INTRODUCTION

Imagine a universe where square worlds spin around gemstone suns. Where planets lie cradled in the roots of an oak tree so vast its leaves twirl around brightly burning suns. Where ships of wood sail the void between worlds, and battle each other with catapult and ballista, spell and sword. Where an asteroid may be a safe harbor, a slaver's den, or a hungry creature eager to devour any that pass by. Where daring swashbucklers and scoundrels race for fantastic treasures and literally touch the stars. Where terrifying beasts with the power to destroy whole worlds roam.

Welcome … to the universe of Spelljammer!

In the Spelljammer campaign, the fantastic is possible and one is limited only by the depths of their imagination. Sailing ships, enwrapped in bubbles of air, travel empty Wildspace, moved by the power of their mystic helms. Gravity is a matter of convenience, where a captain can tour the bottom of his ship, and worlds come in all shapes and sizes. Whole solar systems are surrounded by colossal spheres made of an unbreakable, crystal-like substance to protect them from an ocean of swirling light and color, the flammable Phlogiston, which divides the void between stars.

WILDSPACE

Wildspace is what comes to mind when we talk of "space." It is the vast emptiness that lies between the planets and the stars. All the celestial bodies within a crystal shell float in the airless void called wildspace. Conventional (meaning "those that take place on the prime material plane") interplanetary journeys around a solar system take place within wildspace.. It is mostly vacuum. (More correctly, most regions of wildspace are vacuum. But the cosmos is a big place and there are exceptions to almost every rule, as shall be shown later.) Wildspace is not truly a void, however, even though it is often referred to that way. The simple fact that there is "space" rules out its being a true void.

CRYSTAL SHELLS

All wildspace is bounded by crystal shells or crystal spheres. Inside the crystal sphere is the vacuum of wildspace, the planets, and stars. Outside the crystal sphere is the rainbow ocean of phlogiston and more crystal spheres. The size of a crystal sphere is determined by the size of the planetary system inside. Usually a sphere has a radius at least twice as big as the orbital radius of the outermost celestial body in the system (i.e., the distance from the shell to the outermost body of the system is the same as the distance from that outermost body to the center point of the system).

Because of their great size, the outside of a crystal sphere appears perfectly flat. The curvature is so gradual that it is. completely undetectable to anyone who is close enough to see the crystal sphere through the obscuring phlogiston. The spheres consist of an unbreakable, dark, ceramic material of unknown origin. Some legends state (and various theologians agree) that the smooth-surfaced shells were created and positioned by the gods themselves to protect their worlds from the ravages of the phlogiston, which is held to be the prime matter of the universe. Less charitable philosophers maintain that such shells were placed by an even higher authority to keep gods and men in and confine their activities.

Whatever their origin, the crystal shells are uniform throughout space. All appear as great, dark, featureless spheres of unidentifiable matter. The crystal spheres are definitely solid. They have no gravity along either their interior or exterior sides (an exception to the rul·e that all large objects have gravity). No magic has been found that can damage or alter the surface of a shell, except for those spells which cause portals to open. Even this, however, is believed to be nothing more than an artificial triggering of a natural phenomenon, since portals also occur naturally and seemingly at random. They are apparently immune to the effects of wishes and even the wills of the outer planar powers (though this does not rule out the possibility that the outer planar powers created themperhaps they were wise enough to prevent even their own tampering).

The Phlogiston

The phlogiston is a turbulent, unstable, multicolored, fluorescent gas (or gaslike medium) which fills the regions between the crystal spheres. Very little is known for certain about the phlogiston or this region. Every planetary system known is encased within a crystal sphere. Essentially, the crystal sphere keeps the wildspace in and the phlogiston out (this, of course, is a tremendous simplification, but it is easy to grasp). Like the phlogiston, crystal spheres are a great mystery; their origins and substance are unknown. Within wildspace are the celestial bodies: planets, suns, moons, asteroids, and a host of other items col- lectively lumped together under the heading "planetoids." Most celestial bodies have an atmosphere of some sort although it is dangerous to assume that this is an inviolable rule.

Gravity

The reason everything drags its own atmosphere around through space is gravity. This is also the reason why people can stand on a spacesailing ship without falling off its deck and can stand on a spherical planet without falling off the bottom side. Every body in space has its own gravity. Gravity is an accommodating force in that its direction seems to be "that which is most convenient." In an object the size of a planet, gravity is directed toward a point at the center of the planet so that people can stand anywhere on the surface and dropped objects fall perpendicular to the surface. In smaller objects, like space craft, gravity is not a central point but rather a plane which cuts horizontally through the object.

