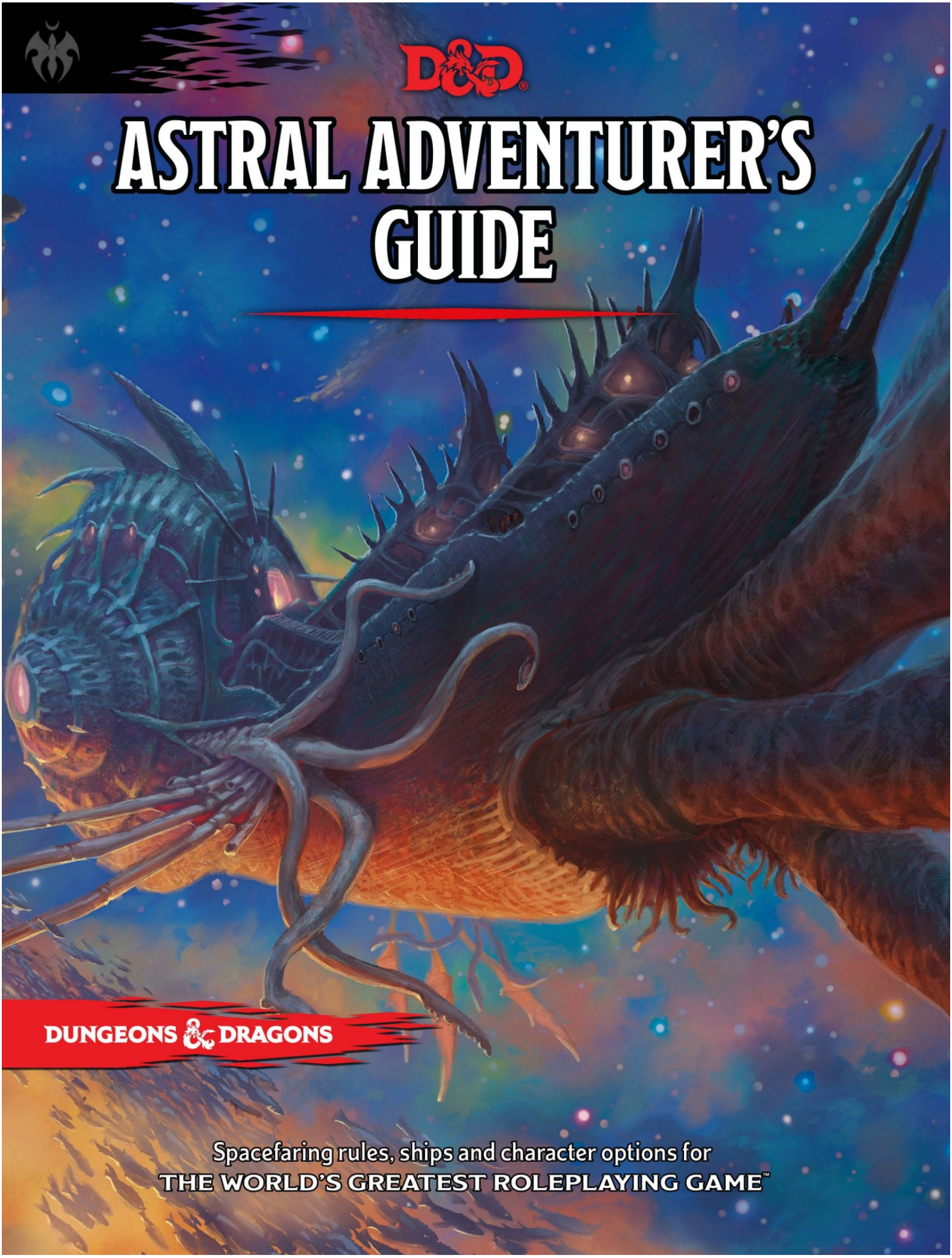
D&D
ASTRAL ADVENTURER'S GUIDE
DUNGEONS & DRAGONS
Spacefaring rules, ships and character options for
THE WORLD'S GREATEST ROLEPLAYING GAME™

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13+

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On the Cover

Illustrator Bruce Brenneise depicts a nautiloid traveling through Wildspace, undoubtedly transporting mind flayers to an unsuspecting world.

On the Alt-Cover

The distinguished visage of a giff graces Hydro74's cover, which has crossed flintlock pistols—weapons no giff adventurer should be without—on the back.

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Disclaimer: Space sickness is a common malady that primarily aff world-huggers. Before embarking on a Wildspace voyage, consult your local apothecary for a suitable remedy, such as a box of crackers, a perfume-soaked handkerchief, or a mop.

Tell us what you think of *Spelljammer: Adventures in Space*. Take our survey here!

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A Cottage on a Kindori

INTRODUCTION

Vast Oceans of Adventure

In a D&D game, adventures can unfold in any corner of the multiverse—not just in the dungeons and wildernesses of the Material Plane but also on other planes of existence, including what celestial navigators refer to as Wildspace. When you stand on a Material Plane world and look up at the night sky, what you're seeing is Wildspace and, beyond that, the Astral Sea. Exploring these realms and the worlds they surround is the crux of a Spelljammer campaign.

Terminology

The **Astral Plane** is, quite literally, the plane of stars. More precisely, it is where the stars and portals to the heavens reside—an infinitely vast celestial void that surrounds all the worlds of the Material Plane.

Every D&D world—whether round, flat, or some other shape—exists in an airless void known as **Wildspace**. A world might be solitary, or it might have neighbors: one or more suns, worlds, moons, asteroids, comets, or other bodies. This neighborhood of celestial and planetary bodies is called a **Wildspace system**.

In Wildspace, the Material Plane and the Astral Plane overlap. Creatures and objects in Wildspace age normally and are effectively on both of those planes at once. If you were to leave your home world and continue outward until you neared the edge of your Wildspace system, you would begin to see a faint, silvery haze. By traveling into this haze, you pass from Wildspace into the **Astral Sea**, more colorfully known as the Silver Void. The deeper into the Astral Sea you travel, the thicker and brighter the haze becomes, but the stars that shine through it are always visible. Wildspace and the Astral Sea together comprise the Astral Plane.

The Astral Sea, like Wildspace, is a void; however, it is not an airless one. Here, you can breathe normally and exist indefinitely, never aging and never needing food or drink. You can propel yourself through the Astral Sea with the power of your mind alone, though many astral voyagers wisely travel in well-armed ships, for this place is the home of a host of fearsome creatures. Here travelers might find the petrified hulks of dead gods and swirling pools of color that serve as portals to other planes of existence. (For more information about color pools, see the *Dungeon Master's Guide*.)

Much in the way that oars and strong winds enable travel by sea on terrestrial worlds, magic items called *spelljamming helms* are used to propel and steer ships through Wildspace and the Astral Sea. A *spelljamming helm* customarily takes the form of an ornate chair in which the ship's pilot sits. To attune to a *spelljamming helm*, one must be a spellcaster. The pilot of a spelljamming ship is called a **spelljammer**.

Using This Book

Most of the *Astral Adventurer's Guide* is designed to be shared with players. Think of this book's chapters as a primer for creating characters and running adventures in the uncharted void that surrounds each of the worlds of the Material Plane:

Chapter 1 contains new material for players, including two backgrounds and six race options.

Chapter 2 gives players and DMs rules for spelljamming as well as statistics and illustrations for various spelljamming vessels. The chapter also includes a few spells and magic items that are popular among astral voyagers.

Chapter 3 describes the Rock of Bral, a city built on an asteroid, which you can use as a port of call or a campaign hub. You can situate it anywhere in Wildspace or the Astral Sea.

Astral Campaigns

Light of Xaryxis, the adventure included in this product, begins on a world of your choice but quickly moves into Wildspace after the characters board a ship that turns out to be a spelljamming vessel. The First Adventure table offers alternative ways to launch a D&D campaign set mostly on the Astral Plane.

If you choose to start your campaign on the Rock of Bral (see chapter 3), work with your players to determine which characters have lived in the city long enough to know it well.

DM Screen

Some of the information in this book is repeated on the accompanying DM screen, which also includes useful tables.

WILDSPACE IS LIKE AN OCEAN—A REALLY, REALLY BIG ONE.

JUSTIN GIRARD

FIRST ADVENTURE

d10	Adventure Seed
1	The adventure begins on the Rock of Bral, where an **autognome** (see *Boo's Astral Menagerie*) needs the characters' help to find its creator, who has gone missing on the Rock.
2	One of the characters inherits a ship equipped with a *spelljamming helm* and an old captain's log that hints at places to explore, treasure to find, and perils to avoid.
3	In the wilderness on their home world, the characters find a *spelljamming helm* in the wreckage of a crashed scorpion ship (see chapter 2) and run afoul of goblins who want to plunder the wreck.
4	A wealthy patron gives the characters a ship and a *spelljamming helm* to call their own and expects them to accomplish a dangerous task in return.
5	A spelljamming ship lands on the outskirts of a village where the characters are staying. The ship's captain is looking for raw recruits to join a war in Wildspace.
6	Villagers ask the characters to investigate a strange object in the hills, which turns out to be a crashed nightspider (see chapter 2) with survivors: a **neogi pirate** and a **neogi hatchling swarm** (see *Boo's Astral Menagerie* for both).
7	A **hadozee explorer** (see *Boo's Astral Menagerie*) needs the characters' help to slay a white **kindori** (see *Boo's Astral Menagerie*) that keeps attacking her flying fish ship (see chapter 2). The hadozee can't tell whether the kindori is mean-spirited or amorous. Perhaps it has mistaken the ship for a rival—or a mate!
8	The characters were passengers aboard a spelljamming ship that crash-landed on a strange world after the *spelljamming helm* malfunctioned. The characters must fend off alien monsters until they are rescued.
9	The characters are hired by a trading company to protect a valuable cargo that's being delivered to a distant world. The characters become crew members aboard the squid ship (see chapter 2) that is transporting the precious cargo.
10	The adventure begins on the Rock of Bral, where one or more characters have earned the enmity of a **plasmoid boss** (see *Boo's Astral Menagerie*). The heroes must either flee Bral to save themselves or contend with the boss's underlings.

Spacefaring adventurers leave their damselfly ship behind and explore a new world in pursuit of their latest quest.

CHAPTER 1

Character Options

When you create a character for a campaign or an adventure set in Wildspace or the Astral Sea, you can choose from any of the options that the D&D game provides, including those described in this chapter. As always, you should check with your DM before creating a character to make sure the options you prefer are available.

Backgrounds

The following backgrounds are good choices for 1st-level characters who have strong ties to the Astral Plane.

Astral Drifter

For longer than you can remember, you have traversed the Astral Sea. There, you experienced firsthand the wonders of the Silver Void: you stopped aging and no longer felt hunger or thirst. Driven by wanderlust, you drifted from one part of the Astral Sea to another, like a mote of dust on the wind. You have lost count of the decades that have passed since you arrived here.

In your travels, you have camped on the petrified hulks of dead gods and narrowly escaped the psychic winds that sweep across the Astral Sea while also avoiding prolonged contact with the plane's most dangerous denizens.

Skill Proficiencies: Insight, Religion
Languages: Two of your choice (Celestial or Gith recommended)
Equipment: A set of traveler's clothes, a diary, an ink pen, a bottle of ink, and a pouch containing 10 gp

Longevity

You are 20d6 years older than you look, because you have spent that much time in the Astral Sea without aging.

