages when using this proficiency.

Etiquette. As with several other proficiencies, knowing proper etiquette requires a brief acclimatizing period to ensure correct behavior. A character who wishes to absorb the etiquette of a new culture (whether spacefaring or planetary) must make etiquette rolls each turn while in the culture. Until such a roll is successful, the character suffers a -5 penalty to etiquette proficiency checks due to a lack of familiarity with the proper courtesies and forms of address.

Healing. Magical healing is more limited in a SPELLJAMMER® campaign than in groundling settings because spacefaring priests are limited in the spells they can use. In the phlogiston, a priest may study only first and second-level spells. In many spheres, the priest's god has no foothold and her spells are similarly restricted, although certain spells (notably *contact home power*) can eliminate this restriction. If the priests' efforts are required on the spelljamming helm, she may be drained of all magical energy just when her shipmates need healing the most.

Among the problems this creates is a general decrease in the quality of healing. With priests limited to *cure light wounds* spells, experienced healers are more in demand in space than on the ground, where greater healing magic is available.

Healers operate with no penalty in space. Healers with herbalism proficiency must periodically refresh their stores of herbs in order to use the special abilities the combination of the two proficiencies provides (see the *Player's Handbook*, Chapter 5). As a rule, healing herbs are either depleted or decayed after six months in space and are therefore no longer useful. Heavy use (working as a healer after a major battle, for example) may deplete them more quickly, at the DM's discretion.

Jumping. Jumping in space is subject to all of the same limitations as on the ground (see the *Player's Handbook*, Chapter 5). A jumper may not jump farther than is stated in that proficiency.

However, within those ranges a jumper can leap beyond the bounds of an air envelope, particularly on a small vessel. If a jumper does so, he becomes an independent drifter with his own small air envelope (see the *Concordance of Arcane Space*, Chapter 1). Such an envelope contains enough fresh air to last 2-20 turns, assuming that the jumper set out from a fresh air envelope. If that air was already fouled or deadly, the air envelope around the character is in the same state.

A person who has leapt (or fallen) outside the air envelope of a vessel is drifting. A drifting character can move slowly by throwing equipment in the opposite direction. The maximum movement rate is 90 + per round (MV 3).

Riding, Airborne. Some few airborne creatures can be mounted and taken for short flights in space. They include dragons (of all types), dragonnes, giant eagles, griffons, hippogriffs, giant owls, pegasi, and rocs.

If a groundling has proficiency riding these airborne creatures in an atmosphere, that proficiency can also be used to ride them in space. However, there are several restrictions to their travel.

First, these creatures have no helm, so they cannot achieve spelljamming speeds. They are limited to tactical movement. They maintain their normal movement rate in standard AD&D® game combat but are limited to SR 1 for SPELLJAMMER® game combat.

Also, SPELLJAMMER game combat occurs at a much larger scale than standard AD&D game combat, making these creatures appear comparatively more maneuverable. Thus, flying creatures with standard maneuverability class A or B are considered to have SPELLJAMMER campaign maneuver-ability class A. Similarly, flying creatures with standard maneuverability class C, D, or E are considered to have SPELLJAMMER campaign maneuver-ability class B. (See the *Concordance of Arcane Space*, Chapter 4, "Tactical Movement" section.)

Terrestrial creatures with no greater than animal intelligence are instinctively averse to launching themselves into the Void. Also, the sensation of floating that comes from leaving the gravity plane of a ship is terrifying to them. Such a flying creature must make a morale check each time it is forced to fly outside of a gravity plane. If the morale check fails, a successful riding proficiency check must be made to convince the creature to enter space. If the proficiency check fails, the creature balks and refuses to fly.

Finally, no creature can fly indefinitely. Its air envelope will turn from fresh to fouled in 2-20 turns, and to deadly in 30 turns, unless refreshed at a larger air envelope.

Rope Use. Many spacefaring ships (especially human ships) have rope rigging. Characters with this proficiency can construct rigging, cargo nets, and other useful items without a proficiency check. They also add +10 to climbing checks when using a rope and when scampering about the rigging of a ship.

Stonemasonry. While carpentry is a useful proficiency on wooden ships, stonemasonry is valuable on stone ships such as dwarven citadels. A stonemason can be used as a "trained worker" (per the *Concordance of Arcane Space*, Chapter 4) to repair breaches in stone hulls or to modify stone ships, but only under the direction of a shipwright (see Chapter 5, "New Nonweapon Proficiencies").

Weaponsmithing. Weapons are one of the few universal valuables in space. While an item considered a delicacy on one world may be swill on the next, weapons are always in demand.

With the exception of smoke powder weapons and some ship's armament, weapons in space are essentially identical to those used by groundlings. Thus, a groundling weaponsmith's skills are immediately applicable in space. However, any smith

should note the dangers of operating a forge in the phlogiston and the rarity of forges in general (see the blacksmith proficiency).

The Inhabitants of the Worlds

The following sections discuss the standard AD&D campaign worlds, their interactions with

spacefarers, and how members of PC races might come in contact with spacefarers. More information on these worlds and spheres can be found in the *Lorebook of the Void*, Chapter 4, and in various other SPELLJAMMER® supplements and adventures.

Oerth and Grey space

Greyspace is one of the most heavily traveled spheres, a cornucopia of worlds each with its own unique features. Most spacefaring species support outposts here, with the elven Imperial Fleet having the largest presence. Spelljamming vessels find it easier to reach the hospitable outer worlds of the sphere—Greela and the Spectre—due to the Grinder, a sphere of asteroids that makes it difficult for ships to travel directly to Oerth, the primary of the sphere. Spelljamming among the inner planets is handled relay-fashion: Spelljamming ships visit outposts within the Grinder, while visits to Oerth are handled by ships flown from the Grinder inward.

Most spacefaring vessels visit the Free City of Greyhawk, landing in the Nyr Dyv and sailing into port rather than flying in directly. Caravels and galleons are common visitors to Greyhawk, and the variety of vessels is wide enough that the few unusual features of a Spelljamming vessel elicit no significant comment.

Not all Spelljamming vessels are welcome in Greyhawk, however. Nautiloids are turned away by the city's full defenses; mind flayers are not among the accepted races. Lizard men are watched carefully, as they are considered primitive savages. In the few times neogi came to Greyhawk, they earned permanent banishment of their entire kind.

For most trade, Greyhawk is the only port. Some captains (particularly those with normal vessels: caravels, galleons, etc.) visit the nearby city of Dyvers for ship repair, and there is some trade (primarily in slaves) with the evil nations of Iuz and the Scarlet Brotherhood.

In the past, Rauxes in the Great Kingdom was an active port. However, as the Overkings declined, Rauxes gained a bad reputation among Spelljamming captains. Only those with out-of-date information visit Rauxes today, although several "authoritative" guidebooks list it as the primary port of Oerth. Older texts refer the reader to the cities of the Empire of Suel, now buried beneath the Sea of Dust. In purchasing guidebooks for Oerth, let the buyer beware.

Recently, the traditional Spelljamming ports of Oerth have lost some of their security. Battles over the last two years have transformed the Flanaess into a war-torn land of refugees. Only the Free City of Greyhawk has remained safe from these tensions, and it now appears that things are calming down. Nevertheless, many Spelljamming captains have put off making landfall on Oerth until the situation is more settled.

The world of Greyhawk is detailed in the WORLD OF GREYHAWK® boxed set (now out of print) and the City of Greyhawk boxed set. Recent details about the political situation of the Flanaess can be found in the *Greyhawk Wars* and *From the Ashes* boxed sets. A rudimentary map of Greyspace can be found in Appendix 1 of the *Concordance of Arcane Space*. For more details, see *Greyspace*.

Dwarves. The dwarves of Oerth are generally more socially integrated into the human culture than on other worlds. Rather than maintaining clannish sanctuaries within the high mountains of Oerth, many dwarves live in human-controlled lands, maintaining heavy trade and social contact. As a result, the dwarves of Oerth are as likely to take up spell-jamming as any human. There may be dwarves in otherwise all-human crews, but almost no all-dwarven ships come from Oerth.

Conversely, few spacefaring dwarves visit their groundling cousins on Oerth. Dwarves hold little power on Oerth, so there is no need for the space-farers to trade with them. The few all-dwarven kingdoms are isolated and are not near convenient landing sites.

Elves. The elves of Oerth are also diverse, with enclaves established throughout the forests of the Flanaess. In addition to the usual populations of wood elves and high elves, there are drow in caverns beneath the Crystallist Mountains, and two minor elvish subraces unique to Oerth live in their own isolated enclaves.

Helmless elven flitters and dragonflies trade with the forest enclaves. This trading is sporadic, and there is little direct contact between the groundling elven leadership and the Council of Admirals. The Kingdom of Celene maintains an ambassador to the Fleet, but this is primarily a courtesy appointment.

Gnomes. The few Oerth gnomes who have heard of spelljamming show little interest in it. They are creatures of the living earth and do not relish the cold, lifeless worlds of space. Also, Oerth gnomes tend to be clannish, with many family ties and obligations. Thus, almost no Oerth gnomes ever enter space.

Halflings. The halflings of Oerth live much as the gnomes do, under the dominance of the other races. Unlike the gnomes, however, who prefer to remain by themselves, the halflings happily mingle with humans and elves. They also travel some, although less than humans. Thus, halflings are no less likely than humans to take to space.

Krynn and Krynnspace

Krynnspace is the most primal standard sphere. The influence of the gods is much stronger here than in most spheres. Civilization on the main inhabited planet, Krynn, was once nearly destroyed by a god-created meteor strike.

Krynnspace is not as heavily traveled as Grey-space, but there is still some spelljamming in this system. Aside from Krynn itself, there are strong contingents of dwarves, gnomes, and illithids on Reorx, all of which maintain contact with their spell-jamming brethren.

Spelljammers visit Mount Nevermind (see "Gnomes," below) Palanthus, and Kristophan (in Ta-ladas) regularly. The elven Imperial Fleet maintains covert contact with the Qualinesti and Silvanesti elves. Since the war, a few other cities have been visited, but for the majority of the inhabitants of Krynn, Spelljammers are at best an unconfirmed and rather unbelievable rumor.

The details of the world of Krynn can be found in *Tales of the Lance* (for the continent of Ansalon) and *Time of the Dragon* (for the continent of Taladas). Additional information about Krynn can be found in the many novels and adventures for the DRAGONLANCE® game world. Krynnspace itself is detailed in *Krynnspace*, but a rudimentary map can be found in the *Concordance of Arcane Space*, Chapter 5.

Draconians. Inevitably, some spelljamming ships visiting Krynn have met draconians. While no longer organized into huge armies, there are large bands of draconians throughout the territories occupied by the Dragonarmies, and scattered bands in the other lands.

About a dozen draconian ships (stolen or captured from other races) now ply the spaceways, while perhaps three times that many ships carry a few draconian crewmen. Their evil natures have not changed in space, although their dedication to Takhisis dwindles once they leave Krynnspace.

While the loosing of another evil race among the stars is viewed by some with alarm, most spacefaring peoples consider draconians to be a variant branch of lizard men, despite their unnatural longevity and spectacular death scenes. They are more savage than the "civilized" lizard men but certainly preferable to the neogi.

Dwarves. As typical for dwarves, contact between Krynn dwarves and their spacefaring cousins has been very limited. When this reticence combined with the destruction wrought by the Cataclysm, only a few dwarven communities have

managed to retain any knowledge of the spelljammers' existence.

Among those communities that remember is the kingdom of Thorbardin. Before the Cataclysm, dwarven hammerships and tradesmen landed in the waters south of Thorbardin, near the city of Tarsis, to trade lore for stone. Today, that waterway is part of the Plains of Dust, and the kings of Thorbardin seek a new way to contact their brothers in space.

Elves. Qualinesti elves are most likely to enter space from Krynn today. The Silvanesti have become too withdrawn, and the other races have fallen out of touch with the spelljammers. Contact with any elven race has been spotty since the Cataclysm, but in recent years communication has improved.

Gnomes. Because Mount Nevermind, the minoi stronghold, was the launching point of the first spacefaring vessel since the Cataclysm, the Mount has become the most active spaceport on Krynn.

Unlike the Mount Nevermind minoi, however, the gnomoi of Taladas view spelljammers with suspicion. Flying ships remind the gnomoi of the sky citadels that once devastated their cities, and the gnomish interest in invention has been combined with some distrust of strangers after centuries in their inaccessible mountain homes.

Kender. The fearless kender occasionally voyage on spelljammers. Their insatiable curiosity often leads them to places where spelljamming vessels go. To most people not born on Krynn, they are easily mistaken for short elves.

The kender city of Kendermore has not been visited by spelljamming vessels. The humans of Palan-thus have advised spelljammers against making landfall there, but such a visit is only a matter of time. Once a ship visits the kender, it will soon be "borrowed," and kender will be let loose on the spa-celanes. Let the Known Spheres beware.

Minotaurs. The Imperial League of Minotaurs on Taladas is the most advanced nation on that continent. Given its economic prosperity and its insulation from the violence of the War of the Lance, the Imperial League has had the most contact with the spelljammers of any nongnomish nation on Krynn.

The Imperial League has contracted with the Arcane to construct a series of ships specifically for minotaurs, to be used by the Minotaur Fleet in their voyages of exploration. The minotaurs do not intend conquest beyond Krynn, as they have a sufficient task ahead of them to conquer the remainder of Southern Hosk, but given the minotaur attitude toward conquest and war, such expeditions are only a matter of time.

Toril and Realmspace

Realmspace is the crystal sphere that contains Toril. The people of Toril are tolerant of travelers and new ideas, making Realmspace a common stop for traders and a base for adventurers.

Spacefarers trade with lizard men and aarakocra on Coliar, as well as with various civilizations on Toril itself. In addition, nearly all spacefaring species maintain a base within the Tears of Selune, a cluster of asteroids that follows in orbit behind Toril's single moon.

Like Oerth, the leaders of Toril regard spelljamming travelers much as they see extra-planar creatures. The difference is that the Realms tend to be more tolerant and friendly to newcomers, while the inhabitants of Oerth view them as lower-class citizens. The slow trickle of smoke powder and arquebuses into the Realms is a result of that tolerance, though those who have tried massive imports have failed spectacularly.

Of all the peoples of Toril, only the Shou in eastern Kara-Tur have established an active expeditionary spelljamming force. Shou dragonships are increasingly common in the spacelanes, although their presence tends to wax and wane with the political status of those advisors who press the Emperor for increased space exploration.

The people of the subcontinent of Zakhara have little contact with spelljamming vessels. Ships occasionally dock at Qudra or Huzuz, but there are few trade goods in the arid Land of Fate to attract space-faring travelers. The people of Zakhara are known for their relative intolerance (when compared to the other peoples of the Realms), and so are avoided by cautious spacefaring captains. Similarly, the rigid and barbaric Tuigan warriors of the central steppes do not attract the attention of spacefaring captains.

More information about the western portion of Toril's main "continent can be found in the FORGOTTEN REALMS® boxed set and the FR series of campaign supplements. Kara-Tur, in the eastern portion of the continent, is described in the *Kara-Tur* boxed set and the hardcover book *Oriental Adventures*.

The central steps of the Tuigan are described in *The Horde* boxed set and novels, while the desert land of Zakhara is detailed in the AL-QADIM™ *Arabian Adventures* book and the *Land of Fate* boxed set. Detailed information on Realmspace and a large-scale system map can be found in the SPELLJAMMER® accessory *Realmspace*.

Dwarves. The dwarves of the Forgotten Realms were once locked in genocidal wars against other subterranean races such as ores and goblins. While those wars have ended, the dwarves have not recovered their losses and are considered to be in decline. They are generally isolationists, and it is rare for a Toril dwarf to contact a spelljamming vessel. Even the korobokuru (the surface dwarves of Kara-Tur) shun spacefarers. Thus, like the dwarves in other standard worlds, the dwarves of the Realms are not common spacefarers.

Elves. The elves of space and the elves of Toril have maintained constant contact since before the fall of Myth Drannor. Toril was a major base for the elven Imperial Fleet during the CInhuman Wars, and the small island cluster of Evermeet has become the main base of the Elven Nations (see the *War Captain's Companion: Book 1*). On the mainland, elven settlements deep in the forests of Faerun trade heavily with the spacefaring elves. Thus, Faerun elves are more likely than those of other worlds (or even elves from other parts of Toril) to become spelljammers.

Gnomes. On Toril, the gnomes are known as the Forgotten Folk. They live both in mixed human settlements and in communities of their own, but they seem somehow isolated from the human world and only rarely become involved with it. They have never developed their own written tongue, and have no history beyond the memory of the eldest clan-member and the songs of legend.

Without a strong sense of community, it is not meaningful to discuss gnomish efforts to contact spelljamming peoples. An occasional adventurous gnome will join a spacefaring band, but it is unlikely that any large group of gnomes will take the initiative to enter space or attract much attention from the spacefaring community.

Halflings. Like the gnomes, the halflings of Toril have few communities. There are no halfling nations; these small demihumans live intermixed with human cultures. An individual halfling may go into space, but there is no organized effort, and any halfling is as likely as not to turn down such an opportunity.

There are large communities of halflings in the polar regions of the innermost world of Anadia. The halflings of the Northern Polarate regularly deal with spelljamming vessels, trading food and nonhalfling slaves for weaponry to defend themselves against the neogi.

Hengyokai. The hengyokai are a race of intelligent shapechangers residing in Kara-Tur, the eastern portion of the continent of Faerun. They do not form communities or villages of their own but dwell in loosely organized bands in crude but sturdy shelters on the edges of human civilization.

Hengyokai shapechanging abilities make them attractive adventuring companions. While each hengyokai has only one beast-shape, some of them are mages and all are skilled warriors. While material possessions do not interest them, they have occasionally chosen to travel in Shou dragonships, primarily in support of the Emperor. Generally, crane, dog, sparrow, fox, and monkey hengyokai have shown the most interest in space.

Spirit Folk. Spirit folk are the descendants of humans and various spirits of nature. All have strong ties to both the natural world and the society of humans.

The life force of most spirit folk is tied to a specific natural feature. Bamboo spirit folk are tied to a bamboo grove deep within a forest; river spirit folk are tied to a single, specific river. This binding of life force is not weakened by ordinary distance, so that spirit folk can enter wildspace. However, upon entering the phlogiston, the life force is severed and the spirit folk dies. Thus, bamboo and river spirit folk do not make appropriate spelljamming PCs.

Only sea spirit folk do not suffer this binding. They may travel beyond the sphere of Realmspace without injury. However, some of their special abilities are lost. Notably, the spirits of foreign seas are not obligated to grant favors to sea spirit folk who are not of their world, and any such request will be ignored, if not punished for impertinence.

Other Worlds

Not all the worlds of the AD&D® game are appropriate for spelljamming campaigns. For various reasons, some settings may not be appropriate, either because their "feel" is not right, or because they are too detached from the remainder of the AD&D game environment. Of those AD&D worlds that have been published, the following (for one reason or another) should be avoided in SPELLJAMMER® campaigns.

Athas. The world of the DARK SUN™ campaign is not on the spacelanes where Realmspace, Krynn-space, and Greyspace can be found. No spelljammer travels its skies; no ancient tome tells of the routes to its crystal sphere. Whether it is unreachable by spelljammer or merely so far from these worlds that any journey would take lifetimes is unknown.

The current inhabitants of Athas have no knowledge of spelljamming. There is no way to know whether the closely guarded library of some sorcerer-king conceals an ancient tome revealing the basic concepts of wildspace. Even if such a tome were found, the defiling power of such powerful magic would certainly wreak havoc on the fragile balance of life on Athas.

Ravenloft is a demiplane. As such, it is fundamentally different from any spelljamming world. Ravenloft lies within no crystal sphere. It cannot be reached by traveling through the phlogiston. A spell-jamming ship sailing into Ravenloft's night soon enters the mists at the border of the demiplane and is quickly turned back.

Although spelljamming provides no escape from Ravenloft, outside spelljammers are not safe from the Demiplane of Dread. The Mists of Ravenloft can appear even in wildspace, where they take the form of a jet-black cloud that arises before the victim vessel. Ships that sail into Ravenloft through the Mists are as trapped as any other entrant to the demiplane. Only in the phlogiston, which blocks all planar travel, can one remain safe from the reaching tentacles of the Demiplane of Dread.

Many elves, dwarves, gnomes, halflings, and humans ply the spacelanes. Most PCs will come from these familiar races or specialized races (like Rendar and henyokai) from one of the AD&D® worlds.

However, many other beings do not live on these worlds or are culturally established so that they are not appropriate groundling PC races. This chapter lists several races that may be appropriate as space-faring player characters and gives a complete description of their abilities as PCs.

Use of these PC races is optional. You may pick and choose which races players are allowed to play, but be cautious when including these races in your campaigns. Some of them are quite powerful, although they are balanced for play with humans and demihumans. Because these races were originally written as nonplayer characters, the information in *Monstrous Compendium* appendices MC7 and MC9 may differ from the player-character information given here.

Ability Scores

Minimum and Maximum Ability Scores

All nonhuman PC races have minimum and maximum ability scores, just as the races in the *Player's Handbook* do. Nonhuman characters must have ability scores within the allowable ranges. The mini-mums and maximums are listed in Table 1 (minimums are listed before the slash; maximums are listed after the slash).

As with Table 7 in the *Player's Handbook*, consult Table 1 here before making any racial adjustments to your character's ability scores. If the scores you rolled meet the requirements for a race, your character may be a member of that race even if later modifications change the ability scores.

Table 1: RACIAL ABILITY REQUIREMENTS

Race	STR	DEX	CON	INT	WIS	CHA*
Dracon	11/183/17	8/18	8/18	8/18	3/18	Giff 11/183/17 8/18 3/16 3/17 3/18 Grommam 11/188/18 8/18 3/18 3/17 3/18 Hadozee 6/18 8/18 3/18 3/18 3/18 3/16 Hurwaet 8/18 3/18 3/17 3/18 8/18 3/18 Lizard Man 8/18 3/18 6/18 3/17 3/18 3/16 Rastipede 8/18 3/17 8/18 3/18 3/18 3/18 Scro 8/18 3/18 8/18 3/17 3/16 3/18 Xixchil 3/18 11/188/18 8/18 3/16 3/16

* Charisma (CHA) scores applies only to characters of the same race; a maximum Charisma score of 12 applies to all other races.

Racial Ability Adjustments

If you choose to make your character a nonhuman, you now have to adjust some of your character's ability scores as shown in Table 2. These adjustments are mandatory; all characters of these races receive the adjustments.

Table 2: RACIAL ABILITY ADJUSTMENTS

Race	Adjustment
Dracon Giff	+ 1 Strength, -1 Dexterity +2 Strength, -1 Intelligence +2 Strength, +2 Dexterity,
Grommam, male	- 1 Intelligence, - 1 Wisdom +2 Intelligence, +2 Wisdom,
Grommam, female	- 1 Strength, -1 Dexterity +1 Dexterity, - 1 Charisma + 1 Wisdom, - 1 Constitution
Hadozee	No adjustments
Hurwaet	+ 1 Constitution, -1 Dexterity
Lizard Man	+1 Strength
Rastipede	+ 1 Dexterity, +1 Constitution,
Scro	-2 Charisma
Xixchil	

Class Restrictions and Level Limits

Nonhuman characters are limited in the classes they may select and the levels they may achieve.

These restrictions are placed to preserve internal consistency (humans are more flexible characters than nonhumans) and to enforce game balance. The DM can change or eliminate these limits as necessary. Before doing so, however, read the discussion on "Racial Level Restrictions" in Chapter 2 of the *Dungeon Master's Guide*.

The standard level and class limits for all nonhuman races covered in this book are given in Table 3. These limits are for "normal" nonhuman characters;

characters with exceptional ability scores in their prime requisites may be able to exceed these limits (see the optional rule in the *Dungeon Master's Guide*, Chapter 2). If no level is listed in Table 3, a PC of this race cannot belong to the listed class.

Race	Cleric*	Fighter*	Mage*	Thief	Bard
Dracon	12	14	—	—	—
Giff	—	15	—	10	—
Grommam	10	15	—	15	—
Hadozee	8	14	—	15	—
Hurwaet	—	12	—	14	—
Lizard Man	7	12	4	11	—
Rastipedes	—	8	4	11	6
Scro	5	15	5	12	—
Xixchil	—	14	5	15	—

*No nonhuman can be a paladin, druid, ranger, or specialty mage.

Dracons

The dracons are dragon-centaurs that have recently appeared on the fringes of the Known Spheres. They have heavy, gray four-legged bodies with broad, flat, elephantine feet and long tails. Their torsos and arms are human, although their six-fingered hands end in claws. Their heads are reptilian, with the horns and flanges of a dragon.

Dracons are herd creatures, and their lives are comprised of a series of formal rituals designed to allow them to interact with the herd with no dissension. To humans, dracon formality is seen as weak and snobbish; this is superficially supported by the dracon's willingness to flee or discuss a situation rather than fight. More than one human has been surprised, however, at how effective dracons are once the herd has made up its mind.

A lone dracon is a freak. Most dracons cannot survive outside the family unit, and become sick and confused if denied access to the leadership of the eldest of their herd for extended periods of time. A dracon left by itself will try to find another dracon family to adopt it. If this is impossible, it will attempt to form a new herd, even including nondracons in its "family."

Dracons use thin-bladed long swords in war. However, many dracon contests are resolved through a complex form of wrestling that doubles as an effective unarmed fighting form. Since their first contact with humans, the dracons have adopted many human weapons.

Dracons view humans, mind flayers, elves, and dwarves as "the deformed." They are polite and interested in nondracon society but view any creature with fewer than six limbs as disadvantaged. They are not good at distinguishing between the various nondracon races, particularly humans and demihumans, whom the dracons view as one race. Dracons hate the neogi but consider the beholders comical.

Dracon families are huge, and there is good evidence that all dracons are members of one enormous kin-group. Dracons use these kinship structures to figure out which dracon should head any herd, particularly if two herds merge, and leadership is always yielded to the more senior bloodline.

The dracon homeworld is dry, with grassy plains, desert, and shallow seas. Seasonal changes keep the herds moving across the landscape, preventing the dracons from establishing any large cities of their own. The exact location of their homeworld is not known to outsiders.

Dracons may be clerics (maximum 12th level) or fighters (maximum 14th level). Dracon clerics are called shalla; they draw their spells from the spheres of Animal, Combat, Creation, Divination, Guardian, Healing, Necromantic, Protection, and Sun. They may not be multi-classed.

Dracons speak their own language and the languages of dragons. A few speak common, although haltingly and with thick accents. In addition, they may speak other languages at the DM's discretion. The number of languages they speak is governed by their Intelligence (see Table 4 in the *Player's Handbook*) or by the number of proficiency slots devoted to languages (if the optional proficiency system is used).

Dracons have long thumb-claws that inflict 1-4 points of damage in combat. If not using a weapon, dracons can attack with both of these thumb-claws in a single round.

Dracons run faster than humanoid. Their base movement rate is 18 (instead of the normal human base of 12). All movement and encumbrance effects are based on this higher speed.

Because of their size and build, dracon characters take damage from weapons as "larger than man-sized" targets. Dracons add 1 to their Strength scores, but their bulk makes them more clumsy than humanoids, so they subtract 1 from their Dexterity scores.

Note that the Strength score for dracons refers only to their upper-body strength, whether lifting objects, swinging weapons, bending bars, lifting gates, opening doors, or performing a military press using their arms. A dracon can body-slam a heavy or stuck door, gaining +4 to its die roll to succeed. All dracons have a carrying capacity separate from their Strength scores. A dracon can carry up to 150 pounds of weight in properly fitted containers on its back and still move at normal speed. It can carry up to 300 pounds at two-thirds speed (12) and up to 450 pounds at one-third speed (6). A dracon can also drag a wheeled or greased-bottom load of up to 1,000 pounds at one-third speed (6) with a properly fitted harness.

Giff

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Giff are powerfully muscled, 9'-tall mercenaries. They have stocky, flat, cylindrical legs, barrel-shaped torsos, broad chests, humanoid arms and fingers, and heads like those of a hippopotamus. Giff skin is black, gray, or gold, and often covered with brightly colored tattoos.

The giff live structured, organized lives centered on their obligations in a race-wide chain of command. They are proud of their strength and skill as warriors, and view all of life as pursuit of glory and rank. Their pride in their own strength makes them nervous around truly strong creatures (like giants), but they view most humans and demihumans as too fragile.

Giff enjoy fighting. They will brawl for the sheer fun of it, battling all comers in a friendly test of strength, granting quarter

to any who ask it. Giff view weapons as a sign that the battle is serious, however, and will fight to the death against anyone who draws a weapon on them.

Giff have wandered the spaceways for so long that they no longer know where their own homeworld is. They tell stories of a jungle world where weapon caches lie beneath every tree, and smoke powder flows like the milk and honey of some humans' vision of paradise.

Giff platoons (the major form of societal organization) serve other spacefaring races. They wander from sphere to sphere, fighting in battles and conquering their employer's enemies, but they are at the mercy of their employers, as the giff cannot operate spelljamming helms.

Giff may be fighters (maximum 15th level) or thieves (maximum 10th level). They may not be multi-classed. Giff thieves function as military scouts, spies, and assassins.

The giff are widely traveled among the spacefaring peoples, avoiding only the neogi and the beholders. As mercenaries, they have found it useful to learn the languages of their employers. The initial languages a giff can learn are giff, common, dwarf, elf, and dracon. The actual number of languages is limited by the Intelligence of the PC (see Table 4 in the *Player's Handbook*) or by the number of proficiency slots allotted to language (if that optional system is used).

By nature, giff are nonmagical and never use magical or clerical spells. In fact, their nature is so non-magical that they cannot use spelljamming helms; even the series helms of the mind flayers have no effect on them. Giff have 10% magic resistance to the spells of others, including beneficial magic such as healing spells.

Also because of their nonmagical nature, however, giff have trouble using magical items. All magical items that are not specifically suited to the character's class have a 10% chance to malfunction when used by a giff. This check is made each time a giff uses a magical item. A malfunction affects only the current use; the item may work properly next time. For devices that are continually in operation, the check is made the first time the device is used during an encounter. Malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and all other magical items except weapons, shields, armor, gauntlets, and girdles. As might be easily understood, this propensity for magical failure has caused the giff to be deeply suspicious of magic and magical devices.

Giff use weapons of any sort, and have large collections of various implements of destruction. An unarmed giff is equally dangerous and can head-butt for 2-12 points of damage. Giff often are surprised at the damage they inflict on demihumans and humans. A giff head-butt that can kill an unprepared human is a gentle tap when giff play among themselves.

The giff's large size makes them more vulnerable to certain weapons. All melee and missile weapons inflict the damage from the "L" column when used against giff. However, the giffs' tough skin gives them a natural armor class of 6; a shield can boost this to 5. If armor is worn, the giff receives the benefit of the lower armor class. Giff armor is expensive; their bulky physiques require triple normal cost for any suit of armor worn.

Because of their large size and sturdy builds, giff add 2 to their initial Strength. Their lack of imagination causes them to subtract 1 from their Intelligence scores.

Grommams

Grommams are gorillalike creatures with strong shoulders, long arms (9' span), short legs, and padded grasping feet. Grommams have chocolate brown skin and short, rough, copper-red fur all over their bodies except on their faces, the palms of their hands, and the soles of their feet.

Grommams are close-knit, highly religious, and organized; most are lawful good. They are generally peaceful, with their leadership made up of "director" females led by a demigod. (The grommam demigods openly live among the grommams, but they never

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adventure.) Unmarried males form the backbone of the military forces, and more than a few become adventurers.

The grommams make their homes in forests, but they enjoy the same climates as humans. They have no trouble eating human food.

Grommam spelljamming ships (usually purchased from humans) are decorated with bright colors and wild designs. Because grommams are so adept at climbing, they make heavy use of ropes and swing bars in their rigging.

Male grommam may be fighters (maximum 15th level) or thieves (maximum 15th level). Grommam of either gender may be clerics (maximum 10th level). They cannot be multi-classed.

Grommams communicate by using gestures and finger-sign language. Body postures, facial expressions, and a variety of vocal hoots, screams, grunts, and calls add to the basic language, called "gromm-ish" by other races. In addition to grommish, the initial languages a grommam may learn are common and elvish. The number of languages a grommam can learn is limited by Intelligence (see Table 4 in the *Player's Handbook*) or the number of proficiency slots allocated to languages (if that optional system is used).

While grommams can cast clerical spells (and so can use spelljamming helms), they have tremendous difficulty using other magical items. All magical items not specifically suited to the character's class have a 40% chance to malfunction when used by a grommam. This check is made each time a grommam uses a magical item. A malfunction affects only the current use; the item may work properly next time. For devices that are continually in operation, the check is made the first time the device is used during an encounter. Malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and all other magical items except weapons, shields, armor, gauntlets, and girdles.

Because grommams spend much of their lives in trees and have developed skills in climbing and swinging, they have a +25% racial modifier to all climbing rolls.

Grommam can use all weapons that humans can. Indeed, they can wield a weapon in each hand without penalty for two-handed combat, as if they had the Ambidexterity weapon proficiency (see Chapter 5 of this book). Their preferred weapons are those that inflict the highest damage, as grommams are not concerned with the weapon's weight.

Male and female grommams have markedly different physical and mental structures. The males are more physically oriented, receiving a +2 on their Strength and Dexterity. However, they are less intellectually oriented, and suffer a -1 on their Intelligence and Wisdom. Conversely, the females receive a +2 on their Intelligence and Wisdom, but a -1 on their Strength and Dexterity.

Hadozee

Hadozee, or "deck apes," are tall, slender, tailless apelike humanoids. They are covered with brown hair, including a shaggy mane that surrounds their face. The hadozee mouth is a protruding muzzle with several long fangs.

Hadozee have a broad flap of skin that runs from the creature's arms to its legs. This flap can be drawn tight by raising the arms, giving the hadozee a limited gliding ability.

Hadozee are rude, reserving their coarse commentary only in the presence of elves and the hadozee's employers. When outside these controlling influences, however, they can utter a continuous stream of insults and derision, with tongues sharp enough to make the most seasoned spelljammer take notice.

However, the hadozee are extremely diligent workers and are respected throughout the Known Spheres for their willingness to work as hard as is needed to get the job done. They do not shirk their responsibilities in combat, either, and most hadozee work both as crewmen and as mercenaries.

Hadozee prefer to join the crews of other nations. They are particularly fond of elves as employers. A group of young adult hadozee of both sexes will sign on with a single captain, training together and forming a traveling company of 20-30 individuals.

The hadozee homeworld is temperate and warm, and has a climate like that of most human worlds. Hadozee generally wear no clothing (except in cold weather), as most clothing would interfere with their gliding membranes. They wear special caftans with slit sides on ceremonial occasions, or when in an unfamiliar port.

Hadozee may be clerics (maximum 8th level), fighters (maximum 14th level), or thieves (maximum 15th level). In addition, they may also choose to be multi-classed fighter/thieves or fighter/clerics.

Hadozee have traveled the spaceways for generations, working for masters of many different races, and are familiar with most of the languages heard in space. The initial languages a hadozee can learn are hadozee, common, dwarf, elf, gnome, goblin, ore, and any others the DM allows. The actual number of languages is limited by the Intelligence of the character (see Table 4 in the *Player's Handbook*) or by the number of proficiency slots allotted to languages (if that optional system is used).

A hadozee can glide through the air by spreading its gliding flaps, traveling 1' forward for every 1' of height it loses. When gliding, hadozee have a movement rate of 18 and a maneuverability class of D.

Hadozee are born warriors, thoroughly at home in melee combat. They can use all weapons that humans can, wielding a weapon in each hand—or in a hand and a foot—without penalty for two-handed combat, as if they had the Ambidexterity weapon proficiency (see Chapter 5 of this book). Their preferred weapons include long swords, shields, and halberds. Because they cannot wear shields on their arms (their gliding membranes get in the way), hadozee employ only bucklers.

Hadozee are very nimble, so they add 1 to their Dexterity scores and receive +20% to all climbing rolls. Their basic rudeness and disrespect for others result in a subtraction of 2 from their Charisma scores.

Hurwaeti

The hurwaeti, also known as wiggles, are an ancient reptilian race. They are basically humanoid, with small, thick, olive-green scales, long froglike legs, and webbed fingers and toes. Their gnomelike faces have large ears, pointed noses, and sharp bearded chins.

Hurwaeti prefer seafood but can eat anything humans can (plus a few things humans can't—or won't).

Hurwaeti are greedy but nonaggressive. Nobody gets anything from a hurwaeti for free, but the hurwaeti don't expect anything for free either.

Hurwaeti usually crew other races' ships. Their own ships use series helms, as the hurwaeti have no mages or clerics. Most hurwaeti ships are salvaged derelicts, cast-off ships from another race restored and refitted for hurwaeti use. Some few ships are hurwaeti-built; these resemble those built by lizard men.

Hurwaeti may be fighters (maximum 12th level) or thieves (maximum 14th level). They may not be multi-classed.

Hurwaeti speak their own archaic tongue, which features a difficult, convoluted syntax including hisses and clicks. Most humans and demihumans find the hurwaeti language difficult to learn and harder to speak. The initial languages a hurwaeti can learn include hurwaeti, common, lizard man, and any other tongue that the DM allows. The actual number of languages is limited by the Intelligence of the PC (see Table 4 in the *Player's Handbook*) or by the number of proficiency slots he allots to languages (if that optional system is used).

A hurwaeti will never surrender to a neogi, illithid, or beholder, or to any ship crewed by members of these races. Therefore, hurwaeti add 1 to their dice rolls to hit such creatures, their servitors (including umber hulks), and their ships. Hurwaeti will do anything to avoid capture by these races—their usual course is to doggedly fight until killed.

The hurwaeti's long, powerful legs make them good jumpers. A fully equipped hurwaeti can leap 8' straight up or 20' horizontally, making them good troops for boarding actions.

A hurwaeti's scaly hides give it a natural armor class of 5. Armor does not improve this, unless it provides protection of at

least AC 4, at which point it supersedes the hurwaet's hide. Shields will boost a hurwaet's armor class by 1. Hurwaeti armor must be Grafted to fit around their unusual body shapes, and thus costs 50% more than that for humans and humanoids.

Each adult hurwaeti can produce a *fog cloud*, per the spell, once per day. The volume of the *fog cloud* consists of a rectangular area 60' on a side and 20' high. Only the *fog bank* version of the cloud can be produced. This ability is a natural process rather than a spell, so the cloud cannot be dissipated by a *dispel magic* or other spell, though a *gust of wind* or other wind spell will break up the *fog cloud*.

Multiple hurwaeti working together can refresh the atmosphere of a ship by using their *fog cloud* ability. Each hurwaeti can produce enough *fog cloud* to refresh the atmosphere associated with 10 tons worth of vessel. All of the hurwaeti have to work simultaneously to produce enough *fog cloud* to refresh the vessel's entire atmosphere in order for the atmosphere to be restored from deadly to fresh. Half the required hurwaeti can refresh the air from deadly to foul, or from foul to fresh. This ability makes hurwaeti valuable crew members on long exploratory voyages.

The hurwaeti were once a powerful spacefaring race in the Known Spheres. Their cunning and skill allow them to add 1 to their Wisdom scores. However, their long existence as spacefarers, so alien to their planetary origins, has weakened their physiques, causing them to subtract 1 from their Constitution scores.

Lizard Men

Lizard men are humanoid lizards with four-fingered hands, brownish-green skin, and thick, heavy tails. They vary from 5' to 7' tall.

Lizard men are short-tempered and emotional, but not overly bright. They are well known for their tempers, and lizard men seem to find most human and demihuman species particularly frustrating. Dealing with a lizard man is a constant process of moving fast enough to keep the lizard man from getting bored without going so fast the lizard man cannot keep up.

Lizard men can be clerics (maximum 7th level), fighters (maximum 12th level), mages (maximum 4th level), or thieves (maximum 11th level). They may not be multi-classed.

Lizard men have their own language, consisting of growling vowels and sharp consonants. Tonal qualities as well as simple sound convey meaning. The initial languages a lizard man character may speak include lizard man, common, hurwaeti, and any others the DM allows. As always, the number of languages actually known is determined by the lizard man character's Intelligence, or by the number of proficiency slots dedicated to languages (if the optional proficiency system is used).

Lizard men have infravision that allows them to see up to 60' in the dark.

Lizard men benefit from their own naturally strong hides that provide them with an armor class of 5. A lizard man gains no additional protection from armor, unless that armor raises the armor class to a level better than 5. Thus, a lizard man gains no benefit from normal leather armor but does gain a benefit from wearing plate mail. Lizard men gain benefits from magic that enhances armor class but benefit from magical armor only if that armor raises the armor class above 5. A shield can be used by a lizard man who is not wearing armor; such a shield gives the lizard man an armor class of 4. Lizard man armor costs double that of normal human armor, due to the difficulty of fitting the widely variable lizard man physique.

Lizard men naturally inflict 1-2 points of damage with each of their clawed hands and 1-6 points of damage with their large tails. Lizard men also carry weapons, but when they attack with both a weapon and a tail it is considered an attack using two weapons, and all effects of such an attack are applied (*Player's Handbook*, Chapter 9, "Attacking with Two Weapons").

When traveling on land, lizard men are more clumsy and awkward than most demihumans. Thus, their base movement rate is 6 rather than 12. However, if unarmored or lightly armored, a lizard man can swim at a movement rate of 12 by using its powerful tail.

Although lizard men are physically quite different from humans, overall they have very similar physical and mental capabilities. Thus, lizard man PCs do not modify their ability scores due to their race.

Rastipedes

Rastipedes are insectoid centaurs with eight walking limbs and a vaguely humanoid torso with two upper "arms," all covered in a chitinous exoskeleton. Their heads have two large compound eyes, a chitinous mandible, and a pair of long, whiplike antennae.

Rastipedes are the penultimate traders of the Known Spheres. Only the Arcane are more willing to exchange valuable goods, but the rastipedes seem unconcerned with such niceties as uniform pricing and fair dealing. A spacefarer who makes a deal with a rastipede is advised to count his money, his crew, and his limbs.

Rastipedes are not truly dishonest, however. They rarely renege on a bargain once struck, and as a rule they deliver their side of the bargain at the time and place specified. The problem is that the rastipedes delight in meeting the letter of the bargain, rather than the spirit. They are particularly fond of making a deal knowing that the other party is assuming something that is not true. They will sell you a lottery ticket with this week's winning numbers on it—but it will be last week's ticket. Rastipedes will buy and sell anything they think will be profitable, although most scrupulously obey smuggling and slave-trafficking laws.

This propensity for hard bargaining has brought the rastipedes in contact with the Arcane. In fact, rastipedes are favored henchmen of these mysterious traders. Very often, characters who seek an Arcane find themselves dealing with a rastipede go-between.

Rastipedes are inherently peaceful and avoid combat whenever possible. However, they are not cowardly, and can (and do) use the full range of weapons usable by humans. Rastipedes can be fighters (maximum 8th level), mages (maximum 4th level), thieves (maximum 11th level), or bards (maximum 6th level). Rastipedes may also be fighter/thieves, fighter/mages, or mage/thieves.

Rastipedes have their own language, a combination of chirps and clicks. However, in their role as bargainers, rastipedes make it their business to know many languages. Initially, a rastipede character can select from rastipede, common, beholder, dwarf, elf, giff, goblin, mind flayer, ore, or any other language the DM allows. The number of languages selected is governed by the Intelligence of the character (see Table 4 in the *Player's Handbook*) or by the number of proficiency slots dedicated to languages.

The rastipede's chitinous shell covers its body, giving the rastipede an armor class of 3. This is fortunate, since their odd body shape makes it impossible for them to wear any armor. Also, their long bodies are not well protected by shields, so this type of additional protection cannot be used.