Significantly, this gravity plane is two-directional; it attracts from both top and bottom. A sailor can actually stand on the bottom of the ship's hull and move around as easily as if he was walking on deck. In this case, "down" is actually "up," back toward the plane of gravity that cuts through the ship. One of the stranger side effects of all this is that an object falling off the side of a spelljammer can oscillate back and forth across the plane of gravity, falling first in one direction until it crosses the plane, then reversing direction and falling back across the plane again, and so on until something causes it to stop. To a person standing on the deck, the object appears to fall down, then up, then down, then up. This trick is commonly used to amuse passengers new to space travel. More than one groundling has gotten in trouble for standing at the ship's rail and tossing an endless stream of apples overboard just to watch them bob.

Air

All objects drag air with them whenever they leave an air envelope. A typical human, for example, will drag enough fresh air with him/her to breathe for 2-20 minutes. After that time runs out the air will turn foul for a like period of time and then become deadly and unbreathable.

The amount of air a spelljamming ship carries with it is based on its size. The larger the vessel, t eh more air is dragged into its pocket. The amount of air is equal to its keel length x beam length /2 + its HP (KxB/2+HP). FOr example, a man-o-war has a keel of 200ft, a beam of 20ft, and its HP is 550. 200x20/2+550 is 2550, which means its minimum crew size of 10 people can survive 255 days. When a vessel reaches its air limit the air becomes fouled; it smells bad and is stale and humid. All attacks and proficiency checks in a fouled atmosphere are at disadvantage. Air remains fouled for the same amount of time it remained fresh, once that time wears out it becomes deadly; each turn everyone aboard must save versus poison or pass out. If unconcious each turn they must save versus poison or die.

While important, air is relatively easy to replenish. Entering a larger air envelope like that of a planet or astroid is one of the most popular and cheapest methods. Green plants will refresh air, some vessels make great use of these for just this purpose. Many astroid colonies keep at least half their surface area reserved for plants for this reason as well.

Factions

Most spacefaring character races are similar to their more familiar, terrestrial counterparts as far as abilities and capabilities are concerned. A void elf may have a different societal background than a valley elf from Oerth, a moon elf from ToriI, or one of the Qualinesti from Krynn, but they all still think they are better than you. Some races are wildly different than their terrestrial counterparts however, so make sure to check their disposition before making any assumptions.

The **Imperial Elven Navy** is elven superiority, look down on non-elves and even non-starborn elves. They allow such beings into their fleet as mercs or foreign-legion style crew but don't treat them with a whole lot of respect overall. Any individual captain or commander/admiral might be less rude about it, but the fleet as a whole is arrogant.

The **Green Concern** is made of an alliance between orcs and goblinoids, out to defend themselves from genocide by the Elven fleets (so they say), but in practice it's a way for them to unite for larger raids on outlying Crystal Spheres or loose planets/planetoids. They allow non-goblinoids/orcs in, as long as they prove strong and willing to obey the orders of their commanders, no matter how treacherous or violent the order might be.

The **Arcane Consortium** is a trade alliance between various Arcane (blue giants with an affinity for magic, trade, and the construction of spelljamming components), they supply ships and refittings to anyone with the money for it. They are always looking to make a deal, or open new trade networks. They defend what's theirs with as much devotion as they put towards trying to sell what's theirs to you.

The **Fleshdealers** are a large splinter group of Beholders, Illithid, and Neogi who, unlike much of their bretheren, would rather BUY slaves than take them violently. As such, they make a better impression on those they meet, and have actual diplomats and embassies in various territories, as well as markets for their goods and services. They prefer to trade for slaves, but gold will do in places where that is illegal!

The **Treasure Fleet** is a number of Kara-turan (and gaijin) ships and sailors travelling the spheres, making trade connections and gathering information to take back home. They hold no ports out of Realmspace, but their influence is felt in many ports despite that, with large Tura-towns springing up from members of the fleet deciding they like a new port instead of home. To make up for shedding the occasional cluster of crew, a not insignifigant portion of their fleet are made of those they've hired on along the way.

The **Beholder Sovereignty** are vicious slaving monsters, using their superior selves to power superior ships, which strike to capture as many slaves as possible before fleeing.