Feature: Divine Contact

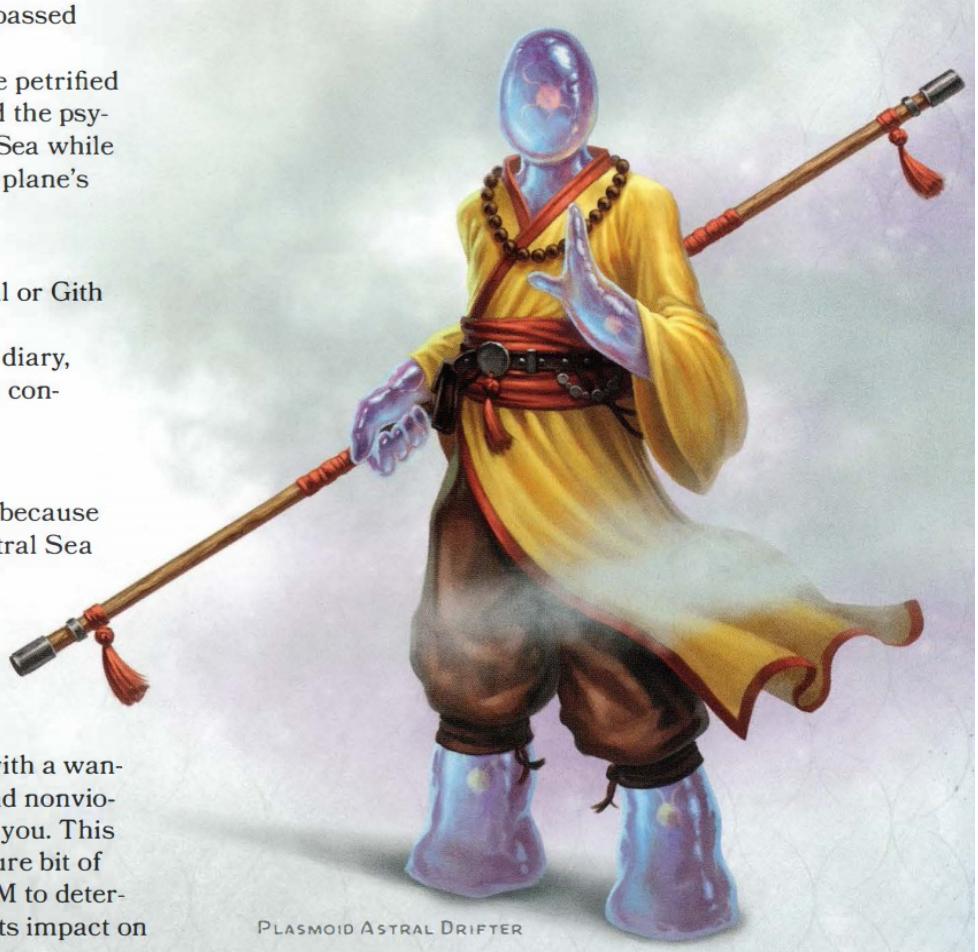
You gain the Magic Initiate feat from the *Player's Handbook* and must choose cleric for the feat.

In the Astral Sea, you crossed paths with a wandering deity. The encounter was brief and nonviolent, yet it made a lasting impression on you. This deity saw fit to share one secret or obscure bit of cosmic lore with you. Work with your DM to determine the details of this knowledge and its impact on the campaign.

Roll on the Divine Contact table to determine which deity you encountered, or work with your DM to identify a more suitable choice.

Divine Contact

d10	Wandering Deity
1	Corellon, god of art and magic (chaotic good)
2	Tymora, god of good fortune (chaotic good)
3	Fharlanghn, god of horizons and travel (neutral good)
4	Istus, god of fate and destiny (neutral)
5	Nuada, god of war and warriors (neutral)
6	Zivilyn, god of wisdom (neutral)
7	Arawn, god of life and death (neutral evil)
8	Hecate, god of magic and moons (chaotic evil)
9	Celestian, god of stars and wanderers (neutral)
10	Ptah, god of knowledge and secrets (lawful neutral)



Plasmoid Astral Drifter

Kieran Yanner (L), Olivier Bernard (R)

Githyanki Wildspacer

Wildspacer

You were raised in the void of Wildspace—home to asteroid miners, moon farmers, and other hardy folk. Perhaps you grew up in a far-flung settlement such as the Rock of Bral (described in chapter 3), or you spent your early years on the crew of a spell-jamming ship, performing helpful chores such as swabbing the deck, loading and offloading cargo, and scraping barnacles off the hull.

Whatever your history, life in Wildspace has toughened you so well that you are as brave as a miniature giant space hamster when it comes to facing the terrors and other challenges of the airless night.

Skill Proficiencies: Athletics, Survival
Tool Proficiencies: Navigator's tools, vehicles (space)
Equipment: A belaying pin (club), a set of traveler's clothes, a grappling hook, 50 feet of hempen rope, and a pouch containing 10 gp

Close Encounter

You had a harrowing encounter with one of Wildspace's many terrors. You escaped with your life, but the encounter left you with a scar or two, or perhaps a recurring nightmare. Roll on the Close Encounter table to determine which creature nearly got the best of you. Creatures marked with an asterisk appear in *Boo's Astral Menagerie*; the others are described in the *Monster Manual*.

Close Encounter

d10	Creature
1	Beholder
2	Cosmic horror*
3	Feyr*
4	Lunar dragon*
5	Mind flayer
6	Neh-thalggu*
7	Neogi*
8	Space clown*
9	Vampirate*
10	Void scavver*

Feature: Wildspace Adaptation

You gain the Tough feat from the *Player's Handbook*. In addition, you learned how to adapt to zero gravity. Being weightless doesn't give you disadvantage on any of your melee attack rolls (see "Weightlessness" in chapter 2).

Races

This chapter describes six race options available to players with the DM's consent:

Astral elf, an elf denizen of the Astral Plane who is possibly hundreds of years old
Autognome, a mechanical gnome who has free will
Giff, a hippo-headed being of impressive size
Hadozee, a simian being who adapts well to the hazards of Wildspace
Plasmoid, an amoeba-like person
Thri-kreen, a telepathic, insectile being

Githyanki are natives of the Astral Plane. If you want to play one, the githyanki race option is presented in *Monsters of the Multiverse*.

Creating Your Character

When you create your D&D character, you decide whether your character is a member of the human race or one of the game's fantastical races, which include the races presented in this chapter. If you create a character using a race option presented here, follow these additional rules during character creation.

Suzanne Helmigh

DAVID AUDEN NASH

Ability Score Increases

When determining your character's ability scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The "Quick Build" section for your character's class offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

Creature Type

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the *cure wounds* spell specifies that the spell doesn't work on a creature that has the Construct type. (The autognome, described later in this chapter, is a noteworthy exception because of its Healing Machine trait.)

Life Span

The typical life span of a player character in the D&D multiverse is about a century, assuming the character doesn't meet a violent end on an adventure. Members of some races, such as dwarves and elves, can live for centuries—a fact noted in the description of the race in question.

Height and Weight

Player characters, regardless of race, typically fall into the same ranges of height and weight that humans have in our world. If you'd like to determine your character's height or weight randomly, consult the Random Height and Weight table in the *Player's Handbook*, and choose the row in the table that best represents the build you imagine for your character.

Astral Elf

Long ago, groups of elves ventured from the Feywild to the Astral Plane to be closer to their gods. Life in the Silver Void has imbued their souls with a spark of divine light. That light manifests as a starry gleam in an astral elf's eyes.

Because nothing ages on the Astral Plane, astral elves who inhabit that plane can be very old, and their longevity gives them an unusual perspective on the passage of time. Some are prone to melancholy, while others might display an absence of feeling. Many look for creative ways to occupy themselves. Whether they choose to live in quiet contemplation or strike out to explore the reaches of the multiverse, astral elves tend to see things through the lens of time as having little or no meaning to them. Astral elves who don't dwell on the Astral Plane can live to be more than 750 years old.

Astral Elf Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Astral Fire. You know one of the following cantrips of your choice: *dancing lights*, *light*, or *sacred flame*. Intelligence, Wisdom, or Charisma is your spellcasting ability for it (choose when you select this race).

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Keen Senses. You have proficiency in the Perception skill.

Starlight Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Astral Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in a trancelike meditation, during which you remain conscious.

Whenever you finish this trance, you gain proficiency in one skill of your choice and with one weapon or tool of your choice, selected from the *Player's Handbook*. You mystically acquire these proficiencies by drawing them from shared elven memory and the experiences of entities on the Astral Plane, and you retain them until you finish your next long rest.

Autognome

Autognomes are mechanical beings built by rock gnomes. Sometimes, because of a malfunction or a unique circumstance, an autognome becomes separated from its creator and strikes out on its own.

An autognome bears a resemblance to its creator, and most autognomes are programmed to speak and understand Gnomish. The internal components used in an autognome's manufacture can vary wildly; one autognome might have an actual beating heart in its chest cavity, while another might be powered by stardust or intricate clockwork gears.

Roll on the Autognome History table or choose an entry that you like to identify what event set you on the path to adventure. If nothing on the table appeals to you, work with your DM to create an origin story for your character.

Like gnomes, autognomes can live for centuries, typically up to 500 years.

Autognome History

d6	Story
1	Your creator gave you autonomy and urged you to follow your dreams.
2	Your creator died, leaving you to fend for yourself.
3	A glitch caused you to forget your original programming. You don't remember who made you or where you came from.
4	You didn't like how you were being treated by your creator, so you ran away from home.
5	You were built to complete a special mission.
6	You felt trapped in the role for which you were built and abandoned your creator, determined to find a greater purpose.

Autognome Traits

You have the following racial traits.

Creature Type. You are a Construct.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Armored Casing. You are encased in thin metal or some other durable material. While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.

Built for Success. You can add a d4 to one attack roll, ability check, or saving throw you make, and you can do so after seeing the d20 roll but before the effects of the roll are resolved. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Healing Machine. If the *mending* spell is cast on you, you can spend a Hit Die, roll it, and regain a number of hit points equal to the roll plus your Constitution modifier (minimum of 1 hit point).

In addition, your creator designed you to benefit from several spells that preserve life but that normally don't affect Constructs: *cure wounds*, *healing word*, *mass cure wounds*, *mass healing word*, and *spare the dying*.

Mechanical Nature. You have resistance to poison damage and immunity to disease, and you have advantage on saving throws against being paralyzed or poisoned. You don't need to eat, drink, or breathe.

Sentry's Rest. When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious.

Specialized Design. You gain two tool proficiencies of your choice, selected from the *Player's Handbook*.

Giff

Giff are tall, broad-shouldered folk with hippo-like features. Some have smooth skin, while others have short bristles on their faces and the tops of their heads. As beings of impressive size and unforgettable appearance, giff are noticed wherever they go.

Most giff believe they originated on one world, but their home world is now the stuff of legend, because no living giff has seen it or knows where it is. The divine beings who created giff have likewise been forgotten. Their titanic petrified bodies drift on the Astral Sea, isolated and unrecognizable in their current forms.

Although they don't realize it, giff are drawn to the Astral Plane because, on a deep psychic level, they remain connected to their creator gods, who have just enough divine spark left in them to imbue giff with sparks of their own, which giff have learned to channel through their weapons. Most giff have no idea where this so-called astral spark comes from, but they feel its presence most strongly when they are in Wildspace or the Astral Sea.

Giff are split into two camps concerning how their name is pronounced. Half of them say it with a hard g, half with a soft g. Disagreements over the correct pronunciation often blossom into hard feelings, loud arguments, and head-butting contests, but they rarely escalate beyond that.

Giff Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet, and you have a swimming speed equal to your walking speed.