Their chitinous armor also provides the rastipedes with strong, sharp claws that can inflict 1-2 points of damage on a target. (This damage rises to 1-4 points at 4th level and 1-6 points at 7th level.) If the rastipede attacks with two claws (or with one claw and one other weapon), this is treated as if the rastipede were attacking with two weapons (see the *Player's Handbook*, Chapter 9, "Attacking with Two Weapons").

The rastipedes' body configuration provides it with increased speed, so that they have a movement rate of 15 (rather than the standard 12) when unencumbered. Any reductions in movement rate are based on this higher speed.

Rastipedes are tunnelers of exceptional merit. They spend much of the first decade of life underground. All rastipedes can determine the approximate depth underground on a roll of 1-4 on 1d6. When they reach 3rd level, they can detect a grade or slope in a passage (within 10') on a roll of 1-5 on 1d6; and detect unsafe walls, ceiling, and floor (within 10') on a roll of 1-7 on 1d10. Rastipedes must stop and concentrate for one round to use any of these abilities.

The rastipede's antennae provide it with a very keen sense of smell. This sense is so keen that a rastipede cannot be surprised by a creature behind it, as long as that creature exudes any odor whatsoever.

Perhaps the most unusual special ability of rastipedes involves spelljamming helms. Although rastipedes may not exceed 4th level as mages, they have sufficient skill to operate spelljammer helms. In fact, a helm operated by a rastipede performs as if operated by a mage of three times the rastipede's spell-casting level. Thus, a rastipede who is a 4th-level mage can operate a spelljammer helm as a 12th-level mage! It is not known whether this is merely a happy accident, or whether this is a sign of favor from the Arcane. Some rumors suggest a darker, more sinister connection between the two races, but there is no other evidence to indicate that any such association exists.

Rastipedes have a large, solid body carefully protected by an exoskeleton. This adds 1 to their Constitution scores. However, this body also prevents them from making extremely delicate movements; subtract 1 from their Dexterity scores.

Scro

The scro are a muscular goblinoid race; they resemble ores, but are larger, stronger, and more intelligent. They average 6' in height, with long, sharp teeth filed to a point and inscribed with various totemic symbols and inset with tiny gems. Their skins vary in color from jet black to burnt orange, with various shades of grey, tan, and green in between. Their eyes have a phosphorescent glow which can be seen in dim light.

The scro are a military-minded people, as much so as the giff. Their entire lives are oriented around the military hierarchy, with larger and more powerful scro at the highest levels. However, where the giff serve their military hierarchy to pursue glory and fame, the scro seek mayhem, destruction, and the devastation of their enemies.

Scro society is codified in a rigid set of laws and customs laid down by the founder of scro society: Dugdash, the first Almighty Leader. The spartan life-style that this code permits is oriented toward improving the mind and body so that victory can be achieved.

Scro spelljamming vessels are invariably warships. Their shipboard weapons are oriented for quickly grappling with enemy ships so that hand-to-hand combat can begin. While the scro are excellent strategists, and they do use ranged weapons such as bombardments and ballistae, their preference for close combat often leads them to make costly heavy assaults rather than sniping attacks.

Currently, scro are rare among the Known Spheres. Their homeworld is not known, and contact with them has been sporadic, but usually violent. The scro led the other humanoids in the recent Second Cinhuman War, and their goal seems to be nothing short of destroying all elves and conquering the Known Spheres, restricting all nonscro (including other humanoids) to the planets.

Scro may be clerics (maximum 5th level), fighters (maximum 15th level), mages (maximum 5th level), or thieves (maximum 12th level). Scro war-priests are always multi-classed cleric/wizards. Scro clerics receive spells from the spheres of All, Charm, Combat, Elemental, Guardian, Healing, Protection, and Summoning.

The scro speak a twisted, ancient version of orc-ish. Many also know elvish; this is because their codes urge them to learn the tongue of their ancient enemy, so they can tell the elves who is destroying them when the time comes. They can speak common, but it is not generally taught on the scro home-world. (Player character scro should always speak common, however.) In addition, they may speak other languages at the DM's discretion. The number of languages they speak is governed by their Intelligence (see Table 4 in the *Player's Handbook*) or by the number of proficiency slots devoted to languages (if the optional proficiency system is used).

Scro, like their orcish forbearers, have infravision, and can see up to 60' in darkness. They are less bothered by daylight than ores, however, and suffer no penalty from it.

Scro are generally fully armed and armored, and can use any weapon humans can. They generally wear studded leather armor but will also wear heavier armors, particularly chain mail and splint mail. They prefer slashing and hacking weapons; wealthy scro use starwheels and other firearms.

In addition to the usual weapons, a scro can bite with its powerful jaws for 1-3 points of damage. Scro consider it to be especially glorious to kill an enemy with their teeth, and will often finish off wounded foes with a savage bite.

Scro receive a +1 on Strength due to their strong muscles and enforced discipline.

Xixchil

Xixchil are six-limbed insectoid beings with body structures much like that of a praying mantis. Their forward limbs are long and hook-like, with sharp retractable blades, while their center pair of limbs are smaller, and are often fitted with delicate mechanical manipulators.

The xixchil decorate themselves through surgical modification (see the Body Manipulation special proficiency described later). A typical xixchil will have gems, jewels, and precious metals fitted to its exo-skeleton and formed into exquisite and unique shapes.

The overriding xixchil philosophy is "survival of the fittest." Each individual is expected to improve itself through study and surgical modification. Xixchil surgeons can accomplish amazing transformations, allowing each xixchil to be a nearly unique being.

This philosophy extends to xixchil morality as well. An individual's allegiance is first to itself, then to its family, and finally to society. Xixchil adventurers will sometimes accord their party-mates the status of "family," but the xixchil are rarely willing to sacrifice themselves to help even then.

Adventuring xixchil wander the universe, seeking ever more prestige through experience and discovering more and more utilitarian "treasures." Xixchil aesthetics are much different from those of humans and demihumans, however. The xixchil find as much beauty in an efficient killing machine as a dwarf does in a well-fashioned piece of jewelry.

Xixchil can be fighters (maximum of 14th level), thieves (maximum of 15th level), or mages (maximum of 5th level). They may be multi-classed fighter/thieves but may not otherwise adopt multiple classes.

The xixchil use mandible clicks and spoken words to augment their gestures with abstract subtleties. Their language is related to that of the rastipedes, but it is a different tongue. They can speak common and other human and demihuman languages as well.

Xixchil exoskeletons are very tough, providing them with a base armor class of 5. Like rastipedes, xixchil cannot wear armor, but xixchil fighters may have metal protection affixed to their bodies by surgeons up to a maximum of AC -4. Costs for surgical modifications up to AC 1 are double that of equivalent human armor; costs for AC 0 and better add an additional 4,000 gp for each armor class level. (Thus, full plate, with a base armor class of 1, costs 8,000 gp. Surgical armor of AC 0 costs 12,000 gp; AC -1 costs 16,000 gp, and so on to a maximum of 28,000 gp for AC -4.

Similarly, the unmodified retracting blades on xixchil forelimbs can attack as a glaive-guisarme (2d4 hp vs. small to medium opponents, 2d6 hp vs. large opponents). The xixchil may attack with both forearms without penalty for two-handed

combat, as if they had the Ambidexterity weapon proficiency (see Chapter 5 of this book).

Xixchil fighters may also surgically add up to two additional attacking limbs: special limbs in the form of maces, blowguns, mancatchers, or other weapons. These limbs cost five times what the equivalent weapon would (see the *Player's Handbook*, Chapter 6). Using these additional limbs along with the forearms invokes penalties as if two weapons were being used (see the *Player's Handbook*, Chapter 9, "Attacking with Two Weapons"). Higher-level fighters get multiple attacks with one limb (including those added through body modification), just as if a weapon were being used, plus one additional attack per extra limb. Note, however, that xixchil may not use normal weapons; they may employ only their original fore-limbs and any body modifications.

Xixchil have one additional capability of note in combat. Each mantis-warrior can construct a person-specific poison from its own body secretions. To do this, the xixchil must first taste the victim; usually, this is done by licking one of the xixchil's weapons after a successful attack. One round later, the xixchil's saliva becomes a deadly injective poison (Type X).

Xixchil deliver this poison either by biting (for 1d4 points of damage) or by spitting the poison onto the finger-blades on their forelimbs. A successful hit with either forces the target to save vs. poison at -4. A successful save indicates that the poison was ineffective, and the xixchil can never again attempt to poison that creature. If the victim fails to save against poisoned finger-blades, the poison doubles the damage from the xixchil's blow. On a successful poisoned bite (which injects a more concentrated version of the poison), the xixchil's target takes a number of hit points of damage equal to the xixchil's total hit points. Any damage taken from a xixchil's poison is effective immediately.

Alternatively, the xixchil can choose to secrete a personalized anesthetic. If the victim fails a saving throw vs. poison, the anesthetic paralyzes the victim for 1-6 turns. The anesthetic, however, is ineffectual against creatures of Large size or larger, or creatures with more hit dice or levels than the level of the xixchil.

The xixchil may only secrete poisons or anesthetics a maximum of three times per day (total). Outside of the xixchil's body the secretions last only 10 turns before they break down and become useless.

Xixchil add 1 to their Dexterity (for their graceful movements and precise central limbs) and +1 to their Constitution (because of the rigors of the winnowing process of xixchil youth). However, they subtract 2 from their Charisma because of their self-centeredness.

Body Manipulation (special proficiency) 2 slots, Wizard Dexterity, -3 modifier

This proficiency is restricted to xixchil, as they are the only race with sufficiently precise Dexterity to even attempt this difficult skill, or the glands needed to secrete the required chemicals.

This proficiency allows the character to perform bodily modifications on others. Using this proficiency, the character may modify a patient's body through a combination of surgery and chemical changes. The following features may be added to a human or humanoid body:

Enhanced strength: The patient gains three points of Strength. (Each point of Strength above 18 adds 10% to exceptional strength.)

Enhanced constitution: The patient gains three points of Constitution.

Enhanced dexterity: The patient gains three points of Dexterity.

Flight: The patient gains large wings which enable him to fly at 24" with maneuverability class C.

Body armor: The patient gains a tough outer shell which acts as AC 2.

Embedded weapons: The patient gains an extra limb which is shaped like a weapon (patient's choice) and has all of the combat features of that non-magical weapon.

Infra-vision: The patient's eyes are modified so that he can see in the dark as an elf.

Only one modification can be performed on any patient, and all modifications are permanent. Moreover, the patient loses five points of Charisma for undergoing the modification; this loss is also permanent. (Xixchil are notorious for favoring function over appearance.)

Performing such an extensive modification takes a minimum of two weeks, plus one week per point of the patient's original Constitution score under 12. The patient must also make a system shock roll to survive the treatment.

The patient must also make a saving throw vs. death magic to avoid a horrible loss. Should this saving throw fail, the DM may choose from one of the following negative effects (or make up a new effect):

- Loss of limb: patient loses one arm.
- Susceptibility to poisons: Patient suffers a -2 penalty on all saving throws vs. poison.
- Weak bone structure: Patient suffers double damage from all bludgeoning weapons.
- Poor clotting: Patient suffers double damage from all cutting weapons.

Special note: This proficiency can change the very tenor of the game, by converting the characters from relatively normal adventurers to freaks. The DM should carefully consider before allowing a player character to have access to this proficiency.

Other Characteristics

The other characteristics of player characters, such as name, gender, right-or left-handedness, etc. are determined in the same way for nonhuman characters as they are for humans and demihumans. For those who prefer randomly determining height, weight, starting age, and life span, the appropriate information be found in Tables 4-6.

Thieving Abilities

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All of the nonhuman races (except dragons) have some members who are thieves. Table 7 gives the thieving skill adjustments for the various races described in this book.

Table 4: AVERAGE HEIGHT AND WEIGHT

Race	Height in Inches		Weight in Pounds	
	Base	Modifier	Base	Modifier
Dracon	72/72	2d10	600/600	6d10
Giff	102/100	Id10	620/600	3d10
Grommam	50/50	2d10	340/240	8d20
Hadozee	78/75	2d6	180/160	3d10
Hurwaet	72/72	Id12	220/220	5d10
Lizard Man	60/60	2d12	150/140	3d10

Rastipede	44	1d8	220	5d10
Scro	60/60	3d10	250/240	4d10
Xixchil	60	2d10	140	4d10
Xixchil				

Race	Starting Age	Base Age Variable	Max. Age Range (Base + Variable)
Dracon	15	1d8 1d6	125+3d20 60+2d8
Giff	14	1d4 3d4	90+2d20 90+2d20
Grommam	15 20 10 10 20 12 14	2d6 2d6	250+5d10 350+2d10
Hadozee		3d4 1d8	100+1d100 70+3d8
Hurwaet		2d6	100+1d100
Lizard Man			
Rastipedes			
Scro			

	Middle Age ¹	Old Age ²	Venerable ³
Race	0/2 Base Max.)	(2/3 Base Max.)	(Base
Dracon	62 years	83 years	125 years
Giff	30 years	40 years	60 years
Grommam	45 years	60 years	90 years
Hadozee	45 years	60 years	90 years
Hurwaet	125 years	167 years	250 years
Lizard Man	175 years	233 years	350 years
Rastipedes	50 years	67 years	100 years
Scro	35 years	47 years	70 years
Xixchil	50 years	67 years	100 years

- ¹ -1 Str/Con; +1 Int/Wis
² -2 Str/Dex; -1 Con; +1 Wis
³ -1 Str/Dex/Con; +1 Int/Wis

Race	PP	OL	F/RT	MS	HS	DIM	CW	RL
Giff	—	+5%	+10%	-5%	-5%	—	-20%*	+5%
Grommam	+10%	-5%	-5%	—	—	—	+25%	-5%
Hadozee	+5%	+5%	+5%	-5%	—	—	+20%	-5%
Hurwaet	—	+5%	+5%	+5%	-5%	—	-10%	+5%
Lizard Man	-5%	-5%	—	+5%	+5%	+5%	-5%	-5%
Rastipedes Scro	-5% +5%	+10%	+10% +5%	-5%	-5% +10%	+5% -	-30%* -	+10% -
Xixchil	+5%	+5%	+10%	-5%	-5%	5% +5%	5% -10%	10% -5%

*These races cannot lift their body weight using their arms alone. Their bodies must be supported or braced if arms and forelegs are used to climb.

In this chapter we're going to show you how to individualize your spacefaring character by choosing a kit. There are kits for each of the four major classes: warrior, mage, priest, and rogue. A kit is a collection of skills, proficiencies, advantages, and disadvantages used to help define a character's personality and background as well as his role in the campaign.

Kits and Character Creation

Kits are entirely optional—a character can easily get along without one. But a player who wishes to add detail to his character may choose a kit when the character is first created. Only one kit may be selected for a character.

It is possible to incorporate these kits into existing campaigns, providing the players and the DM can agree on which kits are appropriate. A kit must be compatible with a character's past actions, his background, and his established personality traits. For instance, if a wizard has been played as a forthright quester after ultimate truth, it makes little sense to assign him the Imposter kit.

Once a particular kit has been assigned to a character, it cannot be changed. However, the character can later abandon it if he wishes, giving up all benefits and hindrances. Bonus proficiencies (see below) are not forfeited, but they must be "paid for" when the character acquires new proficiency slots.

When designing a new character, first determine the character's ability scores, race, class, and alignment. Then choose a kit for the new character. After choosing the kit and recording the information on the character sheet, continue with the character's proficiencies, money and equipment, and other pertinent information.

DUNGEON MASTER™ Choices

Before allowing players to choose kits for their characters, the DM should look at each kit and consider several factors.

Is this kit appropriate to the campaign? Not all kits make sense for every campaign. If the campaign has no evangelical religions, the DM should not allow players to choose the Evangelist kit. Space is big, however, and DMs may wish to be more lenient here than in a groundling campaign.

Do the players need more information about a kit? The DM might want to furnish players with additional background about a particular kit. For instance, she might tell them that in her campaign, Astronomers belong to the Stellar Exploration Society, a multi-sphere organization with high dues but an excellent reputation.

Are any changes to the kit necessary? The DM is free to make changes in the proficiencies, hindrances, and other

components of the kits to make them compatible with his campaign. The players should be informed of any such changes before they choose kits for their characters.

Kit Organization

The following sections contain kits for warriors (including paladins and rangers), wizards (including specialty mages), priests (including druids and specialty priests of specific mythoi), and rogues (including bards). Within each section, the kits may be found in alphabetical order.

Each kit consists of a variety of elements:

Description: This section explains the cultural background, appearance, and manner of characters associated with this kit. It also lists any requirements necessary for characters taking the kit. Suggestions are also given for how a character might abandon the kit.

Role: This section describes the role of a particular character in his society and campaign. For example, the Missionary has a different cultural role than the Crusader, even though both are priests.

Secondary Skills: If you're using the secondary skills rules from the AD&D® 2nd Edition game, a kit may require a character to take a specific skill instead of choosing it or rolling randomly for it. (When choosing kits for characters, we suggest you use the weapon and nonweapon proficiency rules instead of the secondary skills rules.)

Weapon Proficiencies: If you are using the weapon proficiency rules, this entry indicates which weapon proficiency is required for characters taking this kit. In some cases, a specific weapon proficiency is required; in other cases, a weapon proficiency can be chosen from a list of recommended proficiencies.

Nonweapon Proficiencies: If you are using the nonweapon proficiency rules, this entry indicates whether specific bonus nonweapon proficiencies are provided for characters taking this kit. If a kit provides Astrology as a bonus, the character gets that proficiency free in addition to the slots he is normally granted. Even if such proficiencies belong to groups that would normally not be available to the character without extra cost, the character still gets them as bonuses at no charge.

Some nonweapon proficiencies are recommended but are not given as bonuses. In such cases, most characters who take the kit should take the proficiency, but they are not required to. If a character takes a recommended proficiency, she spends the normal number of available proficiency slots.

Equipment: Some character types tend to use specific equipment. Others have limitations or restrictions on what they can acquire or use. This entry details the equipment employed by characters using this kit.

Special Benefits: Most kits grant special benefits to characters. Often, these benefits are defined as special reaction bonuses when encountering certain classes of society, or as special rights in specific cultures.

Special Hindrances: Each kit also carries certain disadvantages. These may be reaction penalties or cultural restrictions.

Wealth Options: Some character types have special rules regarding their wealth. Usually, these rules specify differences in the amount of money received when the character is created and limitations on how the money can be spent.

*

Races: If a kit is not available to particular races, this will be noted here. Unless the DM makes exceptions for his campaign, humans can choose any of the kits.

A Note About Reaction Adjustments

Several of the kits receive reaction benefits and penalties as part of their special benefits and hindrances. As noted in the *Player's Handbook* (Chapter 1), characters with very high or very low Charisma receive "reaction adjustments." A character with high Charisma gets a bonus (expressed as a plus, such as +3), while a character with low Charisma gets a penalty (expressed as a minus, such as -3). The plus and minus signs should not be interpreted as arithmetic instructions, however. When rolling 2d10 for encounter reactions (see Table 59 in the *Dungeon Master's Guide*), add penalties and subtract bonuses from the die roll. If the character has a Charisma of 16, thus receiving a +5 reaction adjustment, subtract that number from the die roll; do not add it. Otherwise, a character with high Charisma would get a worse reaction from the NPCs than would a character of low Charisma.

Warrior Kits

Some of the following warrior kits provide weapon specialization to paladins and rangers as well as to fighters. DMs should note that this is an optional rule from PHBR1 *The Complete Fighter's Handbook*. If the DM feels that it is not appropriate to his campaign, he should feel free to forbid these subclasses from receiving the benefits of weapon specialization.

Corsair

Description: The Corsair is a roving warrior, sailing the spacelanes seeking pirates and other criminals. Corsairs are semi-official agents of the law of their systems (or perhaps of only a single nation within the system), traveling under letters of marque with authorization to attack and board suspicious or known criminal vessels and bring the booty home.

Corsairs are the customs agents, border patrol, and first line of defense for many spacefaring worlds. When entering a sphere with spacefaring civilizations, the Corsair is often the first character you meet.

Despite their legal role, Corsairs are not always lawful. They pursue their enemies (who may merely fly the flag of a rival nation), capture their ships and treasure, and return a portion (sometimes a *small* portion) to their home nations.

Corsairs' letters of marque lose significance the farther they get from their homes. Generally speaking, a Corsair's right to intercept other vessels terminates at the edge of his home sphere. (In spheres with multiple spacefaring civilizations, the zone of control may be even smaller.) Some Corsairs, particularly those who are pirates on the side, do not stop at their official borders. Their ability to get away with their activities depends on their strength and speed.

Role: Corsairs are the law in wildspace. When operating as agents of the law, stopping true smugglers or pirates, they are respected within their sphere, and sometimes in other "nearby" spheres. When they engage in piracy under cover of their police powers, they are reviled. One's opinion of a Corsair depends on whether you are the beneficiary or the victim.

Fighters, rangers, or even paladins may be Corsairs. To become a Corsair, the character must convince his home nation of her ability to act as an agent in the freedom of space. This generally requires a Strength of at least 12, a Wisdom of 10 or more, and a Charisma of 14 or more.

To abandon the Corsair kit, the character must renounce his commission. Renouncing the commission may be a crime (if the character was already in trouble for abusing his commission) or a respected retirement from the duties of service. The Corsair must be in his home port to renounce the kit, and it takes one month in port to process the paperwork.

Secondary Skills: Required: Navigator.

Weapon Proficiencies: None required or recommended.

Nonweapon Proficiencies: *Bonus:* Heraldry (Space). *Recommended:* Navigation (Wildspace), Spacemanship.

Equipment: The Corsair may buy whatever equipment he chooses, keeping whatever money is left over.

Special Benefits: Corsairs have the right, under letters of marque, to legally stop any ship within their home port's sphere of control. "Home port" need not be a planet; it could be a fixed base or even a fleet mothership. Within the sphere of control, the Corsair may legally stop vessels, board them, assess customs duties, and seize contraband.

Contraband may be any item that is illegal to import or export, or an item for which the proper taxes have not been paid. In addition, at the DM's discretion, there may be certain enemy nations whose ships are always confiscated (such as the neogi).

Of course, not every ship is going to peacefully await boarding. A neogi deathspider is unlikely to quietly acquiesce to such an action; if the neogi do allow boarding, a Corsair captain can be assured of an ambush. The only real meaning of this power is that law-abiding ships will comply, and any hostile action taken against other ships will probably be supported by the Corsair's commanders back home.

Corsairs keep 10% of the contraband cargo seized and taxes collected to pay expenses and reward the crew. Some Corsairs withhold more than 10%, risking discovery and prosecution.

Special Hindrances: The Corsair must return to his home port regularly (at least every six months) to report on his activities, and of course must give 90% of the value of cargoes and ships he seizes to his command at that base.

In addition, the home base may choose to send the Corsair on missions that he must undertake. The cost of mounting the mission (including paying her crew) is borne by the Corsair, although as with all of her other activities he may keep 10% of what he finds.

Finally, Corsairs are obligated to defend the home base. This can be a great disadvantage when the neogi show up and the Corsair would much prefer to head for safer climes.

Wealth Options: Corsairs are generally richer than most spacefarers, as their activities bring in more cash than other spacefaring occupations. Corsairs roll 4d6 x 10 gp to determine their initial wealth.

Races: Any human or demihuman may be a Corsair. Dracons, lizard men, and rastipedes may also be Corsairs. Giff and hadozee rarely work as independent Corsairs, although they are often found as crew-members working for Corsairs of other races. Scro view their naval forces as Corsairs, enforcing their dominance across the Known Spheres, while the xix-chil find the legal obligations of the Corsair pointless. Grommams and hurwaeti are never Corsairs.

Crusader

Description: Crusaders are religious warriors, bringing the sword and the truth to the heathens of the Known Spheres. They are the worldly might that supports the spiritual realm of the gods.

Some Crusaders are proselytizing conquerors who seek to bring all the beings of space beneath the governing umbrella of their true religion (whichever one that is). Others are pious defenders of the faithful who act only to guard members of their religion in far-flung outposts across the spheres.

Role: The Crusader is the military arm of his religion. He is not a lone warrior for his god; he is part of an organized force of warriors dedicated to ensuring the continued growth of their religion through military power. It is the Crusader's job to ensure that his religion achieves its worldly goals. Those goals may be expansive or defensive, depending on the religion's philosophy and leadership.

Paladins are natural Crusaders, although an all-paladin Crusader unit is extremely uncommon. Fighters may also be Crusaders, and indeed most Crusaders are fighters—it is a rare character who can fulfill all obligations of paladinhood. Rangers work more independently than the typical Crusader, so they are unlikely to take this kit.

To be a Crusader, the character must have a strong religious belief. He must also demonstrate basic competence as a warrior, evidenced by Strength and Constitution scores of 12 or better.

Abandoning a Crusader kit involves not only legal obligations but also a crisis of personal faith. Crusaders have dedicated their lives to their religion, and abandoning that commitment is not trivial.

To abandon the kit, the character must notify his superior in writing (resignation at particularly crucial or dangerous times may be considered desertion). The character loses all benefits and hindrances of the kit immediately. In addition, the character suffers a -1 penalty on all attack rolls until he has gained two experience levels after resigning, to reflect the character's uncertainty and remorse.

While gaining those two experience levels, if the character wants to resume his life as a Crusader, he may reapply in person to his former commander and make a Charisma check. Only one check is allowed, however, and if this is failed the character is forever ostracized. If the check succeeds, his hindrances resume immediately and the character no longer suffers the penalty to attack rolls, but the benefits of the kit do not resume until he achieves two more experience levels.

Once the character has achieved two experience levels without petitioning for return to the unit, he no longer suffers the penalty to attack rolls, but he may never return to his crusading life.

Any character who quits the Crusaders suffers a -2 reaction roll from any Crusader who recognizes him as a former member.

Secondary Skills: The Crusader may roll or choose secondary skills as normal for the campaign.

Weapon Proficiencies: Crusader units require skill in their specific weapons. The DM must decide which weapons are appropriate to each unit. These will generally be those used by specialty priests of the deity; see PHBR3 *The Complete Priest's Handbook* for a list of weapons appropriate to each religion. Once the minimum required weapon proficiencies have been taken, the character may use any remaining weapon proficiency slots as permitted by his class.

Nonweapon Proficiencies: *Bonus:* Religion. *Recommended:* Any nonweapon proficiencies recommended for specialty priests of the religion.

Equipment: Crusaders must purchase the weapons and armor used by their unit, as determined by the DM.

Although Crusader units use the weapons of the specialty priests of their religion, they are not limited to the armor of priests. If specialty priests are unusually limited in armor (no armor or leather armor only), Crusaders will be partially limited (to scale mail, for example). If the specialty priests are only partially limited (to scale mail or less), the Crusaders can wear any armor. However, due to the expense, few Crusader units wear plate armor of any kind; chain mail is far more common.

Once the mandatory equipment has been purchased, Crusaders may purchase any other equipment they desire.

Special Benefits: The Crusader has two special advantages:

First, he gets a free weapon specialization. He must choose from the specialty priest weapons for his religion. Note that the character must purchase proficiency with the weapon; only the extra proficiency slots for specialization are granted free. If you are using the optional rules in the *Complete Fighter's Handbook*, this specialization is also available to paladin and ranger Crusaders.

Second, the Crusader has the backing of his faith and can turn to his superiors for assistance. Although the DM must adjudicate how this affects play, the Crusader can count on his faith's emotional support—and perhaps even financial support—if he wants to pursue a goal consistent with the goals of the religion.

Special Hindrances: The primary hindrance of the Crusader is his duty to his religion and his superiors. Naturally, the faith makes many demands on its faithful warriors. If the Crusader is a common soldier, he's subject to the orders of his officers. If the Crusader is a military officer, he's subject to the orders of his superiors and the priesthood, and bears the added stress of having to look after his men whenever they're engaged in military action.

Also, many faiths do not restrict their requests to simple military actions. Crusaders (particularly uniquely talented ones like PCs) are sent all over the Known Spheres on special quests and adventures. Often, pay for these assignments is nothing more than the monthly pay-ration and a verbal "Well done" from the Crusader's immediate superior.

Wealth Options: The Crusader receives the standard 5d4x 10 gp to start. However, like a priest, once all purchases are made, the Crusader must return all but two or three of his remaining gold pieces to his superiors (since his equipment is supplied by his organization). Also like priests, Crusaders cannot lend any of their initial funds to other characters.

Races: Any human or demihuman race may have Crusaders. (Units of Crusaders connected with the elven Imperial Fleet are feared throughout the Known Spheres.) The scro have military organizations but do not seek primacy of religion so much as primacy of their species. Of the other nonhumans, only the grommams have the military aspirations and organized religion to create trained units of warriors.

Frontiersman

Description: The Frontiersman is the explorer of the Known Spheres, expander of the reach of the spaceborne, and discoverer of new worlds. The Frontiersman lives at the fringes of civilized space, taming worlds and finding out what lies just beyond the phlogiston.

Frontiersmen tend to be solitary or bound into tight-knit groups. As a rule, they distrust strangers and are more willing to depend on themselves than any whims of fate or pleas to fair treatment. They are pragmatic and sometimes seen as unnecessarily heartless by their more civilized brethren, but they are generally not unnecessarily cruel.

The Frontiersman often represents his civilization in first contacts with new races and peoples. While most Frontiersmen toil their whole lives without distinction, a few discover one of the many natural troves of space (uninhabited worlds with rich resources), becoming wealthier than the wealthiest adventurer.

Role: The Frontiersman is the explorer, expanding society's horizons for the good of his soul (and for his profit, of course). Without Frontiersmen, the Known Spheres would not be known, and the many uninhabited worlds of space would sit idle.

Frontiersmen are almost always the first beings in character wants to resume his life as a Crusader, he may reapply in person to his former commander and make a Charisma check. Only one check is allowed, however, and if this is failed the character is forever ostracized. If the check succeeds, his hindrances resume immediately and the character no longer suffers the penalty to attack rolls, but the benefits of the kit do not resume until he achieves two more experience levels.

Once the character has achieved two experience levels without petitioning for return to the unit, he no longer suffers the penalty to attack rolls, but he may never return to his crusading life.

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Frontiersmen are almost always the first beings in any sphere, but they rarely stick around for long. Once real bases have been established, the local wildlife has been pacified, and settlers have arrived, the Frontiersman moves on. A story is told of a Frontiersman who left the sphere he had discovered because there were now too many people in it. He had seen four people in one year!

Rangers are the most common type of Frontiersman. However, warriors may also select this kit. Paladins are bound to the religious and social life of their societies and may not take this kit.

The life of a Frontiersman is a difficult one. Characters wishing to take the Frontiersman kit must have a Constitution of at least 15.

Frontiersmen rarely "go civilized," preferring to live out their lives in the solitude of exploration. The call of the wild is a powerful one, and some Frontiersmen cannot shake it no matter how hard they try.

To abandon the Frontiersman kit, the character must remain in a civilized region of space while gaining three full experience levels. Each time he gains a level, he must make a Wisdom check. Failing the check sends the Frontiersman back out into the open spheres for 1-3 months. At the end of that time, he may return to civilization, but he must start accumulating levels toward abandoning this kit all over again. This Wisdom check (and associated "call of the wild") does not affect Frontiersmen who are in civilization only temporarily and do not intend to give up the kit.

Secondary Skills: Choose one from Forester, Hunter, Trader, Trapper/Furrier.

Weapon Proficiencies: Frontiersmen generally do not fight as part of a military unit, so they do not use purely military weapons. Thus, they must choose from battle axe, blowgun, bow (any type), club, dagger, footman's mace, hand/throwing axe, harpoon, javelin, knife, quarterstaff, sickle, sling, spear, sword (any type), trident, warhammer, whip.

Nonweapon Proficiencies: *Bonuses:* Direction Sense, Tracking. *Recommended:* (General) Animal Handling, Blacksmithing, Fire-building, Fishing, Languages (Modern), Swimming, Weather Sense; (Warrior) Animal Lore, Endurance, Hunting, Mountaineering, Running, Set Snares, Survival (any type); (Wizard) Planetology.

Equipment: The Frontiersman may use any weapons on the list of weapon proficiencies, so long as they are permitted to his class. He may use no armor better than chain mail, although he may also use a shield. His clothing should be practical rather than ornamental, and he should spend most of his money on equipment and provisions.

Special Benefits: The Frontiersman is best suited for life on his own. Although he will adventure (indeed, his entire life may be deemed an adventure), he is at his best when working by himself. Thus, a Frontiersman gets +2 to attack rolls when fighting alone (without allies). This includes one-to-one combats, solitary fights in the wilderness, and battles against groups of armed thugs on city streets. If he has an ally engaged with the same group of foes, however, he loses this benefit, as he cannot fight with the ferocity that he can alone without endangering his ally.

Special Hindrances: Frontiersmen are distrustful of authority, especially when it is organized into a governmental force. This distrust manifests itself in surly attitudes, distrustful glances, and a generally bad reputation. Frontiersmen suffer a -3 on reaction rolls when dealing with government officials, members of priestly bureaucracies, and other authority figures.

Wealth Options: Frontiersmen generally do not travel into the wilderness because they started wealthy. Beginning Frontiersman characters start with 4d4 x 10 gp for their starting funds.

Races: Of the human and demihuman races, humans and elves are most likely to take up the solitary life of the Frontiersman. There are occasional half-lings who travel deep into the wilderness, but gnomes and dwarves are generally too clannish to abandon their friends and families so completely.

Of the nonhumans, neither dragons, gift, ras-tipedes, nor hadoze are likely to travel so far from their family groups. (A lone dragon is considered insane by his fellows.) The hurwaeti and lizard men occasionally spawn Frontiersmen, however, and these are often more intelligent than their gregarious brethren. The scro are too packlike to pursue this kit, but the xixchil enjoy the challenge and prestige inherent in pitting themselves against an entire world.

Marine

Description: The Marine is the soldier of shipboard life. Marines are trained in the arts of war aboard ship: repelling boarders (or boarding another vessel), operating large weapons, and engaging in the tactics of ship-to-ship war.

Not all Marines are line soldiers. In most military organizations, Marines have their own hierarchy of command, parallel to the command of the regular shipboard personnel. The Marine commander is subservient only to the ship's captain, and has considerable independence in how he conducts his affairs.

Famous Marine organizations include the *Kintiara* of the elven Imperial Fleet (which many believe to be the finest force of Marines in the Known Spheres), the Scro Brethren of the Knife (who man the dread scro battlewagons), and the Wing Jen Sen of the Shou dragonships. The giff military considers all their troops to be Marines.

Role: Marines serve organized military space naval forces, providing the muscle for hand-to-hand battle. They also serve aboard merchant vessels as security officers and as tactical commanders in time of battle.

Fighters make the best Marines. The specialized skills of the ranger and paladin are not of much use in the typical tasks of the Marine. Rangers will find life aboard ship and under command too confining; paladins will find it difficult to demonstrate service to their god while serving as a hired sword.

To become a Marine, the character must have a minimum Strength of 12, Constitution of 13, and Intelligence of 11 (Marine forces are generally elite, and do not accept those of below-average intelligence).

To abandon the Marine kit, the character must resign his place in the military forces. Doing this at a crucial time may cause the character to be brought up on charges of desertion. Most Marine organizations require the commander's consent before a resignation is approved, and such resignations will not be approved for frivolous or cowardly reasons.

Secondary Skills: *Required:* Armorer

Weapon Proficiencies: *Required:* The Marine must take proficiency in the weapons of his unit. The specific weapon depends on the unit's preferences; commonly they will include a missile weapon, a polearm (for warding off boarders), and a sword or cutlass. Many units also require proficiency in at least one large weapon.

Space Marines may not train in horseman's weapons (horseman's flail, mace, or pick), nor may they study non-military

weapons (blowgun, mancatcher, scourge, sickle, trident, or whip).

Nonweapon Proficiencies: *Bonus:* Spacemanship. *Recommended:* (Warrior) Armorer, Bowyer/Fletcher, Navigation, Weaponsmithing.

Equipment: Marines must first purchase their equipment, which is fixed by their unit. If, for example, their unit uses a halberd and fights in studded leather armor, then the Marine must purchase (and maintain) a halberd and a set of studded leather armor before purchasing anything else.

Special Benefits: Marines receive a free weapon specialization in one of the unit's weapons. The character must pay the base proficiency for the weapon, but the character then gets specialization for free.

The player must designate which weapon is receiving the specialization before play begins. It is not permissible to switch the specialization around; it applies to only one weapon.

Special Hindrances: Marines are required to remain with their units. This means that they may not travel freely, and as a result do not have a lot of time for adventuring. Moreover, as with other kits, the Marine's duties are not always safe, and the Marine may be ordered into a perilous situation; the character cannot refuse.

Wealth Options: Marines receive the usual amount of starting money (5d4x 10 gp). However, they receive a 50% discount when purchasing the equipment required by their unit, because they are able to purchase it directly from the unit.

Races: Of the demihuman races, elves have by far the most famous Marines. Elven warriors are noted for their skill and tenacity. Dwarves, gnomes, and halflings do not maintain a separate organization of Marines, and few of these beings specialize in ship defense, so they are rarely Marines.

Of the nonhumans, giff are the prototypical Marines. In fact, it would not be unreasonable for every giff in a campaign to take this kit. The scro also maintain an elite fighting force, but its impact (aside from the occasional raid) on the Known Spheres is limited because the scro have so few ships. Most of the other races do not maintain separate Marine forces. Rastipedes find the idea of a career as a professional warrior disturbing.

Merchant

Description: The Merchant is the bearer of commerce among the Known Spheres. Merchants travel from world to world and from sphere to sphere, buying and selling their cargoes. They thrive on the different needs and desires of the many inhabitants of the spheres.

Merchants are not all venal profit-seekers—but it helps. The risks of interworld commerce create a narrow opportunity to make a profit, and it takes many such profits to offset a long string of losses. Still, the Merchant plies the spacelanes, looking for a little piece of the action.

Role: Merchants are the lifeblood of a thriving spa-cefaring civilization. Once you have entered the heart of the Known Spheres, it is the Merchant who maintains the majority of the traffic between the spheres. Merchants are not only conveyors of goods;

they carry information and passengers from sphere to sphere and help convert the spheres from wild-space to a community.

Only warriors may be Merchants. Paladins are too devoted to religious principles to be motivated by profit, and rangers are not generally as social as a Merchant has to be.

To be a Merchant—a successful one—a character must be able to follow the intricacies of the markets of the Known Spheres. He must know the value of commodities in various markets, and how to move each from a low-value market to a high-value market. This requires Intelligence of 12 or greater.

Quitting the Merchant kit is easy, and it conveys a unique benefit as well. All Merchants have a cargo (see Special Benefits) that represents their current investment. To abandon this kit, the character merely sells all of that cargo. The character loses the benefits of the kit, although the hindrances still remain. After gaining three experience levels without trafficking in cargo, the character loses the hindrances.

Secondary Skills: Trader/Barterer.

Weapon Proficiencies: Any allowed to the class, although Merchants tend to use one-handed weapons (as they are more easily concealed in hostile ports).

Nonweapon Proficiencies: *Bonus:* Appraising. *Recommended:* (General) Etiquette, Spacemanship; (Warrior) Gaming, Navigation (Wildspace), Navigation (Phlogiston); (Wizard) Planetology, Reading/ Writing.

Equipment: Merchants may purchase any equipment consistent with their class. In addition, they receive their cargo (see Special Benefits).

Special Benefits: In addition to the normal money received by every beginning warrior character (5d4x 10 gp), the Merchant receives a cargo. This cargo could be gems, jewelry, spices, nonmagical texts, or more normal goods. The precise nature of the cargo is unimportant. As a rule, however, each 10 units of cargo consumes one ton of cargo space aboard ship.

A beginning Merchant starts with three units of cargo. The cargo has the following properties:

- Every time the Merchant enters a different port, he may buy and sell cargo. The exact cargo exchanged is not important. As a result of the exchange, the Merchant makes 1d6 gp profit per unit of cargo. (Thus, a new Merchant earns 3d6 gp profit every time he changes ports.) The DM may reduce or even eliminate this profit if he feels that the two ports are close enough together to make such trading unprofitable.

A Merchant may also buy and sell without traveling. If so, he earns the 1d6 gp per unit of cargo each month.

- A Merchant may add to his cargo by investing money. As a rule, each 50 gp invested will purchase one additional unit of cargo. This cargo may then be used for further trading in the next port.

- In an emergency, in lieu of making a profit, a Merchant may liquidate his cargo by selling it off. Each unit of cargo sold produces 1d6x 10 gp. The Merchant may lose money by selling the cargo for less than his investment, but it is presumed that the Merchant may have to sell at a loss.

The Merchant is not required to sell all of his cargo when he liquidates. However, he must decide how much cargo to sell before making the roll. Once he has decided how much to liquidate, he may not liquidate any more until he travels to a new port or one month has passed.

Special Hindrances: Merchants are viewed as venal even when they're not. "Buyer beware" is the watchword throughout the Known Spheres. Thus, Merchants suffer -2 on reaction rolls when dealing with other people in a commercial setting.

Wealth Options: Much of a Merchant's wealth is tied up in cargo. Thus, Merchants receive only 3d4x 10 gp for equipment.

Races: Any human or demihuman can be a Merchant. Halflings and gnomes are more commonly Merchants than dwarves and elves, but all demihuman races practice trade to some degree.

Among the nonhumans, the rastipedes are the quintessential Merchants. As a result, they roll 1d8 (rather than 1d6) for the profit on trading each unit of cargo. (They still receive only 1d6x 10 gp when liquidating their cargoes, however.)

Each dracon herd usually includes one or two Merchants, and the grommam and hadozee practice interplanetary commerce.

The lizard men and hurwaeti are perhaps the most inept at such commerce, so Merchants among them are rare. Lizard man and hurwaeti Merchants roll 1d4 per unit of cargo for profits in nonreptilian ports. Conversely, nonreptilians—except the rastipedes—roll 1d4 per unit for profits in reptilian ports. Giff military rank is not awarded for mercantile activities, so they do not become Merchants. The scro have no interest in inter-sphere trade, and the xixchil do not have enough interest in wealth to spend their time in its pursuit.

Wizard Kits

Arcanist

Description: Arcanists are mage-traders who specialize in magical devices of all sorts, experts on the various types of magical items that can be found within the Known Spheres. They are also avid collectors of such items, more so than even most adventurers. Arcanists are well known for interest in even the most useless-seeming item, as knowledge of it may be valuable later in their careers.

Beginning Arcanists take much of their cargo on consignment or act as brokers for sales between patrons; the high-priced cargoes are beyond their means. At this level, they receive only a small commission (10%) of any sale. More experienced (and wealthier) Arcanists invest their own funds in these magical treasures, traveling from world to world seeking buyers for their wares.

Role: The Arcanist is a merchant, and as such is part of the commercial activity of the Known Spheres. However, his cargo is rare, and he is valued by his customers as much for his knowledge of magical items as for his wares. Arcanists also work as consultants on newly discovered items, providing guidance on the item's history and probable abilities.

Generalist mages may be Arcanists, as may any specialty mage. However, mages of the schools of enchantment/charm and greater divination seem especially attracted to the Arcanist kit. Enchanters specialize in the enchantments that create magical items, while diviners often see the study of magical items as a valued specialization of their talents.

Necromancers also are known for taking this kit. (Imagine a necromancer looting the tombs of the Known Spheres for magical items to sell!) Of all the schools, only conjurers are barred from the high-level spells most valuable to the Arcanist—*contact other plane*, *legend lore*, *omission*, and *foresight*—so they rarely take this kit.

Any mage with an interest in magical items may become an Arcanist. There are no special requirements that must be met.