The **Illithid Union** are, while not quite as unreasonable as planet-bound Illithid, still not likely to see you as anything but food or a slave. They do, however, respect diplomatic alliances, and generally obey the common Wildspace law. That does not mean you should trust a Union ship met alone in wildspace, merely that they MIGHT not attack first if you are flying a flag they have a treaty with.

The **Githyanki** hold a few territories, but make few friends for their utter unwillingness to negotiate with the Illithid at any point, and freqent slaving raids. They prefer the Astral plane, and as such generally just appear for such raids, or to butcher Illithid.

The **Gith Pirates** are made up of outcasts from both factions of Gith, feared by all for their extreme violence and rumors of cannibalism. They can be anywhere. Within a Sphere they can appear out of the Astral plane, or perhaps appear from an asteroid fortress. The only thing you can count on them doing is being extremely violent.

The Helm

Ships travel through wildspace by means of the helm-a magical device which converts mystical energy into motive force, the push that moves the spelljammer. This allows rapid movement from planet to planet. Some of the specifics vary from race to race. In general, however, most ships are equipped with a magical device known as a spelljamming helm.

A mage or priest sits at the helm and acts as a living engine, providing the magical power to move the ship through wildspace and to perform some basic maneuvering as well. Any magic can move a ship through wildspace. The more powerful the magic, the faster and further the ship can move. Helms come in a variety of power levels that can also influence how far the same level of magic can get you.

The Akh'Velahr and it's Captain

Captain Kalimoone is an eccentric old Elven wizard, with an endless supply of platnum. His true background and origin story are shrouded in rumors, hearsay and wild speculation, with some saying hes a legendary wizard from Netheril, a powerful ancient dragon using its humanoid form as a ruse to avoid attention, or even a divine being sent from the gods themselves. Despite these rumors, after meeting with the man its hard to think any of them are remotely close to reality.

His ship, the Akh'Velahr is a finely built Elven Man-O-War, with a quite luxurious interior. Its retrofitted to fit many crewmen, and has many amenities not often found on a ship of its size. Captain Kalimoone has seemed to spare no expensive at ensuring the Akh'Velahr was a perfect vessel for a long, extended journey across the multiverse.

Your purpose amongst the stars

Captain Kalimoone has spent quite a while planning his current voyage. He has scoured numerous planets, searching for the perfect team to help him complete his mission. He has found the best of the best, heroes who were exsceptional, and stood above thier peers in every way. In Kalimoone's eyes these potential crewmen had outgrown their place on their origin world, and needed to be shown the greater multiverse to continue to grow and flourish into their true potential. As such, he personally met with, and hired, each character to become a member of his crew: an elite mercenary group hired to travel amongst the stars in search of the powersource for the Ultimate Spelljammer Helm.

The Ultimate Spelljammer Helm is a legendary artifact which has existed for mellinia, and has been the source of numerous wars, crusades and kingdoms. It has stood the test of time, watching as entire planets and nations rose and fell around it. At one point many years ago, a powerful wizard took its power source, a rare and mysterious crystal, and shattered it into 20 pieces. Each piece has a portion of the power of the helm inside it, and was a useful artifact all on its own. These shards were then spread across the universe, dropped individually onto planets with spellcasters who could make use of its unique properties. After finding out about the shards and their use, Captain Kalimoone has procured the Helm for himself, at great personal expense. Not only does he have the helm, but he has a single of the 20 shards, enough to make use of the helm and some of its unique properties.

The mission is simple: Travel to planets with magical influence, and look for the shards. The shards will often be powerful artifacts central to the establishment, and as such will often be easy to locate, and hard to procure. Letting the true nature of the shard be known to its owners will often make obtaining it more difficult, so keeping it a secret is paramount to success. As more shardsa re added to the helm, it will grow in power, gaining new powerful abilities.

Your Spelljammer Ship and You!

A Spelljamming ship is outstandingly fast, even a mountain with a spelljamming helm will travel at around 100,000,000 miles per day in the Phlogeston. However, within Wildspace, they are slowed down to a mere 400 miles per day per ship's rating point. That is still outstanding, however!

In atmosphere the speed is lowered to 60ft per ship rating (per round), and has the ability to hover. It retains the same Maneuverability Class it has when in Wildspace, though class 5 becomes class 4 (as class 5 generally started life as seafaring ships, and are not quite as clumsy in atmosphere as they are in Wildspace).