Astral Spark. Your psychic connection to the Astral Plane enables you to mystically access a spark of divine power, which you can channel through your weapons. When you hit a target with a simple or martial weapon, you can cause the target to take extra force damage equal to your proficiency bonus.

You can use this trait a number of times equal to your proficiency bonus, but you can use it no more than once per turn. You regain all expended uses when you finish a long rest.

Firearms Mastery. You have a mystical connection to firearms that traces back to the gods of the giff, who delighted in such weapons. You have proficiency with all firearms and ignore the loading property of any firearm. In addition, attacking at long range with a firearm doesn't impose disadvantage on your attack roll.

Hippo Build. You have advantage on Strength-based ability checks and Strength saving throws. In addition, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

SCOTT MURPHY

Hadozee

The first hadozees were timid mammals no bigger than housecats. Hunted by larger natural predators, the hadozees took to the trees and evolved wing-like flaps that enabled them to glide from branch to branch.

Several hundred years ago, a wizard visited Yazir, the hadozee home world, with a small fleet of spelljamming ships. Under the wizard's direction, apprentices laid magic traps and captured dozens of hadozees. The wizard fed the captives an experimental elixir that enlarged them and turned them into sapient, bipedal beings. The elixir had the side effect of intensifying the hadozees' panic response, making them more resilient when harmed. The wizard's plan was to create an army of enhanced hadozee warriors for sale to the highest bidder. But instead, the wizard's apprentices grew fond of the hadozees and helped them escape. The apprentices and the hadozees were forced to kill the wizard, after which they fled, taking with them all remaining vials of the wizard's experimental elixir.

With the help of their liberators, the hadozees returned to their home world and used the elixir to create more of their kind. In time, all hadozee newborns came to possess the traits of the enhanced hadozees. Then, centuries ago, hadozees took to the stars, leaving Yazir's fearsome predators behind.

In addition to being natural climbers, hadozees have feet that are as dexterous as their hands, even to the extent of having opposable thumbs. Membranes of skin hang loosely from their arms and legs. When stretched taut, these membranes enable hadozees to glide. Hadozees wrap these wings around themselves to keep warm.

Hadozee Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

Dexterous Feet. As a bonus action, you can use your feet to manipulate an object, open or close a door or container, or pick up or set down a Tiny object.

Glide. If you are not incapacitated or wearing heavy armor, you can extend your skin membranes and glide. When you do so, you can perform the following aerial maneuvers:

- You can move up to 5 feet horizontally for every 1 foot you descend in the air, at no movement cost to you.
- When you would take damage from a fall, you can use your reaction to reduce the fall's damage to 0.

Hadozee Resilience. The magic that runs in your veins heightens your natural defenses. When you take damage, you can use your reaction to roll a d6. Add your proficiency bonus to the number rolled, and reduce the damage you take by an amount equal to that total (minimum of 0 damage).

You can use this trait a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Plasmoid

Plasmoids are amorphous beings with no typical shape. In the presence of other folk, they often adopt a similar shape, but there's little chance of mistaking a plasmoid for anything else. They consume food by osmosis, the way an amoeba does, and excrete waste through tiny pores. They breathe by absorbing oxygen through another set of pores, and their limbs are strong and flexible enough to grasp and manipulate weapons and tools. Although most plasmoids are translucent gray, they can alter their color and translucence by absorbing dyes through their pores.

Plasmoids don't have internal organs of the usual sort. Their bodies are composed of cells, fibers, plasma-like ooze, and clusters of nerves. These nerves enable a plasmoid to detect light, heat, texture, sound, pain, and vibrations. Plasmoids can stiffen the outer layers of their bodies to maintain a humanlike shape, so they can wear clothing and accessories. They speak by forcing air out of tubular cavities that constrict to produce sound.

When plasmoids sleep, they lose their rigidity and spread out and are thus sometimes mistaken for a rock or some other feature of the environment.

Plasmoid Traits

You have the following racial traits.

Creature Type. You are an Ooze.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Amorphous. You can squeeze through a space as narrow as 1 inch wide, provided you are wearing and carrying nothing. You have advantage on ability checks you make to initiate or escape a grapple.

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Hold Breath. You can hold your breath for 1 hour.

Natural Resilience. You have resistance to acid and poison damage, and you have advantage on saving throws against being poisoned.

Shape Self. As an action, you can reshape your body to give yourself a head, one or two arms, one or two legs, and makeshift hands and feet, or you can revert to a limbless blob. While you have a humanlike shape, you can wear clothing and armor made for a Humanoid of your size.

As a bonus action, you can extrude a pseudopod that is up to 6 inches wide and 10 feet long or reabsorb it into your body. As part of the same bonus action, you can use this pseudopod to manipulate an object, open or close a door or container, or pick up or set down a Tiny object. The pseudopod contains no sensory organs and can't attack, activate magic items, or lift more than 10 pounds.

CLAUDIO POZAS

Thri-kreen

Thri-kreen have insectile features and two pairs of arms. Their bodies are encased in protective chitin. They can alter the coloration of this carapace to blend in with their natural surroundings.

Although thri-kreen don't sleep, they do require periods of inactivity to revitalize themselves. During these periods, they are fully aware of what's happening around them.

Thri-kreen speak by clacking their mandibles and waving their antennae, indicating to other thri-kreen what they are thinking and feeling. Other creatures find this method of communication difficult to interpret and impossible to duplicate. To interact with other folk, thri-kreen rely on a form of telepathy.

Thri-kreen Traits

You have the following racial traits.

Creature Type. You are a Monstrosity.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Chameleon Carapace. While you aren't wearing armor, your carapace gives you a base Armor Class of 13 + your Dexterity modifier.

As an action, you can change the color of your carapace to match the color and texture of your surroundings, giving you advantage on Dexterity (Stealth) checks made to hide in those surroundings.

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Secondary Arms. You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms can manipulate an object, open or close a door or container, pick up or set down a Tiny object, or wield a weapon that has the light property.

Sleepless. You do not require sleep and can remain conscious during a long rest, though you must still refrain from strenuous activity to gain the benefit of the rest.

Thri-kreen Telepathy. Without the assistance of magic, you can't speak the non-thri-kreen languages you know. Instead you use telepathy to convey your thoughts. You have the magical ability to transmit your thoughts mentally to willing creatures you can see within 120 feet of yourself. A contacted creature doesn't need to share a language with you to understand your thoughts, but it must be able to understand at least one language. Your telepathic link to a creature is broken if you and the creature move more than 120 feet apart, if either of you is incapacitated, or if either of you mentally breaks the contact (no action required).

A hammerhead ship collides with a tyrant ship in the Astral Sea.

CHAPTER 2

Astral Adventuring

If you're a player or a Dungeon Master who wants to know more about spelljamming and the Astral Plane, this chapter is for you. It expands on what's written about the Astral Plane in the *Dungeon Master's Guide* and includes an assortment of spells, magic items, and spelljamming ships.

How Spelljamming Works

Spelljamming is the act of using a *spelljamming helm* (described later in the chapter) to propel and maneuver a ship. The individual that operates the helm is called a spelljammer.

Speed

When cruising through space, a spelljamming ship can travel 100 million miles in 24 hours. At this speed, the *spelljamming helm* makes minor course corrections on its own to avoid collisions with meteorites, other detritus, and space-dwelling creatures. These slight course corrections sometimes cause mild space sickness, which is a harmless affliction common among those who aren't accustomed to space travel.

A spelljamming ship automatically slows to its flying speed (discussed later in this chapter) when it comes close to something big enough to have its own air envelope and gravity plane (see "Air Envelopes" and "Gravity Planes" below), such as another ship, a kindori (see *Boo's Astral Menagerie*), an asteroid, or a planet. The exact distance between the obstacle and the ship is for the DM to decide, but whatever obstacle caused the ship to slow down is usually close enough to be seen by creatures on deck. While moving at its flying speed, a spelljamming ship is generally as maneuverable as a seafaring vessel of a similar size.

Sensations

Using a *spelljamming helm* to move a ship produces a feeling in the spelljammer similar to moving a limb that has fallen asleep—a pins-and-needles sensation, though not as painful as its analog. When the ship approaches something large in space, the spelljammer is usually the first to detect it as the ship slows down. An experienced spelljammer can often sense what caused the ship to slow down a few moments before it can be seen; an asteroid "feels" different from a space galleon or a pod of kindori, for example.

Spelljammer Duels

A ship can have more than one *spelljamming helm* aboard it, but only one *spelljamming helm* at a time can be used to control the ship. If a spelljammer tries to gain control of a ship by using a second *spelljamming helm*, a spelljammer duel ensues. Resolve this conflict by having each spelljammer make a Constitution check; if the dueling spelljammers tie, have them reroll. The spelljammer with the lowest check result loses the duel and gains 1d4 levels of exhaustion; in addition, their attunement to their *spelljamming helm* ends at once, and they can't attune to any *spelljamming helm* until all levels of exhaustion are removed from them.

Air Envelopes

When a creature or an object leaves a planet's atmosphere and enters Wildspace, an envelope of breathable air forms around it and lasts until that air is depleted.

Air Envelopes of Creatures

The envelope of breathable air that forms around a creature takes the shape of a cube centered on that creature. The creature's size determines the cube's dimensions, as shown in the Air Envelopes of Creatures table.

Air Envelopes of Creatures

Creature's Size	Air Envelope
Tiny	2½-foot cube
Small or Medium	5-foot cube
Large	10-foot cube
Huge	15-foot cube
Gargantuan	20-foot cube

A creature that needs to breathe will exhaust the air in its personal envelope in 1 minute. Since this is barely enough time to get anywhere, most creatures travel through Wildspace aboard spelljamming ships, which have much larger air envelopes.

Fire in Wildspace

Although nonmagical fire cannot exist in the vacuum of Wildspace, magical fire (such as that created by a *fireball* spell) does burn in a vacuum. Magical fire does not cause objects to burst into flame, however, because there is no air to make ignition possible.