Abandoning the Arcanist kit means abandoning the study of magical items. Upon abandoning the kit, the mage immediately loses all benefits of the kit. However, he retains the disadvantages of the kit until he gains two experience levels.

Secondary Skills: Trader/Barterer.

Weapon Proficiencies: Any weapon normally used by the class is available to the Arcanist. However, Arcanists prefer staves and daggers because they are more likely to be enchanted than other weapons.

Nonweapon Proficiencies: *Bonus:* Spellcraft. *Recommended:* (Wizard) Ancient History, Languages (Ancient).

Equipment: Arcanists are not limited in the equipment they can choose. However, their dedication to magical items has caused them to collect items by exploiting opportunities other characters may not have attempted. As a result, Arcanists receive a magical item determined by rolling once on Table I of the Magical Items for Character Encounters chart in the second volume of the *Monstrous Compendium*. Only one roll is allowed, even if the resulting item cannot be used by that mage. Moreover, the mage cannot give this item away to his companions, although he may use it himself, or sell or trade it for a fair price (the DM must approve any such exchange).

Special Benefits: Arcanists are experts on the history and abilities of magical items. Like bards, they have a 5% chance per experience level to identify the general purpose and function of any magical item. The Arcanist need not handle the item but must examine it closely for several hours. Even if the Arcanist is successful in his identification, the exact function of the item is not revealed, only its general nature, history, and background. He has no idea of its bonuses and penalties or any special magical powers, except as can be inferred from the item's history.

Arcanists are fascinated by the race of beings known as the Arcane. They are more likely to have dealt with those mysterious merchants than almost any other character type, even if only to discuss the nature of the products they sell. As a result, Arcanists receive a +2 on reaction rolls from the Arcane and are more likely to positively react to an Arcane.

Special Hindrances: Arcanists suffer several hindrances due to their love of magic.

- An Arcanist will always use an enchanted weapon in preference to a nonmagical weapon, even if he does not have proficiency, so long as the weapon is legal for his class. (This does not mean he will necessarily use a charged item in all cases.)

- Arcanists crave magical items. If given a chance to acquire a magical item, the Arcanist almost always takes it. If an Arcanist is offered a magical item in exchange for some service or sum of money, he must make a Wisdom check or he will take the offer. (Arcanists are dangerous when let loose at auctions!)

Extremely unbalanced offers (1,000,000 gp for a potion of *ventriloquism*, for example) allow the Arcanist a bonus on the Wisdom check, at the DM's discretion. This Wisdom check is not required if the Arcanist already possesses such an item. Thus, an Arcanist who already owns a ring of *protection*. +2 is under no compulsion to acquire another one. However, the same Arcanist encountering a ring of *protection* +1 is required to make the Wisdom check—this ring is a different item.

Wealth Options: Arcanists spend their money looking for magical items. Thus, they receive half as much starting money as other mages: $(1d4+1) \times 5$

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Races: Humans and half-elves may be Arcanists. Few elves are interested enough in material goods to become successful Arcanists.

Of the nonhumans, the rastipedes are most attracted to the Arcanist kit, as these creatures seem fascinated by magical items (which their own magical abilities are too limited to create). Scro wizard/ priests are rarely this self-indulgent, while the xixchil are not so fascinated with magic in general as much as they are attracted to specific utilitarian items.

Astronomer

Description: The Astronomer is a student of the Known Spheres. He studies the spheres, the stars, the phlogiston, and the worlds of space, seeking the underlying key to the mystery of creation.

In his travels, the Astronomer gains many insights into the workings of the spheres. He may be a driven seeker of hidden wisdom or a spaceborne tourist, sampling the pleasures of every world he visits.

Role: The Astronomer is a source of information. His studies and travels give his insight into the nature of the planets and the crystal spheres, and his breadth of experience makes him a valued travel companion. Like any scholar, however, the Astronomer is sometimes perceived as an ineffectual bystander. This is by no means universally true.

Of all the types of specialty mages, abjurers and evokers are the most common Astronomers. Abjurers use their protective magic to enable them to explore where others would be instantly slain, while evokers delight in the act of creation, which explains their fascination with crystal spheres. Transmuters and illusionists seek to change the nature of reality, either actually or temporarily, and thus are not generally interested in the wonders of space. There are a few necromancer-Astronomers, but these tend to be obsessed with the dead worlds that litter the Known Spheres, and are especially fascinated with the few burned-out and dead spheres.

To abandon the Astronomer kit, a mage need only declare that he no longer wishes to pursue the wonders of space. He immediately loses all benefits of the kit, as his expertise is maintained through constant study and contemplation of the spheres. The hindrances of the kit are also lost immediately.

Secondary Skills: Scribe.

Weapon Proficiencies: *Required:* Dagger or staff.

Nonweapon Proficiencies: *Bonus:* Navigation (Phlogiston), Planetology. *Recommended:* (Wizard) Ancient History, Astrology, Ancient Languages, Reading/Writing.

Equipment: Astronomers may purchase their equipment as normal.

Special Benefits: Astronomers develop an encyclopedic knowledge of Known Space. With a successful intelligence check, an Astronomer can identify the sphere he is in and relate something of its physical characteristics and history. (The Astronomer must spend one hour studying the configuration of the planets and sphere before making the check.) This is especially useful should the ship become lost (see the Navigation (Phlogiston) proficiency) or should the Astronomer become involved in sudden planar travel.

The DM may assign a bonus or penalty to this roll depending on how heavily traveled and distinctive the sphere is. For example, an Astronomer in Greyspace—with its dark central body and distinctive planetary configuration—might receive a +3 on the Intelligence check to identify the sphere. On the other hand, a sphere that is considerably outside the boundaries of the

Known Spheres and has not been visited by humans or demihumans in centuries (if ever) might cause the Astronomer to suffer a -5 on his Intelligence check.

A failed roll indicates that the Astronomer cannot identify the sphere. A roll of 20 exactly causes the Astronomer to misidentify the sphere.

Special Hindrances: Astronomers are fascinated with space, but they tend to be disdainful of groundlings. This disdain is difficult to hide, causing them to suffer a -3 on reaction rolls when encountering groundlings.

Wealth Options: Astronomers receive the normal starting wealth for a character of their class.

Races: Of the demihuman races, elves and half-elves are most likely to be Astronomers. As gnomes can only be illusionists, they will not pursue this kit.

The nonhumans races that can be mages are not interested in something as abstruse as the configurations of the Known Spheres. Rastipedes are too interested in commerce and social interaction to take on the solitary study of space, while the scro and xixchil are too pragmatic to pursue such a course.

Geomancer

Description: The Geomancer is an expert on the planetary types of crystal spheres. Unlike the Astronomer (who is more of a historian and cataloger of star systems), the Geomancer is a student of the various types of worlds, their geographic and physical characteristics, their societies, and their utility.

Role: The Geomancer is primarily useful in exploratory missions where the route passes through new spheres. The Geomancer studies the newly discovered worlds and indicates likely sources of food, water, air, and valuable commodities.

However, like the Astronomer, the Geomancer is also useful when a vessel is lost; he can help find essential supplies and locate suitable planets for ship repairs.

In addition to studying worlds from space, Geomancers are much better at communicating with groundlings than the haughty Astronomers. Geomancers view the variety of groundling civilization as fascinating and spend much of their time studying it.

A character who wishes to be a Geomancer must have a minimum Intelligence of 14 and a minimum Charisma of 12.

Among the specialist mages, Geomancers are most commonly diviners and enchanters. The di-viner's interest in all things scholarly easily spreads to the diversity of planetary features. The enchanter's love of the diversity of life is fed and tantalized by the spectrum of the Known Worlds. Trans-muters and invokers have the least occasion to be Geomancers, as they are far too focused on the products of their own efforts to behold the planets in wonder.

To abandon this kit, the Geomancer must avoid making planetfall (or even spending much time studying planets) while gaining two experience levels. At the end of that time, all benefits and hindrances of this kit are lost.

Secondary Skills: Determine as normal for the campaign.

Weapon Proficiencies: None required or forbidden, except by class.

Nonweapon Proficiencies: *Bonus:* Planetology. *Recommended:* (General) Direction Sense, Etiquette, Weather Sense; (Wizard) Cartography; (Warrior) Animal Lore, Survival (any type).

Equipment: To make use of his special benefits from space, a Geomancer requires a spyglass. As such equipment is out of the reach of a beginning character, it must be acquired during adventuring.

Special Benefits: Using a spyglass, the Geomancer can study the configuration of oceans and land masses on a planet from space. Each hour, the Geomancer can identify one of the following surface features (if they exist) with a successful Intelligence check:

- Major human or demihuman cities
- Good landing sites (land or water)
- Major fresh water sources
- Fertile areas (to find food sources)
- Forests (for lumber for ship repair)

In addition, the Geomancer can study any given area of the planet and (with a successful Intelligence check) identify the intelligent species that live there. Species that the Geomancer has never dealt with before will be seen as "unknown."

Special Hindrances: Geomancer fascination with groundling societies is viewed with some disdain by those who live their lives among the spacelanes. Geomancers suffer a -2 reaction roll when dealing with those who were born and have lived their whole lives in space.

Wealth Options: Geomancy is not a particularly lucrative occupation. Geomancers receive normal starting wealth for their class.

Races: Among the demihumans, the elves hold the closest ties to their groundling cousins and therefore are most likely to be Geomancers.

Among the nonhumans, the rastipedes see the groundling cultures as new markets, and thus will take this kit. The scro have little knowledge of the variety of the Known Spheres and so may not take this kit, while the xixchil are too self-absorbed to pursue this kit.

Imposter

Description: The Imposter is an illusionist who passes himself off as different people. Imposters maintain a series of aliases, and few who deal with Imposters know which of their many personas is the true self.

In spaceborne campaigns, Imposters are in their element. They are fond of political intrigues and can often be found allied with all of the sides in a political battle (in various personas, of course). When the intrigues shift to open warfare, however, the Imposter is nowhere to be found.

Role: The Imposter is the wizardly con-man of space. Imposters depend on their magical ability and personal charisma to beguile those around them.

The Imposter kit is uniquely suited to the talents of the illusionist. Only these specialty mages may take this kit. Standard mages may not be Imposters.

Imposters depend not only on their magical skills but also on their ability to convince those around them of their sincerity. Thus, Imposters must have a Charisma of at least 15 in addition to the requirements for becoming an illusionist specialty mage. In addition, the kit does not attract lawful individuals, so Imposters must be neutral or chaotic (although they may be good, evil, or neutral as the player specifies).

Abandoning the Imposter kit is difficult, because in some sense the various personas of the Imposter become as real as his true character, and because those who know the Imposter are generally unwilling to take her word that he has quit.

When the Imposter tries to quit this kit, he loses its benefits immediately. To lose its hindrances, the Imposter must refrain from misrepresenting himself as someone else for three months. At the end of that time, the Imposter has freed himself from the demands of his other personas and no longer suffers the hindrances of this kit.

Secondary Skills: Imposters choose secondary skills as normal for the campaign.

Weapon Proficiencies: Any allowed to mages.

Nonweapon Proficiencies: *Bonus:* Disguise. *Recommended:* (General) Artistic Ability, Etiquette, Modern Languages; (Wizard) Reading/Writing, Religion, Spellcraft; (Rogue) Disguise.

Equipment: Imposters must spend 25% of their starting wealth on clothing and costumes. They may purchase their equipment as normal with the rest of the money.

Special Benefits: When an Imposter is initially created, he automatically gains the *change self* spell in addition to any spells he normally receives.

As an Imposter increases in level, he automatically gains the following abilities. These are all naturally acquired abilities and do not count against the number of spells he can know or use.

2nd Level: The Imposter gains a stock *persona*. This persona includes a specific appearance, personality, and approach to life. The persona need not be of the same race or gender as the Imposter, but it must be within 1' of the character's actual height. Moreover, this persona cannot be a real person; it must be the creation of the Imposter.

The stock persona is a role that the Imposter has practiced and developed to perfection. When portraying this role using a *change self* spell, the spell's duration is 2d6 turns plus two turns per level instead of its normal duration.

5th Level: The Imposter gains a second stock persona. (An additional stock persona may be added every three levels hereafter.) Moreover, the Imposter may switch from one stock persona to another (requiring one round to make the change) simply by willing it, so long as the *change self* spell continues.

7th Level: When the Imposter is portraying a stock persona using the *change self* spell, the image feels real and cannot be detected as false by touch.

9th Level: The Imposter gains the ability to use a stock persona's image for personal illusion spells:

mirror image, *wraithform*, *mislead*, and *project image*. Of course, the Imposter does not gain the ability to cast these spells automatically; they must be cast as normal. However, the Imposter may maintain his persona even when casting these image-affecting sorceries.

10th Level: The Imposter can extend the characteristics of her persona to his ship by casting a *hallucinatory terrain* spell. For the duration of the spell, the Imposter's ship gains an appearance appropriate to the persona being played by the Imposter. It retains this appearance even in the Imposter's absence, until the spell expires.

The exact appearance of the ship changes in accordance with the Imposter's wishes, so long as the illusionary ship is within 25% of the tonnage of the ship being concealed. However, the capabilities of the ship do not change; posing as a ship with higher maneuverability does not affect the ship's actual ability to maneuver.

11th Level: The Imposter is able to control his thoughts when portraying a stock persona so that mind-reading magic such as *ESP*, *detect evil*, *know alignment*, and *detect lie* or the psionic devotion of *identity penetration* will indicate that the disguise is the character's true self. Also, the Imposter is able to suppress the magical emanations from his *change self* spell so a *detect magic* spell shows nothing.

13th Level: The Imposter's *change self* spell duration is extended to 2-12 hours plus two hours per level.

15th Level: The Imposter's use of a *change self* spell to portray a stock character cannot be detected, even by *true seeing*. It may still be dispelled, however, and it can always be revealed if the Imposter makes an error while representing the character (for example, by casting a spell while impersonating a dwarf).

Special Hindrances: Because of their mercurial mentality and multiple points of view, Imposters do not make good students of magic. Thus, they do not earn bonuses to their experience for high ability scores.

While Imposters are accepted so long as their deceptions remain intact, there are few people who enjoy being deceived. A known Imposter suffers a -5 on all reaction rolls; this penalty applies only if the reacting individual knows that the character is an Imposter.

Moreover, if an Imposter is discovered, his reputation spreads quickly. The Imposter, both in her normal form and in any stock personas used during the adventure in which he was discovered, suffers a -2 on reactions from anyone who might have heard of the incident. (This is why Imposters tend to remain on the move.)

Finally, as the stock personas become more realistic, the primary (normal) persona may become weak. An Imposter must make a Wisdom check each month, with a negative modifier of the number of stock personas the Imposter has. A failed roll indicates that a stock persona is trying to take over the Imposter. Due to the psychic struggle, the Imposter suffers a -2 on attack rolls and a -2 penalty to saving throws for the entire month.

If a 20 is rolled on the Wisdom check, the Imposter loses control. He must act as if she were one of her stock personas for the entire month. Only one persona will gain dominance, and it is the DM's choice as to which persona dominates.

The stock persona cannot use any abilities that it does not have. If the persona cannot cast spells, then no spells may be cast. If the persona is not a mage, then magical items designed for mages may not be used.

The persona may attempt to use weapons and armor that would normally not be available to an illusionist, but it suffers a nonproficiency penalty of -5 and a -1 to Dexterity per point of armor class provided by any armor worn. It may not use magical items that would not be usable by illusionists, even if the persona would ordinarily be able to do so.

This condition remains for 1-4 days before the Imposter's own personality can try to recover control of the body. Recovering the body requires a successful Wisdom check.

Wealth Options: Imposters receive normal starting money for their class.

Races: Humans and gnomes can be Imposters. Gnome illusionists seem to take a childlike delight in tricking the "big folk" with their magic, while humans can be more mercurial than any other known race.

The rastiapedes do not understand the value of the Imposter's abilities, while the scro find such abilities too subtle to be worthwhile. A few xixchil see the utility in the illusionist's way of life, but even they are unlikely to take it as far as the Imposter does.

War Mage

Description: For all its emptiness, space is as much a place of war as the surface of any inhabited world. Every spelljamming vessel must be prepared to defend itself against the natural hazards and intelligent enemies that infest the spaces between the stars. In every sphere, there are those who have dedicated their lives to the art of battle. None are more feared than the War Mages.

A War Mage is a wizard who has dedicated himself to learning the tactics and techniques of spelljamming ship-to-ship combat. War Mages serve two roles on the ships they serve: as expert helmsman and as magical artillery.

Role: The War Mage is employed by military ships as an expert on battle. War Mages are familiar with the tactics of ship-to-ship combat and are often combat officers on the ships where they travel.

Of the specialist mages, War Mages are drawn from the aggressive schools of alteration and necromancy. Less forceful schools (such as abjuration, enchantment/charm, greater divination, or illusion) rarely attract someone with the military bent to be a War Mage.

War Mages must have a Strength of at least 12, because they must be prepared physically as well as magically for combat.

To abandon the War Mage kit, the character must abstain from combat (except magical combat) while gaining at least two experience levels (this includes abstaining from combat as the helmsman of a spell-jamming vessel). After two levels, the War Mage loses the advantages and restrictions of this kit.

Secondary Skills: *Required:* Navigator

Weapon Proficiencies: In addition to the normal weapon proficiencies for the class, War Mages may also take proficiency in and use crossbows.

Nonweapon Proficiencies: *Bonus:* Spelljamming. *Recommended:* (Wizard) Navigation (Phlogiston), Navigation (Wildspace).

Equipment: War Mages receive equipment as usual for their class.

Special Benefits: War Mages can purchase proficiencies from the warrior proficiency group without paying double cost for them, because the War Mage has focused his attention on things martial.

In addition, War Mages receive an automatic +1 to initiative rolls when manning a spelljamming helm in combat. This is in addition to any benefit received from the spelljamming proficiency.

Finally, elven War Mages hold a special place in spacegoing elvish society. Elven (and half-elven) War Mages receive a +1 on reaction rolls when dealing with other spacegoing elves.

Special Hindrances: War Mages are seen by many wizards as ferrymen who have sold out their magical talent for the glories of war. War Mages receive a -2 on reaction rolls when dealing with other mages (except other War Mages).

War Mages also suffer a -10% penalty on their chances to learn any spell, because they have devoted so much of their energy to non-magical pursuits.

Wealth Options: One advantage of being a War Mage is that such training is highly valuable to an employer. War Mages receive 5d6 x 10 gp at the time of their character's creation.

Races: Elves have many fine War Mages; the elven Imperial Fleet maintains a strong corps of these specialists, and one can be found on any major elven spelljamming vessel. These mages are viewed so highly in elven society that some half-elves have gained acceptance by pursuing the life of a War Mage.

The rastipedes and the xixchil have little use for War Mages. The rastipedes consider dedication to a life of war to be needlessly wasteful, while the xixchil do not see the personal benefit in such pursuits. Those few scro mages who are not multi-classed cleric/mages, however, are almost all of this kit, as the scro need such specialists to improve their tactical spelljamming.

Priest Kits

Astrologer

Description: The Astrologer is the priestly version of the Astronomer mage kit. Instead of pursuing deep magical or factual truths in his explorations, the Astrologer seeks the hand of the gods in the structure of the universe.

To the Astrologer, the crystal spheres, the planets, and the stars all speak of the power of the gods. Even the great starbeasts demonstrate that the power of the true gods is beyond human comprehension.

Role: The Astrologer studies the movements of the spheres to determine the will of the gods. Thus, his strength lies in his knowledge of Known Space and his understanding of the principles upon which the universe itself is built.

Clerics and specialty priests may become Astrologers. The faiths of Arts, Darkness/Night, Dawn, Elemental Forces, Everything, Evil, Fate/Destiny, Fertility, Fortune/Luck, Good, Light, Magic, Messengers, Moon, Nature, Oracles/Prophecy, Peace, Seasons, Sky/Weather, Sun, and Time are likely to attract those with the interest in the universe to become Astrologers.

To abandon the Astrologer kit, a priest must accept the limits of his ability to understand the divine plan. He immediately loses all benefits of the kit, as his expertise is maintained through constant study and contemplation of the spheres. The hindrances of the kit are also lost immediately.

Secondary Skills: Determine as normal for the campaign.

Weapon Proficiencies: As per the class of the priest.

Nonweapon Proficiencies: *Bonus:* Navigation (Phlogiston), Planetology. *Recommended:* (Priest) Ancient History, Astrology, Ancient Languages, Reading/Writing, Religion.

Equipment: Astrologers purchase their equipment normally.

Special Benefits: Astrologers are familiar with much of Known Space. On a successful Intelligence check, an Astrologer can identify the sphere he is in and relate something of its physical characteristics and the gods that are worshipped there. The Astrologer must spend one hour studying the configuration of the planets and sphere before making the check. As with the Astronomer, the DM may assign a bonus or penalty to this roll depending on how heavily traveled and distinctive the sphere is.

A failed roll indicates that the Astrologer cannot identify the sphere. A roll of 20 exactly causes the Astrologer to misidentify the sphere.

Special Hindrances: Astrologers see the hands of the gods in all of the features of the universe. They spend much of their time in contemplation, considering the true meaning behind the wondrous sights of space. This sense of distance causes warriors and other action-oriented people to have a -2 reaction to Astrologers.

Wealth Options: Astrologers receive the normal starting wealth for a character of their class.

Races: Of the demihuman races, elves and half-elves are most likely to be Astrologers. Among the nonhumans, the hadozee, grommam, and dracons may be Astrologers.

Diplomat

Description: The Diplomat is the negotiator between the diverse societies of the Known Spheres, the grease that smoothes trade and alliances between the independent governments within and among the crystal spheres.

Diplomats accomplish their role through negotiation and compromise. They strive to focus on the common ground between two societies rather than the inevitable differences. They do not approach their task as one of domination, but rather of constructive accomplishment.

Role: The Diplomat is the intermediary between a powerful entity—the lord of a sphere, the leader of a powerful organization, or merely a petty lordling—and those with whom the entity must deal. Some Diplomats act as the voice of their sponsors in negotiating agreements with neighbors and other powerful factions, allowing the ruling entity to focus its attention on broader policy matters. Others are neutral third parties who intervene to ensure harmonious relations between two groups without owing loyalty to either.

Clerics can be Diplomats, as can specialty priests. The faiths of Ancestors (particularly if the disputing sides are of the

same race), Everything, Healing, Justice, the Life-Death-Rebirth Cycle, Oracles, Peace, Sites, and Wisdom support third-party mediators. The faiths of Community, Culture, Divinity of Mankind, Guardianship, Messengers, Race, and Ruler-ship support dedicated Diplomats for rulers in harmony with their philosophies.

To abandon the Diplomat kit, a character must abstain from becoming involved in the conflicts of others while gaining two experience levels. This includes serving the cause of any third party; however, the character may choose to pursue any problem that directly relates to her as an individual.

Secondary Skills: Determine as normal for the campaign.

Weapon Proficiencies: As normal for the character's class.

Nonweapon Proficiencies: *Bonus:* Etiquette. *Recommended:* (General) Dancing, Heraldry (Space), Modern Languages, Observation; (Priest) Ancient History, Local History, Reading/Writing; (Rogue) Forgery, Reading Lips.

Equipment: In general, Diplomats are required to deal with those more powerful than themselves. This requires them to dress and display themselves much more ostentatiously than their funds might otherwise require. Diplomats are required to purchase only the best clothes and accoutrements; they must pay double for all clothing.

Special Benefits: The most important benefit any Diplomat has is her position as a representative of either one of the disputants or an impartial mediating force. Diplomats are universally accorded immunity from prosecution for crimes while in foreign lands, and are under the personal protection of the ruler of their posting. Diplomats are also permitted access to the highest levels of government. Even a low functionary in an embassy has the ear of those in the hosting government at a similar level. Diplomats therefore receive a +3 on reaction rolls from all government functionaries in the sphere or empire where they are posted.

Diplomats are also skilled at persuasion, particularly to a moderate position. They receive +2 to reaction rolls to calm a situation or reduce tensions.

Special Hindrances: Diplomats are believed to have a private agenda, and have a reputation for equivocation if not outright lying. They receive a -2 penalty on reaction rolls when attempting to persuade a member of the general populace (as opposed to a government functionary).

Wealth Options: Diplomats are well paid for their difficulties. They receive 4d6x 10 gp as initial starting money.

Races: Halflings are well respected as Diplomats in the Known Spheres, in part because their status allows them a position of neutrality, and the halfling reputation for fair dealing offsets some of the reputation disadvantages of a diplomatic mission. Gnomes are viewed with some trepidation as Diplomats, particularly as more than a few gnomish "diplomats" plying the spacelanes are actually Krynnish minoi (whose efforts, as in many other things, often have* dangerous and unpredictable results).

Elves and dwarves act as ambassadors for their own people, but the elves are too haughty and the dwarves too gruff to make good mediators. The el-ven Imperial Fleet's Diplomats are known for their high-handed treatment of "lesser" beings and are not well respected among the races of the Known Spheres.

Among the nonhuman races, the rastipedes and the xixchil are seen as too venal and self-interested to make good mediators, while the hurwaeti, lizard men and scro are simply too vicious. The grommam have had some luck as mediators, but they (and the hadozee) do not have the respect of the other races.

Evangelist

Description: The Evangelist seeks to convert people to his religion. He travels the spaceways seeking unbelievers and explaining the tenets of his religion to them in hopes of gaining followers for his god.

Evangelists are generally unconcerned with the nonspiritual side of the people they convert. While they will occasionally help a brother believer out of a sense of community, they do not see their role as bettering the life of their fellow man (or demihuman).

Role: The Evangelist is the recruiting arm of the faith. It is his role to keep the faith growing by introducing more and more people to its tenets and convincing them of their innate correctness. Some Evangelists are pardoners, offering salvation and freedom from sin in return for financial reward. Others are sincere believers who seek nothing more than the spiritual solace of the true religion (their own).

Only specialty priests (not clerics) may be Evangelists, and only if their faith permits. Not all religions are evangelical, however; many prefer to let others come to them. In particular, faiths of Ancestors, Community, Culture, Everything, Fate/Destiny, Fortune/Luck, Good, Moon, Peace, Redemption, Sun, Time, and War most commonly employ Evangelists; other faiths may do so at the DM's discretion.

Because Evangelists uses persuasion and explanation to convince others of their religious beliefs, they must have a Charisma of 15 or better.

Abandoning the evangelical role is difficult, as it involves obligations not only to the faith but also to the gods themselves. An Evangelist must make a Wisdom roll to abandon this kit; failure indicates that the character feels obligated to continue his crusade of conversion.

Secondary Skills: Determine as normal for the campaign.

Weapon Proficiencies: Weapon proficiencies are available as per the character's class. However, as Evangelists convince with their words rather than their weapons, they receive one less weapon proficiency when they are created (one proficiency instead of two).

Nonweapon Proficiencies: *Bonus:* Religion. *Recommended:* (General) Singing; (Priest) Astrology, Musical Instrument.

Equipment: Evangelists may purchase equipment as normal for priests.

Special Benefits: The Evangelist has the innate ability to *enthrall* (per the spell) with his voice. This is not a magical ability but a result of the Evangelist's special training and his religious fervor. This ability to *enthrall* differs from the spell in several ways:

- All characters except those of higher level than the Evangelist, regardless of their Wisdom scores, may be affected by the *enthrall*.
- Characters within the area of effect make Wisdom checks (rather than saving throws vs. spells) to resist the effect of the enthrallment. As in the spell description, those of a race or religion unfriendly to the Evangelist get a +4 on their Wisdom checks.
- Characters who are actively involved in combat or who are distracted from the Evangelist by other activities are not affected by the *enthrall*.
- If an NPC rolls a natural 20 when making a Wisdom check, that character must convert to the Evangelist's religion unless he makes a saving throw vs. spells. If the character was unfriendly to the Evangelist, he gains the +4 modifier on this roll.

Special Hindrances: The Evangelist is more determined than most to live by the tenets of his religion. He will never deny his religious affiliation, regardless of the circumstances.

Characters who have successfully resisted prose-lytization by the Evangelist tend to view him with some irritation. The

Evangelist suffers a -2 on all reaction rolls when dealing with such characters.

Wealth Options: Evangelists receive normal starting wealth for priests of their class.

Races: Humans maybe Evangelists. Demihuman Evangelists do exist, but most confine their efforts to members of their own race.

Of the nonhumans, only the dracons and the grommam follow the path of the Evangelist. The dracons, like the demihumans, do not try to convert nondracons to the worship of their "Herd of the Ub-Kalla" and confine their activities to convincing their fellow dracons to obey the strict dictates of their religion and avoid the clutches of their Dark God. Grommam Evangelists, on the other hand, actively seek new recruits to worship the demigods who live among them.

Medicus

Description: A Medicus is a priest who specializes in both magical and nonmagical healing. Such specialists are in great demand across the Known Spheres, as magical healing is often hard to come by in the empty regions between the worlds. The Medi-cus's knowledge of medicine allows him to ply his skills with all the races of space, and the nonmagical component of this skills allows the Medicus to treat injuries and wounds on long trips through the phlogiston, where magical healing is unrennewable.

The Medicus feels a commitment to the sanctity of life and the avoidance of suffering. This commitment applies even to enemies. While a Medicus will not prevent his comrades from defending themselves or attacking a heinous foe, and may even participate in the battle, he will want to treat all of the survivors regardless of what side they fought on.

Role: In the absence of large temples and the complete stocks of herbs that can be found on planetary surfaces, the Medicus is the mainstay of injury repair in the Known Spheres. Any large vessel, especially those that ferry passengers across the Void, carries its own Medicus.

Clerics do not pursue the life of a Medicus. They are not interested in healing all they encounter and have a specific role as defenders of their faiths. The Medicus's path is restricted to a few faiths: Birth/ Children, Community, Fertility, Good, Guardianship, Healing, Love, and Peace.

To abandon the Medicus kit is horrifyingly easy. The priest need only refuse to treat someone who asks for help. He immediately loses all benefits of the class and suffers a -2 reaction roll from anyone who knows about this refusal.

Secondary Skills: Determine as normal for the campaign.

Weapon Proficiencies: The Medicus is restricted to the weapons allowed to specialty priests of his faith. **Nonweapon Proficiencies:** *Bonus:* Healing, recommended: (Priest) Herbalism, Religion.

Equipment: The Medicus must purchase a healing kit (at a cost of 30 gp). This kit includes needles, sutures, various medicines, and other tools that the Medicus uses when working. All other equipment is purchased as normal.

Special Benefits: The Medicus is expert at both magical and nonmagical healing. He can cast any of the cure *wounds* spells rolls 1d4+4 for each 1d8 to determine the number of points healed. Thus, the actual amount rolled per spell is:

Spell

Damage Healed

Cure Light Wounds Cure 1d4+4

Slow poison spells have 2d4+9
are unaffected. 3d4+15

Serious Wounds Cure Critical Wounds

double duration when cast by a Medicus. *Neutralize poison* and *heal* spells

When using the healing

proficiency as first aid, a Medicus can cure 1d4 points of damage if the proficiency check succeeds within three rounds of wounding (instead of 1d3 points within one round of wounding).

When using the healing proficiency to treat long-term wounds, a Medicus cures one additional hit point of damage per day (two points per day if the subject is traveling, three points per day if the wounded character gets complete rest, and four points per day if the character gets complete rest and the Medicus has the herbalism proficiency).

When the Medicus uses the healing proficiency to treat poisoning or diseases, the subject gets a +3 on his saving throw to resist the effects of the disease or poison.

Finally, Medicus compassion is well known among the spheres. Any wounded opponent who recognizes the PC as a Medicus has an additional -2 penalty to morale checks to avoid surrender (the opponent is more willing to surrender because he is sure his wounds will be treated).

Special Hindrances: First and foremost, a Medicus cannot refuse treatment to anyone. Refusing treatment, regardless of reason, is cause for immediate loss of this kit's benefits.

Second, because the Medicus spends so much time studying healing magic, he loses the ability to ask for spells of certain other spheres. In exchange for the benefits of this kit, the Medicus must abandon access to one major sphere of spells from his deity. This sphere must be selected at 1st level and can never thereafter be changed.

Wealth Options: A Medicus is not well paid for his services (since he may not refuse service even to the poorest patron). Thus, the Medicus receives 2d6 x 10 gp starting money.

Races: Gnomes and halflings makes excellent Me-dicuses. Elves can also be good Medicuses, but few are interested in the broad commitment they must make. Dwarves in general are too insular to provide services to so many different races.

Among the nonhumans, the grommam, despite their size, make excellent Medicuses. The dracons have few Medicuses, and that species has not had enough contact with other races to make them skilled. There are a few hadozee and lizard-man Me-dicuses, but their rude personalities are not compatible with the Medicus's lifestyle. The scro are too violent and hostile a people to ever adopt the Medicus's ways, but the xixchil (surprisingly enough) are quite open to this lifestyle. Unfortunately, many xixchil will take advantage of an injured person to provide "improvements" to their physical form. While these improvements are seen as quite practical by the xixchil, most humans or demihumans do not consider them attractive or desirable.

Missionary

Description: The Missionary travels the stars seeking beings less fortunate than he. When he finds them, he dedicates himself to their salvation and civilization through his teaching and through patient explanation of the benefits of his religion.

Role: Although the Missionary and the Evangelist seem similar at first glance, they take quite different approaches to collecting souls for their respective religions. While the Evangelist seeks to convert through persuasion and charisma, the Missionary improves the lives of the heathen as an inducement to get them to join his religion. While the Evangelist may produce more spectacular and sudden results, the Missionary is more tenacious in the long run, and more likely to transform the societies he visits, than the orator-Evangelist.

Priests of all types (clerics and specialty priests) may be missionaries. The faiths of Agriculture, Birth/Children, Crafts, Culture, Dawn, Everything, Fertility, Good, Guardianship, Healing, Marriage, Mischief/Trickery, Peace, Race, Redemption, and Wisdom sponsor missionaries. The DM may choose to permit priests of other faiths to become missionaries.

Many missionaries leave the life of ministering to the heathen after a time. Those wishing to abandon the Missionary kit may do so, losing all special benefits and hindrances. Once abandoned, the kit may not be resumed.

Secondary Skills: Choose one: Farmer, Leather Worker, Scribe, Woodworker/Carpenter.

Weapon Proficiencies: As permitted by the class of the priest.

Nonweapon Proficiencies: *Bonus:* Religion. *Recommended:* (General) Agriculture, Animal Handling, Blacksmithing, Carpentry, Cooking, Weaving;

(Priest) Engineering, Reading/Writing.

Equipment: Missionaries may purchase equipment as normal for their class.

Special Benefits: The Missionary has the power to convert others to his religion. His ability takes longer than the Evangelist's oratory but lasts longer.

When a Missionary attaches himself to a community, he helps the people there, teaching his religion at the same time. Any NPC who comes into regular contact with the Missionary must make a Wisdom check each month. (Members of unfriendly religions receive a + 4 on this Wisdom check.) After one failed check, the subject perceives some basic truth in the Missionary's position but is not willing to convert. After two failed checks, the subject begins attending classes if the Missionary offers them, in hopes of finding out more about the religion. This ensures that the Missionary need not continue to pursue that individual month after month. Also, the subject loses the +4 bonus he may have received for belonging to an unfriendly group. After three failed checks, the subject presents himself to the Missionary as a new convert.

An exact roll of the subject's Wisdom score reduces the number of unsuccessful checks accumulated by one. Moreover, if the subject's exact Wisdom score is rolled when the subject has no unsuccessful Wisdom checks accumulated, he is thereafter immune to the blandishments of this Missionary.

A Missionary also inspires a minor form of *awe* in all who meet him, whether they are believers or not. This awe is based on the dedication the Missionary shows to his calling and acts like a limited *sanctuary* spell, requiring opponents to make a saving throw vs. spells to directly attack the Missionary. Once the save is made, the attacker may attack normally in future rounds. The Missionary loses this protection for the remainder of the combat if he attacks or casts any spell, except a healing spell to save the life of a comrade. Also, anyone the Missionary has ever attacked, whether in this combat or in some previous one, is not affected by this awe. The Missionary is not protected from area attacks.

Special Hindrances: The Missionary is devoted to the calling of his faith, more so than most priests. Missionaries may not refuse a request from their sponsoring organization, even if it would be personally dangerous. They are often sent into uncivilized or semi-civilized regions to expand the power of the faith, and once placed there are sometimes left for years.

Missionaries are obligated to tithe 50% of their earnings to their sponsoring organizations. The remainder they may keep for personal support, but they must pay this tithe before any expenses they may have incurred.

Wealth Options: Missionaries accumulate little wealth. They receive normal starting money and, like all priests, must return all but a few gold pieces to the organizations that sponsor them.

Races: Any priest character (except a *scro* or *xix-chil*) can be a Missionary. In space, missionaries are often the first to make contact with a new sphere. They establish the beachhead of worship that allows the remainder of the faith's priests to operate there. Only the *xixchil* understand their bizarre gods, and the *scro* do not attempt to convert those of other races to their dark faith.

Rogue Kits

Aperusa

Description: The Aperusa are a clan of space wanderers who travel from system to system making a living off the gullible and the unwary. Most of their thievery takes the form of con games or minor pick-pocketing. They are the gypsies of the Known Spheres and forever search for new opportunities.

Generally, Aperusa travel with their clan in large ramshackle ships. Occasionally, a member of the clan will strike out on his own, seeking adventure and fun. On these voyages, the Aperusa will hook up with adventurers or anyone else who can take him to the next system for the next scam. No one quite knows whether these individuals are clan exiles or spies sent out by the clan leaders. The Aperusa are not telling.

Role: The Aperusa are space gypsies. They are not truly a separate species from humanity (as any number of jilted lovers on a hundred worlds will tell you), but rather a close-knit family group with their own special perspective on life.

Aperusa are lovers, not fighters. While they are allowed to use weapons, most will defer, instead offering "once in a lifetime" deals on healing potions and protective charms to their defenders.

The Aperusa are a healthy, handsome people. Any Aperusa character must have Dexterity, Constitution, and Charisma scores of 15 or more, and must also be human or half-elven.

The Aperusa kit is more than merely a lifestyle. The Aperusa is part of a family, and it is impossible to abandon this kit.

Secondary Skills: Gambler.

Weapon Proficiencies: No particular weapons are forbidden or required by this kit.

Nonweapon Proficiencies: *Bonus:* Gaming (males), Fortunetelling (females). *Recommended for males:* (General) Riding (Land-Based); (Rogue) Appraising, Blind-Fighting, Disguise, Information Gathering, Observation, Reading Lips, Tumbling. *Recommended for females:* (General) Cooking, Dancing; (Priest) Healing; (Rogue) Disguise, Reading Lips, Information Gathering, Observation.

Equipment: Aperusa do not wear armor, although they will wear such magical rings and such items as *cloaks of protection* and *bracers of defense*.

Special Benefits: Aperusa receive several benefits as a result of their heritage. All Aperusa are slightly (10%) resistant to magic and are 75% immune to all detection spells.

Due to their healthy physiques and lifelong exposure to wildspace, Aperusa use very little air. Their bodies retain enough air so that they can breathe for 2d10 days.

Aperusa can *feign death* (as the spell) once per day. The Aperusa can remain in this state for up to one day per level, consuming no air. Stranded Aperusa sometimes use this ability to survive once air supplies have run out.

Aperusa are immune to mind-reading of any form. This is a feature of their heritage rather than a skill, and cannot be taught.

Special Hindrances: No one trusts Aperusa. They are known for being deceitful and dishonest, although any Aperusa will deny the charge vehemently. As a result, they suffer a -2 to reaction rolls from anyone with valuables to protect (practically everyone).

Moreover, mind-readers (such as the *dohwar*) are very disconcerted by the blankness where Aperusa minds should be, and so distrust them immensely (-4 on reaction rolls).

As mentioned above, Aperusa may not wear armor of any type. They never have psionic abilities of any kind and can never use a magical item that requires their conscious mental control, because the same inherent ability that renders them immune to mind-reading prevents such items from divining their intent.

Wealth Options: Aperusa are unconcerned with material goods, so long as they have enough to eat and a place to sleep. Their naturally thieving ways, however, provide them with a reasonable (if varying) supply of cash. They receive 1d6 x 20 gp

for

starting

money.

Races: No demihuman or nonhuman races, except half-elves, may be Aperusa.

Courier

Description: The Courier is the messenger of space, carrying verbal messages from sphere to sphere. His clients can trust him to be reliable and discrete, and he in turn enjoys their support in his travels through the Known Spheres.

Role: The Courier, like the Merchant warrior, supports the society of the Known Spheres by enabling communication between the spheres. Also, as a single Courier may carry many messages, sending a message by Courier is much less expensive than delivering it yourself.

Any rogue may be a Courier, but bards are by far the most common in this profession. Many thief Couriers pass themselves off as bards or warriors;

few people would trust a known thief to deliver a message.

Couriers must have an Intelligence score of at least 14 in order to pursue this kit, because of the detailed memory required. A Charisma score of at least 12 is also required to convince customers of the Courier's trustworthiness and ability.

A Courier may abandon this kit by delivering all of his messages and refusing to accept any further commissions. If not used, the Courier's special memory (see below) is lost within three months.

Secondary Skills: Determine as normal for the campaign.

Weapon Proficiencies: Any proficiency available to the character's class is available to Couriers.

Nonweapon Proficiencies: Bonus: Etiquette. Recommended: (General) Modern Languages (usually several); (Rogue) Appraising, Disguise, Forgery;

(Warrior) Navigation (Wildspace), Tracking.

Equipment: Couriers may purchase equipment as normal for their class.

Special Benefits: The Courier has a well-developed memory in which he may carry many messages. This memory allows the Courier to repeat verbatim anything he has heard, if he knows the lan

guage spoken at the time. If he does not know the language, he can attempt to reproduce the sounds he heard, but he must make a successful Intelligence check in order to get the message right. (This check should be made secretly by the DM; the Courier always thinks he has reproduced the sounds correctly.)

This ability to memorize makes it possible for the Courier to carry dozens of messages without any chance of their being stolen. Spells that read surface thoughts, such as *ESP*, cannot read the messages, but abilities that go deeper into the mind, like the telepathic science *probe*, can determine the messages' contents.

Couriers are experienced translators. If the Courier knows the language spoken, he is able to translate it to any other language he knows on a successful Intelligence check. Such translation preserves as much of the actual intent (not just the literal meaning) of the original message as possible.

Couriers as a group also have a reputation for integrity that gives them a +2 on reaction rolls where integrity might be important. This reputation applies only if the character is known to be a practicing Courier, however.

A Courier traveling from one populated world to another can announce his destination and offer to carry messages. The Courier can carry a maximum of six messages per level, although not all the messages need have the same destination. Each time the Courier enters a port, he can advertise for and receive 3d6 messages to deliver, at a prepaid fee of 5-50 gp per message (the fee varies by the length and complexity of the message, the distance it must be taken, and the reputation of the Courier).

Once the Courier arrives at a destination, it will take him 1d12 hours to find the recipient of each message and deliver it; this must be done before the Courier leaves for another destination, and generally should be done within the first week of arrival. The Courier may also receive gratuities from message recipients for successfully delivering welcome news, but he should be prepared to defend himself against the displaced anger of the recipient should the news be bad.

Special Hindrances: Couriers become intimately involved in the businesses of their clients. Often, they have access to the contents of otherwise unobtainable missives. This makes them valuable to the enemies of their clients.

Occasionally, Couriers will carry messages that certain parties do not want delivered. Each time the Courier advertises for messages, he has a 2% chance per message received (cumulative) to get such a dangerous message. There will be an attempt to either convince the Courier not to deliver the message or to find out what the message says. The DM is encouraged to use these incidents as opportunities for adventure.