Maneuverability Classes
Class Effect

0	Can change facing at will, in any direction. Does not expend SR when changing facing
1	Can change facing up to 2 hex sides on a single hex per 1 SR, up to a max of 2 per hex.
2	Can change facing up to 2 hex sides on a single hex at 1 SR each, up to a max of 2 per hex.
3	Can change facing up to 1 hex side per hex. Can change facing 1 for each hex moved.
4	Can change facing up to 1 side per hex. Can change can change facing 1 for every hex moved. Cannot change facing on the hex you start in.
5	Cannot change facing as the first action, they must move into the hex they are facing at the start of the turn before any turning is allowed, at 1 side every other hex.

Movement and Facing

In order to move about in a Tactical combat, you spend SR (Ship Rating). Moving 1 hex costs 1 SR, as does turning 1 hex face. The amount you can rotate in any given hex is defined under the Maneuverability Class of your ship, in the table above. Your Ship Rating, however, is determined by who is at the Spelljammer Helm. There are two sorts of basic Spelljammer Helms: Minor and Major helms. Both use the power of a spellcaster with the Spelljamming proficiency. While attuned to the Helm, you are unable to cast more than a cantrip, and are unable to get up from the throne. After getting off the throne, you are still unable to cast spells for 1d4 rounds, as you un-attune. There are other sorts of Helms, such as Lifejammers or Pooljammers, but they are beyond the scope of what a player will be able to control. The Helmsman has control of the ship's movement, and requires all his attention at this task, preventing them from being able to defend themselves or participate in combat unless they wish the ship to become a sitting duck. Rare Helms allow for multiple Helmsmen to contribute to the overall SR, but they are either the Sequence Helms of the Illithid that rely on Psionics, or are otherwise extremely rare, and extremely powerful. There are even Ki-helms in the Treasure Fleet of Kara-Tur, allowing their sailor population to take the Helm should it become necessary. Guiding the ship through Wildspace makes the position of Helmsman the most important on the ship, and certainly the most dangerous.

Ship Rating

Level of Helmsman	Major Helm	Minor Helm
1	1	1
2	1	1
3	1	1
4	2	1
5	2	1
6	3	2
7	3	2
8	4	2
9	4	3
10	5	3
11	5	3
12	6	4
13	6	4
14	7	4
15	7	5
16	8	5
17	8	5
18	9	6
19	9	6
20	10	6

Terminology

Attributes of Ships Cost– This is the cost to purchase a ship in gold pieces.

Crew Min/Max- These two numbers indicate the minimum number of crew required to operate the ship and the maximum occupancy of the ship.

Maneuverability Rating (MR)– Your ships ability to turn accelerate and maneuver.

Armor Class (AC)- Difficulty of hitting a ship based on its construction and maneuverability.

Hit Points (HP)- Hit Points for ships are identical to Hit Points for characters and monsters. They measure the amount of damage the ship can sustain before it is destroyed.

Damage Threshold– You must deal more damage than the DT for your attack to deal damage. An attack lower than the threshold deals none, while an attack even one point higher than the threshold deals full. A ship with 100 or more Hit Points has a Damage Threshold of 10. This number goes up by 5 for every additional 200 Hit Points the ship has up to 500. Above 500 Hit Points the Damage Threshold goes up by 5 for every additional 500 Hit Points the ship has to a maximum of 30.

Keel Length- This is the length of the ship from fore to aft (that's front to back for you landlubbers). This number will become important when dealing with gravity and the air pocket that surrounds a ship.

Beam Length- This is the measurement of the widest part of the ship from port to starboard (left to right). This measurement will be important for gravity and air.

Standard Armaments- This is the amount and type of weaponry that can installed on a ship. Ship weapons range from medium weapons such as a light ballista to huge weapons like a trebuchet.

Helm Type- The final ship attribute is helm type. This indicates what type of Spelljammer Helm can be used to run the ship. Most ships can be run off either a Major or Minor Helm, but other require a Major Helm or a special type of Helm.

COMBAT RULES

On the Tactical scale, specifically while on a ship, you roll initiative for each ship rather than each crew member. The initiative is modified by the Maneuverability Class of the ship. This also includes movement rules. Your ship turn consists of moving and turning as you wish, ending where you wish. A combat round is 1 minute in Tactical mode.

Fire from personal missile weapons, spells, and siege weapons can occur during any of the phases above, but must follow the initiative order within each phase. That is to say, you can fire off your turn as ships pass each other (or get tangled together in grappling, ramming, or the like)

Keep in mind that in space, each hex represents 500 yds across. Most "personal" weapons can only be fired when vessels are within the same hex, a few (longbow, heavy crossbow, for example) might have the range to shoot out of the hex, barely. Spell ranges should be carefully considered as well. Generally, those with a range of at least 100 yards can be cast at targets within the same hex, those with less then 100 yards range can only be cast at grappled or rammed targets. Some spells only work when the air envelopes are mixed.