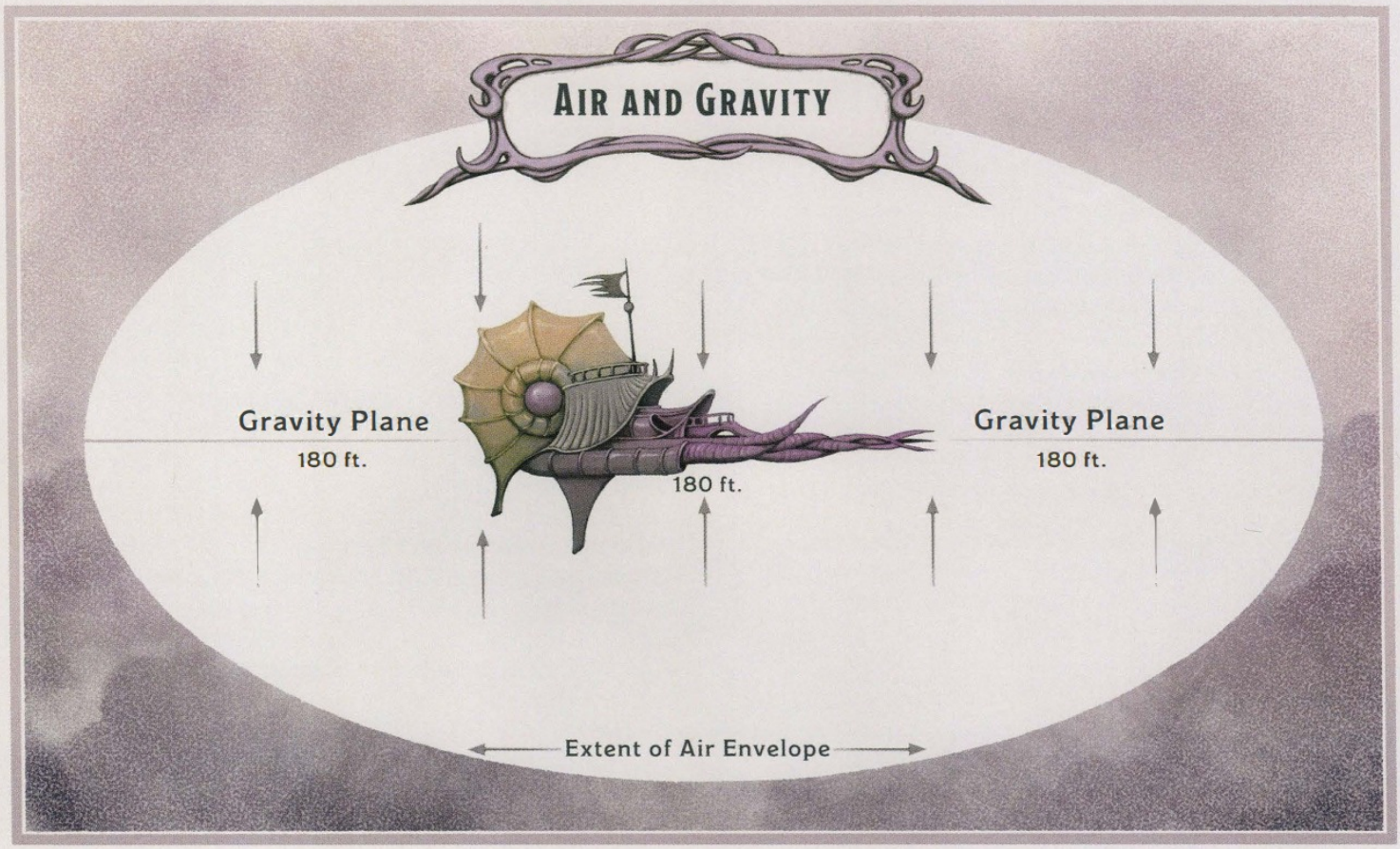


Diagram 2.1: Air Envelope and Gravity Plane

Air Envelopes of Objects

The envelope of breathable air that forms around an object extends out from its surface a distance equal to the longest dimension of its form. For example, a spherical planet 5,000 miles in diameter has an air envelope 15,000 miles in diameter, with the planet at the center of it. An air envelope need not be spherical; for example, a block of wood 1 foot by 2 feet by 3 feet is surrounded by a more-or-less rectangular envelope of air 3 feet by 6 feet by 9 feet.

The air envelope around a spelljamming ship typically has an ovoid shape. Diagram 2.1 shows the air envelope that surrounds a nautiloid that has a keel length of 180 feet. It extends 180 feet from the ship in all directions.

The air envelope around a habitable planet or moon is called an atmosphere. An atmosphere is a special kind of air envelope that replenishes itself constantly. A creature or an object can refresh its air envelope by entering the atmosphere of a planet or moon (see "Overlapping Air Envelopes" below).

Air Quality

The air envelope around a body or ship can be fresh, foul, or deadly. Air can change from one quality to another over time.

Fresh air is completely breathable. Under normal circumstances, the air envelope of a ship remains fresh for 120 days. If a ship carries more creatures than its normal crew complement, they exhaust the supply of fresh air more quickly.

Foul air is stale and partially depleted. It is humid and smells bad. Any creature that breathes foul air becomes poisoned until it breathes fresh air again. The air aboard a ship with a normal crew complement degrades from fresh to foul on day 121, and the foul air turns deadly 120 days later.

Deadly air is unbreathable. Any creature that tries to breathe deadly air begins to suffocate (see the rules on suffocation in the *Player's Handbook*).

Overlapping Air Envelopes

When two bodies come close enough to each other, their air envelopes merge, and the quality of the air around the smaller body changes to match that of the larger body. When the bodies later move away from each other, each one reclaims and retains its own air envelope.

For example, if a damselfly ship with a foul air envelope enters the atmosphere a planet with fresh air, the two air envelopes merge, and the damselfly ship's air quality changes from foul to fresh. If that ship then merges its fresh air envelope with the

deadly air envelope surrounding a derelict ship, the damselfly ship's air quality would change from fresh to deadly.

Gravity Planes

The reason everything pulls its own atmosphere along through space is the force of gravity. It's also the reason why creatures can stand on a spacefaring ship without falling off the deck.

In Wildspace and on the Astral Plane, gravity is an accommodating force, in that the direction of its effect seems to be "that which is most convenient." For an object the size of a planet or moon, gravity pulls everything toward the center of the body, meaning that creatures can stand upright anywhere on the surface, and dropped objects fall perpendicular to the surface they land on.

For smaller objects, such as spacecraft, gravity doesn't radiate from a point but rather from a plane that cuts horizontally through the object and extends out as far as its air envelope. An object's gravity plane is two-directional: a creature can stand upright on the bottom of a ship's hull—upside down from the perspective of those elsewhere on the ship—and move around as easily as if it were walking on the top deck. Diagram 2.1 shows the location of the gravity plane of a nautiloid, by way of example, and indicates the directions in which its gravity operates.

One of the unusual properties of a gravity plane is that an object that falls off the side of a ship can end up oscillating back and forth across the gravity plane. It drops in one direction until it crosses the plane, then reverses direction back toward the plane again, continuing until something causes it to stop.

Overlapping Gravity Planes

When gravity planes intersect, such as when two ships pass close to each other and at different angles, the gravity planes of both ships remain in effect until the two ships touch one other (as often happens when they collide or when one ship lands on the other). If that happens, the gravity plane of the ship that has more hit points remaining (regardless of the ships' actual dimensions) overrides the other ship's gravity plane, suppressing it as long as the ships remain in contact, and the first ship's definition of "up" becomes the other ship's as well.

When a ship touches down on a planet (or some other enormous body), the ship's gravity plane is suppressed. If a ship has one or more decks on the ventral side of the ship's gravity plane (rather than its dorsal side), precautions must be taken before the ship lands to secure anyone and anything that might fall when the ship's gravity plane is suppressed.

Tracking Time in Wildspace

Local time varies from world to world and from one Wildspace system to the next, depending on rotational periods, custom, and a host of other factors. Astral travelers often rely on what is considered the standard way of keeping time.

A standard day is 24 hours long. A standard week is seven standard days, and a standard month is four standard weeks (28 standard days).

The typical method for determining the length of a year—the amount of time that passes during a complete cycle of the seasons—has no meaning or usefulness for individuals who spend most of their time on the Astral Plane. For this reason, astral travelers avoid using years as a measurement of time.

Drifting

When a spelljamming ship moves in space, creatures and objects in its air envelope move with it, pulled along with the ship because of the strength of its gravity plane.

However, an unanchored creature or object floating in a ship's air envelope is weightless and drifts toward the edge of the air envelope at a speed of 10 feet per minute. For example, an unconscious sailor or a crate that falls off the deck of a spelljamming ship would begin drifting away from the ship along its gravity plane toward the edge of the ship's air envelope. When it exits the air envelope, the sailor or the crate would be left behind as the ship moves away from it.

Falling

A floating creature that enters the air envelope of a larger body is immediately affected by the larger body's gravity (such as that of a planet) or gravity plane (such as that of a spelljamming ship). The creature falls from where it entered the air envelope to the surface of that body, or to the gravity plane of that body, whichever is nearer. Normal damage from the fall applies if the creature hits something solid at the end of the fall. A creature or an object that falls across a gravity plane takes no damage from the fall but begins oscillating from one side of the gravity plane to the other, as described above.

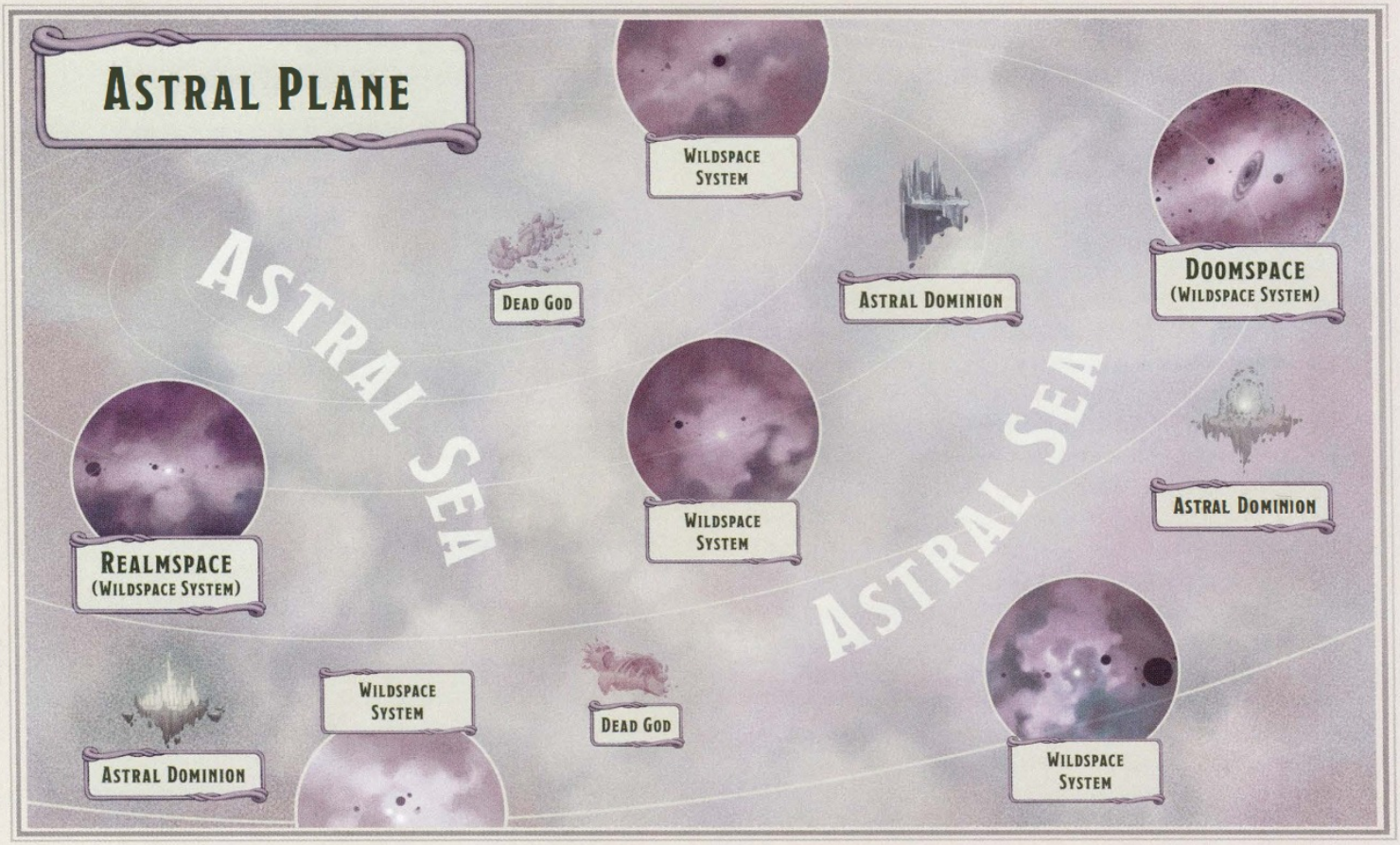


Diagram 2.2: The Astral Plane

The Astral Plane

Every world of the Material Plane is situated in Wildspace, or more precisely, in its own Wildspace system. Wildspace systems are airless oceans teeming with space-dwelling life forms, including spores, space plankton, and larger creatures that resemble fish and aquatic mammals. The ones that need air to survive either generate their own air envelopes or live in the air envelopes of other creatures.