Alix Marbin, a 6th-level Courier, travels the route Realspace-Greyspace-Krynn and back again in the other direction. He stops at all the inhabited worlds en route, picking up and dropping off messages as he goes. Alix can carry a maximum of 36 messages in memory at one time. His memory is full when he makes a stop at Toril to deliver 10 messages. After he accomplishes this task, Alix advertises for more messages and receives eight (a message for a pirate captain on Garden in Realspace, three messages bound for Oerth in Qreyspace, and two messages each for recipients on Reorx and Krynn in Krynn-space). As he drops off these messages, he picks up more at each stop on his route.

Wealth Options: Working as a Courier is a profitable business. Couriers receive 3d6 x 10 gp for their starting money.

Races: Members of any race—human, demi-human, or nonhuman—may be Couriers.

Harlequin

Description: The Harlequin is the wandering entertainer of space. Harlequins travel on spelljam-ming vessels, taking their entertainments from one crystal sphere to another. Harlequins may sing, tell jokes and stories, train wild animals, or perform many other different forms of entertainment. Many Harlequins are trained in more than one of these entertainments.

Role: Harlequins are the tonic for long, slow voyages between spheres, as their entertainments are among the few interesting events in the phlogiston (excluding encounters with creatures or other vessels). They also act as messengers (although not so formally as those who take the Courier kit), bringing gossip and news from world to world and sphere to sphere.

Bards are more likely to be Harlequins than thieves are. Their entertainment and lore skills give them an advantage in accomplishing the goals of this particular kit.

Characters wishing to be Harlequins must have exceptional Charisma (15 or more) so that they can attract and hold the interest of their audience. Note that this does not mean they are particularly handsome (some Harlequins are really ugly), but that they have an ability to fascinate and even lead.

To abandon the Harlequin kit, the character must abandon the stage. Benefits are lost immediately, but the reputation liability is retained until the Harlequin's fame recedes (generally six months).

Secondary Skills: Determine as normal for the campaign.

Weapon Proficiencies: Harlequins are nearly always in the public eye, so they must restrict themselves to weapons that are easily concealed or that can be worked into a costume: club, dagger, dart, hand crossbow, knife, and staff.

Nonweapon Proficiencies: *Bonus:* (choose two) Animal Training, Dancing, Disguise, Juggling, Musical Instrument, Singing, Tightrope Walking, Tumbling. *Recommended:* Any of the previously listed, plus (General) Artistic Ability, Brewing, Carpentry, Etiquette, Modern Languages, Seamstress/Tailor; (Rogue) Gaming, Jumping.

Equipment: Harlequins carry a collection of brightly colored balls, costumes, and other gear designed for entertainment. This collection costs 10 gp; the remainder of the rogue's money may be spent on any gear he wishes to purchase.

Special Benefits: Harlequins are prized throughout the Known Spheres for their ability to entertain and amuse. A Harlequin who is short of cash may perform on the street and raise 3d6 sp from such a performance. Harlequins may perform only twice per day for such money, and each performance takes 1-4 hours.

Harlequins are also welcome aboard ship and at public lodging houses, and receive a +3 reaction roll when negotiating a price for passage or lodging if they offer to entertain for free during the stay.

Special Hindrances: While Harlequins are enjoyed, they are not generally trusted. The Harlequin does not have a reputation for dishonesty so much as for a lack of discretion and responsibility. As such, a Harlequin suffers a -3 penalty whenever a reaction roll is made to see if the Harlequin will be trusted.

Harlequins are viewed as vagrants by the officials of many stations. Harlequins who come into contact with the guard or militia suffer a -3 reaction roll.

Wealth Options: Harlequins as a class are not well off. They receive 2d4 x 10 gp for starting wealth.

Races: Any human or demihuman can be a Harlequin, although dwarves are too serious to work as entertainers; their bards tend to be lore-masters rather than rumor-mongers.

Of the nonhuman races, the dragons and the ras-tipedes traditionally travel with at least one member of the herd or troupe who is an entertainer. Hadozee are also common Harlequins, although their entertainments are viewed as coarse and uncultured by some groups. Lizard men, hurwaeti, and xichil do not have any concept of such a role, and so characters of these races cannot be Harlequins.

Privateer

Description: The Privateer is a space predator, hunting the ships of his nation's enemies under the flimsy protection of a letter of marque. Where Corsairs are agents of the law, Privateers are agents of war and intrigue.

Privateers often serve the same roles as Corsairs: customs agents, border patrol, and first line of defense. However, where the Corsair attacks the enemies of his nation, the Privateer will accept nearly any target of opportunity. Like Corsairs, they are required to give a portion of the booty they capture to the nations that sponsor them, but many Privateers "forget" important cargo when they return to their home ports.

Role: Privateers are the scavengers of wildspace, seeking lone vessels or other defenseless targets that they can plunder. While they may also perform some work as agents of the law, their primary focus is on the collection of treasure.

Most Privateers are thieves; few bards find the life attractive. To become a Privateer, the character must convince his home nation of his ability to act as its agent in the freedom of space. This generally requires a Strength score of at least 12, a Wisdom of 10 or more, and a Charisma of 14 or more.

To abandon the Privateer kit, the character must renounce his commission. Renouncing the commission may be a crime (if the character was already in trouble for abusing his commission) or a respected retirement from the duties of service. The Privateer must be in his home port to renounce the kit, and it takes one month in port to process the paperwork.

Secondary Skills: *Required:* Navigator.

Weapon Proficiencies: None required or recommended.

Nonweapon Proficiencies: *Bonus:* Heraldry (Space). *Recommended:* Navigation (Wildspace), Spaceman'ship.

Equipment: The Privateer may buy whatever equipment he chooses, keeping any money that is left over.

Special Benefits: A Privateer has the right, under letters of marque, to legally stop any ship within his home port's sphere of control. "Home port" need not be a planet; it could be a fixed base or even a fleet mothership. Within the sphere of control, the Corsair may legally stop vessels, board them, assess customs duties, and seize contraband.

Privateers are paid by the cargo seized and taxes collected, keeping 10% of the contraband and duties collected to pay expenses and reward the crew. Many Privateers withhold more than 10%, risking discovery and prosecution.

Special Hindrances: The Privateer must return to his home port regularly (at least every six months) to report on his activities, and of course must give 90% of the cargoes and ships he seizes to his command at that base.

Wealth Options: Privateers are generally not considered as respectable as Corsairs, and generally do not come from as high on the social scale (although they are still higher than most rogues). As a result, beginning Privateers receive only 3d6x10 gp for starting money.

Races: Any human or demihuman may be a Privateer, as may dragons, lizard men, and rastipedes. Giff, hadozee, and xichil can be found on Privateer crews working for other races. Grommams and hurwaeti do not work as Privateers.

Salvager

Description: The Salvager is the scavenger of the spacelanes, looting spelljamming helms and other valuables from disabled ships. Salvagers are not noble rescuers or even work-a-day emergency assistance; they live by the law of "finders keepers."

Role: The Salvager searches crystal spheres, particularly those that have been the site of a space battle or are plagued with pirates or hazardous space creatures, looking for ships that can no longer navigate under their own power. The Salvager then grapples with the derelict ship and recovers any valuables left aboard.

Ideally, derelict ships are also unoccupied. A Salvager who comes across a derelict with living crew (which can easily happen in the preserving bath of the phlogiston) may return the survivors to a nearby spaceport. Their valuables, however, are never seen again.

Some few Salvagers lack the patience to wait for a vessel to become a derelict. These have no scruples against helping the process along by doubling as pirates. Most of these are not so solicitous of the survivors of their attacks.

The solitary work of the Salvager is not appealing to those with the broad knowledge of bards. Thus, this kit is available to thieves only.

There are no special requirements for becoming a Salvager. Many thieves who could not survive in law-filled worlds become Salvagers after learning about spelljamming, because this life is so easy to pursue.

Abandoning this kit requires that the Salvager give up his pursuit of abandoned wealth. Benefits vanish immediately, while hindrances take six months to fade.

Secondary Skills: Shipwright.

Weapon Proficiencies: Any weapon suitable to the Salvager's class may be used.

Nonweapon Proficiencies: *Bonus:* Looting. *Recommended:* (General) Carpentry, Rope Use; (Rogue) Appraising, Forgery, Jumping.

Equipment: Salvagers have a tool chest containing crowbars, hammers, and chisels worth 20 gp.

Special Benefits: Salvagers can examine a wreck with a 10% chance per level (maximum 90% chance) of identifying how it came to be wrecked. A Salvager can always identify the most valuable parts and get better than average salvage money for them (+20% over the usual prices).

Special Hindrances: While salvaging is quite profitable, most spacefarers view Salvagers as sharks. Thus, Salvagers suffer a -2 on reaction rolls when dealing with those who own or crew ships.

Wealth Options: Salvaging in space is as profitable as most other thievish pursuits. As a result, Salvagers receive the normal starting money for a rogue (2d6x10gp).

Races: Any human, demihuman, or nonhuman race with spelljamming abilities of its own can become Salvagers. Thus, only hadozee cannot take this kit.

Using Kits from Previous Handbooks

The concept of kits was first established in the PHBR1-4 series of AD&D® game handbooks. These books, *The Complete Fighter's*, *Wizard's*, *Priest's*, and *Thief's Handbooks*, contain many kits that, with minimal adaptation, would mesh well with a spaceborne campaign. The table at the bottom of this page indicates those kits that could be used as-is or with only minor changes. DMs and players are encouraged to consider these kits as well as those found in this book when selecting kits for spaceborne PCs.

Things to consider in tailoring grounding kits for SPELUAMMER® campaigns include:

- Wilderness abilities must be adjusted to account for the diversity of terrain and climate throughout wildspace.
- Politically motivated kits are often difficult to transfer, as the sphere of political control by any entity (except perhaps the elven Imperial Fleet) is very small.

- Opportunities for purely urban adventuring in space are limited. Kits with a heavily urban, localized focus may be unsatisfying in a SPELUAMMER® campaign.

Creating New Kits

Using the kits above as guidelines, many new kits can be created. If the DM has a certain type of character that he would like in the campaign, a kit can be designed for that niche.

To design a kit, the DM should consider the following questions about the character and his role in the campaign.

Description: What's this character like? Is he drawn from a specific literary, mythological, or historical source? Are there any special requirements for this type of character?

Role: What place does this character have in the campaign? How is he regarded by his own culture? By other cultures? Is there a particular attitude or outlook he needs to belong to this kit?

What kinds of activities does this character tend to perform in the campaign? Is he a bold man of action? A withdrawn scholar? An impulsive show-off? What is his relationship to the other characters: friendly, distanced, wary, impassive?

Secondary Skills: If using the secondary skills system, the DM must to decide if this kit requires such a skill. If there isn't a particular secondary skill or skills common to all characters of this type, then no secondary skill should be required. But if all members of a kit share the same skill—or one of a small number of skills—then all characters who take this kit should have it, too.

Weapon Proficiencies: Certain types of character tend to favor certain types of weapons. Others select from a wide range of choices. If the character described in the new kit prefers one or two weapons more than others, note this in the kit.

Nonweapon Proficiencies: As with weapon proficiencies, characters of the same kit have certain skills in common. For instance, all Cartographers

Warrior	Wizard	Priest	Rogue
Berserker	Academician	Fighting Monk	Acrobat
Gladiator	Militant Wizard	Outlaw Priest	Bounty Hunter
Myrmidon	Mystic Witch	Pacifist Priest	Buccaneer
Pirate/Outlaw	WuJen	Prophet Priest	Smuggler
Samurai		Scholar Priest	Spy
Swashbuckler			Swashbuckler
Wilderness Warrior			Swindler

should be skilled in cartography. Therefore, one or two nonweapon proficiency slots can be given free of charge to characters taking a new kit. If appropriate, the proficiencies can come from proficiency groups not available at standard cost to that character type. Normally, the cost in slots for such proficiencies would be higher, but this can be ignored when awarding free proficiencies.

Equipment: If a character is known for using certain types of equipment, that character must have the equipment before the campaign begins. If some but not all characters of the type use the equipment, the DM can give a list from which to choose.

Special Benefits: Although not necessary, most kits should have some special benefit. Any kind of benefit is acceptable, but it should relate to the way this character operates in fiction, mythology, or other similar source material.

Possible benefits include:

- Bonuses to reaction rolls, particularly from certain categories of people.
- Bonuses to proficiency rolls, especially in specifically defined situations.
- A free weapon specialization (warriors only).
- Bonuses to hit and/or damage, especially against certain categories of enemies or in special circumstances.
- Special resistances, such as an immunity or bonus to saving throws against specific magical attacks or types of magic.
- Special rights in the culture in which the character normally travels (such as immunity from prosecution or free lodging on demand).

Special Hindrances: One or more special hindrances should be imposed that limit the character as much as his special benefit helps him.

Possible hindrances include:

- Penalties to reaction rolls, especially from certain categories of people.
- Penalties to hit and/or damage, particularly against certain categories of enemies or in special circumstances.
- Restrictions from learning certain weapon or nonweapon proficiencies.
- Special restrictions in the culture in which the characters normally travel (for instance, the character is prohibited from owning property or is punished excessively for certain crimes).
- Vulnerabilities to certain types of magic (either a penalty to saving throws or the magic is automatically successful).

Wealth Options: Does the character have less or more starting gold than other characters? Are there any restrictions as to how his starting gold must be spent?

Races: Note any variations for characters of specific races. Are any races barred from the kit? Does any race receive special benefits, proficiencies, or hindrances when taking this kit?

Notes: If there are any additional details about the kit, explain them fully.

You can also adapt kits from one class to another by adjusting the skills, weapons, proficiencies, benefits, and hindrances.

Other Ideas for Kits

With the size of the Known Spheres, there are many possible types of kits that could be developed. In addition to the ones listed above, DMs and players may consider the following list as a starting point for ideas on developing new kits:

Sharpshooter, a warrior specialized in a single missile weapon who can shoot it over incredible distances across wildspace.

Kindori rider, a warrior whose savage, migrant culture is based on the backs of space whales.

Weaponeer, a warrior specialized in shipboard weaponry.

Cartographer, a mage who collects and develops maps of the Known Spheres and their worlds.

Pilot, a priest who offers his services to power spelljamming helms in return for the opportunity to visit many different spheres.

Zoologist, a priest who collects all sorts of strange and peculiar creatures.

Wrecker, a rogue who uses his ship to tow disabled vessels to port for pay. should be skilled in cartography. Therefore, one or two nonweapon proficiency slots can be given free of charge to characters taking a new kit. If appropriate, the proficiencies can come from proficiency groups not available at standard cost to that character type. Normally, the cost in slots for such proficiencies would be higher, but this can be ignored when awarding free proficiencies.

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Wrecker, a rogue who uses his ship to tow disabled vessels to port for pay.

Characters in the AD&D® game are more than collections of powers and skills. They are living, breathing people in a fantasy setting. It will help your role-playing to think of your character as a person, and this chapter is here to help.

Spacefarer Personalities

Not every fighter is dedicated to slaughter. Not every thief steals from everyone he meets. Not every priest is a proselytizer. Not every mage lusts for higher power. *Real* characters have personalities beyond the constraints of their class and kit, giving a deeper perspective to who the character really is and what makes that character tick.

This chapter describes four new personality types, each of which can provide you with a new perspective on your character. These character types are totally optional and do not affect any rules.

Personalities are not like kits, which provide characters with special abilities. Instead, they are points of view which any character can adopt. They represent the motivation for the character: why the character participates in adventures, and what is really important to him.

To help you understand the personalities, we have divided each of them into four major sections:

Character Description: This section describes the personality in general terms. It tells what the character thinks, and how the character feels.

Best Suited For: This section lists the character classes, kits, and alignments which are most appropriate for the personality type. These are not requirements, but rather guidelines; there is no reason that your character cannot do something other than what this paragraph says. However, this information is here to help you, and you should probably have a good reason for playing a character outside these boundaries with this personality.

In Combat Situations: This section tells how the character behaves in combat. It explains what kind of tactics appeal to the personality, how the character perceives himself as a combatant, and what kinds of beings the character views as enemies.

In Role-Playing Situations: This section tells how the character behaves outside of combat. It describes how he views NPCs and how NPCs view him. This section is also a guideline to how to role-play the personality; there is no rule that says a Carefree Wanderer *must always be flip*.

The Carefree Wanderer

Character Description: The Carefree Wanderer is a happy-go-lucky wayfarer. He travels from place to place to experience life, never putting down roots or staying in one place long. To a Carefree Wanderer, all bills are paid when the ship leaves.

The Carefree Wanderer need not be uncaring. While in a place or with a group, he may do selfless things to aid them and may go out of his way to try to leave things better than he found them. However, the day will come when it is time for him to

move on, and he will not look back.

Best Suited For: Carefree Wanderers tend to be neutral or chaotic, though they may be good or evil. Lawful behavior would force the Carefree Wanderer to accept long-term obligations for the people he meets, and he simply will not do so.

Any character may be a Carefree Wanderer. However, mages do not generally live such carefree lives, because they need to gather spells as they advance. Many faiths are tolerant of Carefree Wanderer priests, notably the faiths of Arts, Crafts, Darkness/ Night, Death, Disease, Divinity of Mankind, Elemental Forces, Evil, Fate/Destiny, Fortune/Luck, Good, Healing, Life-Death-Rebirth Cycle, Lightning, Literature/Poetry, Love, Magic, Mischief/Trickery, Music/Dance, Nature, Sky/Weather, Strength, Sun, Thunder, Time, Trade, Wind, and Wisdom.

In Combat Situations: Carefree Wanderers are often quite skilled in combat. Their individual life-styles force them to be able to defend themselves. They may not cooperate well in complex tactical situations, however, and can often be found employing stratagems of their own.

In Role-Playing Situations: The Carefree Wanderer may be perceived as flighty and uncaring, but conversation reveals that he can care deeply about the people he is with. He will often adopt their desires and dreams as his own, at least until it is time for him to move on.

The Compromiser

Character Description: The Compromiser is a superb negotiator, dedicated to preserving harmony and good relation among his companions. He is a skilled negotiator and is usually able to see all sides of a question.

The Compromiser need not be the party leader in order to function. He can step in when disputes arise within the party to sort out problems without pushing his own ideas as the best solution.

Best Suited For: Compromisers tend to be lawful. They desire harmony within their group and prefer majority rule or compromise to individualism. Mages and warriors make the best Compromisers. They can hold the respect of the other team members while maintaining their distance from the dispute most easily.

In Combat Situations: While the Compromiser may not be the most physically or magically capable character, he is able to find ways to use all the skills of the party for success. A Compromiser's plans allow each person to do what he or she does best, and enjoys doing the most, without giving anyone an unnecessarily dangerous or limited role.

In Role-Playing Situations: Compromisers are excellent negotiators, but they act more as facilitators than as proponents of the party's position. Therefore, it may be better for the Compromiser to help the rest of the party come to a consensus, with the Compromiser staying out of subsequent negotiations with NPCs. If the Compromiser does become involved, however, he will press for a solution that will make everyone happy.

The Vigilante

Character Description: The Vigilante plies the space lanes, charging into any fray where he thinks an underdog needs his help. Vigilantes perceive themselves as the agents of right wherever they happen to be, self-appointed saviors of the oppressed and righters of the wrongs of fate. Others perceive them as sometime benefactors, sometime nuisances with a penchant for getting into trouble.

Best Suited For: Vigilantes mean well and are usually good in alignment. However, they disparage what they view as the inept enforcement of common decency among the spacelanes and seek to replace it with their own justice. They are thus hard to justify as lawful. True neutrals, or even chaotic neutral characters may be Vigilantes, but they are as likely to rescue a pirate vessel that attacked an overly powerful target as to aid the target itself.

Members of any class may be Vigilantes. Warriors and rogues are most common, but even priests (particularly of the faiths of Culture, Justice, and Redemption) may pursue this personality type.

In Combat Situations: In combat, the Vigilante looks to those who have been injured or who are out numbered, leaping in to even the odds. Vigilantes are less concerned with tactical considerations, and their enthusiastic defense may occasionally foul up more subtle strategies.

In Role-Playing Situations: Vigilantes tend to be viewed as aggressive by those around them. They are not good negotiators, as they find it difficult to see both sides of an issue. They occasionally speak up at inopportune moments, but most recognize that a little silence can often be effective.

The Xenophobe

Character Description: The Xenophobe has an unreasoning hatred and fear of meeting up with new and unknown species. Xenophobes are often groundlings who have entered space, and who can accept demihumans as equals (or nearly so) but who are revolted at the idea of working beside a hadozee or a gift, much less a mind flayer.

Xenophobes have no rational basis for their fears. If they get to know an individual of an alien species, they can accept that being as "just like me on the inside," but they will often still retain a prejudice against the remainder of the species. Truly unknown races, such as the dracons, may send the Xenophobe into unreasoning panic—or a homicidal mania to "eliminate the monsters."

To a xenophobe, any being that is not familiar is an alien and probably does not deserve to live. Thus, an ore might be viewed with less hostility than an elf, if the xenophobe were familiar with ores but had never met an elf before.

Best Suited For: Xenophobes tend to be of neutral alignment, with chaotic or evil tendencies. Some xenophobes are good aligned but are unable to overcome their own prejudices enough to treat aliens like their fellow species. Some xenophobes are lawful and push for protectionist legislation to eliminate the alien threat. Others are chaotic and take matters into their own hands.

Warriors and rogues make good Xenophobes (if there is such a thing). Most mages are accustomed to new and strange experiences, so an unknown race rarely bothers them. A few priests are xenophobic, notably those who worship faiths closely tied to their homeworld or their race.

Humans are not the only race to produce Xeno-phobes. Many elves are notably xenophobic, extending their dislike even to humans. Dwarves are also prone to xenophobia, although this is mitigated by the fact that only the most open dwarves deal directly with nondwarvish peoples. Halflings and gnomes are rarely Xenophobes.

Among the nonhumans, only the dracons are sufficiently new to the Known Spheres to produce Xenophobes. All dracons are disparaging of "the Deformed," as they call demihumans, but few suffer from the unreasoning hatred of a Xenophobe.

In Combat Situations: Xenophobes prefer to "get the monsters first." They try to attack the most alien creature present, although they will not let their hatred blind them to obvious tactical threats from less alien sources. They tend to use excessive force when attacking aliens, although they may be quite restrained in other combats.

In Role-Playing Situations: Xenophobes can be quite pleasant in role-playing situations—so long as no one present is an

"alien." In the presence of aliens, Xenophobes become hostile and cruel.

Previously Published Personalities

Besides these personalities, there are several personalities already published in the PHBR series of handbooks that would be suitable in a spacefaring campaign. These personalities, and the classes to which they apply, are summarized in Table 9.

For a greater variety of ideas, players should examine the personalities without regard to character class. There is no reason that a wizard cannot be a Merry Showoff or a priest cannot be a Sneaky Thinker.

Changing Personalities

Players are encouraged to alter the personality types in any way they see fit. Characteristics of one personality can be combined with characteristics of another to create brand new types (Xenophobic Vigilantes are possible). The DM is also free to modify the personality types and make suggestions to his players. If the DM decides that Mercenaries are too disruptive to the campaign, he should suggest an alternative to the players.

Sometimes, a player wishes to change his character's personality. Maybe the character has matured and outgrown his old personality type, or has reached a turning point in his life that has forced him to change his outlook or rethink his philosophy.

Since the personality types are not governed by a strict set of rules, players can change them whenever appropriate. However, such changes should be rare, and typically should mark a major turning point in the character's life. A player should not just change his character's personality for the sake of trying something new. A personality change should develop naturally out of the events of the campaign, perhaps as the result of a catastrophic event. For instance, a Merry Showoff might become a Brooder because a friend or family member was brutally murdered by a horde of pillaging ores.

Here are some ways such changes might occur.

The **Carefree Wanderer** might discover that there are people he cares enough about to abandon his wandering ways. If those people are endangered, he might become a Xenophobe against the creatures that represent the threat.

The **Compromiser** may grow tired of trying to achieve unity all the time, and may decide to live and let live, becoming a Carefree Wanderer. Alternatively, he may decide that to right some wrongs requires more than compromise, and become a Vigilante.

The **Vigilante** may focus his attentions on one group that he feels is in the wrong and become a Xenophobe. Or, he may decide to throw off the burden of making everything right with the universe and become a Carefree Wanderer.

The **Xenophobe** may learn enough about aliens to realize that his hatreds are unfounded. If so, he may become a Compromiser, trying to make up for the harm he did, or she may become a Vigilante, seeking to stamp out all evidence of prejudice.

Fighter			Wizard			Priest			Rogue		
Dangerous	Antagonist		Brooder	Counselor		Crusader	Hypocrite		Artist		
Doomed	Champion	Merry	Mercenary	Mystery Man		Philosopher	Proselytizer		Desperado	Folk	Hero
Showoff	Natural	Leader	Obsessive						Mobster	Trickster	
Sneaky Thinker											

he use of nonweapon proficiencies in your campaign is highly recommended, especially if you are going to make use of the kits in this book. Proficiencies are the best way to quantify the various talents that distinguish one kit from another.

We're going to be showing you several interesting things you can do with proficiencies. Therefore, you need to use the rule for extra proficiencies given in the *Player's Handbook* (see Chapter 1, "Intelligence"). There, it says that the DM may give permission for you to take extra proficiencies when a character is first created. The number of extra non-weapon proficiencies is equal to the number of extra languages the character gets from high Intelligence.

New Weapon Proficiencies

You know about weapon proficiencies from Chapter 5 of the *Player's Handbook*. Here, we'll talk about some additional, special things you can do in a campaign with weapon proficiencies.

Ambidexterity

1 slot

Ambidexterity is a special weapon proficiency that allows a character to fight equally well with both hands. A character without this weapon proficiency who uses a weapon in his off-hand suffers a -2 on attack rolls. A character with this proficiency will also be equally adept at performing noncombat tasks with both hands.

The ambidexterity proficiency doesn't give a character two attacks per round. It just means that if he loses the use of one hand, or drops the weapon in that hand, he's equally adept with the other hand.

If the character does try to fight with two hands (see the *Player's Handbook*, Chapter 9, "Attacking with Two Weapons"), he suffers a -1 penalty on the first attack roll and a -3 on the second roll.

Large Weapons

As explained in Chapter 3 of the *Concordance of Arcane Space* (see "Weapon Teams"), shipborne weapons can be used more effectively by weapon specialists. While the *Concordance* explains how to hire a large-weapon specialist, it does not explain how PCs can themselves become such specialists.

A character can expend weapon proficiency slots to become expert with one type of large weapon. There are five basic types, each with its own proficiency slot cost, as shown in the following table.

Table 10:
LARGE WEAPON PROFICIENCY COSTS

Weapon Type	Cost in Slots	Groundling
Ballista Bombard	1	Yes
Catapult	2	No
Greek Fire Projector		Yes

Jettison		No
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The Groundling column in the table indicates whether the weapon proficiency is available as a proficiency to characters before they enter space. Weapons marked "No" in the Groundling column are not used on planetary surfaces, so a character who has never been to space cannot be proficient in their use.

Proficiency in a class of weapons gives proficiency in all weapons of that type. Thus, proficiency in catapults includes light, medium, and heavy catapults; proficiency in ballista includes light, medium, and heavy ballistae as well as gnomish sweepers.

New IMonweapon Proficiencies

Each description below starts with the following information: the name of the proficiency, the number of slots required for its selection, the group it fits into, the relevant character statistic and the check modifier for using the proficiency.

Cartography

1 slot; Wizard/Priest/Rogue Intelligence, -2 modifier

Characters with the cartography proficiency are skilled at making maps. They can make maps to scale and can represent complex land formations through the use of perspective drawing and coastal outlines.

A successful proficiency roll indicates that the map is correct in every detail. A failed roll indicates that some details, possibly some significant ones, are in error. A roll of exactly 20 indicates that the map contains a serious error that invalidates it. The success roll for this proficiency should be made by the DM and kept secret from the player.

Fast-Talking

1 slot; Rogue Charisma, special modifier

Fast-talk is the art of distraction and conning. If a successful proficiency check is made, the fast-talker is able to get away with whatever scam he is attempting. Modifiers are based on the Intelligence and Wisdom of the target, as shown on Table 11. The DM may also introduce modifiers according to the plausibility of what the character is attempting.

Table 11: FAST-TALKING MODIFIERS

Target's Attribute	Modifier (Intelligence)	Modifier (Wisdom)
3	N/A	-5
4-5	-3	-3
6-8	-1 0 +1 +2 +3 +5	-1 0 +1 +3 +5 N/A
9-12 13-15 16-17		
18		
19		

Modifiers are cumulative. For example, a character with a Wisdom of 12 and an Intelligence of 15 would given a 0 +1 = +1 modifier on the fast-talking Charisma check roll.

Targets of Intelligence 3 or less are so dim that attempts to fast-talk them fail automatically because they cannot follow what's being said. (Creatures that stupid are easy to fool in other ways, however.) Targets with Intelligence of 20 or more or

Wisdom of 19 or more are impervious to fast-talking.

Fortune Telling

2 slots; Rogue Charisma, +2 modifier

This proficiency allows the character to use popularly known methods of predicting the future to perform a divination. The character has no way to predict the *real* future using this proficiency, but he can put on a convincing show. He might even get lucky and actually be right!

On a successful proficiency check, the character is able to convince his customer that the divination is real. (Player characters must make an Intelligence check on 4d6 to recognize the fortune teller as a charlatan.) The character must make up the fortune;

there is no magic associated with this proficiency.

For example, Emile the Aperusa is trying to scrape up a few coins to buy himself dinner. He sets up his palmist's booth on the outskirts of the market, and soon the wife of a wealthy merchant comes by. Emile offers to tell the woman's fortune and will not accept payment unless she believes his tale.

Emile then takes the woman's hand, staring intently at her. He tells an elaborate tale of the woman's future, making several references to a dark-eyed stranger who will fill her nights with passion. He then makes a proficiency check. He succeeds, and the woman tosses him a small pouch containing silver— and the location of her villa.

Heraldry (Space)

1 slot; General Intelligence, no modifier

The knowledge of heraldry enables the character to identify the crests and symbols that denote different persons and groups. In space, this is a matter of interpreting the decorations and pennants on ship hulls, knowing the various types of ships and which races use them.

Thus, on a successful Heraldry (Space) proficiency check, the character could identify the pennant at the mast of a nearby hammership as that of the dread captain Clive the Fearsome of Realmspace.

Looting

1 slot; Rogue Dexterity, no modifier

This proficiency represents a knack for grabbing the best loot in the shortest time. It is most useful in seizing treasure from a spelljamming vessel that is breaking up or about to plunge into an atmosphere. If the character's proficiency check is successful, he is able to recognize and stuff into his pack the most valuable combination of items, given the limitations of time and space.

Navigation (Wildspace)

1 slot; Wizard/Priest Intelligence, -2 modifier

The character has learned the art of navigating through wildspace, avoiding hazards and using planetary motion to improve speed over long journeys. A successful proficiency check allows the character's spelljamming vessel to arrive at its wildspace destination 10% faster than normal. Thus, if it would take 10 days to make the trip normally, the character can steer a course that will take only nine days. An unsuccessful proficiency check indicates that no time is saved; on a roll of 20, travel time increases by 20%.

Navigation (Phlogiston)

1 slot; Wizard/Priest Intelligence, -2 modifier

This is the art of navigating from one sphere to another, a separate skill from navigating within a single crystal sphere. It is a difficult and risky activity, but it is sometimes necessary when an planetary locator is not available.

A spelljamming ship that enters the Flow normally moves randomly, arriving at some other crystal sphere within 10-100 days. With a successful proficiency check from the ship's navigator, the ship arrives at the chosen destination within that time. Of course, the destination must be one that is normally reachable; if there is no path from the current sphere to the desired one, a successful check on this proficiency will not create one.

If the proficiency check is failed, the ship arrives at a random sphere. (The DM should make the proficiency roll so that the player does not know if he succeeded or not.) On a natural 20, the ship drifts in the phlogiston for 20-200 days; such ships may be in grave danger of exhausting their air supply before returning to a random crystal sphere.

Observation

1 slot; General Intelligence, no modifier

Characters with this proficiency have cultivated exceptionally acute powers of observation. The DM may ask for a proficiency check (or secretly roll one) anytime there is something subtly wrong. He may also allow characters with this proficiency to increase their chances of finding secret or concealed doors by 1 in 6 (even characters who are not elves or half-elves have a 1 in 6 chance using this proficiency). This proficiency covers all of the senses.

Planetology

2 slots; Wizard/Priest Intelligence, -1 modifier

A character with the planetology proficiency has studied the various types of planets that may be found within crystal spheres. He is able to identify signs of groundling civilization from space and can determine the climate and probable inhabitants of a world by studying it for a short time (and making a successful proficiency check).

Shipwright

1 slot; General Dexterity, +1 modifier

This character is knowledgeable regarding techniques for ship construction and repair. He can design and build ships of all types, with a proficiency check being required for unusual features only. The character can perform routine maintenance on spell-jamming vessels, including repairing sails and caulking the hull, without a proficiency check. A shipwright need not have other workmen to finish small vessels, but larger vessels require crews of shipwrights and other laborers to build or repair.

A character with the shipwright proficiency is considered a "trained worker" for the purpose of ship repair. This proficiency is relevant for ship repairs of all types. (See the *Concordance of Arcane Space*, Chapter 4, for more details on ship repair.)

Signaling

1 slot; General Intelligence, +2 modifier

This proficiency gives the character the ability to use signaling equipment to send complex messages across wildspace. While any character can use a red smoke grenade to signal danger, a character with this proficiency can send coded messages to other ships using a signaling mirror, light, or flags. The signal transmitted by this proficiency will cross up to 10 miles in wildspace, although it must travel in a straight line. A skilled signaler can send as many as 10 words each combat round.

To send a message and have it understood, the sender and receiver must both have signaling proficiency and both must roll proficiency checks. If both succeed, the message is understood perfectly. If one fails, the message is distorted, but in an obvious way, so that it can be retransmitted next round. If both checks fail, or if either rolls a natural 20, an erroneous message is received and accepted with a meaning opposite to that intended.

Slow Respiration

1 slot; General Wisdom, no modifier

This proficiency provides the character with the ability to slow his respiration so that he consumes air more slowly. On a successful proficiency check, the character drops into a trance during which he consumes air only one-tenth as quickly as normal.

For example, the Dread Pirate Luigi is accidentally thrown overboard. Normally, Luigi carries enough air in his personal air envelope for 2-20 turns. However, he is afraid that his crewmen did not notice him falling overboard (as they were all rather drunk at the time), and he wants to preserve himself for as long as possible. If Luigi makes a successful slow respiration

proficiency check, his air envelope will last 20-200 turns, greatly improving his chances of being rescued while he is still alive.

Starting the trance takes one turn. Should the proficiency check fail, the character consumes a normal amount of atmosphere for that turn but may attempt to use this proficiency again on the next turn (so long as air remains). If Luigi misses the proficiency check on his first turn but is successful on the second turn, his air envelope will last 11-191 turns (one turn for the turn he missed, plus 10-190 turns for the 1-19 turns of normal breathing he had left, times 10 for his lowered respiration).

The character is unable to take any action while in the air-preserving trance. However, the character is still aware of everything that is going on and can return to full consciousness in a single round.

Spacemanship

1 slot; General Dexterity, +1 modifier

The character with this proficiency is familiar with spelljamming ships. He is qualified to work as a crewman, although he cannot actually navigate. Trained spacemen have general knowledge of all parts of their ship, can recognize the insignia of all ship's ranks, know basic information about air consumption, gravity plane orientation, and phlogiston safety, as well as being trained to perform common shipboard tasks. Crews of trained spacemen are necessary to manage any spelljamming ship.

Spelljamming

2 slots; Wizard/Priest Intelligence, -2 modifier

Characters with the spelljamming proficiency are experts at manipulating a spelljamming helm to maneuver a vessel. Any spell-caster can operate a helm, but this proficiency provides additional benefits.

- The character can boost the SR of his ship by 1 with a successful proficiency check. This boost lasts only one SPELLJAMMER® campaign combat turn.

- The character can boost the maneuverability of his ship with a proficiency check. This boost lasts only one turn. A character cannot boost both the speed and maneuverability of his ship at the same time.

- The character gains a -1 to his die rolls to determine which vessel gets initiative each turn.

In order to use these benefits, the character must be operating the ship's spelljamming helm. Bystanders cannot help, regardless of their proficiency.

Zero-Gravity Combat

1 slot; Warrior/Priest/Rogue Intelligence, -2 modifier

A character with zero-gravity combat proficiency is skilled at fighting in the absence of gravity. The character suffers a +3 penalty on initiative rolls and a -1 penalty on all attack rolls (as compared to a +6 initiative penalty and a -2 attack roll penalty for characters without this proficiency; see the *Concordance of Arcane Space*, Chapter 1).

Furthermore, the character retains the ability to use special combat abilities, such as martial arts, while drifting in space.

Finally the character can roughly steer his course in space by throwing objects away from him and by shifting toward large objects. He cannot control his speed, however, and can only slightly affect his course.

Operating a spelljamming vessel requires more than just getting in, sitting down on the helm, and taking off. Even if the destination is clear, the long duration of most spelljamming journeys requires that plans be made and equipment be procured before the ship leaves dock. This chapter covers many aspects of provisioning ships, describes a collection of new equipment that is available to spelljamming characters, and discusses the common courtesies involved in arriving at and leaving most spelljamming ports.

Provisioning the Crew

The most important component of any ship is its crew and passengers. The purpose of spelljamming is to move the people aboard from one place to another. Without a crew, a spelljamming ship (except perhaps the great ship *Spelljammer* itself) would be inert and useless.

This section discusses the necessities of life aboard ship, and how ships are acquired and maintained.

Food is generally the most bulky provision aboard ship, but in many ways it is the least critical. A typical human requires only a pound or so of food per day, if he is willing to live on dry rations. Moreover, people can survive on partial rations for an extended period of time, and can even live with no food at all for a week or more. A character can live without food for a number of days equal to half his Constitution score without ill effects. Thereafter, the character must make a Constitution check each day or lose one Strength point and one Constitution point. (This Constitution check is made with each day's lowered Constitution, not the character's original Constitution score.) When Strength reaches zero, the character is incapacitated and can no longer move. When Constitution reaches zero, the character dies unless he can make a saving throw vs. death magic. Success indicates that the character survives for another day.

The Strength and Constitution points lost to starvation can be recovered at the rate of two Strength points and one Constitution point per day, until fully restored. However, if either Strength or Constitution drops completely to zero as a result of starvation, the character loses one point of the affected attribute permanently unless he can make a System Shock roll.

A single ton of cargo space can hold 2,400 person-days of dry rations (this includes the space for packing materials, shelving, etc.). That is, one "ton" of food could feed 24 people for 100 days, or 48 people for 50 days. Most vessels have a ship's pantry able to carry three months' food for a standard crew without taking space from the cargo. Ships on longer voyages, such as those exploring random spheres within the phlogiston, must sacrifice some of their cargo space to carry food. Dry rations will keep for the duration of a voyage without spoiling.

While dry rations will keep a crew alive, such fare gets pretty tiresome after a few weeks. Higher quality food (pickled fish, spiced meats, and salted vegetables) consumes double the space and can be kept for only a month before going bad. Preserved food is generally used on longer voyages, at least for the first portion of the trip.

Replenishing food stores requires access to a source of food. Any civilized spaceport will have ship's provisions for sale at 150% of the normal cost (see the *Player's Handbook*, Chapter 6). In uncivilized areas, the ship (or some members of the crew) will have to make landfall on an earth world, as that is the only type of world where edible animals can be reliably found. Such hunting forays can gather normal rations (consuming double cargo space), but drying and preserving these foods is impractical. Thus, ships traveling to unexplored spheres generally bring enough dry rations to travel there and back.

Alternatively, food can be harvested aboard ship. Although it is rare for spelljamming ships to carry food animals, if plants are brought along to freshen the air supply (see the later section on "Air"), the species selected are usually those that produce edible fruits and vegetables. These items are a welcome relief from the monotony of dry rations on long voyages, and they seem beneficial to the health of the crew.

Water presents a different set of problems. No character can go without some form of water for more than three days without suffering ill effects, and under no circumstances will that character survive for more than a week.

After three days without water, the character must make a Constitution check every six hours or lose one Strength point

and one Constitution point. (This Constitution check is made with the lowered Constitution, not the original Constitution, and these effects are cumulative with the characteristic loss for starvation.) When Strength reaches zero, the character is incapacitated and can no longer move. When Constitution reaches zero, the character dies unless she can make a saving throw vs. death magic. Success indicates that the character lasts six more hours.

The Strength and Constitution points lost to thirst can be recovered at the rate of one Strength point and one Constitution point per hour until fully restored. There is no chance of permanent characteristic loss unless the character also lacked food.

Humans require a minimum of a gallon of water each day. A single ton of cargo space can hold 2,500 gallons of water in 50 gallon casks—far more than any normal crew would consume on most voyages.

Most ships can carry enough water for three months of travel with a standard crew.

If a ship is in danger of running out of water, its captain has two options:

- Purchase water at any spaceport for 1 gp per 50 gallon cask.
- Journey to any water world and fill the casks for free.

Air is every ship's most critical need. Spacefarers can survive for weeks without food and for days without water, but without air they will be dead in minutes.

The *Concordance of Arcane Space*, Chapter 1, lists levels of air quality, explains how air is consumed on a spelljamming voyage, and describes the consequences of an inadequate air supply. Here we will expand on that information with various approaches you can take to preserve and refresh your air supply to stave off those unpleasant consequences.

• Hire hurwaeti crewmen. The hurwaeti *fog cloud* ability can refresh a fairly large atmosphere (see Chapter 2 of this book). However, you must pay the hurwaeti, carry enough provisions for them, and have a ship large enough to carry your entire party and the hurwaeti.

• Refresh the air envelope in a planetary atmosphere. Most worlds (except fire worlds and void worlds) possess breathable planetary atmospheres. This atmosphere is always fresh, and is so much larger than any ship's air envelope that the ship's air will be completely refreshed.

To refresh its air, a ship has to go fairly deep into a planetary atmosphere (although it does not actually have to land). For ships that are designed to enter an atmosphere (ships that are able to land either on the ground or on water), refreshing an atmosphere in this way is not a problem. However, a ship that is not designed for the stresses of a planetary atmosphere must make a saving throw vs. crushing blow (see the *Dungeon Master's Guide*, Table 29) based on the ship's primary material (wood, stone, etc.). If the ship fails its save, it suffers a single critical hit (see the *Concordance of Arcane Space*, Chapter 4.)

• Carry green plants. Many years ago, a spelljamming captain took on a commission to carry a supply of green plants to an elven colony. He managed to become lost in space for many months. Although he was out of food and on the point of starvation when he was finally rescued, the air envelope of his vessel was still fresh.

From this discovery came the practice of carrying green plants on large vessels, to help preserve the atmosphere. These plants are carried on the deck (they will die if left in the enclosed cargo hold). Each 5' x 5' square of deck space covered with green plants purifies the atmosphere for five tons of the vessel. Thus, if the vessel has a capacity of 40 tons, it must have 200 square feet of its deck occupied with green plants to maintain its atmosphere indefinitely. Extremely large ships, such as the legendary *Spelljammer*, have a disproportionately small atmosphere for their size and so do not require nearly as many plants as this formula provides.

Any type of green plants may be used, and the ones selected often act as a secondary food source (see the prior section on "Food"). However, most plants are never really "at home" in space. Even hardy groundling species tend to wilt and die at the slightest provocation, making them a fragile and unreliable source of fresh air. It is up to the DM to decide what events might cause "crop failure" on a spelljamming ship ("I dunno, Cap'n. They all died when we passed that big brown star!").

If the ship has half the required amount of green plants, but not all of the required amount, the time it takes for the atmosphere to be depleted is increased by 50%. If the ship has less than half the required amount of green plants, the plants do not appreciably refresh the atmosphere.