Ships move on a hex grid. Beside each vessel counter, the ship will have a 3-d indicator showing the ship's height above or below that combat's "0" level. Each vessel's bow will point to a hex side, not the joint between two hex sides. Movement is determined by SR, and how often the ship can turn is also determined by SR but how far the ship can turn is determined by MC.

Ship weapons: Weapon's have "ranges" which are really the SR of their projectile. The range of a light catapult is 5, which means its stone moves 2500 yards each round until it hits something or goes off into infinity. In planetary atmospheres the range is reduced to normal earthbound ranges.

Ramming: Ship's equipped with rams can inflict massive amounts of damage. When ramming the To-Hit is that of the helmsman, modified by their spellcasting stat. If a hit is scored damage is equal to the damage of the ram. Ships which attempt to ram vessels more then three times their size in tonnage, or vessels which ram without having a ram 'crash' instead. The crashing ship usually takes a great deal damage, though it might inflict significant damage in return. A 'crash' does damage as if you were rammed by the larger ship.

Shearing: Ship's equipped with piercing rams or shearing blades may attempt to shear away the rigging of opposing vessels. This is treated as a ram attack, except no damage is done. Instead, for each successful shear attack the target's MC is reduced 1 step until repaired (usually after the battle).

Grappling: First, the relative speed difference between vessels cannot be more then 1 SR when attempting to grapple (grappling rams exclude this). This is a contested roll, both ships being required to roll 1d20+MR+SR. Grappler has advantage if more than 50% greater size than the opponent, whether as initiator or defender. Degrappling is automatic if both vessels desire it, otherwise it's resolved just as a standard grappling roll except the defender ("degrappler") makes the rolls.

Critical Hits: Crewed weapons often have a chance of inflicting a critical hit, this is listed in that weapon's statistics. Other events (ramming, some spells, turbulence, failing a save in high winds) can also cause critical hits. Finally, a vessel reduced to 50% of its hull points takes a critical hit. Note, since some critical hits reduce the ship's hull points there can be a short cascading of critical hits in this manner. When a critical hit occurs the result is determined by the following chart:

CRIT TABLE

d20 Roll	Effect
1	Loss of 5 Hull points
2	Deck crew casualty
3	Interior crew casualty
4	Ship Shaken
5	Large weapon damaged
6	Deck crew casualty
7	Hull holed
8	Maneuverability loss
9	Loss of 10 Hull points
10	Ship Shaken
11	Fire!
12	Loss of SR
13	Deck crew casualty
14	Large weapon damaged
15	Ship Shaken
16	Hull Holed
17	Maneuverability loss
18	Loss of 10 Hull points
19	Helm hit
20	Spelljammer Shock!

Deck crew casualty: One exposed crewmember is struck and suffers the same damage as the ship. Choose the target randomly from exposed crew. All characters within 5 ft of that individual must make a DC 10 Dex save or suffer the same damage.

Interior crew casualty: Same as a Deck casualty, but everyone aboard is a potential target, including prisoners, the captain, and the spelljamming Helmsman. This reflects not so much the missile itself, but shattered parts of the ship bouncing around during combat.

Ship Shaken: All characters not sitting or otherwise firmly tied down (the spelljamming Helmsman is considered secure) must make a DC 13 Dex save or fall prone.

Large Weapon Damaged: One large weapon (chosen randomly) is inoperable until repaired, it's crew is unharmed.

Hull Holed: The attack punches a sizable hole in the ship, the DM decides where.

Fire!: A fire starts somewhere in the ship, determined by the DM. If a fire is somehow unable to start (all lights on the ship are magical, there is nothing flammable onboard, the ship is made entirely of rock, ect) go to next entry.

Loss of SR: The ship's SR drops by 1 point for the next 1d10 rounds while the Helmsman readjusts his mental balance. Additional losses are cumulative.

Maneuverability Loss: The ship drops 1 MC for 1d10 turns. A ship with Class 5 maneuverability cannot drop any further, so the next entry is taken instead.

Spelljammer Shock!: The spelljamming Helmsman must make a DC 15 Int save or fall immediately into a coma which lasts 1d4 days. In the case of multiple Helmsmen, they all must make the save. In the case of foundries, artifurnaces, or other drives not using a Helmsman, the drive itself is rendered nonfunctional for 1d4 days. If no replacement is available, the ship immediately becomes SR 0 and can only move in a straight line at it's present speed.