Wildspace is where the Astral Plane overlaps with the Material Plane. Creatures and objects in Wildspace age normally and exist on both planes simultaneously. This overlap enables creatures to use spells such as *teleport* and *teleportation circle* to travel from Wildspace to a nearby world, or vice versa.

Diagram 2.2 illustrates how the Astral Sea surrounds all the Wildspace systems, as well as the astral dominions of gods and the floating remains of dead gods (see the "Astral Dominions and Dead Gods" sidebar). Many Wildspace systems have names; for example, Realmspace is a Wildspace system that contains, among other things, the planet Toril—home of the Forgotten Realms setting.

The following sections describe how astral travelers can get from one Wildspace system to another, as well as features of the Astral Plane that are likely to come into play.

Creating a Wildspace System

A typical Wildspace system has a sun plus a number of planets and moons orbiting it. Two examples of Wildspace systems, Doomspace and Xaryxispace, are described in the accompanying adventure, *Light of Xaryxis*. Use them as models when creating your own Wildspace system.

Travel between Worlds

World-to-world travel requires a spelljamming ship, a *teleport* spell, or some other kind of magic.

Within a Wildspace system, the DM must decide how long it takes a spelljamming ship to travel from one world to another. This task is made easier if the DM has a diagram that shows how far away each world is from the center of the system (the diagrams of Doomspace and Xaryxispace in *Light of Xaryxis* serve as examples). Using such a diagram, you can calculate the shortest possible voyage (when the two worlds are as close to one another as possible) and longest possible voyage (when the two worlds are as far apart as they can be).

Travel between Systems

A creature or ship that wants to travel from one Wildspace system to another must cross the Astral Sea unless it has some other magical means of traveling from one world in the multiverse to another.

Wildspace systems aren't fixed in certain locations in the multiverse. Because they're constantly in motion, like corks bobbing in water, no reliable devices exist to help plot a course from one Wildspace system to another. Fortunately for travelers, the nature of the Astral Sea makes such journeys relatively easy, as discussed in the next section.

Traversing the Astral Sea

The Astral Sea not only has gravity (see "Gravity Planes" above) but also breathable, comfortable air. But is the air real, or does this heavenly realm merely trick creatures into thinking they're breathing? In the Astral Sea, one can never be certain. All that really matters is that a creature can survive indefinitely in the Astral Sea, never aging and never feeling hunger or thirst.

Travel by Thought Alone

A creature doesn't need a vessel to travel through the Astral Sea. In this realm, a traveler has the option of propelling itself by thought alone. The more intelligent a creature is, the faster it can move. A creature that chooses to move in this fashion can move in any direction at a flying speed in feet equal to 5 × its Intelligence score.

Astral Sea Navigation

One doesn't need a map to navigate the Astral Sea. Here, all creatures are blessed with directional awareness. In other words, a creature can get to where it wants to go by thinking of its destination, at which point it becomes aware of the most direct route to that location. The destination must be somewhere in the Astral Sea or in Wildspace, such as "the nearest githyanki outpost," "the astral dominion of Hestavar," or "Realmspace." This directional awareness doesn't reveal how safe the route is, and the DM decides how far away the destination is and how perilous the trek through the Astral Sea is.

Temperature

The ambient temperature on the Astral Plane is about the same as on a moderate summer day in the temperate region of most worlds. Since there are no seasons in Wildspace or the Astral Sea, this temperature remains constant at all times. Some Wildspace systems, however, have significantly higher or lower temperatures. Krynnspace, for example, has a very low natural temperature (about 16 degrees Fahrenheit), and clouds of ice particles swirl in the vacuum within its boundaries. Of course, as one approaches a star that puts out heat, the ambient temperature increases.

Astral Dominions and Dead Gods

Many gods have dominions in the Astral Sea. These locations typically take the form of floating islands or cities of fantastic proportions. Astral travelers might visit these dominions as they would any other ports of call, though a dominion's divine ruler always knows when visitors have arrived and what their intentions are. Because these dominions are part of the Astral Sea, they are timeless; nothing ages there, and creatures can survive there indefinitely without food or drink.

The Astral Sea is also where one can find the petrified remains of gods who were slain by more powerful entities or who lost all their mortal worshipers and perished as a result. A dead god looks like a gigantic, nondescript stone statue that bears little resemblance to the divine entity it once was. Githyanki, mind flayers, psurlons, and other natives of the Astral Plane sometimes turn these drifting hulks into outposts and cities, many of which are hollowed out beneath the surface.

Astral Fishing

Fishing is a popular pastime in Wildspace and the Astral Sea, though this activity isn't possible aboard a ship that is moving faster than its flying speed (discussed later in this chapter). Wildspace settlements sell basic fishing equipment for 1 sp. For that, you get a pole, a line, a hook, and either a lure or some bait.

At the end of each hour spent fishing, a character can make a DC 15 Wisdom (Survival) check. A failed check indicates no fish is caught during that hour. On a successful check, roll a d10 and consult the Fishing table to determine the catch.

Fishing

d10	Catch
1–2	Tiny, inedible fish (a creature that consumes it is poisoned for 1 hour)
3–5	Tiny, edible fish (feeds one person)
6–8	Small, edible fish (feeds up to four people)
9	Hostile **space eel** (see *Boo's Astral Menagerie*; feeds up to twelve people)
10	Hostile **gray scavver** (see *Boo's Astral Menagerie*; feeds up to twenty people), some other creature of the DM's choosing, or an Tiny object of the DM's choosing

Weightlessness

In any location where gravity isn't present, the following rules apply:

Impeded Melee. When making a melee attack with a weapon, a creature that doesn't have a flying or

Air Bubble Spell

swimming speed (either naturally or provided by magic) has disadvantage on the attack roll unless the weapon deals piercing damage.

Movement. A creature can use an action to push off something heavier than itself and move up to its walking, flying, or swimming speed in a straight line. The creature continues along this course, moving in a straight line at its speed on each of its turns until something stops it or changes its trajectory.

Magic

Magic functions on the Astral Plane as it does in most other D&D settings. The following sections present spells and magic items that are popular among astral travelers.

Spells

The Spells table shows which classes can cast the spells in this section and the levels of those spells. The table also notes the school of magic of a spell and which classes have access to it. (The artificer class is presented in *Tasha's Cauldron of Everything*.)

Air Bubble

2nd-Level Conjuration

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: 24 hours

You create a spectral globe around the head of a willing creature you can see within range. The globe is filled with fresh air that lasts until the spell ends. If the creature has more than one head, the globe of air appears around only one of its heads (which is all the creature needs to avoid suffocation, assuming that all its heads share the same respiratory system).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can create two additional globes of fresh air for each slot level above 2nd.

Create Spelljamming Helm

5th-Level Transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a crystal rod worth at least 5,000 gp, which the spell consumes)
Duration: Instantaneous

Holding the rod used in the casting of the spell, you touch a Large or smaller chair that is unoccupied. The rod disappears, and the chair is transformed into a *spelljamming helm* (see "Magic Items" below).

Magic Items

This section describes magic items that are essential to travel and survival in Wildspace, as well as other items likely to be found on the Astral Plane.

Fish Suit

Wondrous Item, Very Rare

This bulky suit, which fully encases your head and body, takes 1 minute to don or doff. While worn, it enables you to breathe in an airless environment and renders you immune to the harmful effects of any gas that surrounds you. The suit also grants you a swimming speed equal to your walking speed while underwater, or a flying speed equal to your walking speed in an environment with no gravity.

Spells

Level	Spell	School	Class
2nd	*Air Bubble*	Conjuration	Artificer, Druid, Ranger, Sorcerer, Wizard
5th	*Create Spelljamming Helm*	Transmutation	Artificer, Wizard

Three Examples of a Spelljamming Helm

Spelljamming Helm

Wondrous Item, Rare (Requires Attunement by a Spellcaster)

The function of this ornate chair is to propel and maneuver a ship on which it has been installed through space and air. It can also propel and maneuver a ship on water or underwater, provided the ship is built for such travel. The ship in question must weigh 1 ton or more.

The sensation of being attuned to a *spelljamming helm* is akin to the pins-and-needles effect one experiences after one's arm or leg falls asleep, but not as painful.

While attuned to a *spelljamming helm* and sitting in it, you gain the following abilities for as long as you maintain concentration (as if concentrating on a spell):

- You can use the *spelljamming helm* to move the ship through space, air, or water up to the ship's speed. If the ship is in space and no other objects weighing 1 ton or more are within 1 mile of it, you can use the *spelljamming helm* to move the vessel fast enough to travel 100 million miles in 24 hours.
- You can steer the vessel, albeit in a somewhat clumsy fashion, in much the way that a rudder or oars can be used to maneuver a seafaring ship.
- At any time, you can see and hear what's happening on and around the vessel as though you were standing in a location of your choice aboard it.

Transfer Attunement. You can use an action to touch a willing spellcaster. That creature attunes to the *spelljamming helm* immediately, and your attunement to it ends.

Cost of a Spelljamming Helm

A *spelljamming helm* propels and steers a ship much as sails, oars, and rudders work on a seafaring vessel, and a *spelljamming helm* is easy to create if one has the proper spell. *Create spelljamming helm* (described later in the chapter) has a material component cost of 5,000 gp, so that's the least one can pay to acquire a *spelljamming helm*.

Wildspace merchants, including dohwars and mercanes (both described in *Boo's Astral Menagerie*), typically sell a *spelljamming helm* for substantially more than it cost to make. How much more depends on the market, but 7,500 gp would be a reasonable demand. A desperate buyer in a seller's market might pay 10,000 gp or more.

Wildspace Orrery

Wondrous Item, Uncommon

Inside a Wildspace system, this portable arcane device automatically tracks the positions and movements of all suns, planets, moons, and comets within that system, projecting a display of all these bodies in the space above its current location. In that display, a white, pulsating pinprick of light marks the orrery's location.

ROBSON MICHEL

While using an *astral projection* spell to traverse the Astral Sea, Mordenkainen the wizard happens upon a spelljamming ship.

Spelljamming Ships

This section provides descriptions of various spelljamming vessels and rules that can be used when running encounters aboard them.

Crew

The standard crew complement for a spelljamming ship includes one captain to give orders, one spelljammer to pilot the ship, and one or more crew members to operate its weapons. Some ships carry extra crew (such as troops and back-up spelljammers) or passengers. A ship that has more than a standard crew complement will degrade the quality of its air supply more quickly.

A spellcaster typically charges at least 50 gp per day to operate a *spelljamming helm*.

Ship-to-Ship Combat

The following rules are designed to make ship-to-ship combat simple yet exciting.

Starting Distance

At the start of an engagement, the DM decides how far a ship is from its enemies. Three possibilities are provided in the Starting Encounter Distance table. The shorter the distance, the less time crews have to load weapons and make other preparations.

Starting Encounter Distance

Distance	Notes
250 feet	Long range for ballistae, mangonels, shortbows, longbows, light crossbows, and heavy crossbows
500 feet	Long range for longbows and mangonels; beyond the range of ballistae and crossbows
1,000 feet	Beyond the range of most ranged weapons

Initiative

The *Dungeon Master's Guide* presents a variant rule called side initiative, which is ideal for ship-to-ship engagements, since it saves you the trouble of tracking initiative for individual creatures aboard each ship.

Moving and Steering a Ship

A spelljammer can use a ship's *spelljamming helm* to move and steer the ship without expending their own actions or movement. On their turn, the spelljammer determines how far the ship moves (up to its maximum speed) and decides whether to approach another ship or put more distance between the two.