Green plants refresh the air slowly. If the ship's atmosphere is fouled through some external means, such as by fire or by mixing with a fouled atmosphere, the standard amount of green plants cannot correct the air quality (although they can maintain a steady state). If the ship carries double the normal amount of green plants (two 5' x 5' squares per five tons of vessel), the green plants can convert fouled air into fresh air or convert deadly air to fouled air in one month. Going from deadly to fresh air thus takes two months.

Maintaining the Ship

The crew and passengers are not the only things requiring attention during a voyage. The ship itself may be damaged by combat, by collision with a natural body, or by the buffeting of a planetary atmosphere. The following section discusses the various types of repairs that can be made to a spelljamming vessel, and how those repairs are effected in space.

Repairing the hull of a spelljamming vessel is surprisingly easy, if the appropriate raw materials and tools are available. Unfortunately, in the depths of wildspace it is hard to find spare lumber or a solid stone patch.

Ships carry hull repair materials so that they will be available if needed. A single ton of cargo space can hold enough raw material to repair five hull points worth of damage. These materials cost 50 gp per hull point to be repaired (250 gp per ton), and using these materials to repair a ship requires a crew of five men to work for a week (see the *Concordance of Arcane Space*, Chapter 4).

In addition to raw materials, you need tools to repair a ship. The standard ship's locker carries tools suitable to make minor repairs (where 50% or fewer of the hull points have been lost), but more extensive repairs requires a full drydock and cannot be performed by the crew.

Note also that hull repairs require the attentions of a trained shipwright (see Chapter 5) or a trained craftsman appropriate to the material (a carpenter for a wooden ship, etc.). Without such a craftsman, the ship is considered *poorly repaired*, and the vessel's chance of suffering a critical hit is increased by one.

Repairing Large Weapons. To repair large weapons that have been damaged by a critical hit, the weapon must first make a saving throw based on its type of material and the kind of attack it suffered. The primary material of large weapons and the kind of damage they inflict are listed in Table 12.

If the weapon fails its saving throw against the attack that disabled it, it is destroyed and cannot be repaired. (This determination should be made after combat, when the crew has had a chance to survey the damage.)

If the item makes its saving throw, the damage is repairable. To determine the cost and time expended to repair the weapon in port, roll 1d6 and multiply the result by the factors shown in Table 13.

Table 13: BASE COST AND TIME FOR WEAPON REPAIR

Weapon	Cost in gp (X1d6)	Time in days (X1d6)		
Ballista, Light Ballista,	40 60 80 2,000 50 70 100	1	40 60 80	1

Medium Bombard, Light Catapult, Heavy Gnomish Sweeper, Greek Fire Projector	80 100	1 2 5 2 2 3 2 2	10* 20* 10*	2 2* 4* 3**
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Jettison, Light Jettison, Medium Jettison, Heavy Ram, Blunt Ram, Grappling Ram, Piercing

*Multiply this number by the ship's tonnage to determine base cost/time.

This table assumes that a crew of five skilled workers work full time to repair the weapon.

If the crew is too poor (or too cheap) to afford the repairs, or if they wish to do the work themselves, cut the cost to 25% but double the time required. Thus, a light ballista repair requiring 200 gp and four days to do in port could be performed by the crew for 50 gp in eight days.

Any repairs performed by the crew must be overseen by a competent weapons expert, and there must be at least one such expert for each five workers. (A weapons expert is someone who has taken a proficiency in the specific weapon.) Successful repair requires a proficiency check (based on Intelligence) from the expert; failing the check indicates that the work is flawed in some way and must be redone. Reroll 1d6 to determine costs. It is possible for the repairs to be partially successful, or for the workers to have made the damage worse!

If multiple experts are working on the same team, they may all roll proficiency checks. If any one of them succeeds at his check, the repair is successful. Thus, it is better to have more expertise working on a weapon.

Weapon parts are hard to pack. (Imagine stowing the 15' bow arm of a new light ballista.) Therefore, raw materials for weapon repair consume one ton per 100 gp of their value.

Repairing Other Critical Hits. Unlike hull damage or lost weaponry, other repairs require a specific process for each type of critical hit.

Deck Crew Casualty, Interior Crew Casualty: Few ships carry materials for replacing lost crew, although some undead ships maintain a "storeroom"

"Jettisons cannot cause ship damage.

Material Thick Wood Metal Thick Wood Thin Wood Thick Wood Thick Wood	Attack Type Crushing Blow Crushing Blow Crushing Blow Normal Fire N/A*	Weapon Ballista Bombard Catapult Greek Fire Projector Jettison Ram
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of raw materials—bones and the like—for just this purpose. Surplus personnel can fill in for the missing crew, if they have the necessary skills.

Hull Holed: Repairing a Hull Holed critical hit is handled much like repairing actual hull damage. As a rule, each Hull Holed critical hit can be repaired for the same time and cost as if it were five hull points of damage.

Fire! Fire damage is reflected in a loss of hull points. This damage is repaired as normal hull point damage, once the fire has been extinguished. The procedure for controlling and extinguishing a fire aboard ship is described in Chapter 4 of the *Concordance of Arcane Space*.

Spelljammer Shock! The loss of the spelljamming helm is perhaps the most serious injury a ship can suffer, short of breaking up entirely. For ships using a spelljamming helm (including gnomish helms that work, and the Crown of the Stars), the most reliable and economical remedy is a replacement for the comatose spell-caster. Most ships carry at least two spell-casters, as it is impossible for a single spelljamming mage to power a ship for more than 24 hours at a time. Captains are advised to have their second spell-caster ready and waiting before they risk combat or other dangers.

Ships that use series helms, pool helms, orbi, forges, furnaces, or lifejammers are in considerably more danger. The only protection for ships of this type from a Spelljammer Shock critical hit is to carry a second complete helm. This is tremendously expensive, and it should be noted that two helms aboard the same ship cannot be operated simultaneously.

As stated in the *Compendium of Arcane Space*, in the long term (1-4 days) a Spelljammer Shock critical hit is self-correcting.

Ship Shaken, Loss of SR, Maneuverability Loss:

These critical hits have effects that are by nature temporary. No particular effort is required to repair damage caused by these hits. There may be secondary effects that do require repair, of course. For example, if the ship suffers a loss of SR, it may thereafter be damaged by a pursuer because it couldn't get away. Treat this damage as normal.

New Equipment

Most of the equipment used by groundlings can be put to work-in space. Spelljamming crews are not substantially better equipped than their groundling cousins, except for the ship itself. Nevertheless, there are many pieces of equipment smaller than a ship that are uncommon for groundlings but have gained popularity among the peoples of space.

Ship's Locker

This section discusses equipment that is generally considered part of a ship, rather than part of an individual's gear. These items are not carried by individuals and may be purchased as part of a ship's outfitting at the listed prices.

Anchor. Spelljamming vessels need not always be piloted. There are times when all you want to do is hover in one place. In space this is easy, but in a planetary atmosphere, the ship tends to drift with the wind, which can move the ship an amazing distance in just a few hours. To keep their ships from blowing away, spelljamming captains use anchors.

A spelljammer's anchor looks like the grounding equivalent: a large metal hook, generally with two or three prongs, at the end of a long rope (called a hawser). The opposite end of the hawser is firmly attached to the ship, and the intervening portion is wrapped around a spindle so that it can be rolled up or let out by turning the capstan.

When a spelljamming vessel wishes to hover over a planet's surface (as when a ship that can land only on water wishes to visit a landlocked city), it lowers its anchor, dragging it across the ground until it catches on a rock or other fixed object. Some anchors are simply very heavy and are allowed to fall freely and imbed themselves in the ground when they hit. Once the anchor is secured, the capstan is turned to tighten the hawser, keeping the ship more or less in place. Most ships carry 200' hawsers.

From below, the sight of a flying ship dumping an anchor toward the ground can be disconcerting, to say the least. Spelljamming captains should avoid occupied areas (villages, farmhouses, etc.) when targeting their anchors.

Cargo Hoist. Even after you are anchored, getting down from your ship requires some effort. Lowering rope ladders, fly spells, and attaching elastic cords to a passenger's feet and throwing him overboard (a favorite of gnomes) have all been found wanting for one reason or another.

The most common solution is the cargo hoist, a cranelike device that attaches firmly to the ship. The hoist consists of a boom that hangs over the side of the ship, a winch, and a drum holding a few hundred feet of line. A bucket, sling, or platform is tied to the end of the line hanging from the boom. The whole affair resembles a huge fishing rod.

Four or five stout deckhands can turn the winch, reeling up the line to raise as much as 1,000 pounds. Hoists are slow, requiring 15 minutes to raise a load to the deck (although only five minutes is required to lower a similar load).

When not being used, the hoist can be stowed along the gunwales of the ship. Larger ships (30 tons or more) carry multiple hoists; in general, a ship can use one hoist per 25 tons or less. Ships of 10 tons or less must use smaller hoists that can lift or lower only 500 pounds on a single trip, although only two men are required to operate this hoist.

If there is a rush to move cargo, the travel time can be cut in half. However, cargo hoists are temperamental. If the handlers are forced to hurry, a successful Seamanship roll is required to avoid snarling the line on the spool, which leaves the cargo hanging in midair and requires two hours to untangle.

Cargo hoists are much less expensive than a **ship's** launch with a spelljamming helm, and hoists allow captains whose ships can land only on water to trade with landlocked cities. Some landlocked cities with established spelljamming trade have anchorages outside the city where visiting ships can drop anchor in safety and use cargo winches to move themselves and their cargo up and down.

Anchor Hoists. Another solution that has some popularity (primarily among new grounding crews and gnomes) is the anchor hoist. A typical anchor hoist is a wooden platform about 20' across, with a hole in the center through which the anchor hawser passes. Gears fasten around the anchor hawser, allowing the platform to be lowered or raised by turning a windlass on the top of the platform. Some anchor hoists have dew-filled spheres or other non-magical lifting devices that they use to go up the line, using the windlass and ballast to pull them down. Metal braces reach below and above the platform, holding cylindrical guides that encircle the hawser and keep the platform steady.

The biggest advantage of an anchor hoist is that no one need be left aboard to reraise the platform. With a standard cargo hoist, four men must be available to raise the hoist. On small vessels, this may be half the crew.

While anchor hoists are convenient, they have a few problems:

- Anchor hoists are slow, traveling not more than two yards per round (unless the people on the platform are willing to fall faster by disengaging the chain—but stopping then becomes a problem). They are so slow that the spelljamming vessel must come within 100 yards of the ground for the trip to take less than an hour each way.

- The chain occasionally jams (on a roll of 1 on IdIO each trip), requiring 1-4 hours to repair.

- Their capacity is limited. They can carry only a dozen normal-sized beings or their equivalent in cargo (about one ton), and so are unsatisfactory for large cargo shipments.

- The anchor hoist can go only where the anchor goes, so it is not possible to use an anchor hoist as part of a stealthy approach.

Sleeping Compartments. All spelljamming vessels have places for the crew to sleep, even if only a hammock on deck. However, more sophisticated devices (first invented by the gnomes) have become popular with troop ships and other vessels that carry large numbers of people through the phlogiston.

In any long voyage, air supply is a critical problem. In order to move as few as 100 men, a ship of over 100 tons is required, primarily to support their air requirements. Even then, the air is often fouled before the ship arrives at its destination, if it travels from one sphere to another. A ship of the same size packed with men (ignoring for a moment their air needs) could hold perhaps five times the number it can feed and keep breathing.

The gnomish sleeping chamber (or, as the gnomes call it, The Wondrous Device for the Preservation of Life Indefinitely While Traveling Through the Flow With Trusted Friends Through the Natural Properties of Phlogiston) is an airtight, coffin-shaped compartment. When it is used properly, the traveler enters this compartment after the ship has left a crystal sphere and has entered the Flow. The compartment is sealed, trapping phlogiston and air inside. Within a short time (generally an hour or so), all the air in the compartment has become deadly, and the occupant lapses into the suspended animation caused by the phlogiston. When the destination is reached, the compartment is opened and the character is revived.

There are several obvious disadvantages to the sleeping chamber.

- Generally speaking, humans (or members of any other nonsubterranean race) get very uncomfortable trapped in a small chamber while their air runs out. The sensation is usually referred to as being "buried alive," despite the fact that the compartment is not actually interred. Panic can set in, so the occupants of these devices are either drugged or locked in to keep them from bursting out.

- It is essential that the compartments be opened and their occupants revived before entering a crystal sphere. As is well known, all phlogiston vanishes when the boundary of a sphere is crossed. Any being still trapped in deadly air will die. Thus, at least some of the crew must remain awake throughout the journey to open the compartments when the destination is reached.

- Not everyone survives the transformation of the phlogiston. A character who is shipped in one of these devices must make a System Shock roll (see Table 3 in the *Player's Handbook*) or die when the chamber is opened. Only one such roll need be made when the character is revived. For NPCs who do not have a Constitution score, there is a base 80% chance of survival.

Poor passengers (those who do not have enough money for a normal passage aboard a spelljamming vessel) will sometimes risk traveling by sleeping compartment if their need is great. Traveling this way is much cheaper, as the passenger does not require food or water for the duration of the journey through the Flow. However, the risk of dying is sufficiently high that most people couldn't be paid to ride in one of these. Only the desperate or the fanatical will use them, and

only the fanatical will risk it more than once.

Stow-Nets and Stow-Pods. The danger of free-flying gear aboard a ship in combat is lessened by lashing gear down with nets or pods, or by securing all loose objects in closed, barred, or latched lockers.

Nets are cocoon-shaped bags of close-meshed hemp netting, clamped or even tied permanently to bars attached to the bulkheads of a ship. They open along a central seam by means of drawstrings.

Pods are large natural containers of plant material that can be collected in large jungles on many worlds. They are more fragile than nets (but much cheaper to obtain: free for the cutting to a crew in the right place) but soon dry out and split unless kept oiled or damp.

Pods vary in size and shape, but all hold their shapes by their own strength, tightening as they dry out rather than loosening to spill their contents. They are typically slit open lengthwise to clean out the seed and fruit innards, and to insert and remove cargo. Most are lashed around the middle against severe shocks, but under normal conditions stay closed by their own strength.

Personal Equipment

This section describes equipment that spacefarers find useful. Unlike the previous items, these are typically owned by individuals.

Equipment Tether. Dropping your tools in wild-space can be a disaster; they tend to drift long distances and require lots of time to recover. Long-time spacers tether their tools and weapons to themselves by cords. These cords are typically 20'-40' long and woven of the strongest fibers and horsehair, waxed and wrapped with silk for great strength (3-6 points of chopping or sawing damage to sever such a cord).

Tethered gear that is knocked out of your grasp can be hauled in and retrieved. You can also hurl tethered weapons into another ship's rigging and be towed along, or haul yourself hand over hand to escape one ship and reach another. On the other hand, in a fight you can be dragged around helplessly by your tether-line, so using the cords in combat can backfire tragically.

Cold Light. Using fire in the phlogiston is dangerous. However, there are spaces on every ship that are closed off to the natural radiance of the phlogiston, and light is still needed in these areas.

The dwarves have identified a phosphorescent fungus called "cold light" that glows without producing heat (and thus without risking a phlogiston reaction). They build this cold light fungus into normal lanterns that can be used in the phlogiston.

To maintain the cold light, you must keep the fungus moist; this is usually done as part of routine ship maintenance. The light produced by the fungus is just below that of a candle, barely suitable for reading and maneuvering around a darkened hold. Nevertheless, the ease of maintaining cold light and its low price has caused it to outstrip its strongest competitor—the *continual light* lamp—over recent years, even though cold light is much dimmer.

Signaling Kit. Regardless of how you get around in wildspace, communication with people who are even a short distance away can be very difficult. Unless your air envelopes overlap, no sound will travel between you.

Various sorts of signaling devices have been developed to overcome this problem. A few options are:

- Signal lights: mixtures of flammable pollen and chemicals that can be ignited to give a flash of colored light. Various colors are available. Igniting these takes several seconds, and therefore they are difficult to use for extended codes. They also create a phlogiston reaction equivalent to that of a candle (1 die fireball, 4" across).

Other types of signal lights use a continuous source of light and a hood or door that can be opened and closed to flash the light. These may use cold light or *continual light* spells (see above) to provide the light source, and therefore can be used in the phlogiston.

Generally, signal lights are color-coded, so that amber lights, for example, are a distress signal, while green lights indicate that the signaler wishes to approach.

- Signaling mirrors: small reflective pieces of metal or glass that can be used to reflect light from a nearby fire body. Signaling with a mirror can be very quick but requires a fair amount of accuracy to hit a distant target. Moreover, a signaling mirror depends on the existence of a stable, stationary light source (such as a fire body); these are not always available. Even when a source of strong light is available, the mirror's signal flashes can be difficult to see in the continuous glow of the phlogiston.

- Smoke grenades: flammable chemicals that produce a thick cloud of colored smoke. The smoke spreads to a surprising size in wildspace while still keeping enough coherency to allow someone far away to make out its color. Like some signal lights, smoke grenades are very slow, so color schemes are used for general messages. However, the size of the signal cloud allows messages to be sent great distances, if the receiver is looking in the right direction, even if the sender doesn't know exactly where the receiver is (for example, a stranded drifter who is looking for help from anyone). Also, setting off a smoke grenade in the phlogiston causes a reaction similar to that of lighting a candle (1 die fireball, 4" across).

Priest Icons. Priests in a SPELLJAMMER® campaign suffer from restrictions that do not trouble the characters of other classes. In particular, a priest's abilities are greatly limited in the phlogiston and in crystal spheres in which his deity is not worshipped.

Specifically, priest spells of third level and above are not available in these circumstances. Within an alien crystal sphere, a priest can use the *contact home sphere* spell (see the *Concordance of Arcane Space*, Chapter 2) to receive higher-level spells temporarily, but even this spell does not work in the phlogiston.

Priests faced with this problem have developed a magical item called an icon. Icons are portable altars that can store the divine energy of the gods and transform it into the higher-level priest spells when the god's own bestowal is not available.

Icons can be used in alien spheres, but they are designed for the phlogiston where no other mechanism exists to regain high-level spells. (Priests do not need an icon to recover their first- and second-level spells, so a priest within a sphere may always use *contact higher power* to recover higher-level spells.)

To use the icon, the priest must sit before the icon and meditate upon the divine energy within it. The priest meditates for the same amount of time he would normally spend praying to his god for his spells. No additional time or effort is required to gain spells from an icon.

Icons are holy items of specific churches. They are not magical items in the normal sense, usable by any priest. An icon of Reorx would not be usable by a priest of Tyr, and vice versa. As such, although they are expensive, they are not traded like other magical items.

Icons are limited in their spell-bestowing power. There are three types of icons, each of which has a maximum level of spells it can bestow, a maximum number of spell levels it can store, and a recharge rate. These properties are summarized in Table 14.

Note that spells above fifth level cannot be gained through an icon. Direct contact with the priest's deity is required to gain such high-level spells.

Icons can recharge their spell levels only in a sphere that is accessible to the priest's god. There must be an established group of worshippers somewhere in the sphere. It is not possible to recharge an icon if the only connection to the god is

through a *contact higher power* spell.

Table 15 lists prices and encumbrance values for all of the equipment listed previously. DMs should feel free to adjust these prices to fit their own campaigns.

Table 15: PRICE AND ENCUMBRANCE LIST

Price (gp)	Weight (lbs.)
40,000	N/A
3,000	N/A
4,000	N/A
7,000	N/A
3,000	N/A
10/—	5/5
3 cp/100'	1
25	3
10	1
5,000	100
10,000	200
25,000	500

Item

Launch Anchor Cargo hoist Anchor hoist

Sleeping compartment Stow nets/pods Equipment tether Cold light Signaling kit Icons:

Icon

Shrine

Sanctuary

Docking in Civilized Ports

Although there are many cultures among the Known Spheres, each with its own way of life, commerce must go on. To allow visitors from far-away spheres to visit various spacefaring cultures with minimal difficulty, the spacefaring cultures have worked out a series of procedures that are more or less standard at all of the spaceports in the Known Spheres. While there are rare exceptions, these rules are the ones counted on by spacefaring captains to cover their day-to-day involvement with the administrative details of spelljamming.

The following procedures apply primarily to spaceports, such as the Rock of Bral. Groundling civilizations are too diverse and isolated to have adopted these procedures.

Approaching Dock. Before a ship can dock, it must contact someone at the spaceport and receive permission to dock. This is generally accomplished by a sequence of flags raised on the mast of the approaching vessel and on a similar post on the docking port. These flags not only act as "traffic signals," preventing collisions from multiple ships trying to dock simultaneously, but also act as markers indicating the location of the gravity plane (which on something like the Rock of Bral is not that obvious). The flags also signal any problems (such as disease or fouled atmosphere) that the station may be currently suffering, and the governing race of the station (so that a captain who wants to avoid contact with ras-tipedes wouldn't dock at a rastipede station). Unfortunately, once you've started the protocol by raising your flags, it looks pretty suspicious if you take off when you find out who the other guy is.

It is uncommon but possible for a station to refuse docking privileges to a ship. The reason may be a problem on the station, like overcrowding, or a partially fouled atmosphere that the new ship with a fouled atmosphere of its own would exacerbate.

Stations also refuse some customers to keep the peace. As policy, some spaceports will not allow beholder ships to dock if any other beholder nation currently has a ship docked. Many try to separate the neogi from the other races, notably the hurwaeti, that have a strong hatred of slave-takers, and a station with inadequate facilities may turn away ships of one or another of those nations.

In general, if a station refuses docking privileges, they must grant the ship leave to refresh its atmosphere in any available planetary body. Nations at war will of course attack rather than allowing their enemies to resupply, but intersphere war is rare. Most stations will also allow a ship to land and replenish its supplies, but a few will adamantly insist on the ship's clearing the sphere as quickly as possible.

Of course, in most spheres there are multiple settlements, and one settlement's enemy may be another's ally. The ability of a spaceport to enforce an exile of a ship is dependent totally on that spaceport's military might. There is no intersphere agreement regarding any given spaceport's territory.

Most ships will be allowed to dock. The actual physical act of docking is almost anticlimactic. The ship aligns its gravity plane with that of the spaceport and sails right up to the side. Since most spaceports have a sizable air envelope, with docking bays looking much like the wharfs of a coastal groundling city (except without the water), all that is left to do is to lower the gangplank and walk off the ship.

Customs Inspection. Once a ship docks, it becomes subject to the rules and regulations of that station, if for no other reason than it is difficult to escape the station without the cooperation of the authorities.

Customs inspectors will examine anything brought off the ship or taken aboard. By ancient custom, however, they will not inspect the ship itself and have no power to confiscate any contraband that never leaves the ship. (This is how neogi slave ships can dock and leave supposedly free spaceports.)

Depending on the spaceport and cargo, there may be duties to be paid, and some items may be forbidden. The rules vary from station to station and are sometimes capricious, especially in stations run by non-demihumans. (Then again, beholders and neogi consider many human space settlement customs to be capricious.)

Depending on the spaceport regulations, trying to bring contraband into the spaceport may bring a polite recommendation from the authorities to leave it aboard, or may cause the ship to be seized and all aboard to be enslaved (neogi are extremely fond of the latter approach). Customarily, before bringing something off of the ship, you stand on the gangplank, hold out the item, and ask the customs inspectors whether it is permitted. If they say no, you have not tried to bring it aboard the station and therefore they cannot claim you were smuggling. However, rastipedes have been known to permit entry to an item displayed this way, only to claim they were joking once it was aboard the station.

Docking and Berthing Fees. Berthing a ship at a station is expensive. As a rule, docking and berthing costs are 1-4 gp per ton of ship per standard day (or fraction thereof), although some species use keel length or beam length to set the rates.

This fee covers berthing space and inspection charges.

Many stations also charge a head tax of 5-10 gp per person who comes aboard the station. This is especially common where dracons are frequent visitors, as without such a tax herds of 40-50 dracons would be traipsing around the station together. The tax serves to keep the majority of the herd aboard their own vessel.

There is an additional air tax for all persons in the station's air envelope, whether or not they enter the station. Typically, air taxes are 1-2 gp per person and are designed to recover the cost of periodically refreshing the station's air envelope.

Ships that come in with fouled air are charged an additional 5-8 gp per ton in air taxes. This is because the fouled atmosphere of a ship greatly decreases the time between atmosphere refreshments.

Note that none of these charges covers food, water, or any services while in the spaceport. Daily food and lodging are generally available at 150% of the regular prices (see the *Player's Handbook*, Chapter 6), and repair services are available at the prices listed in Chapter 4 of the *Concordance of Arcane Space*.

Getting Underway. Once you have paid all docking fees, berthing fees, and air taxes, you schedule your departure with the harbormaster. By ancient tradition, departing vessels have precedence over incoming vessels—except in emergencies—so you can schedule your departure with exactness.

pace is a lonesome place. Even at the mind-numbing speed of a spelljamming vessel, journeys across a single sphere take weeks, and trips between spheres may last for months. Moreover, the spacefaring population of a sphere is generally a minuscule fraction of that sphere's total population.

Thus, the spelljamming peoples form organizations. Most of these are human-oriented, as humans are the most numerous people in space. However, these organizations are also generally open to demi-humans and even nonhumans, although some races (such as the beholders) show no interest in them.

This chapter describes 16 human organization that can be found throughout the Known Spheres. Most spacefarers do not belong to any of these organizations, and almost no one belongs to more than one. However, these organization can provide support and a source of adventure to those spacefarers who wish to support the goals of something greater than themselves.

For each organization, the following information is listed:

Symbol: The image used as a recognition sign among members of the organization. Some symbols are well known (such as the golden chalice of the Company of the Chalice), while others (the X of the Tenth Pit) are only whispered rumors.

Headquarters: The sphere and world where the leadership of the group can be found. For some loosely structured organizations, this is the place with the largest concentration of members rather than the base for any central command.

Purpose: The philosophical aims of the organization. This section indicates the goals and aspirations of group members and the major activities performed in pursuit of those goals.

Allies: Other organizations that may support this organization. Alliances among the spheres are notoriously tenuous and subject to lapses or even abandonment with little notice.

Enemies: Organizations that oppose this organization. Unlike alliances, true rivalries and hatreds rarely fade.

Joining: How a character may go about joining the organization. Included here are the entry criteria and any dues or rituals that are performed upon initiation.

Benefits: What the organization does for its members. This section describes all of the benefits that accrue to members of the organization.

Obligations: What the member does for the organization. This section describes all the things the character is required to do to remain a member in good standing.

Faiths of Space

As mentioned in Chapter 3 of the *Lorebook of the Void*, many spacefaring humans follow one of the sects that proclaim dominion over the spheres.

While followers may accept the religion's general goals, only the priests and the initiated lay members are true members of these organizations.

The Temple of Ptah

The priests of Ptah are among the most forceful proponents of religion in the Known Spheres. In their gray robes trimmed with scarlet, they are found throughout the SPELLJAMMER® universe preaching the superiority of their god.

Symbol: The spacefaring priests of Ptah use the traditional symbol of a mummified hand.

Headquarters: The priests of Ptah claim their god created all of the crystal spheres, therefore they have chosen no one spot as a supreme headquarters.

Purpose: In spheres where the Egyptian pantheon is worshipped, Ptah is revered as the god of artisans. However, most spelljamming priests of Ptah are spa-ceborn and look down on their groundling cousins as having lost sight of Ptah's true glory as the creator of the universe.

Priests of Ptah are fanatical in their zeal to convert people to the way of Ptah. They use the fact that they can receive their clerical spells in all the spheres to prove the superiority of Ptah over other gods. Others, more cynically, point out that as the priesthood of Ptah has been in space for a long time, they have simply been able to establish bodies of worshippers in all of the spheres, which allows them the same access as followers of any other god.

Ptah priests tend to equate Ptah with whatever ruling god they happen to encounter to show that Ptah is the true ruler of the pantheon. In Realmspace, for example, the priests of Ptah proclaim Ao, the high god of the pantheon of the Realms, as an avatar of their god, and in Krynn-space Ptah is known (according to his priests) as Paladine.

These proclamations are usually disturbing news to the followers of these gods within their spheres. Thus, while the worshippers of Ptah are pandemic, they are not popular with the established local churches in any of the spheres.

Allies: The faith of Ptah has few steady allies. The Seekers are in frequent contact with Ptah's priests as their wide access to many spheres makes them a prime source of general knowledge, but the Seekers are justifiably suspicious of the priests' information when it turns to theological matters.

The Shapers have supported the priests of Ptah in the past, and there are a number of spaceports where a Shaper monopoly on wizardry is paralleled by a Ptah monopoly on priestly magic. Both groups see themselves as bringing order to the cosmos, and taking the "wild" out of wildspace.

When the priests of Ptah turn to force as a way of converting recalcitrant peoples, they often employ the Trading Company, as its businesslike attitudes mitigate any conflict with the priests.

Enemies: Many people find the priests of Ptah irritating, but few truly hate them. The Pragmatic Order of Thought finds the monochromatic theology of the priests of Ptah stifling, and this has caused some friction over the years, even spilling over into the Pots' relationship with the Trading Company. The Xenos hate the priests of Ptah (of course, they hate just about anyone) because Ptah accepts demihumans into his priesthood. While the priests of Ptah have verbally attacked the Celestians on theological grounds, the Celestians have only ignored these protestations.

Joining: To become an avowed follower of Ptah is extremely easy. Nearly every sphere contains a flock of priests eager to help you convert. There is traditionally a small donation (10-20 gp) for the conversion, although the petitioner may substitute a small hand-crafted item made by his own hands.

The Temple of Ptah is open to beings of any race, although Ptah's worshippers are predominately human. Most members of other races who join are viewed as pragmatists taking advantage of the special magical benefits that accrue to the followers of so wide-ranging a god. So long as they make regular donations, however, they are treated as well as any human member.

Benefits: Followers of Ptah can count on the assistance of its clerics, much the same way that members of other religions can. However, as the faith of Ptah is so widespread, this benefit is highly valuable to spelljamming characters who wander frequently from sphere to sphere.

Obligations: For all their dogmatism, the priests of Ptah are surprisingly easy to get along with once you have converted. Members of the temple must donate a small work of art (purchased for 5-10 gp, but works made by the member's own hand are preferred) to the temple upon leaving or entering a sphere. This is usually done during brief ceremonies in which the member says good-bye to his old priest and introduces himself to the new ones. Further donations of 1-2 gp per standard month are also required, but these may be waived if the member is not able to pay.

Members are also encouraged to find others who wish to join the temple, and they can establish themselves as intermediaries between these new converts and the priests. They collect the temple donations from the members they introduced, and keep 10% of the new members' donations for themselves. Non-members, mindful of Ptah's origins, refer to this as a pyramid scheme.

The Path and the Way

Referred to either as a single grouping or by either of its parts, the Path and the Way is a terrestrial gathering of faiths that made the leap full blown into the stars from the Shou empire on Toril in Realspace. The Path and the Way postulates a celestial bureaucracy, well managed and organized, with various Powers taking on particular duties within the organization rather than venerating any specific deity.

While the Path and the Way has spread throughout the Known Spheres and to many different races, it is fragmented into hundreds of tiny subsects, each proposing specific deities to occupy the various positions within the celestial bureaucracy. Religious scholars disagree (often violently) about the true nature of the Path and the inner nuances of the Way.

Oddly enough, the priests of the Path and the Way are able to recover spells in any sphere where the Path and the Way is worshipped, regardless of any doctrinal differences between the priest and that sphere's established worshippers. Thus, a cleric of the Path and the Way from Realspace who believes that Ao holds the supreme position within the celestial bureaucracy has the same powers in Qreyspace as a native priest who believes that role is occupied by Boccob. Moreover, two priests of the same pantheon may disagree in assigning Powers to celestial roles. None of this debate has any effect on their clerical powers.

Symbol: Followers of the Path use a yin-yang symbol in the colors of the chief of their personal pantheon. Believers in the Way use the sign of a low, rounded stone bridge.

Headquarters: The Path and the Way began centuries ago in Realspace. However, it is so fragmented now that any claim of a headquarters would be worthless.

Purpose: Followers of the Path and the Way seek to find the true meaning and structure of the celestial bureaucracy. As such, they tend to be insular and confusing to nonmembers. Worse, their internal conflicts rival those of the various beholder nations.

If the Path and the Way can be said to have a single purpose, it would be the improvement of the individual through contemplation of spiritual issues.

Allies: The Path and the Way is very powerful, and most members are quite reasonable so long as you do not challenge their beliefs. Thus, practically everyone is on good terms with some fragment of the sect.

Enemies: Only the followers of Ptah (who once had the temerity to state that their god was obviously the head of the celestial bureaucracy) are viewed with suspicion and hostility. The priests of Ptah, on the other hand, view the followers of the Path and the Way as misguided souls, just as they view everyone else.

Joining: The followers of the Path and the Way believe in the individual quest for the nature of the celestial bureaucracy. Thus, any priest of the Path or the Way can accept a new member with little fanfare. However, most will not permit someone to join the religion without first studying the fundamental texts on the celestial bureaucracy, as well as the priest's own version of its exact structure and the Powers that fill it. This study takes 2-3 months, after which time the student's questions will drive the priest to confirm him as a practitioner of the Path and the Way.

The Path and the Way is theoretically open to any race. However, there is a strong human bias among the priestly hierarchy, and a specific bias toward humans from Oriental cultures. This bias has been strengthened by the flood of new members from the Shou Empire on Toril. These members are rapidly dominating the political structure of the faith and are making entry by demihumans (much less nonhu-mans) even more difficult. Nevertheless, there are a sizable number of dwarves, elves, and even hurwaeti who follow the tenets of this faith.

Benefits: The primary benefit of belonging to the Path and the Way is similar to that of the temple of Ptah. Priests of the Path and the Way may cast their spells in any inhabited sphere in the Known Spheres; this makes them valuable to a far-traveling adventurer.

Obligations: Rather than fiscal obligations, the Path and the Way thrives on open discussion of the nature of the celestial bureaucracy. Anyone professing to follow this faith will be beset by other worshippers who wish to debate the merits of their various opinions. In the case of some more fervent believers, these debates may accelerate from words to violence. New members—be warned.

The Celestians

Symbol: Seven stars on a black circular field. **Headquarters:** The wandering clerics of Celestian have little in the way of organization. Their home temple can be found in the Griff Mountains on the world of Oerth in Greyspace.

Purpose: The Celestians are a loosely knit organization of wanderers. Emulating their deity, Celestian of Greyspace, they travel the endless reaches of the stars. Their shrines are always in space, outside of planetary influence.

Celestians believe in travel. They rarely settle in one place, preferring to visit as many spheres as possible. (Some claim Celestian ranks his followers in the afterlife by the number of spheres they visited when they were alive. This is not considered official doctrine by the Church.)

Celestian, The Star Wanderer, is a lesser deity originally worshipped in Greyspace. Celestian is the brother of Fharlanghn, Dweller on the Far Horizon, God of Travel, a deity much more popular on Greyhawk than Celestian himself. While Fharlanghn chose to wander the roads and lands of Greyhawk, Celestian took to the stars and the Astral Plane. Celestian's followers seek to emulate their deity through spelljamming.

Allies: Celestians are considered useful, if a bit strange, by many spelljamming groups. Since they seek to wander the many spheres, Celestian's priests (and mages who follow this deity) are always willing to pilot long journeys through the Flow. The good-aligned trading companies and mercenary companies thus see Celestians as a convenient resource, and the sight of their starry black robes is a welcome one.

However, Celestian's priests will not pilot warships or slaveships. They do not seek conquest and will not aid an unjust conqueror to invade wildspace. They will pilot mercenary ships but only to transport defenders and never into a direct conflict.

The Celestians and the Seekers are on good terms.

Many of Celestian's followers are also Seekers, as the two organizations hold similar goals. Many Celestians who are not Seekers will still report their discoveries to that organization. In return, the Seekers act as a communications network for the

widely scattered priesthood. A sender can leave a message for a priest of Celestian at any Seeker office, and it will be transferred through the information network and presented to the recipient the next time he checks in at any other Seeker office.

Enemies: The followers of Ptah dislike the Celestians, in part because their special abilities (see Benefits), and they try to discredit the Celestians whenever possible. The Tenth Pit and the Chainmen are hostile to the Celestians because the Celestians have refused to transport Tenth Pit troops or pilot Chainmen slaveships. As usual, the Xenos are as hostile to the Celestians as they are to any group that accepts nonhumans, but since the Celestians are few, they receive little attention from the Xenos.

Joining: For nonpriests, joining the Celestians is easy. A supplicant must convert to worship of Celestian, pledge to wander the stars as Celestian himself does, and vow to aid any person in need. (Celestian's tenets do not forbid charging for such aid, however.) These oaths are not taken too seriously, however. A "wandering" worshipper of Celestian can stop for 20 or 30 years in one place without receiving more than a gentle chiding from a priest.

Any human, demihuman, or nonhuman may join the Celestians, although the membership is predominately human and half-elven. Dwarves, halflings, and gnomes appreciate their communities too much to view wandering as desirable, although there is a small but growing contingent of kender in the Celestians' ranks. Of the nonhumans, the hadozee and the xixchil are the most likely to join the Celestians, but there are very few nonhuman Celestians of any race.

Benefits: Aside from being a congenial society of wanderers, the Celestians offer a number of minor benefits. Although most Celestians wander, there are Celestian hospices in many space settlements. These are run by members of the organization who have decided to settle for a time, and provide safe food and lodging to Celestians (donations are appreciated but not required).

The Celestians also act to aid good-aligned travelers who are not members of the sect, but who have fallen on hard times. They assist newcomers to a sphere with advice about the local customs and laws, and will even help them find work should the need arise. It is customary to leave a donation (or, if destitute, to provide one when one is more wealthy) for these services, but there is no set schedule of fees. Celestian hospices in poorly traveled areas may appreciate tales of travel more than a token donation of gold.

Celestians priests seek to visit as much of the Known Spheres as they can in their lifetimes. They are aided in this by the fact that they can recover their spells in the wildspace of any crystal sphere. Like Ptah, Celestian appears to have the ability to communicate with his priests in all spheres (but not, of course, in the phlogiston). Some theologians speculate that this is because Celestian makes his home in the Astral Plane; others contend that space is his natural sphere of influence.

In any case, Celestian's priests cannot recover their spells on the surface of a world in a sphere where Celestian is not worshipped. Even some large asteroids are too large to allow the priest to recover his spells. Of course, once the priests of Celestian have established a *focus* in the sphere (see Chapter 8), they have the same access to spells as the priests of any other deity.

Celestian's priests may be standard clerics or specialty priests. Specialty priests may use spears (a required proficiency), short swords, or staves, and may wear any kind of armor. They have major access to the spheres of All, Astral, Creation, Healing, and Sun, and minor access to the Guarding and Necromantic spheres. In addition, they may choose the spells of create *water*, *endure cold/heat*, *resist fire/ resist cold*, *create food and water*, *flame walk*, *quest*, and *wind walk*.

Specialty priests of Celestian receive the following special abilities, each of which can be used once per day. The ability and the level at which the ability is received is shown on the following table:

Table 16: CELESTIAN SPECIAL ABILITIES

Level Ability

<i>Feather fall</i>	1	<i>Feather fall 3</i>	<i>Jump 5</i>	<i>Levitate</i>
<i>Jump</i>	9			
<i>Levitate</i>	11			
<i>Spider climb</i>	16			
<i>Fly</i>				
<i>Dimension door</i>				
<i>Teleport</i>				

In return for these abilities, specialty priests of Celestian pay an extra 10% in experience to rise in level (see *GREYHAWK® Adventures*). They must also take the nonweapon proficiencies of astronomy and navigation (wildspace).

Obligations: Lay members of Celestian have few obligations, except the general admonition to travel and help others. Priests of Celestian (either standard clerics or specialty priests) must pledge the same oaths as lay members. However, their oaths are taken more seriously. A spelljamming priest must travel from one sphere to another at least once each year, and must visit a sphere new to the priest at least once every five years. Planetbound worshippers of Celestian are not under these obligations, although they are encouraged to make similar journeys through astral travel.

For example, Chelzeban, a young priest of Celestian, has just begun his spelljamming career. He begins in Greyspace and spends four months piloting a hammership of the Smith's Coster to Realmospace. When he arrives, he has met his obligation to travel between spheres for the year, and in addition has also met his obligation to visit a new sphere, as Chelzeban has never been to Realmospace before.

Military Brotherhoods

Many warriors, and some rogues and wizards as well, owe their fealty to a military brotherhood, an organization of similarly minded and aligned individuals dedicated to a particular cause. Some military brotherhoods aspire toward paladinhood and number paladins among their ranks, while others are little more than mercenary units for hire by the highest bidder.

The Elven Imperial Fleet

The elven Imperial Fleet is the arm of elven might in space. Since the first (Inhuman War, the Imperial Fleet has been the dominant military group in the Known Spheres, promoting elven interests and occasionally defending the "lesser" demihuman and human races.

Symbol: An elven man-o-war on a gold field.

Headquarters: Lionheart, a secret base comprising a ring of elven armada ships linked together and permitted to grow into a thick protective battlement. Lionheart is moved occasionally to confuse the Fleet's enemies.

Purpose: The primary mission of the elven Imperial Fleet today is communication. Fleet ships visit major enclaves of grounding elves within the Known Spheres at least annually, conveying the wishes of the Council of Admirals to the local

kings and queens (and vice versa). This communication is important, as the elves do not have plane-crossing magics that would allow them to communicate through other means.

While in theory the Fleet is subject to the commands of the elven royalty, in fact the Fleet becomes involved only when and where it chooses. The Fleet does occasionally intervene in groundling affairs, but generally only in defense of the major enclaves. The Fleet's overriding priority is to minimize groundling contact (particularly with nonelves), so they are strangely unable to implement requests to participate in expeditionary activities.

Allies: The elven Imperial Fleet is a tremendously potent force for stability within the Known Spheres. The Fleet is admired by most of the trading groups and religious organizations (although the Chainmen consider Fleet members to be nosy busybodies). The Sindiath Line has particularly close ties to the Fleet. The Company of the Chalice also has considerable respect (and not a little awe) for the Fleet, and the Seekers get along with the elven Fleet so long as they are not in competition for information.

Enemies: While the Company of the Chalice supports the Fleet, the other military brotherhoods believe that the elves think too highly of themselves and are too quick to interfere in private affairs. (Perhaps the fact that all of these groups have at one time or another been on the opposite side of a conflict with the powerful Fleet could have something to do with their resentment.)

The Xenos point to the power of the Fleet as proof of their contentions that the elves are unfairly dominating human spacefaring civilization. Of all the organizations in this chapter, the Xenos hate the Fleet worst of all.

Joining: To join the Fleet as an officer, you must be an elf. Hadozee and other races may serve on Fleet vessels, but true members of the Fleet must be elves.

Spaceborn elves are the most common members of the Fleet. Groundling characters are rarely adopted into the Fleet, although groundling elves who have made their way into space on their own seem to be more easily accepted.

Even with the huge size of the Fleet, there is still fierce competition for positions in the officer's hierarchy. Application must be made to a specific commander, who either accepts or rejects the applicant.

To determine whether a character is accepted into the Fleet, roll a reaction roll (see the *Dungeon Master's Guide*, Chapter 11). In addition to the usual modifiers for character attitude and Charisma, the following special modifiers apply:

- -5 for a groundling character who has never traveled in space or who is currently without a ship.
- -2 for a groundling character who is applying from space.
- -2 for a character who is middle-aged.
- -3 for a character who is old-aged.
- -5 for a character who is venerable.
- + the character's level

Remember that the actual operation of a modifier to the reaction roll is reversed, so that a groundling character who has never traveled in space adds 5 to his encounter die roll.