Breaking Up

If a ship is reduced to 0 HP, it's internal structure is destroyed and it begins to fall apart. Some victors will sift through the debris for prisoners, while others will abandon them. It's possible for survivors to lash up some of the vessel to save themselves with a temporary helm and air pocket.

Ship Weapons

NAME	SIZE	AC	HIT POINTS	ATTACK MODIFIER	RANGE	DAMAGE	IDEAL CREW	COST	NOTES
Light Catapult	Medium	15	90	+5	2,500 yds/2,286 m	22 (4d10) bludgeoning	3	1,000 gp	Can't hit targets within 120 ft. (37 m) of it
Medium Catapult	Large	15	120	+5	2,000 yds/1,829 m	33 (6d10) bludgeoning	4	2,500 gp	Can't hit targets within 90 ft. (27 m) of it
Trebuchet	Huge	15	150	+5	1,500 yds/1,372 m	44 (8d10) bludgeoning	5	5,000 gp	Counts as two large weapon installations, can't hit targets within 60 ft. (18 m) of it
Light Ballista	Medium	15	30	+6	3,000 yds/2,743 m	5 (1d10) piercing	2	500 gp	
Medium Ballista	Large	15	50	+6	2,000 yds/1,829 m	16 (3d10) piercing	3	1,000 gp	
Heavy Ballista	Huge	15	70	+6	1,000 yds/914 m	27 (5d10) piercing	4	1,500 gp	Counts as two large weapon installations
Cannon	Large	19	75	+6	1,000 yds/914 m	44 (8d10) bludgeoing	3	20,000 gp	
Light Jettison	Medium	15	90	+5	1,500 yds/1,372 m	3 (1d6) bludgeoning to all creatures in a 5 ft. (1.5m) radius	2	1,000 gp	
Medium Jettison	Large	15	120	+5	1,000 yds/914 m	7 (2d6) bludgeoning to all creatures in a 10ft (3 m) radius	3	2, 500 gp	
Heavy Jettison	Huge	15	150	+5	500 yds/457 m	10 (3d6) blugeoning to all creatures in a 15 ft (4.5 m) radius	4	5, 000 gp	Counts as two large weapon installations
Greek Fire Projector	Large	19	80	+6	500 yds/457 m	27 (5d10) fire	4	10,000 gp	Starts fires

Ships

SHIP TYPE	COST	CREW MIN/MAX	MR	AC	HP	DAMAGE THRESHOLD	KEEL LENGTH	BEAM LENGTH	STANDARD ARMAMENT	HELM TYPE
Flitter	10,000 gp	1/1	1	14	40	N/A	20 ft/ 6.1 m	5 ft/ 1.5 m	None	Major or Minor Helm
Mosquito	15,000 gp	1/6	2	17	75	10	100 ft/ 30.5 m	15 ft/ 4.6 m	None	Major or Minor Helm
Caravel	10,000 gp	8/10	5	13	75	10	70 ft/ 21.3 m	20 ft/ 6.1 m	1 large weapon	Major or Minor Helm
Dragonfly	40,000 gp	3/10	2	14	100	10	100 ft/ 30.5 m	20 ft/ 6.1 m	1 medium weapon	Major or Minor Helm
Damselfly	50,000 gp	2/10	3	18	100	10	100 ft/ 30.5 m	20 ft/ 6.1 m	1 huge weapon	Major or Minor Helm
Wasp	20,000 gp	8/18	3	16	150	15	80 ft/ 24.4 m	20 ft/ 6.1 m	1 huge weapon	Major or Minor Helm
Tyrant Ship	100,000 gp	15/23	2	22	200	20	100 ft/ 30.5 m	100 ft/ 30.5 m	Special	Orbus
Tradesman	15,000 gp	10/25	3	17	200	20	120 ft/ 36.6 m	30 ft/ 9.1 m	1 medium weapon and 1 large weapon	Major or Minor Helm
Gnomish Sidewheeler	40,000 gp	20/30	4	15	250	20	120 ft/ 36.6 m	25 ft/ 7.6 m	None	Gnomish
Nautiloid	40,000 gp	10/35	3	18	300	20	180 ft/ 54.9 m	30 ft/ 9.1 m	5 large weapons	Series Helm or Pool Helm
Mindspider	60,000 gp	3/40	2	18	400	25	40 ft/ 12.2 m	15 ft/ 4.6 m	3 large weapons	Lifejammer
Galleon	50,000 gp	20/40	4	15	400	25	130 ft/ 39.6 m	30 ft/ 9.1 m	1 medium weapon and 2 large weapons	Major or Minor Helm
Squid Ship	45,000 gp	12/45	3	17	450	25	250 ft/ 76.2 m	25 ft/ 7.6 m	2 large weapons and 1 huge weapon	Major or Minor Helm
Dragonship	60,000 gp	20/45	3	17	450	25	150 ft/ 45.7 m	20 ft/ 6.1 m	2 large weapons	Major or Minor Helm
Hammership	50,000 gp	24/60	3	16	550	30	250 ft/ 76.2 m	25 ft/ 7.6 m	3 huge weapons	Major or Minor Helm
Man-o-War	100,000 gp	10/60	2	15	550	30	200 ft/ 61 m	20 ft/ 6.1 m	4 large weapons	Major or Minor Helm
Deathspider	100,000 gp	30/100	4	17	1000	30	175 ft/ 53.3 m	50 ft/ 15.2 m	6 huge weapons	Major Helm
Armada	125,000 gp	40/100	3	17	1000	30	300 ft/ 91.4 m	30 ft/ 9.1 m	14 huge weapons	Major Helm
Citadel	1,000,000 gp	100/300	4	22	2000	30	250 ft/ 76.2 m	200 ft/ 61 m	7 huge weapons, 8 large weapons and 12 medium weapons	Forge