On its turn, a ship can be turned and reoriented so that all its weapons can aim and fire at any target within range, regardless of where they're situated on the deck.

Boarding

When one ship moves to within 5 feet of another ship, the spelljammer or pilot of the moving ship can maneuver it alongside the other ship, enabling creatures to move safely from one ship's deck to the other ship's deck until one of the ships pulls away from the other.

A ship that has enough movement can pull alongside another vessel, deploy a boarding party, and then move away, provided the members of the boarding party took the Ready action to position themselves so they can move onto the other vessel when it's close enough.

Crashing

A spelljammer can run their ship into another object or a creature by moving the ship into the target's space and making a special attack roll (1d20 + the spelljammer's proficiency bonus) against the target's Armor Class. If the attack roll hits, a crash occurs; otherwise, the target moves out of the ship's path, avoiding the crash. If the DM decides that a crash is unavoidable, no attack roll is necessary, and the crash occurs automatically.

When a spelljamming ship crashes into something that could reasonably damage it, both the ship and the creature or object it struck take bludgeoning damage based on the size of the struck object, as shown in the Crash Damage table. If the ship runs into something that doesn't have hit points (such as a planet or a moon), apply the damage only to the ship. The ship stops after crashing into a Gargantuan or immovable creature or object; otherwise, the ship can continue moving if it has any movement left, and whatever it struck moves to the nearest unoccupied space that isn't in the ship's path.

After resolving the effect of the crash, determine whether the ship's gravity plane is suppressed (see "Overlapping Gravity Planes" earlier in the chapter). If the suppression of a ship's gravity plane would cause the creatures on or inside that ship to fall, they fall in whatever direction is appropriate for the sudden change in gravity. To determine the damage from a fall, see the falling rules in the *Player's Handbook*.

Shipboard Weapons

A spelljamming ship typically has one or more shipboard weapons, ballistae and mangonels being the most common. Such weapons are slow to load and fire. Player characters are almost always better off using their own weapons and spells in ship-to-ship combat, reserving shipboard weapons for targets that are too far away to be damaged by other means.

Crash Damage

Size of Creature or Object Struck	Bludgeoning Damage
Large	4d10
Huge	8d10
Gargantuan	16d10

Ship Repairs

Nonmagical repairs to a damaged ship can be made while the vessel is berthed. Repairing 1 hit point of damage to a berthed ship takes 1 day and costs 20 gp for materials and labor. Damage to shipboard weapons can be repaired just as quickly (1 hit point per day), but at half the cost (10 gp per hit point).

The *mending* spell is a cheaper, less time-consuming way to make repairs. Casting *mending* on a damaged ship or shipboard weapon restores a number of hit points to the target equal to 1d8 plus the spellcaster's spellcasting ability modifier. The target can regain hit points from that spell no more than once per hour.

Fish Suit

Bombard

Bombards are built by giff. The major feature of each ship is an enormous cannon that fires massive cannon balls capable of blowing other ships to smithereens. (The cannon is included in the cost of the ship.) A bombard can carry up to fourteen giant cannon balls, each of which weighs 10 tons. These cannon balls make up most of the weight of the ship's cargo. A winch mounted on the aft deck is used to load the cannon balls on board.

A bombard can float and sail on water, but it can't land safely on the ground (its keel would cause it to roll on its side).

Bombard Summary

Armor Class: 15 (wood)	**Cargo:** 150 tons
Hit Points: 300	**Crew:** 12
Damage Threshold: 20	**Keel/Beam:** 140 ft./30 ft.
Speed: fly 35 ft. (4 mph)	**Cost:** 50,000 gp

2 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

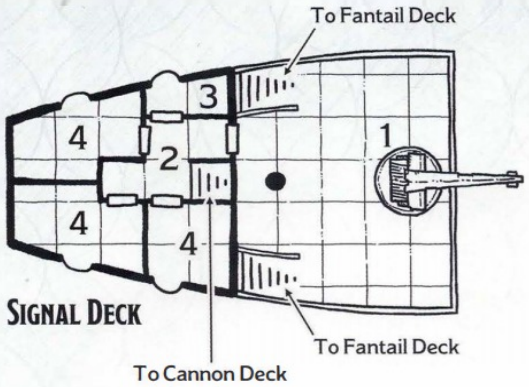
Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

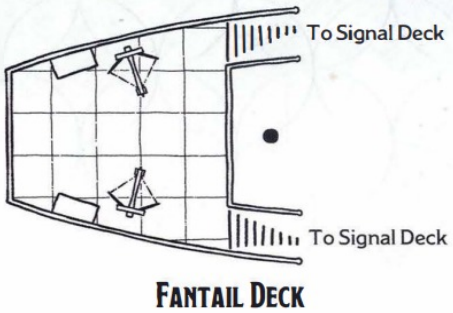
Giant Cannon (Crew: 4)

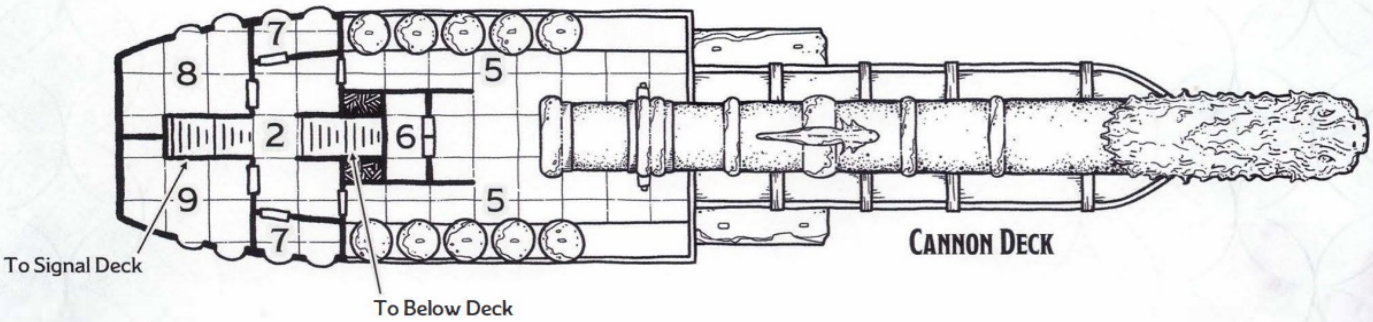
Armor Class: 19
Hit Points: 250
Cost: — (cannon), 1,000 gp (giant cannon ball)

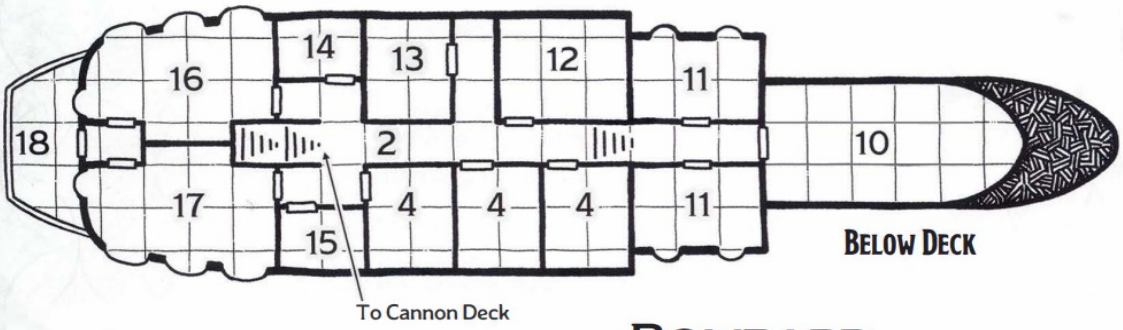
It takes 3 actions to load the enormous cannon and 1 action to fire it.

Cannon Ball. *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 88 (16d10) bludgeoning damage.



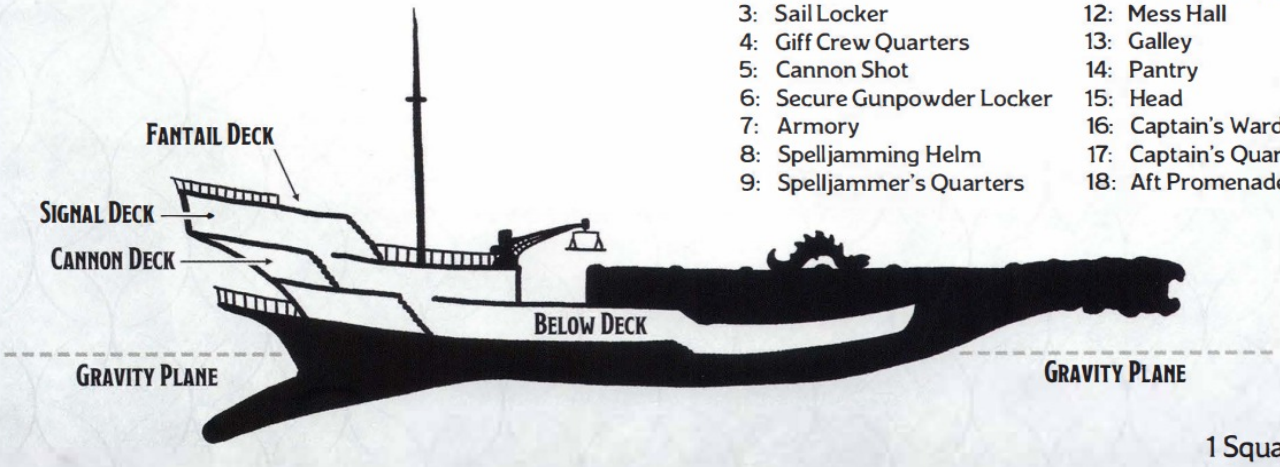






Bombard

1: Winch
2: Hall
3: Sail Locker
4: Giff Crew Quarters
5: Cannon Shot
6: Secure Gunpowder Locker
7: Armory
8: Spelljamming Helm
9: Spelljammer's Quarters
10: Cargo Hold
11: Non-Giff Crew Quarters
12: Mess Hall
13: Galley
14: Pantry
15: Head
16: Captain's Wardroom
17: Captain's Quarters
18: Aft Promenade



1 Square = 5 Feet

Damselfly Ship

This swift but cramped ship is made mostly of metal. It can't float on water, but its legs enable it to land safely on the ground. A sliding hatch just behind the wings allows access to the ship's mangonel turret. The ship's cargo hold can easily be turned into crew cabins or another weapon deck.

Damselfly ships are often used as courier vessels and armored transports. Explorers and pirates like them because they're fast and sturdy. Military leaders use them as command ships for the same reasons.

Damselfly ship owners are a proud lot, fond of painting their ships in colorful patterns as well as customizing their vessels with special equipment. Large, private gatherings of damselfly ship owners are not uncommon; they use these get-togethers to show off their ships and to race one another through asteroid belts and other obstacle courses, either for rewards or bragging rights.