The character must receive a result of "Friendly" on Table 59 in the *Dungeon Master's Guide* in order to be accepted into the Fleet. Should the reaction roll produce a lower result, the character must wait before applying to that commander again. The amount of time the character must wait is listed in the following table:

Table 17: IMPERIAL FLEET ENLISTMENT

Reaction	Wait
Indifferent	1 year
Cautious	2 years
Threatening	5 years
Hostile	20 years

Benefits: Once he becomes a member of the elven Imperial Fleet, the character has a home. The Fleet is a lifelong calling; the new officer may pursue his own goals secure in the knowledge that he is improving the lot of elvenkind.

Senior officers are usually given their own ships—generally men-o-war—which make open patrols through the Known Spheres. During peacetime, commanders of elven vessels are free to travel wherever they will, subject only to occasional check-ins with Fleet commanders or groundling stations. Some commanders forbid nonelves to serve on their ships, while others have heterogeneous crews of a half-dozen different races.

Obligations: The Fleet requires its commanders to serve faithfully, undertaking missions across the Known Spheres. The Fleet demands great flexibility from its commanders; one mission may be a military strike and the next a diplomatic conference. Disobedience of orders is not tolerated—unless the commander succeeds at the mission.

The Company of the Chalice

The Company of the Chalice is a traditional order of good and lawful warriors (although nonwarriors are accepted) dedicated to the conquest of evil.

The Company is primarily lawful and good in organization. Each branch of the Order (there is at most one per sphere) is ruled by a Grand Knight, a paladin elected by the membership and charged with organizing and leading attacks against evil.

Symbol: A golden chalice.

Headquarters: Gondorin, the world of the lawful good in Herospace (see *Crystal Spheres*, Chapter 2).

Purpose: The Company of the Chalice seeks to exterminate evil wherever it may be found. As this is a massive undertaking, and in its final form beyond the abilities of the entire organization, individual groups identify "evil infidels" who suffer the brunt of the Company's power.

It is up to the Grand Knight to decide who the evil infidel is within his sphere. (Grand Knights who pursue selfish or prideful goals often find themselves the "evil infidel" of another branch of the organization.) The current vogue in evil infidels are the neogi, who hate the Company.

Allies: Many groups admire the Company of the Chalice, although most feel that their zeal for good is a bit extreme. Most trading companies, who depend upon the law and stability that the Company creates, see the Company of the Chalice as a valued part of spacefaring society.

The Pragmatic Order of Thought has a rough but amiable relationship with the Company of the Chalice. Both believe in the goals of good, but the Pots see Company members as too rigorous and controlled, while the Company sees the Pots as ineffectual. They do work together now and then, particularly against slavers or pirates, but such alliances tend to be short-lived.

Enemies: As stated above, the Company hates the neogi—and vice versa. Company warriors will attack a neogi ship on sight, while the neogi will torture and slay Company members if they capture them, and offer hefty rewards for the local Grand Knight if he troubles them.

The Chainmen view the Company of the Chalice as interfering meddlers who should mind their own business. The Tenth Pit sees the Company as competition of the worst sort—competent. Pit members try to discredit the Company whenever possible,

although direct clashes are rare.

The Xenos believe that the paladins of the Company are proof of their thesis of human superiority, but these overtures have not been well received by the Company.

Joining: Joining the Company of the Chalice is difficult, as only the most talented and trustworthy are accepted. A candidate must be at least 3rd level and must be lawful good in alignment. He must be sponsored by a paladin of the Company; this sponsorship is often at the recommendation of another member who knows the candidate well.

The Company of the Chalice comprises humans, elves, half-elves, dwarves, and giff, with a scattering of grommam and other races. While there is no racial bias as such, there is a bias toward physical prowess that keep gnomes and halflings (who are physically weaker than the larger races) underrepresented in the Company.

Asking to join the Company is seen as a sign of being too eager and proud. According to a Company proverb, "The Company picks the candidate; the candidate does not pick the Company."

When a candidate has been selected, someone from the Company arranges a meeting at which the candidate is asked if he wishes to join. If so, he is brought before the entire local branch of the Company to be inducted. The ceremony is filled with many involved and dramatic rituals, including an oath of fealty to the Grand Knight and the Company. If the candidate declines, he will never be asked again.

Benefits: Being a member of the Company of the Chalice has several benefits. First of all, the members of this order are among the most powerful and important lawful good individuals within the spell-jamming community of a sphere. The order takes a fraternal view toward its members, and such contacts can be valuable to those who seek political influence.

More mundanely, the Company acts as a training ground for its members. Instruction is given by high-level warriors and paladins, and can be had for half the normal price (if training rules are being used; see the *Dungeon Master's Guide*, Chapter 8, for more details).

Finally, members of the Company may choose to travel with other characters on adventures. Such members come only if invited, and only if both they and the Company will be given a fair share of the treasure, but in few other organizations can you find such a ready supply of skilled warriors.

Obligations: As part of joining the Company of the Chalice, the character takes an oath of fealty to the Grand Knight and the Company. This oath requires the character to join in battle against the infidel when called by the Grand Knight. Moreover, this oath is transferrable. If the character leaves the sphere where he was inducted, he must visit the Grand Knight in his new sphere so that he may renew his vows. The Pragmatic Order of Thought

The Pragmatic Order of Thought, known derogatorily as the "Pots," is a loose organization of neutral good and chaotic good individuals founded on the ideas that all people deserve liberty of thought and freedom, that slavery is an abomination, and that travel and trade should be unrestricted.

Symbol: A torch held aloft.

Headquarters: The Pots are very disorganized, so no true headquarters exists. However, the Free City of Greyhawk on Oerth in Greyspace is a known center of their activities.

Purpose: The Pragmatic Order of Thought seeks to destroy slavery and interference with travel within the Known Spheres. Their approach to this is to stamp the offending actions out anywhere they find them, but they have neither the strength nor the organization to do more than annoy the established trade.

In areas where slavery is legal, the Pots run safe houses and hostels in major cities and spaceports to help slaves escape. In areas where slavery is illegal, they watch for its signs and either report it to the authorities or, if they feel it is within their power, attack it themselves.

The attitude of the Pots is focused on benefiting the slaves that they see. It is more important to a typical member of the Order to free a cove of 10 slaves than to stop a network that ships thousands, because the plight of the 10 slaves is immediate. Of course, if the member can do both, he will.

Allies: Many good-aligned organizations see the Order as well meaning but poorly organized. The Company of the Chalice works with them on occasion, as do the Seekers, although the latter will become involved only if their higher goals are at stake. While the Celestians see the Pots as idealistic dreamers, they agree with them and will help whenever possible. There are some individuals who are members of both groups, but most Celestians are not interested enough in human society to pursue the goals of the Order.

Enemies: Slavers hate the Pots. The Chainmen have a standing offer of 1,000 gp for the head of any member of the Order who has interfered with them. The Xenos, who end up on almost everyone's enemy list, view the Pots as soft-hearted, soft-headed traitors (if human) or as animals (if not).

While the Shapers are not supporters of slavery, they see the vigilante attitudes of the Pots as disruptive to an ordered society. One of the reasons the Pots are not as influential as they would like to be is their lack of magical support; mages who are willing to work with the Pots are few and far between.

Joining: Joining the Pragmatic Order of Thought is fairly informal. If Order members spot injustice and are moved to battle it, they do. If you're with them, it doesn't matter your race, class, or planetary origin: you're one of them.

Benefits: The primary benefit to belonging to the Pragmatic Order of Thought is camaraderie. The members of the organization socialize together and tend to see the universe with a common, rather simple point of view. They will help one another and may even adventure together, but there is no underlying "organization" that can intercede.

Obligations: The obligations of a member of the Order are pretty much what he believes them to be. If a certain battle looks too tough, or if circumstances prevent him from pursuing an obvious Order goal, he has only his conscience to live with. Of course, if the member repeatedly refuses the goals of the Order, particularly in the presence of other members, he may be shunned but nothing more will happen to him.

The Tenth Pit

The Tenth Pit is a small but very well organized and dangerous group. Its members present themselves as an organization to establish the peace in space, but their control is often more dangerous than the supposed lawlessness they intend to suppress.

Symbol: An X (a groundling symbol for 10).

Headquarters: Unknown. Rumors exist that they are operated from the lawful-evil world of Darkseed in Herospace, or from a hidden evil base deep within the Color Spray Nebula of Realspace.

Purpose: The stated goal of the Tenth Pit is to extend order into the spheres and provide guaranteed safety between them. Unfortunately, the unstated follow-up is that the Tenth Pit will be set in charge of this new order. There are stories of Tenth Pit agents working with evil groundling organizations such as the Draconians of Krynn and the Zhentarim of Toril. Other rumors warn of their contacts with powerful extraplanar beings of lawful and evil alignment.

Whatever their extent, many groups fear the Tenth Pit's growing power.

Allies: The Tenth Pit is sufficiently secretive that its allies are generally unknown. There are rumors that they are allied with the neogi, the Chainmen, the Xenos, and even the Arcane. There is no way to determine the real truth.

Enemies: The Tenth Pit sees the individual domains of the Grand Knights of the Company of the Chalice as self-proclaimed fiefs, and have politically (and occasionally physically) fought this group on several occasions. They are not fond of the Pragmatic Order of Thought, nor do they have much use for the Seekers.

The elven Imperial Fleet sees the Tenth Pit as an upstart human organization that is trying to take authority away from the elves. Fleet losses in the second Unhuman War have allowed the Pit to gain dominance in nearby spheres, and the Fleet is considering a brief action to bring the Pit into line. Knowing elven decision-making, this will not occur for a few centuries, if ever.

Initially, the Shapers were allied with the Tenth Pit, as the Pit was a civilizing influence on wildspace. However, as the true nature of the Tenth Pit has become apparent, the Shapers have turned away from them. There are not yet open hostilities, but the Shapers no longer provide magical support to Tenth Pit "pacification" actions.

Joining: The Tenth Pit is extremely selective in its membership criteria. Applicants must be of 5th level or higher and must be of lawful evil or neutral evil alignment. Any class may join, but the leadership is heavy with warriors and rogues. (There is rumored to be a secret "inner council" of powerful spell-casters, but like most rumors about the Tenth Pit, this information is unconfirmed.)

The Tenth Pit is led by humans but employs lizard men, hurwaet, hadozee, xixchil, and goblinoids of all types, particularly in the lower ranks. There are a few renegade half-elves in the organization, but most of the demihumans give the Tenth Pit a wide berth.

Benefits: In areas where the Tenth Pit has succeeded in becoming the dominant force, membership has all the advantages of belonging to any powerful police organization. Once in place as "the law" of a sphere, the Tenth Pit runs protection rackets, smuggling, and other activities; these are tolerated by the leadership so long as the appropriate kickbacks are paid.

Obligations: The Tenth Pit demands obedience. Their leadership is ruthless and powerful, and members must obey the edicts of those leaders without question. Dissenters do not survive to leave the organization.

The Trading Company

Despite its name, the Trading Company is in fact not a mercantile establishment but a mercenary force, selling warriors and weapons to those who can

Pay-**Symbol:** An infinity sign within a crystal sphere.

Headquarters: The Trading Company maintains a major outpost on the Rock of Bral near the docks. The Company also maintain training grounds in remote areas on several worlds.

Purpose: The Trading Company seeks profit. Staunchly neutral, except for refusing to supply mercenaries to both sides of a conflict, the Trading Company is an equal opportunity group, willing to sell to the highest bidder. The Company's only saving grace is that once its mercenaries are purchased, they stay bought.

The Trading Company commonly organizes expeditions to wars and other hot spots to open negotiations. Trading Company mercenaries are common in space, and some are found in groundling wars, where they are legendary as "soldiers from strange far-off lands with odd accents and powerful weapons."

Allies: The Trading Company has many customers but few allies. The priests of Ptah and the Seekers have been known to employ the Trading Company, but the only true allies of the Company are its own mercenary units.

Enemies: The Tenth Pit views the Trading Company as incompetents who get far more than their share of the mercenary business. The Sindiath Line has earned the Trading Company's enmity for refusing to transport mercenaries, but thus far the Line's responses have been conservative and limited to defending themselves. Should the Trading Company attack the Line directly, however, the mercenaries will have to contend with the full might of the elven Imperial Fleet.

The Shapers see the Trading Company as destabilizing because the Company make military might available to any side in a conflict. They try to discourage the spread of mercenary groups, believing that if combatants are forced to use their own people for war, they are less likely to participate in it.

Joining: The Trading Company takes all who are interested. The formal requirement is that you can write your name on the proper document. If this is a problem, however, the recruiting officer will do it for you.

Advancement in the Trading Company is almost entirely by seniority. Each rank has an associated service time and number of battles in which the warrior must participate to advance to the next rank.

The Trading Company trusts that the daily deaths of war will weed out the undesirable and the unworthy.

Notably skilled warriors may be breveted to a higher rank than private if they can demonstrate their skill. Once they have been given a rank, however, they fall into the standard system for advancement.

Benefits: The Trading Company offers regular pay, rations, and a place to sleep. For those committed to a career in the military, and who feel skilled enough or lucky enough to survive, this support can become quite comfortable at the higher ranks. The Company also offers the chance to travel throughout the Known Spheres, and all the battles you want (and then some).

Obligations: The Trading Company is a true military organization. The Company requires obedience and respect to superiors at all times. Disciplinary problems are handled by a military tribunal appointed by the commanding officer. This tribunal's findings cannot be appealed or countermanded, and a common punishment is death.

Leaving the Trading Company is possible, however. A mercenary can leave only after finishing the current assignment, receiving any back pay owed and transport to the nearest Trading Company base. From there, the former mercenary is on his own. Given the death rate, however, there aren't many ex-Trading Company members among the spheres.

Trading Companies

There are a large number of trading organizations in space, ranging from single tradesmen to fleets. While most tradesmen are independent, some prefer the security and safety of an established trading organization.

The Smiths' Coster

The Smiths' Coster is a trading company specializing in weapons and armor. The Coster specializes in introducing unusual weapons to spheres that lack them due to low technology or scarcity. The Coster commonly trades with groundling nations and has been responsible for the spread of smoke-powder weapons through the Known Spheres.

Symbol: A starwheel pistol over a shield.

Headquarters: A dwarven citadel that can be found in the Grinder in Greyspace.

Purpose: Like most mercantile organizations, the Smiths' Coster is profit oriented. The Coster started as an outlet for the

especially fine work of a single dwarven smith who was an expert in the manufacture of weapons. As the business grew, the organization branched out into other suppliers (although the Smiths' Coster still carries more dwarven weapons than anyone else), and began regular trips to groundling nations.

The smiths of the Coster are primarily dwarves, although there are some humans and even a few gnomes working at their forges. Their merchants are of many races; most recently, a group of rastipedes joined the Coster.

Allies: When the Coster was first starting, the Smiths did much of their shipping on the Sindiath Line. (Human merchants were required to negotiate passage on these primarily elvish vessels.) Even though the Coster now maintains its own ships, there is still a good deal of friendliness between the ships of the Sindiath Line and Coster captains, and they will help each other should the need arise. The Celes-tians often work on Coster ships, as these vessels make an extra effort to extend their reach into new spheres.

Enemies: The Trading Company sees the Smiths' Coster as competition. The Company is particularly disturbed by the Coster's practice of selling smoke-powder weapons to the enemies of the Trading Company's employers, which (in the view of the Company) has brought much needless and expensive death to their troops.

The Xenos dislike the Smiths' Coster because of its dwarvish origins. The Pragmatic Order of Thought views the Coster alternately as a benefactor (when it sells weapons to oppressed people) and a warmonger (when it sells to the oppressors). The Coster generally ignores the Pots' opinions in any case.

While the Sindiath Line is on good terms with the Coster, the elven Imperial Fleet sees the mercantile empire as strengthening the positions of nonelves. With the historical enmity between elves and dwarves, this has led to more than a few clashes over the centuries, particularly when sales are made to people the Fleet would prefer to keep controlled. Thus far, however, these clashes have been limited, and neither side has emerged as clearly dominant.

Joining: The Smiths' Coster is a fairly large trading company, but it is still very much a close-knit operation. Captains with ships interested in marketing the Coster's goods may be accepted for occasional work until they have proven themselves trustworthy. As Nagul Roundbeard, the current head of the company says, "To work here, you've got to be family."

Not all races get past Nagul Roundbeard equally easily. He has a clear preference for dwarves, gnomes, and halflings; big folk make him a bit nervous. He has accepted humans, elves, half-elves, grommam, and rastipedes into the organization. He considers the giff and the hadozee to be too unintelligent to run one of his ships (although he rarely expresses this opinion in their presence), and he dislikes reptilians—lizard men and hurwaeti—in memory of a difficult battle he had with them in his youth. No member of these latter races has ever successfully joined the Coster.

Benefits: Smiths' Coster goods are of excellent quality and have an outstanding reputation. A Coster captain typically receives 30% of the sale price of coster cargo, to be spent on ship maintenance and crew wages. The captain may keep any money left over. If the captain is a warrior with the Merchant kit, he may carry additional cargo he has purchased with his own money, and will earn profit on that cargo as described in Chapter 3.

If a longtime captain has a particularly bad run, or if disaster befalls his ship, the Coster has been known to buy him a new spelljamming vessel.

Obligations: The Coster gives great loyalty but expects great loyalty in return. Captains must give Coster shipments first priority; delaying a Coster shipment to make some other delivery first is sufficient to lose that captain his place in the organization.

Even worse than delaying a shipment, however, is smuggling. The Coster maintains its reputation for honesty by protecting it fiercely. Nagul Roundbeard views smuggling as a reflection on the Coster. He has been known to publicly repudiate a captain for the mere suspicion of smuggling.

Caspar Reclamations

Gaspar Reclamations is a fairly young organization led by an immensely fat mage named Gaspar. It specializes in the location and recovery of magical items and artifacts.

Symbol: The official symbol of Gaspar Reclamations is a staff and a dagger.

Headquarters: Gaspar Reclamations has a major outpost on the Rock of Bral. Its headquarters, and the home of Gaspar himself, can be found in the Tears of Selune in Realspace.

Purpose: Gaspar Reclamations specializes in magical items. The ships of this organization comb the Known Spheres for news of unusual items, buying what they can. Their major customers are the various schools of magic, who wish to study the items and pay the line a finder's fee.

Gaspar is a mage with an intense interest in magical items. Fifteen years ago, while trying to acquire a particularly powerful artifact, Gaspar was struck with a powerful magical curse; he is now hungry all the time. Despite all efforts by his magical allies, no one has been able to remove the curse.

Gaspar currently weighs well over 400 pounds. He is unable to walk without assistance and is gaining weight at the rate of 30 pounds per year. His body is not taking the strain well, and he is beginning to die.

The unfortunate mage started his company in hopes of finding an item that could be used to remove the curse. He has given up, however; his initial good humor at the curse (the company's symbol was his idea) has turned to despair. This is truly unfortunate, as Gaspar is a good and kind man who has shared the wealth his business has brought with his many employees.

Gaspar has offered half his wealth to the person who cures him of the curse. While no one has collected, the sum has attracted no lack of applicants. If Gaspar dies, his company will likely collapse with him.

Allies: Gaspar is allied with the various schools of magic, notably the school of Alteration, which he belongs to, and the school of Enchantment/Charm, which has worked with him to find a cure for his curse. He has also worked closely with the Seekers in hopes that their huge storehouse of knowledge would contain the answer to his problem.

As with the Smiths' Coster, the Celestians see Gas-par's ships as a prime opportunity to exert their wanderlust. Gaspar has gone out of his way to make the Celestians welcome, although he draws the line where profit becomes loss.

Enemies: Gaspar distrusts the Tenth Pit but does not see himself or his organization as the logical group to stop them. He has a friendly rivalry with the Sindiath Line, although the elves have many more ships than he does, as they both carry passengers (the magical-item line is only marginally profitable unless you cover costs some other way).

The Shapers resent Caspar's support of the schools of Alteration and Enchantment/Charm (a sphere in which they have no power). As a result, they shun his ships, and mages who work as helmsmen on ships of Gaspar's employ can count on extra scrutiny in Shaper-controlled ports.

Joining: Joining Gaspar Reclamations is straightforward; just go see Gaspar. He is willing to accept anyone of good or neutral alignment as a member of his company.

Benefits: Gaspar maintains a ready market for minor magical items and can also act as a sage with regard to magic, and magical items. Ships of Gaspar Reclamations are known allies of the schools of magic and will not be trifled with where mages are powerful.

Obligations: Gaspar has a standing offer to any one who wishes to join his organization. Each of his employees must agree to send to Gaspar any magical item found. He will reimburse the employee for the cost of acquiring the item (plus profit) if he

finds a buyer for it among the schools of magic. If no suitable buyer can be found within a reasonable period of time, Gaspar will either purchase the item himself (to be held in a warehouse until the market for such items is stronger), or he will return it to the finder.

The Sindiath Line

The Sindiath Line is an elven trading group that specializes in transportation and boats for hire. Adventurers without a ship may find the Sindiath Line useful, either as passengers or as crewmen.

Symbol: A gold S on a white field.

Headquarters: On one of the larger portions of the cluster-world of Greela in Greyspace.

Purpose: The Sindiath Line was established by one of the heroes of the first CInhuman War. Upon the defeat of the goblinoid races, the elves policed the spacelanes for a time, and their huge fleets were among the most powerful in the Known Spheres. However, the other spacefaring races, already sensitive to elvish haughtiness, soon chafed under elvish control. At the same time, the elves were unwilling to abandon their huge fleets, perceiving them as necessary to the security of the elven nations. Tensions increased, and a demihuman war pitting elves against men and dwarves loomed.

Sindiath, an admiral of the elven Fleet, proposed a compromise. He offered to retire from the Fleet and to take a large portion of its ships into a private concern, the Sindiath Line, that would provide regular passenger service among the Known Spheres. The Line would still be spread throughout the Known Spheres, under elven control, but it would be a commercial presence, not a military one.

To the Council of Admirals, Sindiath pointed out the value of the Line for espionage. With ships in every sphere, the Line would be able to inform the Council of any issue that could affect the Elven Nations. After the usual period of elven reflection, the Council agreed.

The Sindiath Line now has over 300 men-o-war, supplemented with 115 hammerships and dozens of tradesmen. Few are aware of how large the Sindiath Line's fleet really is, although its ships are ubiquitous throughout the Known Spheres. (By comparison, it is estimated that 500 elven armadas and 2,000 men-o-war survived the second CInhuman War—the Sindiath Line is roughly one-eighth the size of the elven Imperial Fleet.) Sindiath himself is still alive and oversees the growth of new ships on Greela.

Sindiath vessels are invariably commanded by elves, although they often have human and hadozee crews. Passengers may be of any race friendly to the elves (no neogi or beholders), and Sindiath vessels have a reputation for superior accommodations—at a corresponding price.

Allies: The Sindiath Line's greatest ally is the el-ven Imperial Fleet itself. Every ship of the Line is actually part of the Fleet and may be called back to duty on a moment's notice. However, since no Sindiath vessel has been recalled (except for the occasional short-term emergency) since the Line was founded, most people don't worry about their ship being commandeered in mid-voyage.

The alliance between the elven Fleet and the Sindiath Line is actually more powerful in reverse. Pirates who regularly prey on Sindiath Line vessels may find themselves visited by an elven armada-ship or two, armed to the teeth on a pirate-hunting mission.

Enemies: The enemies of the Sindiath Line tend to confine their opposition to occasional grumbling rather than directly battling the powerful elven Imperial Fleet. The Trading Company dislikes the Line because it refuses to transport mercenary companies (a regulation imposed by the Council of Admirals). The elves are bitterly opposed to slavers, so they aggressively fight the Chainmen. Finally, the Xenos, as might well be expected, despise the powerful line because it insists on using inferior elves for its commanders rather than obviously superior humans, while still employing humans in subservient roles.

Joining: To be a captain in the Sindiath Line, you must have been a commander in the elven Imperial Fleet (minimum 9th level). For obvious reasons, this is restricted to elves only. Crewmen commonly include elves, humans and hadozee, but lizard men, hurwaeti, centaurs, giff, grommams, and even gnomes (but not minoi) and halflings have been hired. Dwarves find the gossamer ships of the elves too flimsy for comfort, and the elves will not tolerate minoi.

Benefits: The primary benefit of the Sindiath Line is its breadth. With ships and routes throughout the Known Spheres, a Sindiath Line vessel can go anywhere, and its crew receives "working passage" with pay superior to that of most other lines.

Patient elven characters may foresee another benefit; the commanders of the era immediately following the first (Jnhuman War are growing very old and are leaving their places in the leadership of the Line. In some cases, the Sindiath Line has chosen to promote a loyal crewman to the captaincy rather than recruiting an officer from the Fleet, and this practice seems to be on the increase.

Obligations: The primary obligations of a member of the Sindiath Line is to keep the elven Council of Admirals informed of any activity that may be of interest to them. This is accomplished by exchanging dispatches with any Sindiath Line vessel encountered, and by delivering all accumulated dispatches to the next Fleet ship found.

All Sindiath Line vessels are still subject to the command of the Council of Admirals. In time of war or in an emergency, Fleet personnel can commandeer the ships and crews of the Sindiath Line into service. On a short mission, nonelves will be pressed' into service; on longer missions or in time of war, they will be put ashore at the nearest convenient port. Only hadozee may remain on board.

Chainmen

As the name indicates, the Chainmen is a human slaver's organization, operating among evil nations both on the ground and in space. They are hated and feared in turn, but may still be found in many ports in space.

Symbol: Seven links of chain, looped into a circle.

Headquarters: The Chainmen are reputed to have bases in the Grinder in Greyspace, in Garden in RealmSpace, and in similar remote regions in many other spheres. There is no central headquarters.

Purpose: The Chainmen Traders are businessmen—they buy and sell other sentient beings. They specialize in providing large groups of slaves from "far-off lands" who know nothing of the local terrain and are thus unlikely to escape.

If you want to "lose" a defeated enemy, you can sell him to the Chainmen. Within a month the victim will be toiling for some foreign prince who asks no questions, or be on his way to a completely different world.

The Chainmen are not concerned with high-quality merchandise. They will often swoop down on unsuspecting groundlings, capture the entire population of a village, and bring these unfortunates to their clients as slaves. The Chainmen do not support the exotic trade—slaves with unusual talents and pleasure slaves—because they don't study their merchandise. Their motto is quantity, not quality.

The Chainmen do not take slaves where they dock, however—the authorities would immediately stop them. They also avoid taking their cargo off ship while in unfriendly ports so that it may not be confiscated. Because they are slavers, the Chainmen refresh their atmospheres before visiting any port; they do not wish to pay expensive air taxes for their large ship populations (including the cargo).

Allies: The Chainmen have a working agreement with the Tenth Pit. The Pit ignores Chainmen activities in return for a portion of the profits collected in Pit-controlled territories. These two organizations distrust each other because they can never

be sure who's cheating who, not because of any opposition to the business at hand.

There are also rumors linking the Chainmen with the Xenos. This is partially supported by the fact that the Chainmen accept only human recruits, but this may simply be because few demihumans wish to work as slavers. The Chainmen seem to have no restrictions against selling human slaves, and their buyers include neogi and mind flayers.

Enemies: The Company of the Chalice hates the Chainmen only slightly less than it hates the neogi. The Pragmatic Order of Thought sees slavery as an abomination and will fight slavers wherever they are found. The elven Imperial Fleet despises the Chainmen's practices and will resist them at every turn. The Celestians, the other mercantile lines, and the Seekers also object, but their resistance is more philosophical than practical.

Joining: Joining the Chainmen is easy— sometimes too easy. Recruits who are unskilled, lazy, or insubordinate are tossed into the hold with the rest of the cargo.

Chainmen ships are always looking for new crew-members. The pay is fair but quick advancement is uncommon. Only those who manage to purchase their own ships can become captains.

Chainmen prefer strong (but not particularly smart) crewmen. The majority are human, but there are lizard man, hurwaet, hadozee, and rastipede Chainmen along with the occasional renegade dwarf or elf. However, these nonhumans sometimes find themselves part of the cargo at the end of the journey, particularly if the captain has Xenos affiliations. Potential crewmen should consider themselves warned.

Benefits: The Chainmen manage a distribution network for human misery. Those with slaves to sell can find a buyer through the Chainmen Traders' information brokers. The coordinated efforts of the Chainmen to break open new markets has brought them into contact with many of the powerful evil groundling societies, and these contacts can prove useful in other ways.

Obligations: The Chainmen require all members to pay 30% of their profits toward maintaining the organization. This charge is enforced through a combination of social pressure and the occasional slave raid against a recalcitrant ship.

Other Groups

The following groups do not fit into any other category, yet their influence pervades the Known Spheres. They do not appeal to a particular character type, but instead operate on higher (or lower) ideals.

The Seekers

The Seekers are a group dedicated to knowledge. Their pursuit of knowledge brings them into contact with nearly every facet of spacefaring life, and their activities are viewed with a combination of suspicion and appreciation.

Symbol: An eye with a sword behind it. In more feudal spheres, the Seekers are known as the Company of the Orb and Sword.

Headquarters: Compendium, a planet or crystal sphere filled with the knowledge the Seekers have gathered. The Seekers admit or deny the existence of Compendium depending upon the situation, but no non-Seeker has yet found it.

Purpose: The Seekers are dedicated to knowledge and try to stay on good terms with sages in space and on the ground. They look for answers to questions such as what is the home planet of the giff, how the Arcane fill their orders so quickly, and why crystal shells are spherical. Often, these arguments bog down for lack of evidence, but the Seekers look to adventurers to gather interesting information, which they then make available to sages and seers seeking advice.

Thus, the Seekers are information brokers, but they do not deal in trivial gossip. A Seeker may be intrigued by the mystery of a magical item or curse but will not be interested in the temporal rulers of his own sphere.

The Seekers deal with most sentient races, provided that these sentients deal with each other fairly. They have no dealing with the neogi, for example, but will work with beholders, illithids, and humanoid races to gather information.

Allies: The Seekers have many acquaintances but few true allies. They deal often with the Sindiath Line, which transports their members from sphere to sphere. The Seekers show a particular affinity for the Pragmatic Order of Thought, whose ideals include the free exchange of information—a goal the Seekers approve of highly. The Seekers agree in principle with the wandering exploration of the Celestians but view their individual explorations as less effective than a concentrated series of research expeditions. Finally, the Seekers cooperate with the schools of magic, particularly (but not exclusively) the Shapers.

Enemies: The Seekers also have few enemies. The Xenos interfere with the Seekers (who employ creatures of all friendly races) much the same as they harass other nonhuman organizations. The Arcane and the Seekers are in an uneasy truce, as the Arcane do not like the Seekers' meddling in the history of their race.

Joining: The Seekers maintain a hierarchy of circles, with those in the higher circles knowing more about the overall goals of the organization than those at lower levels. Becoming a first or second-circle member of the Seekers is fairly easy, but there are few members in the higher circles that guide organizational policy. Moreover, the exact number of circles and the names of the higher-level members are not revealed to outsiders or those of the lower circles.

Seeker membership is made up of a bewildering mixture of races from around the Known Spheres. All of the player-character races (except the scro) can be found in Seeker ranks, although some are more helpful and forthright than others. In addition, there are a number of minor races that have members among the Seekers. While promotion may be blocked by the occasional racially biased superior, the organization as a whole is the most egalitarian in the Known Spheres.

Benefits: Low-circle members of the Seekers have access to the libraries at the various Seeker outposts. These compendia of facts provide a valuable resource for those researching the history or properties of the Known Spheres. However, some of the information in these libraries is incorrect or misleading, and there are disturbing gaps in coverage. Access to more accurate and comprehensive tomes requires membership in a higher circle. Members may also propose questions to the organization. Questions are reviewed by the higher circles, and if considered appropriate are added to a bulletin of interesting topics that is distributed to all Seeker outposts. Thus, the combined knowledge of the entire membership can be focused on one member's problem. Answers may take years or even centuries, however, so members are encouraged to continue their own investigations.

Obligations: Members of the Seekers are required to tell their leaders of any unusual event or fact that might be of interest to Seeker members.

The Xenos

The Xenos are an entirely human organization with a rabid hatred of the other races of space. Liberal Xenos believe that the other races should be enslaved, while the more traditionalist members believe that complete eradication is called for.

Symbol: The Xenos use several symbols. They include a human ear, a field of white (to signify purity), and a black eagle.

Headquarters: The Xenos have no formal headquarters, although they may be found nearly anywhere. There are rumors of an all-human enclave, called Purity, where the Xenos have established a base, but no one knows where it might be.

Purpose: The Xenos seek the complete subjugation or destruction of the nonhuman races. They act to sabotage and destroy nonhuman works and ideals. This may range from demolishing the forge of a dwarven vessel to putting two warring beholder factions on each other in hopes they wipe each other out.

To further their ends, they put out false, misleading, or slanted information, which is how they became the enemies of the

Seekers. The Xenos muddy the waters to the degree that no truth can be seen, and think nothing of destroying artifacts and rewriting histories to fit their own purposes.

To a Xeno, the elves did not suddenly disappear from the Realms for a home in the west—they called down the gods in the Time of Troubles and then got out when they realized they had endangered themselves. The elves did not show mercy to the ores when they forbore from annihilating them at the end of the (-Inhuman War—they preserved them to use as a weapon against groundling human nations. Such lies are at the heart of Xeno thought. If you lie loudly enough and often enough, it will taint the truth.

Allies: The Xenos have few open allies, in part because they remain underground in quasi-humanoid societies. Their active numbers are small, but they enjoy the tacit support of many humans who have had their fill of drunken dwarves, aloof elves, and temperamental beholders. Finding an active Xeno is easy but imprisoning one is difficult; they have a habit of escaping when under human guards.

In addition to grass-roots support, the Tenth Pit and the Chainmen are reputed to work with the Xenos.

Enemies: Most official organizations repudiate the Xenos, at least publicly. The human trading companies view the Xenos as dangerous to the continuation of trade; the nonhumans consider them blood enemies.

Joining: To join the Xenos, you must be accepted by an active cell. These are easy to find if you're human; they can be found anywhere ignorant people live.

Once you have found a cell, the members must invite you to join. If you accept, there is an involved but magically meaningless induction ceremony involving oaths to the supremacy of humanity and the destruction of the nonhuman races. This ritual is carried out with great solemnity and has a transforming effect on people who undergo it.

Benefits: Aside from the ability to socialize and discuss beliefs with other like-minded people, there are few benefits to being a Xeno. Members help one another in times of trouble, but Xenos tend to have limited resources and personal power.

Obligations: Theoretically, each Xeno is supposed to be constantly working to frustrate and destroy nonhumans. In fact, few Xenos will do this individually, except to occasionally snub or make disparaging remarks to a demihuman from a position of safety. However, in groups these humans are capable of incredible viciousness and have been involved in murders, beatings, acts of vandalism and sabotage, and other crimes throughout the Known Spheres. When group activities are planned, members are more likely to become involved; refusal to do so can lead to ostracism or even violence against the offender.

The Shapers

The Shapers are the spacefaring organization that represents the wizard school of invokers. Shapers promote their specialty of magic through exchange of knowledge and organized support for one another throughout the Known Spheres.

Symbol: A clenched fist holding three lightning bolts.

Headquarters: The Shapers have no formal central headquarters. However, they have regular conclaves that are held in space settlements all over the Known Spheres.

Purpose: The invokers of the Known Spheres are much more organized than mages of the other magical schools, primarily as they have significant advantages over the other schools in space. First of all, since they are barred from using spells of the school of conjuration/summoning in any case, their powers are not diminished in the phlogiston. Second, their combat abilities (and the wide variety of combat spells available to them) make them highly prized in the rough-and-tumble spelljamming life.

To most outsiders, the Shapers are a source of magical knowledge and assistance. They act as a guild, providing members with referrals from people who need the assistance of wizards, offering training in the magical arts, and setting the standards of excellence for magical practice in the civilized portions of the Known Spheres.

The other schools of magic, however, do not see the Shapers in the same way. The Shapers are known for acting to freeze noninvokers out of any magical business, even to the point of enacting licensing laws for mages in some spaceports, so that unlicensed mages are forbidden from practicing magic for fee. Since the Shapers issue the licenses, most of the business goes to invokers.

The Shapers are also stingy with magical training. They hoard magical knowledge jealously, not even sharing spells with other schools. A noninvoker who seeks training at a Shaper academy may be charged triple the tuition—or may simply be refused.

Allies: The congenial face that the Shapers present to nonmages attracts many. Almost all the trading houses consider the Shapers to be honest businessmen. Only Gaspar Reclamations, which is led by a member of the rival school of alteration magic, holds any hostility to the Shaper organization. The mercenary companies have learned that they can count on the competency of Shaper-trained mages, and prefer them to mages of other schools for combat support. (This only serves to further inflame the other schools.)

The Xenos support the Shapers, as this magical specialty is restricted to humans only. However, the Shapers try to play down this affiliation, as they do not want their good name associated with the hatemongering Xenos.

Enemies: The Temple of Ptah sees the Shapers as competitors for magical services in the Known Spheres and so attempts to thwart the growth of this organization whenever possible. The Seekers dislike the Shapers because the latter behave as information sinks: once the Shapers have a piece of information, no one else is allowed to get their hands on it.

Joining: To join the Shapers, one must first be an invoker (a specialty mage of the school of invocation/evocation). This school's membership is restricted to humans. One must then apply for membership in the Shapers. This usually involves a simple competency test in invocation/evocation magic and the payment of a 100-gp license fee.

Benefits: In many spaceports, Shapers have a monopoly on magic for hire. While noninvokers can work as spelljammer pilots, they are not permitted to cast magical spells in the spaceport. This benefit alone has made the fortune of many Shapers—and not a few conjurers and enchanters whose prices were able to rise to black-market levels because invokers are unable to cast spells from these two schools.

Shapers may also receive magical training for level increases (if this option is used in your campaign; see the *Dungeon Master's Guide*, Chapter 8) at any Shaper academy for normal costs (100 gp per level per week). Other mages must pay three times normal costs.

Obligations: The Shapers wield considerable power and exact a fee for its use. Any Shaper mage must pay 10% of the income from any magical endeavour to the Shapers as a tithe. This tithe is not to the overall parent organization (which is too diffuse to manage such things effectively), but rather to the local chapterhouse and academy.

Moreover, a Shaper arriving at a new spaceport is expected to make a courtesy visit to the chapterhouse upon arrival. There may be some local fees for acquiring a practicing license, and some chapterhouses even charge a 5% tithe on all goods for new members in addition to the license fees, on the assumption that some of this money was not properly tithed.

PELLJAMMER® campaigns offer many challenges for players. The reach of infinite worlds and the freedom offered by a spelljamming vessel provide opportunities for players beyond any they can find in a groundling AD&D® campaign.

These challenges pale, however, when compared to those faced by the DM. Where the players face an entirely new world, the DM must create it. Where the players have freedom to go in any direction they choose, the DM must be prepared to go with them.

As has been stated more than a few times, space is BIG. A single crystal sphere holds several planets, and a SPELLJAMMER campaign may involve dozens of spheres. When the sheer magnitude of the SPELLJAMMER universe is considered, the idea of running a campaign in that universe can be daunting.

This chapter discusses the fundamentals of developing a SPELLJAMMER campaign. It addresses the ideas that underlie all SPELLJAMMER campaigns and discusses how a DM can make his own campaign unique.

Starting a SPELLJAMMER® Campaign

When you begin a SPELLJAMMER campaign, you face several fundamental choices. This section describes those choices and offers several campaign styles for consideration.

Groundling or Spacefaring Characters?

There are two ways to start your SPELLJAMMER campaign. You can launch your group's existing groundling adventurers into space, or you can generate new spacefaring characters.

Launching groundling characters into space makes the most sense if your players are not familiar with the SPELLJAMMER setting. This approach preserves the wonder. Instead of seeing a giff with a pistol, the PCs see a huge, hippopotamus-headed humanoid with an oddly shaped metal tube in his hands. The players can discover the fascinating nature of spelljamming along with their characters and will enjoy the discovery all the more for having experienced it first hand.

Some aspects of spelljamming are so dangerous that totally inexperienced spacefarers can find themselves learning a fatal lesson. Using a helm requires only a little practice, but the groundling characters will not know about neogi, illithids, beholders, dwindling air supplies, and many other common problems of wildspace and the phlogiston. A menace that could be avoided by an experienced crew might be fatal to a group of spacefaring groundlings.

A kind-hearted DM may wish to give the players some guidance. One solution is to provide an experienced F1PC who can warn the PCs of the most severe dangers. This NPC should not become the party leader, however. The NPC must be unwilling or unable to give the PCs any but the most essential help, or must be so untrustworthy that the PCs will not know when he is telling the truth. When the characters have become experienced enough in the spell-jamming life that they no longer need advice, the NPC should be removed. There's no need to kill him off, however. Such NPCs make useful campaign fixtures long after their close association with the PCs has ended.

Many spacefaring proficiencies (such as the ones listed in this book) are unavailable to groundling characters, at least until they earn the proficiency slots to buy them. Thus, groundling characters gain skill slowly in spelljamming, space navigation, and other essential skills.

The other approach is to generate new spacefaring characters. This is preferred for players who already know a fair amount about the SPELLJAMMER setting and who wish to establish a new campaign there. Here the sense of discovery is replaced by greater competence. Instead of discovering the neogi for the first time, these characters have the skills needed to fight them on equal terms. The spacefaring characters are more familiar with the politics of the Known Spheres and can more effectively avoid or influence the power plays that divide and recombine the factions of space.

Generating new spacefaring characters is not without its problems, however. First of all, for players new to the SPELLJAMMER setting, spacefaring characters are more difficult to generate and to play, as the players do not know the basic features of the campaign. Telling them about the SPELLJAMMER universe is not as much fun as showing them.

Second, the SPELLJAMMER setting is more demanding than the typical beginning groundling campaign. Published adventures for the setting involve characters of 6th level or above. A spelljamming vessel piloted by a low-level mage or priest has all the speed and maneuverability of a barge. As slow ships are at a disadvantage in SPELLJAMMER campaign combat, this can be a serious liability. Characters can be generated above 1st level, but this eliminates much of the fun of developing the character from the beginning.

Finally, spacefaring characters tend to be less interested in activities in groundling nations. While this is appropriate in a pure SPELLJAMMER campaign, if interaction between the spacefaring and groundling cultures is planned, it may be difficult to convince your players to take their spacefaring characters down to a planetary surface.

One Sphere or Many Spheres?

A second consideration when starting a SPELLJAMMER® campaign is the physical extent of the campaign. Some campaigns occur primarily within a single crystal sphere; others span sphere after sphere in the quest for adventure.

We recommend sticking with a single sphere at the beginning of a campaign. Space is so large that discovering the features of just one sphere can consume several game sessions. Adventures can be found on any world, as well as in the wildspace between worlds.

If you start with a single-sphere campaign, the adventurers will eventually explore all the major features of the sphere. While adventures within a single sphere can last for years of play (as witnessed by innumerable standard AD&D® campaigns), the full potential of the SPELLJAMMER setting is not used in a single-sphere campaign. The opportunities for creating new systems and mind-boggling sphere-scale features are extremely limited within a single sphere. Only by traveling among the spheres can the true immensity and diversity of space be experienced.

However, a campaign that spans several spheres also has drawbacks. It is more difficult to find events that interest the characters if they have all of space to explore. Travel time between spheres can slow the game to a crawl, and characters may age two or even three years in a multi-sphere adventure. When you include travel time within the crystal shell, most spacefaring trips between spheres take more than three months.

Moreover, while this time passes very slowly for the characters, it may occur in an instant for the players. ("You leave Toril for Krynn. Six months later, you arrive.") You can try to make travel more interesting than the sound of rolling dice (if you don't, your campaign is likely to suffer some problems), but journeys still occur quickly. This places the burden on you to complete construction of the destination by the time the PCs arrive. Things as complex as a coherent sphere are difficult to design, and can be used up amazingly fast in a multi-sphere SPELLJAMMER campaign.