Character Creation Rules

Level
Starting level: 8

Ability Scores
Standard 27 Point buy. After the Point Buy is complete, you can add a **+1** to any stat, and take a **-1** to any stat in exchange. This +1/-1 is optional.

Hit Points
- **Hit Points at Char Gen:** 1: Max, 2-8: Average Only
- **Hit Points at Higher Levels:** Hit Dice Rolls Only

Equipment
You start with 1,000gp to spend on starting equipment. You can only carry over 100gp maximum after char gen. You can only purchase Common/Uncommon magic items at char gen. You start with one Very Rare Magic Item and one Rare magic item of your choice. Neither can be wonderous.

Allowed Content
All official sourcebooks, Unearthed Arcana, and Elemental Evils expansion content is allowed, except for specific exclusions such as UA psionics, magicless rangers, and theurgy wizards.

Homebrew
Many extra options are already available, but if you want something specific not listed here, it can be approved on a case by case basis.

Houserules

Balance Changes
- Rod of the Pact Keeper Banned.
- The Warlock Invocation "Repelling Blast" is banned.
- The warlock invocation "Devil's Sight" does not allow you to see through magical darkness farther than 10ft.
- While in the definsive stance granted by tunnel fighter, polearm master's opportunity attacks do not trigger Sentinel's ability to reduce a target's speed to zero
- Familiar's cannot use the Help action

Identification
We will use the "More Difficult Identification" variant rule; DMG, pg136. In addition, the Identify spell will always consume the material components used to cast the spell and cannot be cast as a ritual.

Extended Magic Items
All items are available from the extended magic items PDF except for the following:

- All Potions, oils and other consumables
- All Items that grant Fly speed, either temporarily or permanently

Feats
We will not use the PHB for feats. Instead, all feats will be selected from the Extended Feats PDF, which includes rebalanced versions of the feats from the PHB.

Casting Quietly
You cannot cast a spell quietly, or subtley, without the Sorcerer metamagic *Subtle Spell*. Your spell's verbal components must always be said in a loud, firm voice, and the somatic gestures must be wild and dramatic.

Difficult Ressurection
- Ressurection spells require their specific components to be cast, and not just the gold cost.
- Ressurection spells below 9th level require the entire body, and spells that say otherwise in their description have that portion removed. Superficial parts missing such as arms, legs, ears, etc still allow ressurection to take place, but do not restore the missing pieces unless the spell description specifically states that it restores them.