Damselfly Ship Summary

Armor Class: 19 (metal)	**Cargo:** 5 tons
Hit Points: 200	**Crew:** 9
Damage Threshold: 15	**Keel/Beam:** 100 ft./20 ft.
Speed: fly 70 ft. (8 mph)	**Cost:** 20,000 gp

Ballista (Crew: 3)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load the ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel (Crew: 4)

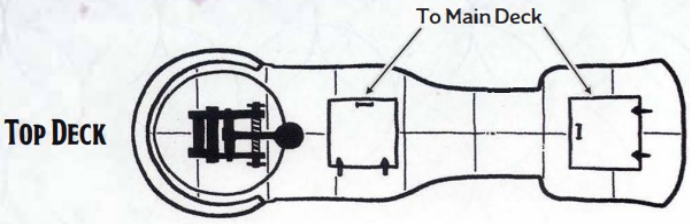
Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

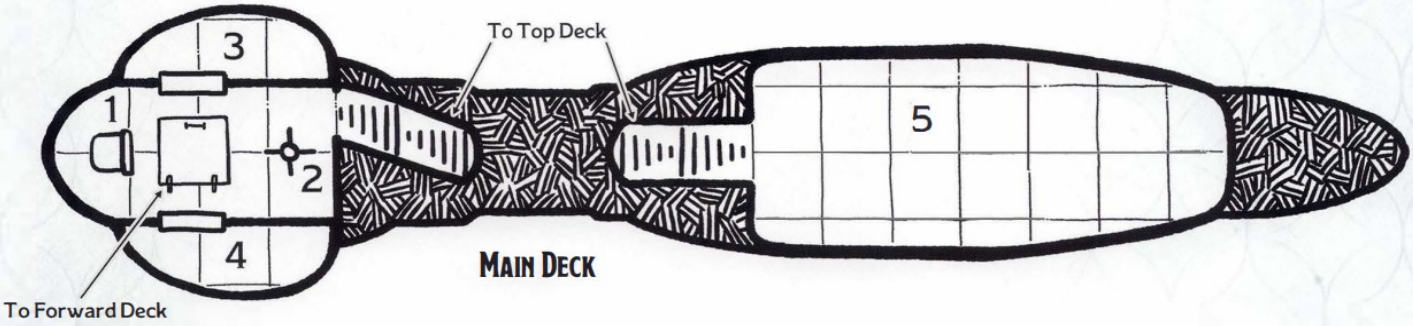
It takes 2 actions to load the mangonel, 1 action to aim it using the turret rotator (area 2 on the accompanying deck plan), and 1 action to fire it.

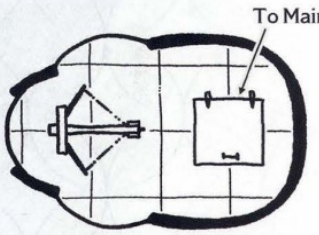
Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Damselfly Ship

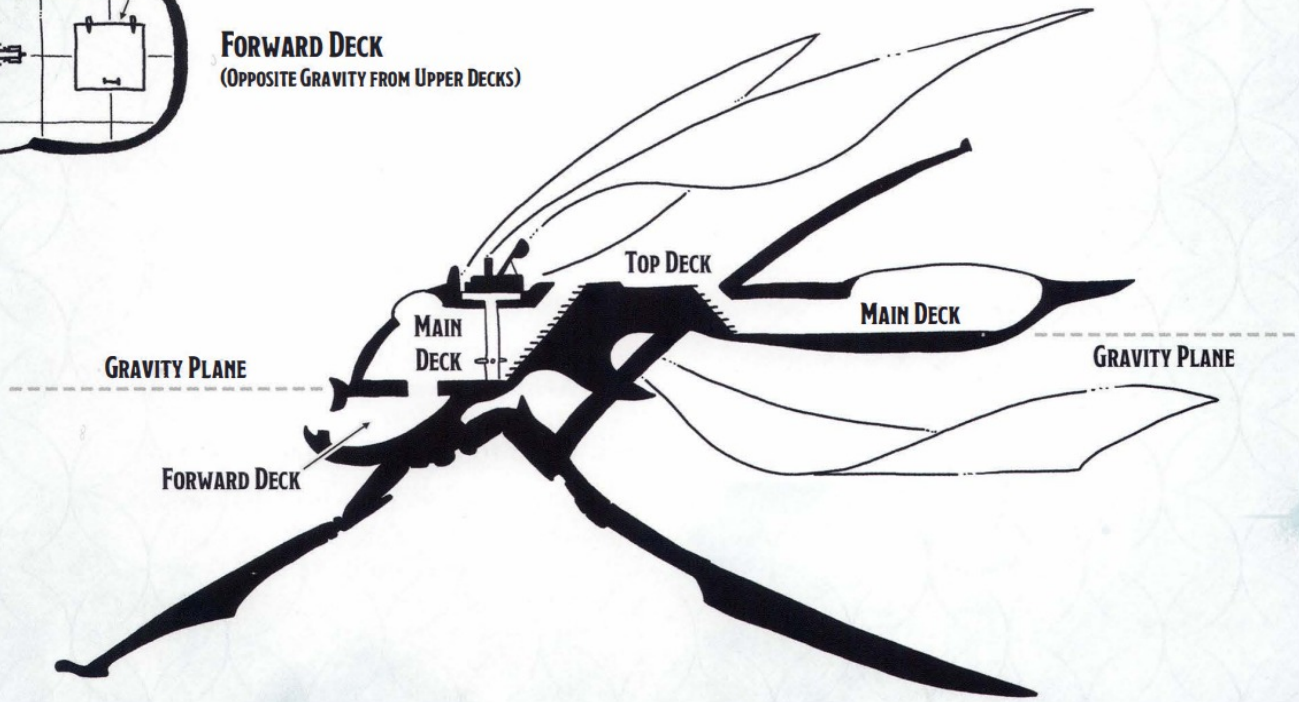
1: Spelljamming Helm
2: Mangonel Turret Rotator
3: Galley
4: Quarters
5: Cargo Hold







Forward Deck
(Opposite Gravity from Upper Decks)



1 Square = 5 Feet

Flying Fish Ship

Aside from space galleons, flying fish ships are the most common vessels in Wildspace, favorites among merchants and adventurers alike.

A flying fish ship can float and sail on water, but it isn't built to land on the ground (the ventral fins would snap under the weight of the ship during landing, and the keel would cause the ship to roll to one side).

Typical weapons on a flying fish ship include a forward-mounted mangonel and an aft-mounted ballista.

Flying Fish Ship Summary

Armor Class: 15 (wood)	**Cargo:** 13 tons
Hit Points: 250	**Crew:** 10
Damage Threshold: 15	**Keel/Beam:** 120 ft./30 ft.
Speed: fly 40 ft. (4½ mph)	**Cost:** 20,000 gp

Ballista (Crew: 3)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load the ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel (Crew: 5)

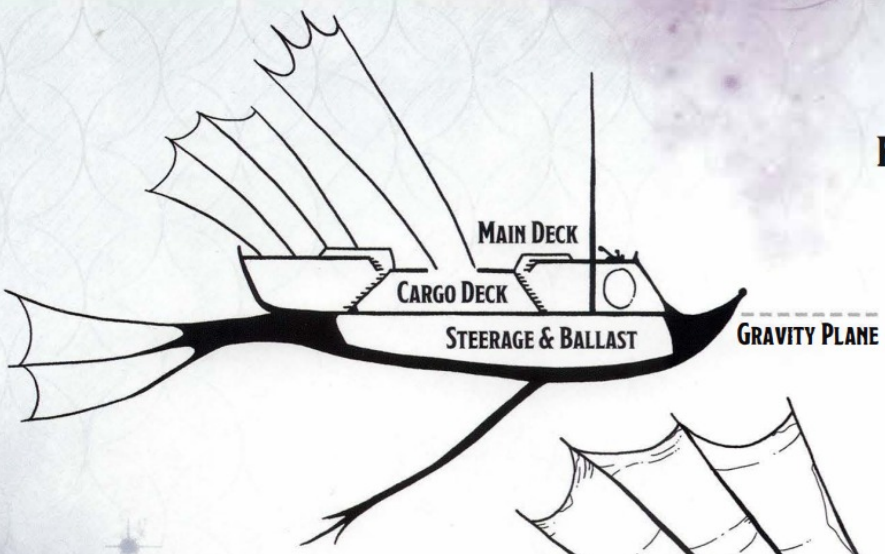
Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

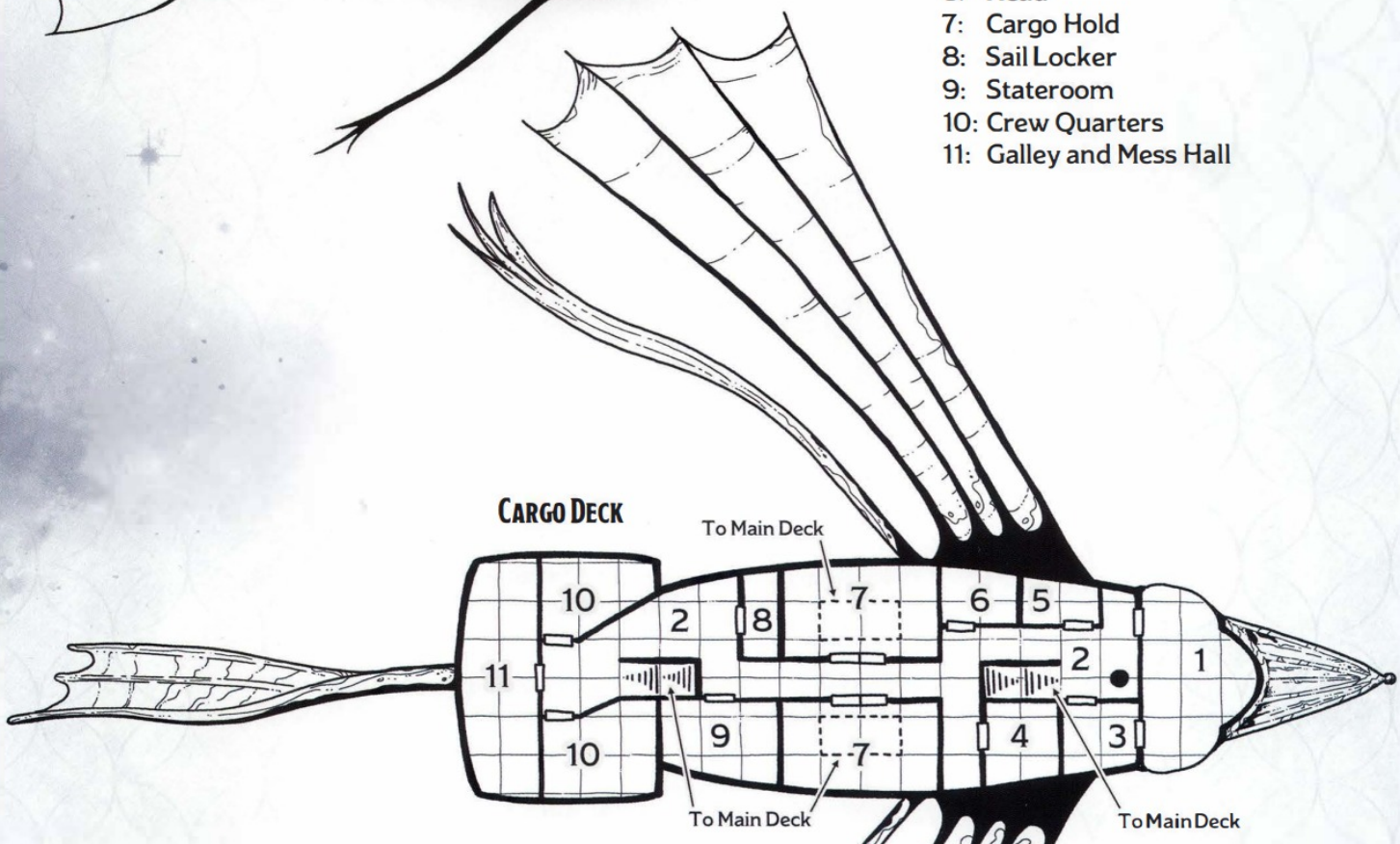
It takes 2 actions to load the mangonel, 2 actions to aim it, and 1 action to fire it.