Long-term or Short-term Campaigns?

Some campaigns start with a specific goal. When that goal is achieved, the campaign is over. If that goal is achievable quickly ("Rescue the elven princess from the neogi," or "Deliver this message to the illithid envoy on the Rock of Bral"), you have a short-term campaign. Further campaigns (sequels) may be run using the same characters, but there is usually a solid span of time between such campaign segments.

Long-term campaigns either have no specific goals or have unachievable ones (at least in the short term) like "Prevent the neogi from taking slaves" or "Return the hurwaeti to their lost glory." Such goals can provide structure to the campaign, even though achievement of the goals will probably not be within the characters' lifetimes.

SPELLJAMMER campaigns can be either of these types. Short-term SPELLJAMMER campaigns, because of their temporary nature and the size of space, tend to feel more isolated and less well integrated into the setting than such campaigns do in a groundling setting. Long-term campaigns, on the other hand, allow the background to seep through the emptiness of space, so that the players and their characters can view the SPELLJAMMER setting as real as any groundling campaign.

Campaign Themes

Every campaign needs a theme. A campaign can change its theme, but while it lasts, the theme provides a general sense of structure and a ready source *

of roles for new characters.

Merchants. In a merchants campaign, the characters are crewmembers on a merchant vessel. At low level, they are likely to serve under an NPC captain. When they reach higher levels, they will have a ship of their own.

The outward purpose of the characters' journeys is to make money through trade, by buying and selling goods. This provides motivation for travel and an explanation of how the characters are supported.

Buying and selling should not, however, be the focus of play. Hagglng over an occasional cargo or scouring a market for a particularly good buy is can be interesting, but such activities should not consume more than their fair share of adventure time. Avoid turning the campaign into a mercantile game. Many visits will consist of simply dropping off one cargo and picking up another, with no more than a minute of real time spent on details. The focus should remain on the adventures that occur while traveling the spaceways.

Explorers. In an explorers campaign, the characters seek new life and new civilizations, boldly going where no one has gone before. They travel from sphere to sphere, learning about the places within each one. Some explorers wander the fringes of the Known Spheres, looking for new worlds and recording their existence. Others travel within the Known Spheres, examining the many wonders to be found there.

Exploration can become the focus of adventure. Exploring ancient ruins, discovering the secret of the constellations of Krynnspace, or studying the walkers who endlessly circle the interior of Realmspace's crystal sphere can create fascinating adventures. However, there is no reason that an explorer campaign cannot have adventures of all types.

The **Resistance.** The characters are members of a group opposed to the current ruling faction in a sphere. This faction may be the Tenth Pit (see *Lore-book of the Void*, Chapter 3), or it may be some other imperial force. The characters seek to overthrow this faction by battle, sabotage, or any other means.

The characters do not have to be evil, or even chaotic, to pursue this goal. If the current rulers took control by force, lawful good characters could fight against tyranny regardless of the current "laws" such rulers have enacted.

Resistance activities tend to dominate in such a campaign. It is difficult for the characters to forget the grim task ahead of them in order to pursue adventure of any other sort. Moreover, these campaigns take place in a single sphere, as multi-sphere resistance efforts are beyond the abilities of any but the most powerful characters.

Mercenaries. The characters are mercenaries who fight for pay. This campaign is best suited to providing the characters with interesting military and tactical situations.

The adventurers may be a crack team trained for special missions. They can rescue trapped innocents from capture and slavery, acquire valuable artifacts, and foil nefarious plots—all for a fee.

Alternatively, the characters may be part of a larger military force involved in a long-standing war. Adventures in and out of battle are based on the nature of the war effort and the characters' crucial role in its success.

Pirates. The characters are predators of the space-ways, attacking and capturing spelljamming vessels for the loot aboard. They may be "good-guy" pirates who attack only the vessels of enemy ships (such as those of the neogi, beholders, or another human nation), or "bad-guy" pirates who pursue anything with a helm.

Good-Guy Pirates: Good-guy pirates may have been framed for crimes they did not commit, and were forced to flee. (It's hard to prove your innocence when you're in space). They may also be enemies of new rulers. If a wise ruler dies and is replaced by an oppressive new ruler, that's ample justification to embark on a life of outlawry—at least in the game.

In such a campaign, the characters are wanted by the law, but the law is wrong. Innocent victims of good-guy pirates are released unharmed (if a bit poorer), while true enemies suffer horribly. The campaign's goal is to restore the characters' good names by proving their innocence.

Bad-Guy Pirates: Bad-guy pirate campaigns are suited to gamers who want to play in a nasty fashion for a while. The characters are unrepentant scum, and they like it that way.

This is a dangerous environment and campaign. Since the PCs are as bad (or worse) than their enemies, there won't be any DM sympathy keeping them alive in bad situations. The PCs compete on equal terms with the nastiest of villains, and you can expect a high body count among PCs and NPCs alike. This style is best handled as a short-term campaign.

The Law. Unlike the previous theme, the characters in this campaign are on the side of the law. It is their job to keep the peace in the lawless realm of wildspace. They must do this with a combination of diplomacy and caution, as they cannot outgun their opposition. A group of marauding beholders, for example, can challenge even the highest-level group.

The aim of this campaign is to make the characters' sphere a safe and secure place for their people. If there are multiple factions within the sphere, the characters might be in conflict not only with true lawbreakers but also with powerful members of opposing factions. Generally, this type of campaign is limited to a single sphere (or a portion of a sphere), but it can last a long time.

AD&D® game Rules in Space

As stated in the *Concordance of Arcane Space*, the bulk of the AD&D® game rules are unchanged by the move into space. However, the concepts of a spell-jamming campaign do affect how those rules are applied. In addition to the rules changes listed in the *Concordance*, various other changes in focus or approach must be considered.

This section details the changes to the AD&D game rules when used in a SPELLJAMMER® setting environment. Most of these are changes in emphasis rather than changes in the rules themselves. Nevertheless, DMs (and players, once they have become familiar with the SPELLJAMMER setting) are encouraged to read through this section.

To make this section easier to understand and correlate to your AD&D 2nd Edition *Player's Handbook* and *Dungeon Master's Guide*, we have adopted the same organization. Each section below corresponds to a chapter in these books. (If a chapter required no additional material, it has been omitted from consideration here.)

Player Character Ability Scores

AD&D game ability scores are unaffected by play in space. A high Strength score means the same thing in space as it does on the ground. However, there are some additional considerations that DMs and players should keep in mind. These considerations affect the relative importance of the attributes and indicate how the attributes should be generated.

Strength is not as important to spacefarers as it is to groundlings. Ship-to-ship combat occurs at great distances, where personal strength is not a factor, and the powerful blow of the strongest PC is insignificant in the face of a ballista bolt or catapult stone.

Nevertheless, not all combat occurs between ships. Strong PCs have all the advantages they have in groundling campaigns in a one-on-one fight.

Dexterity, in addition to its traditional groundling uses, is the basis for some spacefaring proficiencies, and the defensive adjustment that a dexterous character receives improves armor class and saving throws, even against ship-to-ship weapons.

Constitution is also less important here than in a groundling campaign. It provides a hit-point bonus at high values, governs the ability of a character to survive phlogiston stasis, and helps determine how long a character can last without food and water—an important concern on long space voyages.

Intelligence is the governing characteristic of a number of important proficiencies, including the critical Spelljamming proficiency that improves a spell-caster's performance in using a Spelljamming helm. Also, while the Intelligence of the guiding spell-caster does not directly affect the SR of a ship with a Spelljamming helm, high Intelligence can indirectly boost the pilot's SR in the long run, as it provides a 10% experience bonus to mage characters.

Wisdom. High Wisdom for priests, like high Intelligence for mages, provides an experience bonus that can boost the SR that the priest can generate in a Spelljamming helm. Moreover, Wisdom governs the availability of priest spells, and magic loses none of its importance in a spacefaring setting.

Charisma governs the interactions between characters. Much of the worth of a character in a space-faring setting is measured in his ability to move among the various societies of the spheres and to command NPC shipmates. A character's Charisma determines how successfully he can do this.

Character Creation Methods

As mentioned previously, SPELLJAMMER campaigns can be more challenging than many groundling campaigns. The DM should carefully consider the various character creation methods listed in the *Player's Handbook* with this in mind. In most SPELLJAMMER campaigns, methods III, IV, and V are preferred.

Character Background

In a spacefaring campaign, character backgrounds can be even more important than in a groundling campaign. The essentially uniform mercantile culture of the SPELLJAMMER® campaign universe makes individual differences between the characters fade into the backdrop of the campaign. A vivid character history and origin can help keep a PC from becoming just another crewmember.

Character background in a SPELLJAMMER campaign should do more than define the character. It should make the character distinct from the other members of the group, and in many ways must mark the character for heroism.

Any background should identify the sphere and world where the character was born, and his station in life before going into space. A nobleman from Oerth, with the beginnings of magical training, will have a very different feel than an enslaved peasant from the empire of Shou Lung on Toril. As more details of the character's former life are developed, the character will feel more like a real person. (With the DM's permission, players may invent new worlds and spheres for their PCs' origins, and these planets may become campaign fixtures.)

Groundling Characters. Groundling backgrounds for SPELLJAMMER campaign characters must explain how the character got into space and why he can't or won't go home. Possibilities include:

- The character found a spelljamming helm that had fallen from a crashed ship. (If the crash was recent enough and not overly destructive, the entire ship might be available.) Using the helm, the character (and perhaps some companions) launched himself into space.
- The character was involved in an experiment with a flying machine. He may have been the machine's creator, a test pilot, an unwilling guinea pig, a stowaway, or an innocent bystander accidentally carried along.
- The character was captured by slavers (neogi, humans, or some other race) and taken into space. The character's background must explain how he escaped from his captors.
- The character was magically transported into space. This could happen through the misfiring of a powerful magical ritual, the opening of a one-way gate from a secret temple, or the workings of a magical curse.
- The character was recruited by one of the factions of space—the neogi, perhaps. His public origin matches one of the previous backgrounds, but he is secretly working for someone else. (Part of the campaign theme may involve the character's freeing himself from the faction's influence by regaining control of whatever is being used as a hold on him.)

So-called "problem backgrounds" of nobility or wealth are easily handled in a spacefaring campaign. Prince Aldergon, seventh in line to the throne of Vembia, might be a powerful person in his own country, but in space he's just the son of an insignificant groundling chieftain, and all his family's wealth and power back home isn't much good when he's in a different sphere. The DM can be tolerant of a player who wants a noble title for his character, so long as the nation ruled is far away and has no bearing on play.

Spacefaring Characters. Well-detailed space-faring backgrounds can strengthen the campaign even more than groundling backgrounds. Even though he, too, was most likely born on a planet, the spacefaring character has had more contact with the SPELLJAMMER campaign universe than his groundling cousin. Thus, his background will weave more detail into the spacefaring setting. Some background concepts include:

- The character's mother is an inhabitant of a spaceport. The father was an itinerant spelljamming captain who flew off one day and never returned. Such a character is motivated to seek the father who abandoned him, with motives of curiosity, concern, or revenge.
- The character was a member of a military force, either a large one like the elven Imperial Fleet or a smaller mercenary force. The character has retired from life as a paid soldier.
- Many members of the character's family are spacefarers, as opposed to inhabitants of a spaceport. They may be merchants, pirates, couriers, or explorers, but the character's reputation is colored by that of his family. The character may be trying to overcome a bad reputation, clear the family's good name, or live up to everyone else's expectations.
- The character was born into slavery. He and his family escaped (although some of them may have died in the attempt), but the character remains somewhat brutal and violent, especially when in the presence of slaves or slavers.
- The character was born hundreds or even thousands of years ago, but was lost in the phlogiston. He has only recently been reanimated and is seeing the universe through millennia-old perceptions. There are huge gaps in his understanding because he missed many events (like the C/Nhuman Wars) that shaped the Known Spheres. Nothing is as it is supposed to be, yet everything is almost familiar. The character may hold antiquated beliefs, like a hatred for the hadozee, and therefore be difficult to deal with in the modern universe.
- The character is a member of a rare minor race (the DM and player must determine the characteristics of this race) or a member of a primitive society. Everywhere the character goes, he is mistaken for an animal or is the subject of intense curiosity.

Player Character Races

Much has been said about each of the spacefaring races, in Chapters 1 and 2 of this book and in the *Concordance of Arcane Space*. Rather than detailing each race again in this section, we'll talk about how the AD&D® game rules for races should be applied in a SPELUAMMER® campaign.

Class Restrictions and Level Limits. One component of a SPELLJAMMER campaign is diversity. With thousands of worlds in hundreds of spheres, any type and level of adventurer can be found if you just look hard enough.

While this is indeed true in an idealized way, the same reasoning that recommends class restrictions and level limits in a groundling campaign is appropriate in a spacefaring setting.

In the SPELUAMMER campaign universe, humans are not the dominant species, but they are the most abundant. If class restrictions are eliminated or level limits are raised, humans may fall into disuse as PCs.

People want to play nonhuman PCs because they provide options unavailable to humans. Multi-classed characters represent a long-term benefit;

special racial abilities are a source not only of power but also of interest for the character. Since the AD&D game is intentionally humanocentric, there must be a counterbalance that keeps these more interesting races from dominating.

Creating New PC Races. Another component of diversity in a SPELLJAMMER campaign are the new races. While the number of PC races in a groundling campaign is limited, in space there is the added charm of playing a totally alien species. The rastipedes, for example, are more different from either humans or elves than the latter two are from each other.

The DM of a SPELLJAMMER campaign is encouraged to design new PC races using the rules in the *Dungeon Master's Guide*. While caution is called for whenever introducing any new character race, the effect need not be as severe in a spacefaring campaign as in a groundling one. If the first dracon PC seems to unbalance the campaign, don't let anyone else play one until you have fixed the problem. This is easy to rationalize, as dragons should not be so common as to find two in one adventuring party.

DMs are also encouraged to base SPELLJAMMER campaign races on those they find in science fiction and fantasy literature. In space, weirder is better. A three-eyed, three-toed, giant yellow apple-eater is easier to explain in space than on the ground.

Examine the races within this book and the other entries in the SPELLJAMMER campaign appendices for the *Monstrous Compendium*. Use these as a guideline for developing your own character races.

Player Character Classes

The classes of the AD&D game are designed for a groundling environment. When transported to a spacefaring setting, these classes need additional tuning in order to cover issues that arise in such a campaign. This section describes the special concerns for each character class and explains how to resolve these problems in a SPELLJAMMER campaign setting.

Zero-Level Characters. In a groundling campaign, the great mass of humanity and demihumanity is made up of nonadventurers (zero-level characters). These characters do not earn experience points and are not members of any character class.

To a limited degree this is true in space as well. However, the rigors of space, combined with the adventurous lifestyle of those who live there, produce a higher percentage of exceptional characters.

In a typical groundling campaign, perhaps 99 characters in 100 are zero level. The remaining character is the adventurer, the hero (or villain), the one who stands out among the rest. In a spelljamming campaign, nine in 10 characters are zero level. While zero-level characters still represent the vast majority of the population, there are more heroes.

This does not mean that there are armies of highlevel warriors, mages, priests, or rogues. The population of space is too limited and too widely scattered for that. What it does mean, however, is that encountered characters are much more likely to be on a par with the PCs themselves. Where a 5th-level groundling PC can throw his weight around safely in the local village, he might be unpleasantly surprised at the reaction to the same behavior in a small spaceport.

Fighters. Most fighting abilities are unchanged in a spacefaring setting. Fighters are more likely to be proficient in the use of large weapons, such as catapults and ballistae, but their abilities are relatively unchanged at low levels.

When a fighter attains 9th level (becomes a "Lord") in a groundling campaign, he may build a castle and attract followers. In space, however, the way a character attracts followers and the types of followers he gets change substantially.

To attract followers, a spacefaring fighter must first construct a stronghold: an asteroid, abandoned dwarven citadel, or other stationary platform from which the warrior forays on adventures. The stronghold must be at a generally known location in the traveled reaches of space for the followers to find it. For more details on how to construct a stronghold, see Chapter 9.

Once the character has achieved 9th level and built a stronghold, followers will come. Of course, they are mercenaries and must still be paid. The DM should determine the followers in accordance with the structure of the campaign and nearby population centers, or the player may use Table 18 to determine the number and types of followers attracted.

Paladins. The special abilities of paladins are bestowed by deities of law and good. These abilities are unaffected in any crystal sphere.

The only exception to this is the paladin's spell abilities. The paladin, like the priest, must contact a representative of his deity in order to receive new spells above the second level. A paladin in a foreign sphere, where his deity is not reachable, cannot regain spells above the second level unless magical means are used. Two such magical methods for regaining spells are the *contact home power* spell (*Concordance of Arcane Space*, Chapter 2) or a priestly icon (see Chapter 6 of this book).

In the phlogiston, however, some paladin abilities are reduced or eliminated because they stem from the power of the paladin's god, which cannot reach into the phlogiston. These are:

Detecting evil: Due to the disruptive effects of the phlogiston, this ability works only to a range of 30'.

Aura of protection: The anti-magical properties of the phlogiston reduce this protection to a 5'-radius.

Circle of power: While in the phlogiston, the circle of power projected by a paladin wielding a *holy sword* is reduced to 15' in diameter.

Healing, curing diseases, calling for a war horse:

These abilities require the direct invocation of the power of the paladin's god and so cannot be performed in the phlogiston.

Saving-throw bonus, immunity to disease, turning undead: These abilities are unaffected by the phlogiston.

All of the strictures suffered by paladins apply regardless of the paladin's location.

Ranger abilities are generally unaffected by wild-space or the phlogiston. Like priests and paladins, rangers cannot recover their clerical spells in the phlogiston, nor can they recover their third-level clerical spells in foreign spheres without magical assistance, but all other ranger abilities act exactly as described in the *Player's Handbook*.

Mages operate identically in space as on the ground. The effects of some spells are modified in space; mages should see Appendix I of the *Concordance of Arcane Space* and the Magic section that follows in this chapter to determine these effects.

Priests. The limitations on priests and their ability to regain spells are described in the *Concordance of Arcane Space*. The restrictions that these limitations place on priest spell abilities in wildspace therefore need not be covered here.

However, clerics (and some specialty priests) also have the ability to found a place of worship and attract followers. In a SPELUAMMER® campaign, a cleric's stronghold must meet certain specific criteria.

First, the stronghold must be able to support at least 200 persons, although not all of those may end up in service to the

temple. This may require access to ready supplies of food, water, and air, or the stronghold may be self-sustaining, with green plants and a stable water supply. The larger the base, the more prominent the church may become.

Second, the stronghold must be stationary; a cleric, unlike a warrior, cannot use his ship as a stronghold. It can be on the surface of a world, on an asteroid, or within an abandoned dwarven citadel, but the stronghold must be stable and easy to find.

Third, most religions encourage clerics to establish their temples within new spheres, rather than creating multiple temples in a sphere where the cleric's god is already worshipped. In this way, the power of the god is extended; the congregation becomes the core of worshippers who establish the god's power permanently in the sphere.

Because building a stronghold costs a great deal, most clerics wait until they reach 9th level so that they may gain the support of the church in this construction (see the *Player's Handbook*, Chapter 3).

Finally, in order to establish a congregation, the cleric must cast a fourth-level focus spell (as defined in the *Tome of Magic*) to create a site focus in the new stronghold. After the focus is created, the congregation must exist for one year before the priest's god is "recognized" in the sphere. During this initial year, the priest's duties to his new congregation prevent him from leaving the stronghold except on rare occasions.

This does not mean the priest cannot experience adventure. Opponents of the god view this initial one-year period as their opportunity to eliminate the congregation before the god gains a permanent foothold in the sphere. Thus, the stronghold will be subject to much more pressure than it would in a normal groundling nation.

Once the first year is ended and the congregation is established, the god has contact with the sphere. Other temples may be built, and priests of the god may regain spells normally. The founding priest is now free to leave for short periods of time and will certainly wish to explore the worlds of the sphere, as these may offer numerous opportunities for adventure.

Thief abilities are unrestricted in space, except by local authorities. However, the smaller population of wildspace makes thieving activities somewhat less lucrative, and getting caught (particularly at a notable crime) rapidly spreads your name as a thief throughout the sphere.

Bard abilities are also unchanged in space, as they are not related to any particular culture. Where a thief might have a problem with the speed at which his reputation spreads, this is a benefit to the bard, whose talents are recognized quickly throughout a wide region of space.

Table 18: FIGHTER'S FOLLOWERS

Roll percentile dice on each of the following tables. The number of ships received is determined by the number of troops (not including the bodyguard or leader). As noted in the *Player's Handbook*, these followers are loyal as long as they are treated well. They own their own ships; these ships are not available to the fighter for his own use, although they may be used in defense of the stronghold.

Die Roll Leader and suggested magical items

01-40 5th-level fighter, plate mail, shield, *battle axe* +2

41-75 6th-level fighter, plate mail, *shield* + 1, *spear* + 1, *dagger* + 1

76-95 6th-level fighter, *plate mail* + 1, shield, *spear* + 1, *dagger* + 1; plus 3rd level fighter, splint mail, shield, *crossbow of distance*

96-99 7th-level fighter, *plate mail* + 1, *shield* + 1, *broad sword* +2, *winged boots* 00

DM's Option

Die Roll Troops/Followers (all zero-level)

01-50 1 large-weapon expert with light weapon*, 80 infantry with scale mail, polearm*, club 51-75 20 infantry with splint mail, morning star, light crossbow; 50 infantry with leather armor, pikes, short sword 76-90 40 infantry with chain mail, heavy crossbow, short sword; 20 infantry with chain mail, light crossbow, military fork 91-99 10 infantry with banded mail, shield, bastard sword, and heavy crossbow; 20 infantry with scale mail, shield, heavy crossbow, long sword, mace; 40 skirmishers with studded leather armor, long bow, short sword 00

DM's Option (hadozee, grommam, etc.) * Player selects type.

Die Roll Elite Units

01-10 10 1st-level elven fighter/mages with chain mail, long sword, long bow, dagger 11-25

15 wardens: 1st-level rangers with scale mail, shield, long sword, spear, long bow

26-40 20 berserkers: 2nd-level fighters with leather armor, shield, battle axe, broad sword, dagger (berserkers receive +1 bonus to attack and damage rolls, or use the Berserker kit from *The Complete Fighter's Handbook*, if available and using the kit optional rules)

41-65 20 expert archers: 1st-level fighters with studded leather armor, long bows or crossbows (+2 to hit, or bow specialization if using that optional rule)

30 infantry: 1st-level fighters with plate mail, body shield, spear, short sword DM's Option (hadozee, grommam, etc.)

damage on wooden ships for every 10 levels of the caster. It has no effect on other types of ships. OA

Catapult: Missiles hurled by this spell cause no hull damage. FRA

Cloud ladder: The ladder formed by this spell dissipates in the Void or the phlogiston. It retains its shape in an air bubble, however. OA

Conjure spell components: This spell cannot be cast in the phlogiston. ToM

Drowsy insects: This spell cannot be cast in the phlogiston. OA

Elemental burst: This spell cannot be cast in the phlogiston. OA

Fire burst: Because no flame can exist for long in the phlogiston without flaring out of existence, this spell is useless in the Flow. If cast on a flame at the moment of ignition, this spell doubles the radius and effect of the resulting fireball. ToM

Fire truth: Because this spell requires a lit candle, it cannot be cast within the phlogiston. AQ

Fist of stone: A caster using a *fist of stone* can cause one hull point of damage per 10 hit points of damage inflicted. This damage is cumulative. The 10 hit points need not be inflicted in one blow, so long as the caster is able to remain in the same place and pound repeatedly against the hull. If the caster must move to a different part of the hull, all partial hull point damage is lost and the caster must begin again. ToM

Ghost light: This spell cannot be cast in the phlogiston. OA

Hail of stone: This spell cannot be cast in the phlogiston. OA

Homung's guess: This spell cannot be cast across the boundary of a crystal sphere. ToM

Prestidigitation: This spell can be cast in the phlogiston to heighten manual dexterity, but the teleporting ability will not function there. OA

Snilloc's snowball: The missile created by this spell does no hull damage. FRA

Warp wood: This spell causes one point of hull damage to wooden ships per five levels of the caster. *OA*

Wind compass: This spell does not maintain its direction in the Void or the phlogiston. *AQ*

Second-Level Wizard Spells

Agannazar's scorcher: This spell cannot travel in vacuum. If used against a ship, each 10 hit points of damage done by the spell inflicts one hull point of damage and sets flammable materials alight. In the phlogiston, casting this spell causes immediate detonation on the user himself and all within 10' of him, causing 9d6 points of damage each round for two rounds. *FRA*

Animate water: This spell cannot be cast in the phlogiston. *OA*

Drawmy's swift mount: This spell has no effect on spelljamming helms, although there are suspicions that it would work on a ship powered by orbi. The beholders have never allowed any mages to conduct such an experiment. *GA*

Enchanted blade: If this spell is cast in the phlogiston, it inflicts 1d6 points of damage on the recipient (and all within 5') and loses one die of effectiveness each round as it reacts with the phlogiston. *OA*

Filter: This spell protects those within its area of effect from fouled or deadly air for the duration of the spell. *CWH*

Fire arrows: Because the fire arrows created by this spell are released from a campfire, this spell cannot be cast in the phlogiston. *AQ*

Fire shuriken: This spell ignites the phlogiston near the caster, causing 3d8 points of damage per shuriken to the caster and all within 5'. In all other ways the spell is ineffectual. *OA*

Flying fist: This spell causes no hull damage. *FRA*

Ice knife: This spell causes no damage to ships in SPELUAMMER® campaign combat. *CWH, OA*

Maximilian's earthen grasp: Because there is no turf in space from which the *earthen grasp* can be constructed, this spell is useless in wildspace and the phlogiston. *ToM*

Nystul's crystal dagger: This spell cannot be cast in the phlogiston. *GA*

Otiluke's boiling oil bath: This spell cannot be cast in the phlogiston. *GA*

Otto's soothing vibrations: This spell has no effect in areas without atmosphere. *GA*

Ride the wind: This spell does not allow characters drifting in the Void or the phlogiston to control direction of movement. *ToM*

Smoky form: A character or creature under the effects of this spell takes 1d6 points of damage per round of floating in the Void. Characters in air bubbles are affected normally. *OA*

Snilloc's snowball swarm: The missiles created by this spell do no hull damage. *FRA*

Wind breath: The wind created by this spell causes any ship to be tossed in the wind. The helmsman of the affected vessel must make a saving throw vs. death magic to avoid damage. If the saving throw fails, the ship must roll on the Critical Hit table (*Concordance of Arcane Space*, Chapter 4). Note, however, that the effects of this spell will not cross the Void. *OA*

Third-Level Wizard Spells

Alamir's fundamental breakdown: This spell will not reveal how to construct any form of spelljamming helm. *ToM*

Alternate reality: Because this spell actually involves accessing parallel Prime Material planes, it does not function in the phlogiston. *ToM*

Augmentation I: The additional damage inflicted by this spell is added to the base damage for the subject spell to determine the number of hull points of damage inflicted. *ToM*

Bigby's pugnacious pugilist: The hands do no damage to ship hulls. *GA*

Commune with lesser spirit: This spell cannot be cast in the phlogiston or in the Void. *OA*

Fireflow: This spell does not allow the caster to control flames in the phlogiston. *ToM*

Fire rain: When cast within the phlogiston, this spell inflicts 3d8 hit points of damage for every two levels of the caster. *OA*

Fire wings: In the Flow, this spell inflicts 1d6 points of damage each round to every character within 9' of the caster (including the caster). *OA*

Icelance: The *icelance* may be fired across the void and causes one hull point of damage per 10 hit points of damage it inflicts if used against a ship. It also causes a critical hit against a ship on a roll of 20. *FRA*

Maximilian's stony grasp: This spell does not require only natural stone. Thus, it can be cast within a dwarven citadel ship. *ToM*

Nystul's crystal dirk: This spell cannot be cast in the phlogiston. *GA*

Nystul's expeditious fire extinguisher: This spell cannot be cast in the phlogiston. *GA*

Otto's sure-footed shuffle: This spell has no effect

in areas without atmosphere. GA

Skull watch: The caster's mental signal that the spell was tripped will not cross the boundary of a crystal sphere, nor will it travel more than a quarter-mile in the phlogiston. The skull's audible shriek cannot travel through the Void. FRA

Steam breath: This spell's effects will not cross the vacuum of wildspace. OA

Watery double: The spirit that animates the *watery double* cannot be summoned in the phlogiston. ToM

Wood shape: When cast against a wooden ship, this spell causes one point of hull damage per level of the caster. OA

Fourth-Level Wizard Spells

Bigby's battering gauntlet: This spell does no damage to ship hulls. GA

Bigby's construction crew: Each pair of hands acts as one trained worker for the purpose of forming ship repair crews. GA

Callgarde's claw: If set against a ship, this spell's damage accumulates until the spell's expiration. Each 10 hit points of damage inflicted by the spell causes one hull point of damage to a ship. FRA

Conjure sand lion: This spell cannot be cast in the phlogiston. AQ

Divination enhancement: This spell does not permit any other spell's range to be extended beyond the edge of a crystal sphere. ToM

Drawmij's handy timepiece: This spell does not function in the phlogiston. GA

Drawmij's instant exit: This spell does not function in the phlogiston. GA

Drawmij's protection from nonmagical gas: This spell will not refresh a ship's atmosphere. However, it protects those within the area of effect from fouled or deadly air. GA

Drawmij's tool box: This spell does not function in the phlogiston. GA

Fire aura: In the phlogiston, this spell inflicts 6d4 points of damage on anyone who comes within 5' of the caster. The caster is still not affected by the fire. CWH

Fire enchantment: Because of the absence of open flames, this spell cannot be cast in the phlogiston. OA

Fire gate: Because of both its *teleporting* component and the fire in the portal, this spell cannot be used in the phlogiston. FRA

Ghost rigging: This spell cannot be cast in the phlogiston. In wildspace, however, this spell reverses the effects of a Maneuverability Loss critical hit for the duration of the spell. AQ

Locate creature: This spell cannot penetrate a crystal sphere. Moreover, it cannot cross the Void in wild: Campaign ueisqn space, although it extends its full range in the phlogiston. ToM

Melt metal: This spell inflicts 1d6 points of damage per round to the caster when cast in the phlogiston, as it ignites the phlogiston around the caster's hand. OA

Mordenkainen's faithful phantom shield-maidens:

This spell does not function in the phlogiston. GA

Nystul's blacklight burst: This spell cannot be cast in the phlogiston. GA

Nystul's grue conjuration: This spell cannot be cast in the phlogiston. GA

Otto's drums of despair: This spell has no effect in areas without atmosphere. GA

Phase trap: This spell has no effect in the phlogiston, as no extra-planar travel is possible while outside a crystal sphere in any case. FRA

Reverse flow: This spell cannot be used to control the Flow. OA

Shatterhull: Since spelljamming vessels do not float in water when traveling, this spell has no effect in either wildspace or the Flow. However, if a spell-jamming vessel has landed in water, this spell will cause a Hull Holed critical hit unless the navigator makes a saving throw vs. death magic. If the ship has no navigator (for example, if there is no one aboard), the Hull Holed critical is automatic. AQ

Spectral wings: The wings do not require air to move, and so will function in the Void or in the phlogiston. FRA

Summon lycanthrope: This spell has no effect in the phlogiston, nor can it penetrate a crystal sphere. ToM

Tenser's flaming blade: Using the *flame* version of this spell in the phlogiston causes the blade to detonate, causing 4d6 points of damage to everyone within 10'. GA

There/not there: This spell involves access to nearby parallel Prime Material planes and thus does not function in the phlogiston. ToM

Thunderlance: If used against a ship, this weapon inflicts one hull point of damage per 10 hit points of damage. FRA

Turn pebble to boulder: If used against a ship, each boulder inflicts one hull point of damage per 10 hit points of damage. "Leftover" hit points cannot be combined with damage from subsequent boulders to determine extra hull point damage. A boulder causes a critical hit on a roll of 20. ToM

Vengeance: This spell cannot be cast in the phlogiston and is not effective if the character is killed in the phlogiston, even if cast within a crystal sphere. OA

Wall of bones: This spell cannot be cast in the phlogiston. OA

Wind blade: This spell cannot be cast or sustained in the Void. AQ

Fifth-Level Wizard Spells

Bigby's fantastic fencers: If used against a ship, the fencers inflict one hull point of damage per 10 hit points of damage. GA

Death smoke: The smoke cloud created by this spell will not cross the vacuum of wildspace. AQ

Dismissal: This spell cannot be cast in the phlogiston. OA

Drawmij's flying feat: This spell does not use air to travel and therefore can be used to cross the Void. . GA

Fire breath: If cast in the phlogiston, the caster and all within a cone of double width and half length take 2d6 points of damage per level of the caster. OA

Fire track: The fire track created by this spell cannot cross the Void. If it enters the phlogiston, it vanishes in a small, harmless explosion. AQ

Improved skull watch: Communication from the skull cannot enter or leave a crystal sphere, nor will it travel more than a quarter-mile in the phlogiston. The skull's scream cannot be heard in the Void. FRA

Ironwood: This spell improves the armor class of a wooden ship by 1, if cast on the entire hull. OA

Khazid's procurement: This spell cannot be cast in the phlogiston. ToM

Mordenkainen's faithful phantom defenders: This spell does not function in the phlogiston. GA

Presper's moonbow: This spell cannot be cast in the phlogiston. If used against a ship, each 10 hit points of damage inflicts one hull point of damage. FRA

Rary's telepathic bond: The bond will not penetrate a crystal sphere. CA

Servant horde: This spell cannot be cast in the phlogiston. OA

Shipslock: This spell works normally, but only when a spelljamming ship is floating (or submerged) in water. AQ

Shroud of flame: Casting this spell in the phlogiston causes immediate and continuous detonation on the target, inflicting

6d6 points of damage to the target and all within 10'. The flames will also shoot out additional bolts; all those within 10 yards (including the caster, unless he has some magical protection from fire) take 3d4 points of damage each round. *FRA*

Snilloc's major missile: This spell cannot cause hull damage. *FRA*

Timeheal: This spell cannot be cast in the phlogiston. *DLA*

Vortex: This spell cannot be cast in the phlogiston. *ToM*

Wall of bones: This spell cannot be cast in the phlogiston. *CWH*

Wind carpet: Unlike other "wind" spells, this spell can cross the Void. *AQ*

Wood rot: If cast on a wooden-hulled ship, this spell causes one hull point of damage per hour to the ship until it is completely rotted away. *OA*

Sixth-Level Wizard Spells

Augmentation II: The additional damage inflicted by this spell is added to the base damage for the subject spell to determine the number of hull points of damage inflicted. *ToM*

Bigby's besieging bolt: The "trebuchet" available to mages of 16th level or higher described by this spell should be treated as a large catapult. *GA*

Bloodstone's spectral steed: This spell cannot be cast in the phlogiston. In wildspace, the *spectral steed* needs no air to fly, so it can travel through the Void. In spelljamming terms, it moves at SR 1, MC D. *ToM*

Flameproof: The subject of this spell is immune to heat damage from explosions in the phlogiston. *AQ*

Flame of Justice: Since this spell requires a lit candle, it cannot be cast in the phlogiston. *AQ*

Forest's fiery constrictor: Because no flame can persist there, this spell cannot be cast in the phlogiston. *ToM*

Mordenkainen's faithful phantom guardian: This spell does not function in the phlogiston. *GA*

Teleport dead: This spell cannot penetrate a crystal sphere. *FRA*

Vessel: The vessel created by this spell is not granted any magical movement. This spell does not generally last long enough to install a helm in the vessel. *OA*

Wildstrike: This spell cannot be cast in the phlogiston. *ToM*

Seventh-Level Wizard Spells

Acid storm: Within a ship's atmosphere, this spell functions normally and also causes 1-3 hull points of damage. In the Void or in the phlogiston, however, it creates a cloud of acid droplets 40' in diameter for each round of its duration. This cloud persists for three turns, after which it dissipates naturally. If a ship sails through the cloud, all exposed to the cloud suffer damage as per the spell. *ToM*

Bloodstone's frightfuljoining: The link between the wizard's spirit and body cannot penetrate a crystal sphere. If the possessed undead is carried through a port in a crystal sphere, the caster is immediately forced from the undead's body and is required to make a system shock roll. Failure indicates that the caster takes 5d6 points of damage. *ToM*

Body outside body: This spell cannot be cast in the phlogiston. *OA*

Elemental servant: This spell cannot be cast in the phlogiston. *OA*

Gemjump: A gemjumping mage cannot enter or leave the phlogiston. *FRA*

fee blight: This spell cannot be cast in the phlogiston. *OA*

Intensify summoning: As conjuration/summoning spells cannot be cast within the phlogiston, this spell is useless there. *ToM*

Malek-Keth's flame fist: If cast in the phlogiston, this spell immediately inflicts 3d6 points of damage on the caster from the sudden fireball, and then expires. *ToM*

Mordenkainen's penultimate cogitation: This spell will not penetrate a crystal sphere to reach the wizard's spell books. *GA*

Otiluke's fire and ice: When this spell is cast in the phlogiston, the fireball inflicts 12d4 points of fire damage to all within 90' of the target. Also, the combination of the sudden hot and cold causes one hull point of damage per five hit points of damage inflicted by each spell. *GA*

Otiluke's siege sphere: In the phlogiston, the *liquid fire* variant of this spell inflicts 6d4 hit points of damage for 2-12 rounds. All variants of this spell may be fired through the Void. *GA*

Spelltrap: If this spell expires while still containing spell energy, the energy cannot be dissipated into the phlogiston; all of the spells in the trap are released to affect random targets. *FRA*

Tool: This spell cannot be cast in the phlogiston. *OA*

Eighth-Level Wizard Spells

Airboat: This spell cannot be cast in the Void or the phlogiston, as there are no clouds in either place. *ToM*

Call: This spell cannot be cast in the phlogiston. *OA*

Cloud trapeze: The cloud trapeze created by this spell cannot cross the vacuum of wildspace. *OA*

Gateway: The gateway cannot be created in or into the phlogiston. *FRA*

Great shout: The effects of this spell cannot penetrate the Void, and so will not leave an air envelope. *FRA*

Hornung's random dispatcher: This spell cannot be cast in the phlogiston. *ToM*

Shadow form: The chilling touch of this spell is not effective in the phlogiston. *CWH*

Summoning wind: The effects of this spell cannot cross the vacuum of wildspace. *OA*

Unleash monolith: This spell cannot be cast in the phlogiston. Wind and flame monoliths will not leave an air bubble, although sand and sea monoliths will. *AQ*

Whirlwind: This spell cannot be cast in the phlogiston. The whirlwind created by this spell cannot form in or move through vacuum. *OA*

Wildzone: If cast in the phlogiston, this spell will not duplicate any spell effects that cannot occur there. *ToM*

Ninth-Level Wizard Spells

Elminster's effulgent epuration: If cast in the phlogiston, the spheres do not fade away upon absorbing a spell. Instead they explode, inflicting 1-8 points of damage on anyone within 5' of the sphere. *FRA*

Estate transference: This spell cannot be cast in the phlogiston. It can, however, be cast in wildspace, particularly if the boundaries are marked out on an asteroid or other small body. *TbM*

Elminster's evasion: If the conditions set to trigger this spell occur in the phlogiston, the spell fires with no effect. *FRA*

Internal fire: In the phlogiston, victims of this spell explode, doing 8d6 points of damage to all within 5'. *OA*

Maelstrom: This spell cannot be cast in the phlogiston. *AQ*

Planar call: This spell cannot be cast in the phlogiston. *OA*

Timereaver: This spell can be cast only in Krynn-space. *DLA*

Wail of the banshee: This spell will not cross the vacuum of wildspace. *ToM*

Wildwind: This spell cannot be cast in the phlogiston. *ToM*

Windtomb: This spell cannot be cast in vacuum. The windtomb must be wholly encompassed in an air bubble. *AQ*

Worldwalk: This spell cannot be cast in the phlogiston. *FRA*

First-Level Priest Spells

Call upon faith: This spell cannot be cast in the phlogiston. *ToM*

Log of euerburning: This spell causes a fire that explodes in the phlogiston to inflict triple normal damage. *ToM*

Omen: This spell cannot be cast in the phlogiston. *OA*

Sacred guardian: The notification of danger to the target of this spell will not cross the boundary of a crystal sphere, nor will it travel more than a quarter mile through the phlogiston. *ToM*

Speak with astral traveler: Since there is no connection between the Astral Plane and the phlogiston, this spell cannot be cast in the Flow. *ToM*

Weapon bless: This spell cannot be cast in the phlogiston. *OA*

Second-Level Priest Spells

Commune with lesser spirit: This spell cannot be cast in the phlogiston or in wildspace. It can only be cast on a planet or other natural site. *OA*

Create holy symbol: This spell cannot be cast in the phlogiston. *ToM*

Draw upon holy might: This spell cannot be cast in the phlogiston. *ToM*

Dream sight: This spell cannot be cast in the phlogiston. *OA*

Music of the spheres: The beautiful tones created by this spell will not cross the vacuum of wildspace. They are effective only within an air envelope. *ToM*

Sanctify: This spell cannot be cast in the phlogiston. *ToM*

Stalk: This spell's benefits can be acquired when on the surface of any earthworld (including most asteroids). However, the dweomer will not conceal creatures on other types of worlds, nor on the decks of spelljamming vessels. *GA*

Third-Level Priest Spells

Astral window: This spell cannot be cast in the phlogiston. *ToM*

Choose future: The foresight provided by this spell requires contact with the powers of the Outer Planes. Therefore, it cannot be cast in the phlogiston. *TbM*

Create campsite: This spell is useless in the phlogiston. *ToM*

Dream vision: The dreams sent by this spell cannot enter or leave a crystal sphere. *OA*

Extradimensional detection: Since no extradimensional space can be maintained in the phlogiston, this spell is useless there. *ToM*

Flame walk: The target of this spell takes half damage from phlogiston fires. *OA*

Helping hand: The hand will not cross the boundary of a crystal sphere. *ToM*

Telepathy: The link provided by this spell will not cross the boundary of a crystal sphere. *ToM*

Telethaumaturgy: The numerological link provided by this spell does not allow spells to be cast across the boundary of a crystal sphere. *ToM*

Unearthly choir: The mystical note generated by this spell will not cross a vacuum. The effects extend only within a single air envelope. The choir variant of this spell inflicts 2d2 points of hull damage on any ship within its area of effect. *ToM*

Zone of sweet air: This spell protects all within the area of effect from the effects of foul or deadly air, if there is fresh air in the area at the time the spell is cast. *ToM*

Fourth-Level Priest Spells

Body clock: This spell can be used to preserve the life of a person on a ship with deadly air. *ToM*

Dimensional folding: This spell cannot be cast in the phlogiston. *ToM*

Fire purge: This spell is considered to be very valuable by spelljammers entering the phlogiston. *ToM*

Focus: This spell cannot be cast in the phlogiston. It is used to establish a foothold for a religion in a new crystal sphere. *ToM*

Footsore: This spell will not affect a spelljamming vessel. As it is difficult to take a three-mile walk in wildspace or the phlogiston, this spell is not very useful there. *GA*

Jof'n with astral traveler: This spell cannot be cast in the phlogiston. *ToM*

Reward: This spell cannot be cast in the phlogiston. *OA*

Uplift: As this spell bestows new priest spells on the target, it cannot be cast in the phlogiston. *ToM*

Weather stasis: As there is no weather in the Void or the phlogiston, this spell is possible but meaningless there. *ToM*

Fifth-Level Priest Spells

Cloud of purification: This spell will not cross the Void. It is effective only inside an air envelope. *ToM*

Easy march: As there is nowhere to march in the phlogiston or wildspace, this spell is not useful in either place. *ToM*

Ebony tendrils: This spell cannot be cast in the phlogiston. *GA*

Elemental forbiddance: Since elementals cannot be summoned in the phlogiston, this spell is meaningless there. *ToM*

Extradimensional manipulation: Since extradimensional spaces cannot be formed or maintained in the phlogiston, this spell cannot be cast there. *ToM*

Extradimensional pocket: This spell cannot be cast in the phlogiston. *ToM*

Meld: The link between the caster and the host cannot be maintained across the boundary of a crystal sphere. *ToM*

Thoughtwave: This spell will not cross the boundary of a crystal sphere, nor can it be cast farther than 100 miles in the phlogiston. ToM

Time pool: This spell cannot be cast in the phlogiston. ToM

Sixth-Level Priest Spells

Erimeshment: This spell cannot be cast in the phlogiston. GA

Gravity variation: If cast aboard a spelljamming vessel, this powerful spell reorients the entire gravity plane of the ship. The ship itself does not shift, and it will not fall back onto the newly shifted gravity plane. This is true only of normal-sized ships. This spell does not affect ships larger than 500 tons (such as the *Spelljammer*). ToM

The great circle: This spell requires contact with the Positive Material plane and thus cannot be cast in the phlogiston. ToM

Land of stability: In general, this spell has no effect in space, because none of the disasters it prevents occur there. ToM

Physical mirror: This spell cannot be cast in the phlogiston. ToM

Reverse time: This spell, unlike the wizard spell *time stop*, cannot be cast in the phlogiston. ToM

Seclusion: This spell cannot be cast in the phlogiston. ToM

Skip day: This spell cannot be cast in the phlogiston. ToM

Sol's searing orb: The stone enchanted by this spell inflicts 18d6 hit points of damage in a 20' radius when hurled in the phlogiston. Regardless of where it is hurled, it inflicts one hull point of damage per 10 hit points of damage. ToM

Spiritual wrath: If cast against a ship, this spell inflicts 1-2 hull points of damage per priest casting the spell. ToM

Seventh-Level Priest Spells

Ancient curse: This spell cannot be cast in the phlogiston. OA

Divine inspiration: This spell requires contact with the priest's deity and therefore cannot be cast in the phlogiston. ToM

Divine wind: This spell cannot be cast in the phlogiston. In wildspace, the navigator of each vessel within the area of effect must make a saving throw vs. death magic each round to avoid a critical hit. OA

Hovering road: This spell can be used to cross from one ship to another in the Void. It does not automatically gain an atmosphere, however. TbM

Mi'nd tracker: This spell cannot be cast in the phlogiston. ToM

Spacewarp: This spell cannot be cast within the phlogiston. If cast on a spelljamming vessel, the vessel suffers a Ship Shaken critical hit in addition to any other effect. ToM

Spirit of power: This spell cannot be cast in the phlogiston. ToM

Uncontrolled weather: The weather effects created by this spell cannot form in the contained atmospheres of ships. TbM

Priest Quest Spells

As discussed in the *Tome of Magic*, quest spells are intended for only the most extraordinary circumstances that threaten the very essence of the Power the priest serves. DMs should be aware of the significance of quest spells and should ration them accordingly.