Mounted Combat
Mounts will not be allowed to act on their own, and will not be given their own turn in the initiative order. They will be treated as a temporary speed bonus, with its own HP pool and AC specified in its stat block. All other rules listed under the mounted combat section still apply.
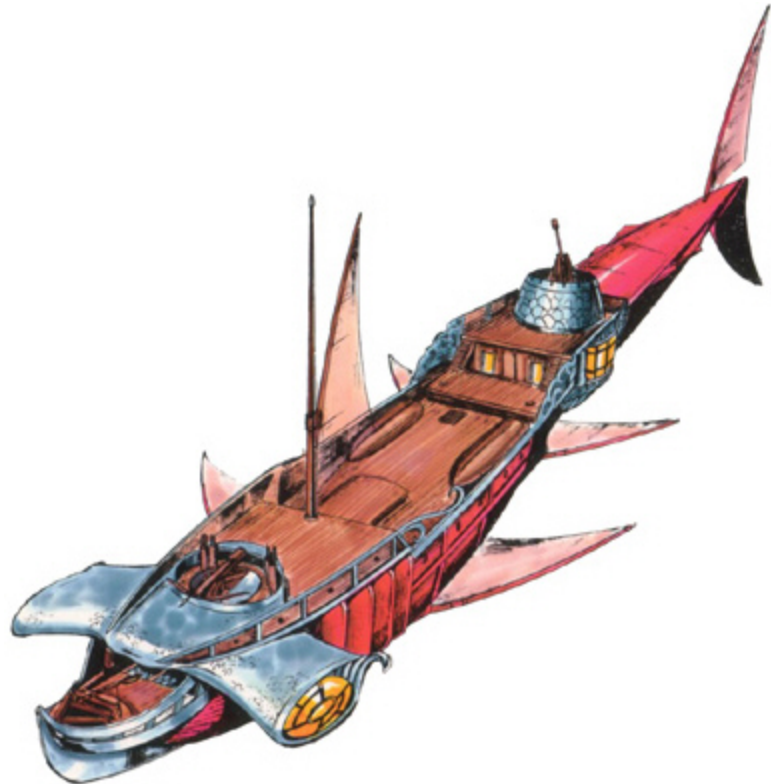
Magic Weapons and Armor

Item	Cost
+1 Weapons	Full price of Weapon + 400gp
+2 weapons	full price of Weapon + 2000gp
+2 Armor	Full Price of Armor + 6000gp
+3 weapons	Full Price of Weapon + 6000gp

+3 armor unavailable for sale

Other magic items

For wonderous, add an extra 50% to the cost

Item	Cost
Common	250gp
Uncommon	500gp, 1000gp for Armor
Rare	4000gp
Very Rare	9000gp

Potions & Scrolls

Rarity	Potion Cost	Magical Scroll Cost	Spell Scroll Cost
Common	50gp	100gp	1st & 2nd: 100gp
Uncommon	100gp	400gp	3rd & 4th: 200gp
Rare	350gp	1000gp	5th & 6th: 500gp
Very Rare	500gp	2500gp	7th & 8th: 1000gp

Crafting

Non-Magical Items

You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools).

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite too1 proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.
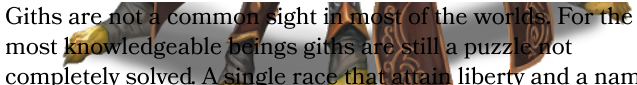
Magical Items and Potions

You can craft Magical items including spell scrolls and potions.

.phb{ width : 210mm; height : 296.8mm; } .phb{ width : 210mm; height : 296.8mm; } .phb{ width : 210mm; height : 296.8mm; } For every day of downtime you spend crafting, you make progress every day in 17gp increments until you reach the market value of the item. You must expend raw materials worth half the total market value. For example, a bag of holding (market value 750gp) takes 44 days, at a total cost of 375gp.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 17 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite too1 proficiency and the proper facilities can craft a bag of holding in 14 days, at a total cost of 375gp.

If a spell will be produced by the item being created, the creator must expend one spell slot of the spell's level for each tenday of the creation process. The spell's material components must also be at hand throughout thee process. If the spell normally consumes those components, they are consumed by the creation process. If the item will be able to produce the spell only once, as with a spell scroll, the components are consumed only once by the process. Otherwise, the components are consumed once each day of the item's creation.

Gith Forerunners

Giths are not a common sight in most of the worlds. For the most knowledgeable beings giths are still a puzzle not completely solved. A single race that attain liberty and a name with lots of effort and sacrifices found two paths to follow in two different ideologies. Warmaster Gith and Prophet Zerthimon, Githyanki and Githzerai, followers of revenge and self-knowledge seekers, two faces of the same coin that look so similar but are so different.

ON THE BLASTED PLAINS, ZERTHIMON TOLD GITH that there cannot be two skies. In the wake of this words came war.
–Dak'kon, *Planescape: Torment*

Slaves of an Empire