Abundance: This spell is inappropriate in a SPELLJAMMER® campaign setting, as such settings do not include woodlands and fields in the magnitude affected by this spell.

Anfma/ horde: The animals of space are spread much more thinly than those on planets. Thus, this spell summons only three hit dice of animals per level of the priest in wildspace or the phlogiston. Of course, only creatures native to the appropriate region of space may be summoned.

Elemental swarm: Even this powerful enchantment will not allow a caster to open a portal from the phlogiston to an elemental plane.

Etherwalk: Even this powerful spell will not provide access to the Ethereal plane from the phlogiston.

Highway: When used in space, the *highway* travels at SR 2.

Imago interrogation: The image conveyed by this spell may not enter or leave the phlogiston. It may not travel between the planes nor through time in the phlogiston.

Planar quest: The beings conveyed by this spell cannot enter or leave the phlogiston.

Shooting stars: The shooting stars inflict 1d6 hull points of damage on ships, or 2d6 hull points of damage in the phlogiston. In the phlogiston, the spell inflicts 18d10 points of damage on all within the area of effect.

Stalker: This spell cannot be cast in the phlogiston.

Transformation: This spell cannot be cast in the phlogiston.

Ward matrix: Wards for this spell cannot be cast in the phlogiston.

Wolf spirits: This spell cannot be cast in the phlogiston.

Sha'ir Abilities

Spelljamming captains visiting the world of Toril have occasionally encountered the sha'ir of the land of Zakhara. These wizards perform their magic through the agency of genies, elemental powers that the sha'ir magically summon and bind. While few sha'ir have left Toril, a handful have traveled among the Known Spheres. This section describes the few facts that have been discovered about the interaction between the mystic sha'ir and the magics of wild-space and the Flow.

The abilities of sha'ir are divided into three basic groups. The first group are the summoning abilities:

summoning a gen, calling upon a powerful genie, entering the elemental planes, and receiving an audience with a great ruler of the genies. These abilities require that the sha'ir (or a genie) penetrate the barriers between the Prime Material plane and the elemental plane of the genie. These abilities are thus impossible in the phlogiston but are otherwise unaffected by travel in wildspace.

The second class of abilities are innate to the sha'ir: the ability to recognize the works of ge-niekind, protection against elemental attack, the ability to bind a true genie, and the ability to create a prison to entrap a genie. These abilities are part of the character and do not depend on any extraplanar connection. They are totally unaffected by travel anywhere in wildspace or the phlogiston.

The sha'ir ability to call upon the jann for aid is based on the unique features of the Land of Fate. Since the jann reside on the Prime Material plane, this call does not require crossing planar boundaries. However, the success of calling a jann depends strongly on the likelihood of a jann being nearby. Obviously, jann, like all other creatures, have a lesser or greater chance of being in a given area depending upon the habitat it provides.

The *Arabian Adventures* text gives a base 5% chance per level of the sha'ir that a jann is within a 10 mile radius. This chance is halved on otherwise uninhabited worlds or those without deserts or oases. It is extremely unlikely that a jann would be traveling through wildspace or the phlogiston.

For example, Essafah ibn Akbar, a 10th-level sha'ir, calls for a jann in the Land of Fate. There is a 50% chance a jann is nearby. If Essafah travels to Toril's moon Selune, the chance of finding a jann drops to 25%. If he seeks a jann in wildspace or the phlogiston, there would be no chance of success.

Experience

The experience point rules defined in Chapter 8 of the *Dungeon Master's Guide* are completely appropriate to a Spelljamming environment. Characters in a SPELLJAMMER® campaign have much the same goals and aspirations as their groundling counterparts. Even though the underlying challenge of the SPELLJAMMER campaign setting is high, the DM should not give in to the temptation to give unbalancing experience awards.

The optional rules for training require additional thought before inserting them into a SPELLJAMMER campaign. The spacefaring community does not have the large body of experienced people required to provide a pool of trainers for PCs. Even though there are more adventuring individuals per capita, there are still so few spacefarers that the chance of finding a tutor is low. When this is coupled with the enormous travel times involved in inter-sphere journeys, it becomes clear that it is impractical for adventurers to run back to the Rock of Bral every time one of them goes up a level.

If PCs are required to undergo training before increasing in level, it is the DM's responsibility to ensure that trainers are available. This does not mean that he must set up formal academies, or even make it easy for the characters to train. However, a lack of qualified trainers should not cause the campaign to stagnate.

Combat

As stated in the *Concordance of Arcane Space*, AD&D® game combat is not changed in space. All of the standard AD&D game rules apply.

However, the *Concordance* also provides a collection of ship-to-ship combat rules. This section explains when each should be used.

The ship-to-ship combat rules are more of a tactical exercise than a role-playing game. Moving ships on a hex grid makes it difficult for some players to see the battle through their characters' eyes. For some groups, ship-to-ship combat is a welcome change that adds some tactical challenge to combat. For others, it is an unwelcome interference in the role-playing experience.

The DM should consider the players' interests. If several of the players would enjoy a war-gamelike battle in the SPELLJAMMER® campaign universe, go ahead and use the ship-to-ship combat rules. To make it fun, involve lots of ships in the battle and give everyone a ship or two to play. Some players might even enjoy playing the villains; if you let them, they will surprise you with how aggressive they will be.

If most of your players do not enjoy these kinds of games, just describe the battle as the characters see it. Give them a description of the huge ships moving silently through space, describe the wiggling tentacles of the attacking nautiloid, and use a few simple die rolls to resolve any attacks. When the individual characters can effectively act, use standard AD&D® game combat. The DM should not need to pull out a hex sheet every time two ships fight.

Nonplayer Characters

When PCs interact with NPCs in a spacefaring environment, there are subtle differences from interactions performed in a groundling campaign.

Although the spacefaring peoples consider themselves cosmopolitan, in many ways they are less worldly and more provincial than people on the ground. If there are 100 ships in a crystal sphere, and each makes one trip per week carrying 50 people to and from the surface of a world, less than 300,000 people could take one space trip per year.

Most "spacefarers," therefore, spend their lives on their own little worlds, leading sheltered lives not much different from that of groundlings. Of course, they live near and around ship crews that travel the spaceways, they know about spelljamming, and they dream of taking a long spelljamming cruise, but most of them are not likely to do so.

The typical spacefaring population of a crystal sphere is comparable to that of a small nation. Perhaps 10% of these spacefarers are from another sphere or have traveled between spheres. The number of extra-sphere foreigners in a crystal sphere is smaller than the population of Waterdeep, Greyhawk, or Palanthus.

Nevertheless, most spacefarers consider groundlings to be inferior. They are haughty and prideful when they meet those who were born on a world, and they perceive themselves as being part of the great community of the Known Spheres—even if this sphere is the only one they will ever see.

This limited population means that expert hirelings, sages, and other useful resources are much more limited in space. Where an adventurer might have a choice of sages in a great city such as Water-deep, in most spheres he will be limited to one or two spacefaring savants—and they will be scattered across the sphere.

The DM should reinforce this paradox. The NPCs of space should act as if they are part of a huge civilization, but they should have resources like a small, isolated town. If pressed for something that he does not have, an NPC may irritably point out that the object or information can be had on the surface. Groundling characters who properly perceive the real population of space may eventually recognize that despite all of a spacer's protestations, the groundlings are not so backward after all.

Characters in grounding campaigns have the rules in the *Castle Guide* to help them construct their castles. This chapter contains supplementary information for those who wish to apply the castle construction system found there to a stronghold built in a space environment.

The Production Modifiers listed for climate, geography, resources, etc. in this chapter work with the castle construction rules in the *Castle Guide*. Their exact use (and the remainder of the castle construction system) may be found there.

The Construction Site and the Work Force

The cost and speed of stronghold construction is affected by many things. Some of them are under the designer's control; others are not. Many of the Production Modifiers listed in Chapter 5 of the *Castle Guide* will apply to construction in space. However, there are a number of additional possibilities achievable only in wildspace.

Each of the sections below includes a Production Modifier (RM). This number rates the difficulty associated with castle construction in that environment or under those conditions. These individual factors are multiplied together to give the overall Production Modifier for the circumstances that apply to a specific castle. Each PM should be recorded separately, so that if conditions change it is easy to re-compute the new Production Modifier. When you record a PM, remember that a low number indicates better conditions, while a high number indicates more time and expense.

Climate Type

Space bases have climates much different from those found on the surface of a world. The additional climate types available in space are:

Atmosphere (1.00). The site has a breathable atmosphere but no weather to speak of. This climate type includes any large ship or asteroid with its own air bubble. Since there is no weather, the conditions do not hinder construction.

Fire Zone (1.50). The base lies in a fire zone: the outermost heated area near a fire world. It has an atmosphere, but temperatures rarely dip below those found in tropical zones on earth worlds.

While this climate modifier does not place the stringent constraints on construction that actually building on a fire world does (see the section on "Geography"), it does create problems. Temperatures are high, and creatures preferring cold or subtropical conditions will be unable to live or work there. Living ships (such as those used by elves) will not approach the stronghold without resistance; halve their SR when they maneuver near the stronghold.

Void (2.50). The site has no atmosphere. This allows easy access for spacefaring vessels but makes it difficult for work crews, who must either use special equipment or return to a fresh air bubble frequently. To use this site, either an atmosphere must be created or the inhabitants must be creatures who do not need to breathe.

Dust Cloud (1.50). If it applies, this modifier should be multiplied by one of the first three modifiers above (or by any other climate modifier selected from the *Castle Guide*). The site lies within a dust cloud, making it difficult to locate for those who do not know its location, and slowing spelljamming vessels to normal speed. The site is in darkness at all times, and any use of light causes the entire dust cloud to glow.

Sargasso (2.00). If it applies, this modifier should be multiplied by one of the first three modifiers above (or by any other climate modifier selected from the *Castle Guide*). The base lies in a Sargasso, an area of space where spelljamming helms and magical spells do not function. This prevents the use of any spell or magical item. In addition, it makes bringing building materials to the site difficult, as spelljamming vessels are unable to make a powered approach. Building a stronghold in a sargasso has its advantages, however, as it is difficult for intruders to approach undetected.

Geography

Geography modifiers relate to the underlying terrain. As with climate, the kinds of terrain available in space are different from those on the ground.

Asteroid Cluster (3.00). The stronghold is constructed in an asteroid cluster. If there is no single asteroid large enough to be the foundation for the stronghold, the builder can bind together a number of smaller asteroids to form the base.

Dwarven Citadel (1.25). Dwarven citadels are sometimes abandoned after centuries of operation, when every feature of the asteroid from which they were constructed has been transformed into a work of art. Such citadels are ideal strongholds, as they are worked with useful tunnels, galleries, and many other pleasant features. No character may make an operating dwarven citadel his home; the dwarves guard their magical forges much too highly for that.

Earth World (as per *Castle Guide*). The stronghold is constructed on the surface of an earth-type world. Use all of the modifiers directly as specified in the *Castle Guide*.

Fire World (5.00). The stronghold is constructed on an earth island in the molten sea of a fire world. Wooden construction is not permitted, and only creatures who are resistant to great heat may survive there. Strongholds built on fire worlds should be treated as if they are built on barren ground (see the *Castle Guide*). Building a stronghold on a fireworld does not guarantee that the stronghold is inhabitable by the designer.

Liveworld (0.66). The stronghold is constructed on a liveworld, often a collection of earth bodies linked together by the roots of an enormous plant (see the description of Garden in *Realmspace, Lore-book of the Void*). Such a setting provides many advantages to the castle designer, as there are ready supplies available and the liveworld provides many nooks and crannies where a stronghold can be easily interwoven into the natural structure. The plants continually renew the atmosphere so that it never becomes stale. Strongholds built on liveworlds should be treated as if they are in a ground cover of light forest (see the *Castle Guide*). Elves are particularly fond of strongholds built on liveworlds.

Planetoid (2.00). The stronghold is constructed on a single large planetoid. While this worldlet is of sufficiently size to support a large stronghold, it is nowhere as large as a planet and is likely uninhabited. The stronghold will occupy a sizable portion of the planetoid's surface.

Space Leviathan (2.50). These enormous ships of a bygone age have many advantages and drawbacks as bases. On the positive side, they are quite large and provide a maze of tunnels and passageways. On the negative side, they are unmodifiable; no race in the Known Spheres (except perhaps the Arcane) knows how to work the metal from which these ancient vessels are constructed. Moreover, space leviathans are extremely rare and are prized by many creatures as bases. (See *Lost Ships* for more information on space leviathans.)

Stoneship (1.50). Stoneships are vessels that are created and sailed by the xorn, who use them on missions of unknown purpose. Occasionally an abandoned stoneship is discovered drifting in wildspace with no xorn aboard. No one (except the xorn) understands the magic that the xorn use to move these 300-ton vessels through wildspace, so an abandoned stoneship is effectively stationary. The interior of such a ship is riddled with passages that can be extended by stonemasons, unlike the tunnels in the metallic space leviathans. (See *Lost Ships* for more information on stoneships.)

Water World (1.50). The stronghold is constructed on a small floating island on a water world. Building materials (including stone) must be shipped in from off world, and the island must provide a place for ships to land. The island also wanders slightly, making it more difficult for long-term spelljamming trips to find the same island twice unless some magical means is used. Strongholds on water worlds use the climate modifiers from the *Castle Guide* to specify the local weather.

Ground Cover

Ground cover modifiers relate both to the kind of vegetation that covers the ground and to the type of ground itself. There are additional types of ground cover in wildspace.

Virgin Stone (2.00). The stone is unworked and unmarred by an atmosphere. No wind or rain has ever broken the face of the rock. It will be difficult for builders to work this stone, as nature provides them with no help.

Worked Stone (1.75). As with virgin stone, this stone is unmarred by nature. However, a previous inhabitant has carved galleries or tunnels into the earth, preparing the site for further habitation.

Resource Availability

Resource availability refers to how far away the builder must go to find the material, manpower, and expertise needed to construct the stronghold. In space, these distances can be very great. In addition to those modifiers listed in the *Castle Guide*, characters constructing wildspace strongholds may need the following modifiers:

Another Sphere (4.00). The only available resources for construction require a journey through the Flow. There are not sufficient resources within the sphere where the stronghold is being constructed. (Since a journey through the Flow is required anyway, it's presumed that the designer will select a source of good quality materials and labor.)

Very Distant and Poor (3.50). A spelljamming journey of several days is required to get the resources. This channels the resources needed through the narrow bottleneck of spelljamming ships that can be devoted to hauling cargo. Even then, the resources that are gathered are scarce and of poor quality.

Very Distant and Good (3.00). As above, a spell-jamming journey of several days is required to get resources. However, at the other end of the supply line is a source of quality building materials.

Local Social Structure

In space, this refers to the social structure in the area where the character will get his supplies and laborers. In addition to the social structures listed in the *Castle Guide*, the following structures may prevail in a spacefaring campaign:

Uncivilized (3.00). There is no social organization in wildspace. The population is so thin that there has been no need for anything more than frontier justice. Each encounter with a stranger is a process of negotiation, as each tries to decide what contact, if any, he should have with the other.

Controlled (1.25). The social structure of the region is dominated by one major organization or political group. The people are well organized and supplies are well managed, but the character may have to deal with convoluted bureaucratic procedures ("red tape") to accomplish anything.

Fragmented (1.50). The society is divided into a number of hostile factions. Each faction controls some of the resources while being short of others. Trade between factions is limited, and the character must deal with each faction in turn to get all needed resources. Moreover, the character may be called on to arbitrate between feuding factions and will have to keep all sides happy to continue.

Well-Traveled (1.00). The social structure of the region is heavily influenced by other spelljammers. There is thriving multi-sphere trade, and people come and go freely and often.

Worker Skill and Worker Morale. These factors are no different in wildspace than they are on the ground. For these factors, use the modifiers provided in the *Castle Guide*.

Castle Design

Chapter 5 of the *Castle Guide* lists a number of modules that can be combined to custom-design a castle. Not all of these modules are appropriate features of a space stronghold, however. Ditches, moats, and palisades are not useful in space, because enemies are not limited to attacking across a flat surface. Troops can be landed near the castle walls, with little terrain to cross. Because drawbridges are used only in connection with ditches and moats, they are uncommon in space except as land-scaping features.

There are additional modules that are more common in a space stronghold. The data for these items are listed in the following table.

Table 19: SPACE STRONGHOLD MODULES

Module Type	Tech	Time	Gold
Dock	1	15	60
Dock, Retractable	2	30	100
Roof, Stone	6	20	650
Roof, Stone Dome	7	40	1,500
	7	50	2,000

Roof 1,000

25 800

25 800

1 5

3 30

4 40

2 10

3 20

2 10

5 30

2 10

1 40

Roof, Stone & Riddled Roof, Stone & Surbateries Roof, Stone & Oubliette Roof, Wood Roof, Wood Dome Roof, Wood Dome, Riddled Roof, Wood & Riddled Roof, Wood & Surbateries Roof, Wood & Oubliette Sloped Stone Roof Bracing Sloped Wood Roof Bracing Rubble Field

Tech level is as specified in the Castle Guide. Time is in man/weeks, and Gold is the base cost in gold pieces.

A dock is a 20' by 50' rectangular wooden platform that extends from the end of the stronghold, parallel with the gravity plane and several feet above it. The dock is a convenient mooring point for space-faring vessels and includes mooring pilings and cleats (mounting posts and hooks where ropes can be tied) and a gangway (a movable walkway that can be run from the dock to the gunwale of a spelljamming vessel).

Docks come in two basic forms: standard and retractable. A retractable dock looks like a standard dock but may be quickly removed in time of battle— and quickly set up again afterward.

A roof is a barrier placed over the open top of a castle. Spaceborne attackers can easily assault a traditional castle from above, as any ship that can travel to the base can fly above it. A roof provides protection from that assault.

As a rule, a single roof module covers a 10' by 10' area. Wooden roofs are 3" thick; stone roofs are 2' thick. The roof is presumed to extend over the entire open area of the castle. Towers, barbicans, buildings, and gatekeepers are presumed to already have roofs of their own.

It is common to divide the interior of the castle into sections, each with its own roof, so that a breach in the roof does not give an attacker access to the entire castle. Each roof must be supported by walls that run completely around its edge.

While roofs protect the interior of the castle, they also provide an ideal landing site for assault troops: a large, flat expanse within the walls of the castle. Variant roof styles have evolved to resist these attacks.

Riddling is the practice of mounting long (3'), sharp spines in an irregular, closely set pattern over the surface of the roof. It is possible to walk between the riddling spines with difficulty, but a landing on such a roof is perilous, as descending troops must avoid being impaled on the spines.

Another defense engineers collapse points into the structure of the roof. Specific sections of roof are designed to collapse when weight is placed on them. These sections are usually made of thin wood painted to resemble the surrounding surface. Collapse points are of two types: **subbateries**, a pattern of small, narrow holes lined with spines, so that a creature stepping on the hole is lamed; and **oubliettes**, larger pits that cause creatures to plummet into the interior of the castle. (Castle designers should note that oubliettes also provide an attacker access to the interior of the castle.)

As an alternative to these constructions, the **sloped roof** provides some protection. This construction is the same as a normal roof, but it rises steeply to a point at the center. The slope makes maneuvering across the roof more like climbing than walking. (Treat a sloped roof as a dry sloping wall for climbing check purposes; see the *Player's Handbook*, Chapter 14.) Additional bracing must be provided to support the higher sections, but such a roof removes many of the advantages of a skyborne attack.

The cost of a sloped roof is determined by its area (purchased as standard roof modules) and its height (purchased as sloped roof bracing). Each bracing module adds 5' to the height of the roof at the center. The height of the roof must be at least half that of the width of its longest side for it to be considered sloping. Some particularly crafty castle designers combine sloped roofs with riddling (aimed toward the peak of the roof), so that a climber who slips is impaled on the spikes. Sloped roofs are particularly popular with characters from Oriental cultures.

The most expensive and flamboyant solution is the **dome**, a rounded, steeply sloped roof that provides almost no purchase for an attacker. Such domes are polished to a glowing sheen and are sloped so steeply that only skilled climbers can keep their balance. (Treat a dome as a slippery sloped wall for climbing check purposes.) Like a sloped roof, the cost of a dome is based on the dome's expanse and height, and the dome must be at least half as high as it is wide.

A rubble field is not part of a stronghold structure, but it is an integral part of a space stronghold's defense. Basically, a rubble field is a zone of space that is filled with rocks and other debris. This zone is outside the air envelope of the stronghold, so that the rocks drift above and around the stronghold, preventing rapid approach and sneak attack by spell-jamming vessels.

Spelljamming vessels approaching a stronghold surrounded by a rubble field are forced to slow to normal (500 yards per SR) speed by the presence of the rubble. Moreover, those ships must slow even further to avoid taking damage from collisions with the rubble. Ships moving through a rubble field are treated as a ship moving through debris as described in the *Concordance of Arcane Space*, Chapter 4.

A single rubble field module scatters stones in an area 10' by 10'. Generally, rubble fields are placed to float above the citadel, except for a narrow approachway used by legitimate incoming vessels.

Special Features

The following section discusses certain specific problems and options for designers of space-based strongholds, considerations that are not shared by their groundling cousins. While these features do not in themselves cost anything, they should be taken into account in any reasonable design.

Logistics. Any space-based stronghold occupied by humans or demihumans needs an air envelope, a water supply, and a food supply.

As a rule of thumb, a stronghold's atmosphere will last one year without being refreshed if the stronghold is fully populated. This length of time can be doubled by halving the number of people in the stronghold; no further extension of the air freshness is possible unless the stronghold is abandoned.

There are several methods for refreshing air envelopes discussed in Chapter 6 of this book. Of these, the use of green plants as a continuous air refresher is the most practical for a stationary stronghold. Towing the stronghold into an atmosphere is prohibitively expensive, and few characters will want to employ the number of hurwaeti or mages necessary to refresh the air envelope.

A minimum 20% of the surface of any stronghold should be covered with green plants to refresh the atmosphere. As mentioned in Chapter 6, these can also be used as a food source.

Unlike air, it is possible (but expensive) to import food and water to a stronghold. Reliance on imported provisions makes the stronghold extremely vulnerable to sieges, however, as there is no internally renewing resource that the inhabitants can depend on. Spells such as *purify food and drink*, *create water*, *create food and drink*, and even *heroes' feast* can be used in an emergency, but few spell-casters can create or purify enough food and water to feed all the inhabitants of a stronghold. *Purify food and drink* is available as a *focus* spell, if the stronghold has a religious base, but few nonpriests have such power (and so many devoted worshippers) available to them.

As mentioned above, green plants grown to preserve the air may also provide food. Various vegetables, fruit trees, and grains are used. Fruit trees are especially prized as a secondary source of water.

Magical items such as a *decanter of endless water* are highly prized in space strongholds. Even lesser items such as a *Murlynd's spoon* are valued, as they can provide some sustenance in the face of siege or loss of supplies.

Anchorage. Most strongholds will want to allow spacefaring visitors to land, even if docking is limited to the lord's own troops. A stronghold designer should ensure that sufficient room has been left—in the form of an anchorage, landing zone, or docks— to allow for normal levels of traffic to and from the stronghold.

Building on both sides. Unlike building on a planet, there is no natural protection for a stronghold attacked from below. Most strongholds have constructs on both sides of the gravity plane, as both sides are useful.

Travel from one side of the stronghold to the other requires special care, as travelers must negotiate the gravity plane. Several constructs are used:

- Rotating ladders: These constructs are ladders laid on pivoting platforms. The character begins by climbing "down" the ladder to the gravity plane. When he reaches the plane, he pulls a ratchet on the pivoting ladder, which rotates one half-turn in response to the character's weight. The rotation is then stopped by the ratchet, and the character has been carried across the gravity plane. He may now climb back "up" the ladder on the other side.
- Transition boxes: These wooden boxes are roughly coffin-shaped and lie near the gravity plane. A character wishing to cross the gravity plane gets into the box and is hauled across the plane by someone on the other side.

Monthly Events

As specified in Chapter 5 of the *Castle Guide*, building a castle involves more than simply spending money and hiring laborers. Innumerable minor problems arise along the way, and major problems could always crop up.

Each month, the DM should roll 1d100 and check the following table for unplanned events that may affect the construction of the stronghold. The DM is encouraged to include new and interesting events from the ongoing campaign.

Table 20: MONTHLY EVENTS

Id	Event
01-75	No unusual event 76-80 Monster attack 81-85 Pirates 86-87 Infestation
88-89	Labor dispute
90-91	Raid
92-93	Shipwreck
94-95	Space missile
96-97	Drifting
98-99	Bad omens
00	Natural disaster

No Unusual Event. Nothing unusual occurs this month. Construction proceeds as normal with no additional penalties.

Monster Attack. A creature of wildspace wanders into the construction area. Its attack may be sudden and violent, or it may subtly prey on the construction crew for a time before it is noticed. The crew loses 2-20 laborers to the creature. These laborers must be provided funerals (at 100 gp each). The player characters must then track down and slay the beast or it returns each month thereafter. The DM is encouraged to make dealing with the creature an adventure.

For each month that the creature is not slain or driven off, 2-20 laborers are lost. Particularly subtle creatures, especially those with concealment abilities, could plague a construction site for months.

Creatures that might plague construction of a space stronghold include albari, allura, argos, asteroid spiders, astrophinxes, blazozoids, bloodsacs, colossi, dreamslayers, grell, mercurial slime, moon dragons, q'nidar, spaceworms, spiritjams, spirit warriors, stargazers, stellar undead, witchlight marauders, and yitsan.

Pirates. Pirates are raiding the supply ships that bring construction materials to the site. These pirates may be humans, demihumans, beholders, neogi, scro, pirates of Gith, or some other race. Their interference has slowed work to half speed (that is, one week of work is done every two weeks). The characters must deal with the pirates, either buying them off or eliminating them, before work can proceed at a normal pace. As with the previous entry, the DM is encouraged to resolve this problem through an adventure.

Infestation. The construction site is infested with a space parasite. (Good choices are elmarin, feesu, flow barnacles, gullions, infinity vine, krajen spores, mortiss, scavvers, or shadowsponge.) The infestation is slowing work by one quarter (so three weeks work is done for every four weeks that pass). In some cases (krajen spores, for example), allowing the parasite to go unchecked could lead to a monster attack (see above).

Labor Dispute. The laborers are unhappy with working conditions. Perhaps they feel they are not being paid well enough, or they may believe that player-character management is interfering in their trades. In any case, their pay must be increased or they will quit. If the laborers quit, all work stops for 3-18 (3d6) weeks while new workers are recruited.

In order to avoid a shutdown, each laborer must receive an additional 5 gp per week for the rest of the construction period. For instance, a 1,500-man labor pool with 12 weeks to go on a project requires an additional 90,000 gp in compensation.

This money may be paid in weekly installments, if the stronghold builder has cash-flow problems. However, bookkeeping is much simplified if the entire amount is paid immediately.

Raid. One of the predators of space makes a direct raid on the construction site. This may be a rival attempting to halt progress, a neogi slave-raid, beholders trying to drive humans from the sphere, or merely very bold pirates out for what they can get.

If the raiders are human, demihuman, or human-oid, their number will be equal to the number of laborers. If the raiders are nonhuman, the DM must adjust their numbers to provide a fair fight.

We recommend using the BATTLESYSTEM™ miniatures rules to resolve a raid. Alternatively, the ship-to-ship combat rules in the *Concordance of Arcane Space* can be adapted, if the battle occurs primarily in space. At least a portion of the major battle should be role-played, so the PCs can enjoy the raid as an adventure rather than a tactical exercise.

Raiders commonly soften up the stationary castle site with large weapons, then land to finish the assault. The exact tactics used will depend on circumstances, but the raiders will certainly have the advantage of maneuverability unless the player characters have spelljamming vessels of their own.

If a quick resolution is desired, the DM can simply rule that 33%-90% (30+3d20) of the laborers are killed in the battle before the raiders are driven off. Each laborer killed is entitled to a funeral and pension for his family in honor of his valiant defense of the stronghold. (This is handled by paying the remaining wages due the laborer until the end of the project as a lump sum.) New laborers must be hired to replace those slain, at a cost of 10 gp per week. This amount can also be paid as a lump sum, to avoid further bookkeeping.

Shipwreck. A shipwreck occurs near the site. Roll 1d6. On a roll of 1-4, the wrecked ship was carrying materials for the stronghold's construction. The characters will be sure something is wrong when the ship is 1-4 weeks overdue, and can then begin searching for the ship. Construction is delayed by half the number of weeks the ship is overdue, plus the number of weeks spent searching for and rescuing the ship. Laborer salaries must be paid during this time, however.

On a roll of 5-6, the shipwreck is not directly related to the stronghold's construction. However, the characters will be asked by the local authorities to participate in the search and rescue. Participating removes the characters from the site until the

ship is found and rescued, so that their special abilities cannot be applied to construction, but has no other direct effect on the construction of the stronghold. If the PC decline to participate in the search, however, the local authorities become angry. From then on, the distance the characters must travel to get supplies is increased by one increment (Near to Distant, Distant to Very Distant) to simulate the difficulty of getting supplies from an angered populace. Modify the Production Modifier appropriately for the remainder of the construction.

Each searching spelljamming captain has a 25% chance per week to find the missing ship.

The DM must determine the cause of the shipwreck. Possible causes include the death or injury of the spelljamming helmsman, entering a sargasso, collision with an asteroid, infinity vine or spaceworm infestation, mutiny, or attack by monsters or pirates. In any case, the DM should make determining the cause of the shipwreck and saving the ship a role-playing adventure.

Space Missile. The construction site is struck by a space missile: a powered, fast-moving object flying uncontrolled through space. These are generally errant spelljamming furnaces or artifurnaces that have torn loose from a ship while still operating. They shoot through space at high speed, freed from having to haul the tonnage of a ship, and travel in a straight line (see *Lost Ships*, under "Flotsam of Space").

Because of their small size and high speed, such space missiles give little warning they are in the vicinity. The best that can be hoped for is 1-6 minutes' warning before the crash. Even if a space missile is sighted, it is impossible to determine whether it will hit the fortress or merely pass dangerously close (50% chance for either to occur). No one has yet found a way to stop such a missile, but in theory it should be possible to deflect one, given enough warning (the DM should evaluate all such attempts individually). Regardless of any other actions^ the PCs should take precautions to save lives within the few minutes remaining before impact.

Collision damage to the physical structure will set construction back 2-12 weeks. To keep things simple, just add the 2-12 weeks to the number of weeks of work remaining.

In addition, 6-36 (6d6) laborers will perish in the disaster. Casualties are reduced by one die for each minute of warning that the site receives, so that with four minutes' warning, only 2-12 (2d6) laborers are lost. Funerals, pensions, and replacing deceased workers are handled as detailed for the casualties of a raid.

Even a near miss isn't cause for celebration, however. The event scares the wits out of the laborers, making them nervous and jumpy and delaying construction by one week.

The DM is encouraged to allow the characters to further reduce casualties through role-playing action. Heroic efforts to save workers, particularly if valuable magical items are expended, may improve overall worker morale (at the DM's discretion).

Drifting. The stronghold is drifting. While the movement began slowly enough to be beneath notice, it has gradually moved the stronghold into a dangerous region. This region could be a sargasso, a dust cloud, the outer heat zone of a fire world, or even near the mouth of a portal through the crystal sphere. (If the stronghold was intentionally built in a sargasso or dust cloud, this result may cause it to drift out of those conditions.)

The characters may choose to live with the change, recomputing the Production Modifier for the remainder of the construction, paying the additional costs, and extending the schedule by the added number of weeks. The new conditions, in addition to costing more time and money, may make the stronghold less habitable.

The alternative is to tow the stronghold out of the zone. As can easily be seen by examining the capacity of the spelljamming engines listed in Chapter 3 of the *Concordance of Arcane Space*, no single engine can move something the size of a stronghold.

As a rule of thumb, the actual towing capacity of a spelljamming helm is the maximum tonnage it can move times its SR, minus the actual tonnage of the ship in which the helm is installed. (This is an amplification of the towing rule in Chapter 4 of the *Concordance of Arcane Space*.) There are also rumors of spelljamming druids using kindori or other large space animals to help move a stronghold. Such creatures have a pushing capacity (they push, rather than tow) of their own body weight. The characters must locate enough spelljamming vessels and creatures to encompass the tonnage of the stronghold in order to move it to a more desirable location.

The tonnage encompassed by each castle construction module is shown in the following table:

Table 21: CASTLE TONNAGE

Module Type	Tonnage
Barbican, Small	47
Barbican, Medium	65
Barbican, Large	74
Great Stone Building, Grand Stone Building, Great Wooden Building, Small Round Tower, Medium Round Square Wall, Stone (all)	3
	6
	12
Building features not listed occupy	24
The tonnage of the stronghold is the base. Stronghold platforms and their	57
	1

Table 22: PLATFORM TONNAGE

Platform Type	Tonnage
Asteroid Cluster	20
Leviathan	250
400 Stoneship	53
	49
	132
Platforms larger than those listed	236
The characters must pay 10 gp to until all of the spelljamming vessels	22
	31
	56
	28
	40
	71
	.5

Building, Small Stone Building, Medium Stone Building, Large Stone Building, Building, Small Wooden Building, Medium Wooden Building, Large Wooden Grand Wooden Gatekeep, Lesser Gatekeep, Greater Gatekeep, Grand Tower, Tower, Large Round Tower, Small Square Tower, Medium Square Tower, Large

an insignificant amount of tonnage and can be ignored. sum of the tonnages of all the modules plus the tonnage of the underlying tonnage are listed in the following table:

Dwarven Citadel	300 Planetoid	500-1000 Space
300		

above may not be towed. the towing vessels for each ton of the stronghold, and must wait 2-8 weeks needed

^ean gather at the site. (The gold-piece cost and the ^duration of the wait should be multiplied by the Pro-^sduction Modifier for the local social structure.) The IJilafaorers must spend the time until the ships arrive *fstcpstvng* anchor points for the ships to attach their |fin6sto.

" When the appropriate capacity of ships has arrived, stowing can begin. Changing the direction of an object , as large as a stronghold takes one week; during this ttone, no work can be done on the stronghold.

Once the towing'is complete, it will take another ^peek'to detach and dismantle the anchorage equip-{|B|8Rt, after which construction can continue.

.siKHe .'actual duration of this problem may extend Heyearal months. The DM should roll for events "g this period, so that the characters can experi-dealing with other problems under adverse conns. (Imagine, for example, dealing with a ^shipwreck or monster attack in a sargasso, where ittagic and magical items do not function.)

Bad Omens. The laborers (and perhaps the PCs) believe that certain omens show that it would be bad to continue work at this time. Such omens may come from true magic (an *augury* spell, for example) Or from the warnings of an Aperusa fortuneteller. For t^whatever reason, the PCs are advised to stop work jIIEM' 1-6 weeks.

teggf work continues, the PCs must roll on the events each *week* rather than each month for the dura-of the bad omens, and any roll of 10 or less is llxerolled. Additional bad omens (another roll of this liwent) increase the duration of the portents by 1-6 ^weeks and increase the reroll percentage by an additional 10% (so that after two occurrences of "bad omens," the character must reroll on rolls of 1-20). Negative effects (rolls over 75) are never rerolled. y **Natural Disaster.** Absolute disaster is imminent. the stronghold may have drifted so that it is falling jiBto .the atmosphere of a world, or a huge meteor is Ulan 9 collision course to smash the stronghold to flin-EUtSI's* In any case, the stronghold will be completely lBlttBed, and all work and funds invested will be lost. il^tlecause this event spells total destruction for the |i|(\$BStle, the DM is encouraged to provide the player characters with opportunities to avert disaster. This may involve great heroic effort or personal sacrifice, but it should be possible for the characters to mitigate the effects of the disaster, if not avert it totally.

Warfare!

The assault and siege rules provided in the *Castle Guide* can be used for most battles over space strongholds. The effects of investment and assault are identical in space as they are on the ground. Some new tactics are available to spaceborne besiegers, however, and a few approaches are ineffectual against strongholds that float in the Void (or the phlogiston). This section discusses the differences and provides the DM with additional guidance in handling the special conditions found in space.

Battles Involving Fortifications

This section discusses new options available to the attacker in a space-based siege, and new problems that the attacker must face in a three-dimensional environment.

Throughout these rules, it is assumed that the BATTLESYSTEM™ rules for siege warfare are being used in combination with the rules found in the *Castle Guide*. In those rules, damage is expressed in BATTLESYSTEM rules hits. For simplicity, one BATTLESYSTEM rules hit is deemed equivalent to one SPELUAMMER® campaign hull point of damage.

Bombing. An obvious method of attacking a space-based stronghold is to drop heavy objects on it. Given the availability of large rocks in space, finding materials for bombing is not difficult.

A ship can launch a rock of up to half its tonnage at a stronghold. To do this, it must tow the rock into the air envelope of the stronghold and remain stationary for one full SPELLJAMMER® campaign turn to aim and drop the stone. The stone falls at the end of the turn. The helmsman of the dropping ship must make an attack roll against AC 6. If the hit is successful, the stone does three BATTLESYSTEM™ rules hits of damage for each 10 tons it weighs. (This is equivalent to the stone traveling at SR 3.)

Stones can also be hurled at higher speed. In general, a ship can tow a stone one-quarter of its own tonnage at its full spelljamming movement rate. The stone can be launched in a bombing pass, where the ship flies straight toward the stronghold for one full SPELUAMMER® campaign turn, releases the stone, and then veers off. If the stone hits (vs. AC 2), it does one hull point of damage for every 10 tons of the stone times the launching SR.

Stones hurled at walls inflict damage in accordance with the BATTLESYSTEM™ rules. Stones hurled at roofs inflict 30 points of structural damage (for stone roofs) or 10 points of damage (for wooden roofs), with the remaining damage being inflicted on whatever lies below the damaged roof.

It is up to the DM to decide the availability of rocks for bombing runs. It takes one spelljamming turn to pick up a stone of the correct size.

Ramming. Ships can also be rammed directly into strongholds. While this is a desperation measure, it can be quite effective.

A ship ramming attack against a stronghold is treated as a crash. The stronghold takes damage equal to the crashing ship's current SR plus the ship's current hull point total; the ship is presumed destroyed. (For more information, see Chapter 4 in either the *Concordance of Arcane Space* or the *War Captain's Companion: Book 3*.)

Mining. One of the methods of attacking a groundling castle is mining: digging tunnels under the walls to collapse them. Such attacks on space-based strongholds are very difficult, as the area of ground from which a mine might be started are usually within view of the walls and subject to direct attack.

One exception to this, however, is the stronghold that is built on one side of a planetoid. The opposite side, if left unguarded, is an ideal site for starting a mine. While it may be necessary to dig through the gravity plane to reach the walls, this technique is just as effective as on the surface of a world.

Using Large Weapons. As with planet-bound siege warfare, large weapons are generally effective engines of destruction against fortifications. The effects of catapults and ballistae on fortifications are described in the BATTLESYSTEM rules. The effects of rams are described under Ramming, above. Bombards inflict as many BATTLESYSTEM rules hits against fortifications as they inflict hull points of damage against ships. Greek fire projectors are effective against wooden fortifications only, but they inflict as many hull points as hit points damage against these. Jettisons inflict no damage against fortifications.

Critical hits against fortifications are suffered as described in the *Concordance of Arcane Space*, except that Ship Shaken, Loss of SR, Maneuverability Loss, and Spelljammer Shock! critical hits are inapplicable to large, stationary strongholds. If any of these are rolled, move to the next entry on the list.

Of course, fortifications can also mount large weapons of their own. A small tower can support a greek fire projector or a light catapult, ballista, or jettison. Medium towers can support medium weapons, and large towers can support large weapons and bombards. A large tower can also support two small weapons. Turrets may be mounted on any size tower.

Attacking the Plants. Space strongholds are as vulnerable to the effects of bad air as any ship. On most strongholds, green plants refresh the air envelope continuously. One way to ensure the eventual collapse of a stronghold is to destroy its plants.

As mentioned previously, the atmosphere of a stronghold will normally last a year without needing to be refreshed. Thus, destroying the plants is a very slow way of capturing a stronghold. It is, however, inexorable. Once the air envelope begins

to deteriorate, there is little that can be done (short of bringing in more plants) to stop it.

One problem with this technique is that if the besieged hold out until the air is deadly, the stronghold becomes useless to the attackers. It would take special equipment and a large supply of green plants to even begin the task of restoring the atmosphere, and such work would take years.

Each BATTLESYSTEM rules hit directed at plants destroys one 10' x 10' area of plant life, regardless of type.

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