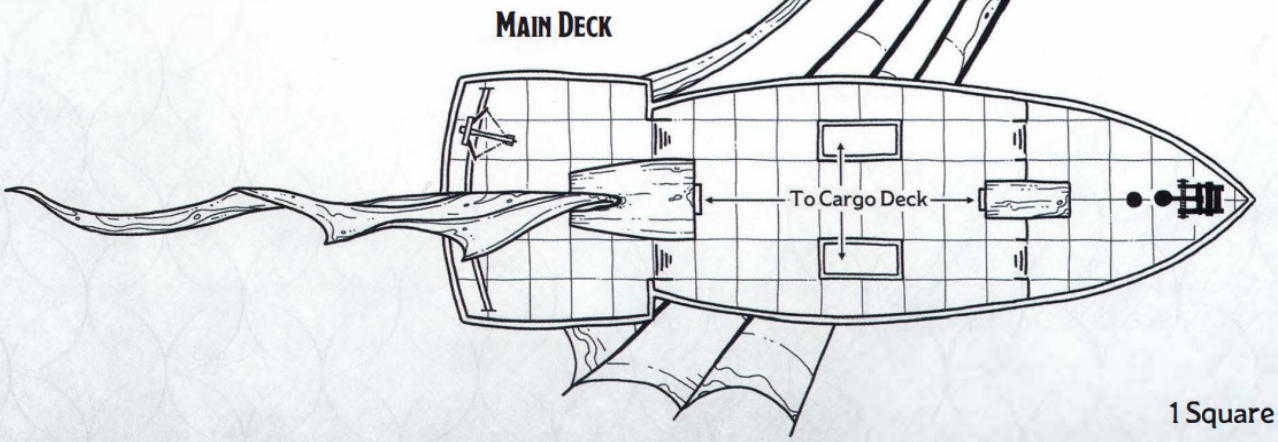
Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Flying Fish Ship

1: Bridge
2: Hall
3: Chart Room
4: Captain's Quarters
5: Storage
6: Head
7: Cargo Hold
8: Sail Locker
9: Stateroom
10: Crew Quarters
11: Galley and Mess Hall







1 Square = 5 Feet

Hammerhead Ship

Hammerhead ships are popular craft, especially among pirates and merchants carrying heavy cargo. They can float on water and sail across it, but they aren't built to land on the ground (their keels would cause them to tip to one side). Standard weapons on a hammerhead ship include fore and aft mangonels, a ballista, and a reinforced bow for ramming.

Hammerhead Ship Summary

Armor Class: 15 (wood)	**Cargo:** 30 tons
Hit Points: 400	**Crew:** 15
Damage Threshold: 15	**Keel/Beam:** 250 ft./25 ft.
Speed: fly 35 ft. (4 mph)	**Cost:** 40,000 gp

Ballista (Crew: 3)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load the ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Blunt Ram

Armor Class: —
Hit Points: —
Cost: — (included in ship cost)

The ship's spelljammer can make the following attack when the ship runs into another object or into a Gargantuan creature (see "Crashing" earlier in the chapter).

Blunt Ram. *Melee Weapon Attack:* +8 to hit, range 0 ft., one object or Gargantuan creature. *Hit:* 88 (16d10) bludgeoning damage. The hammerhead ship takes half as much damage and comes to a dead stop. *Miss:* The attack deals no damage, the target moves into the nearest unoccupied space that isn't in the hammerhead ship's path, and the hammerhead ship can continue moving if it has any movement left.

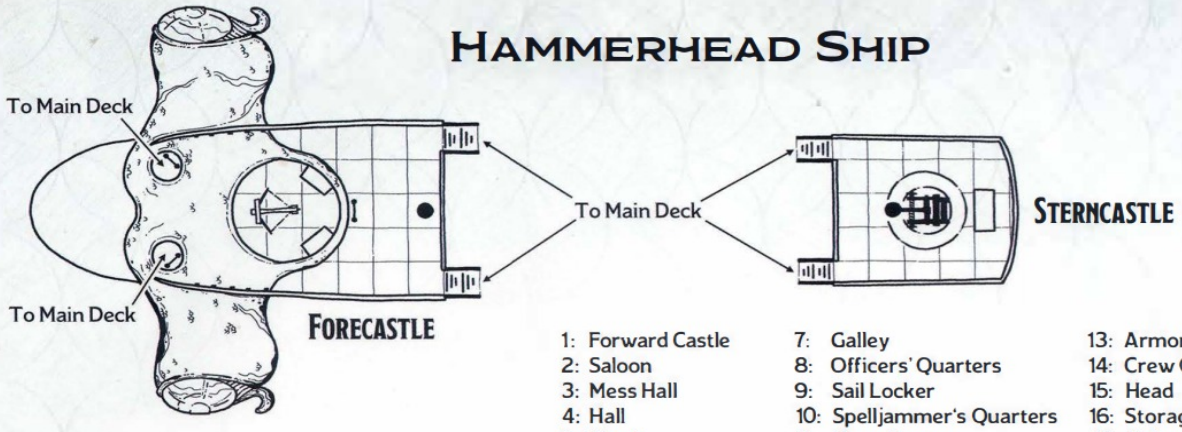
2 Mangonels (Crew: 5 Each)

Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

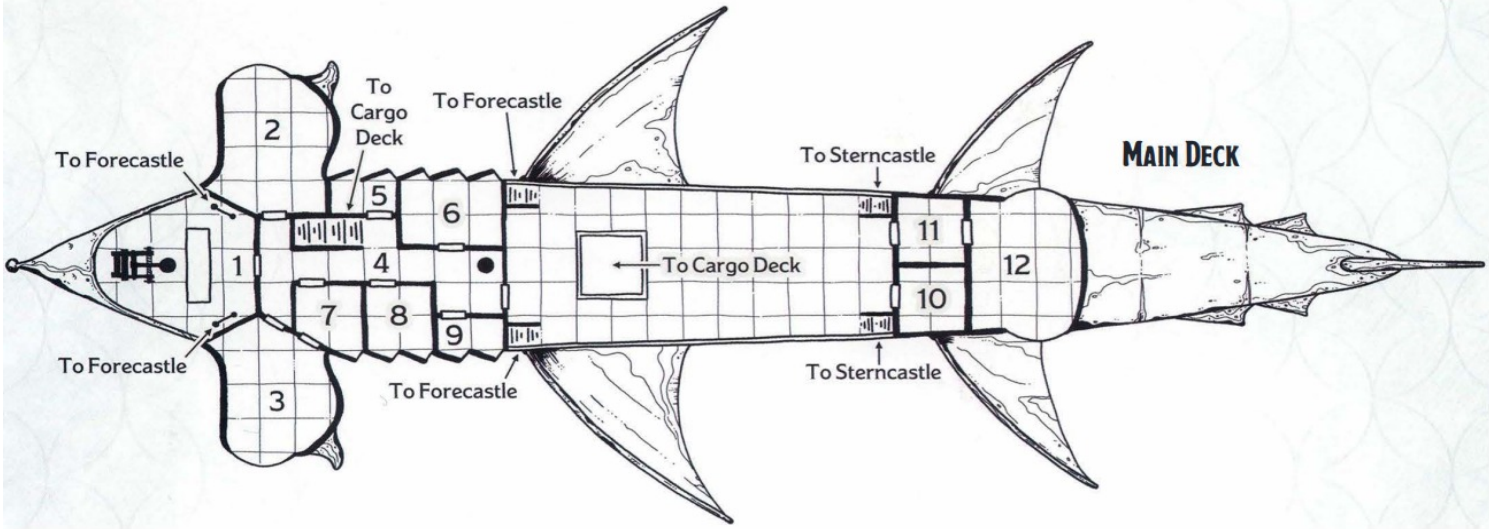
It takes 2 actions to load a mangonel, 2 actions to aim it, and 1 action to fire it.

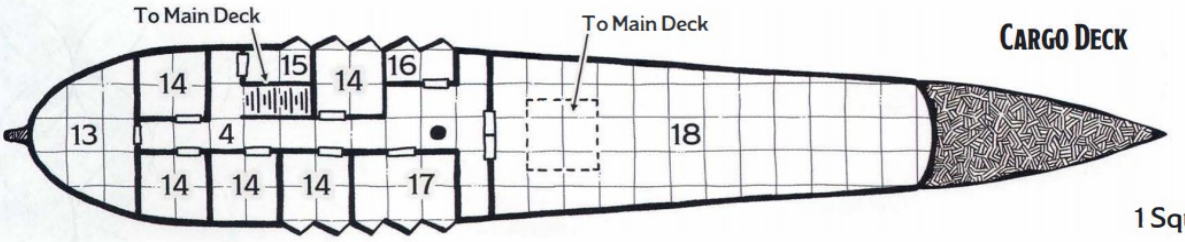
Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Hammerhead Ship

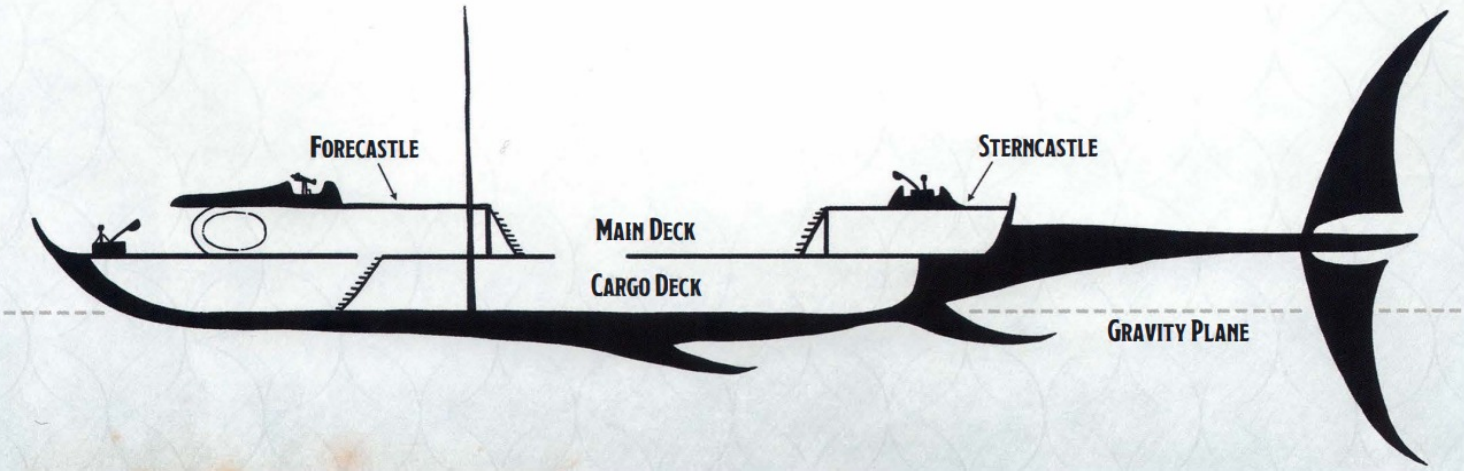


1: Forward Castle
2: Saloon
3: Mess Hall
4: Hall
5: Head
6: Captain's Quarters
7: Galley
8: Officers' Quarters
9: Sail Locker
10: Spelljammer's Quarters
11: Chart Room
12: Spelljamming Helm
13: Armory
14: Crew Quarters
15: Head
16: Storage
17: Stateroom
18: Cargo Hold





1 Square = 5 Feet



Lamprey Ship

Lamprey ships are antiquated, being among the oldest spelljamming ships still in use. Psurlons (see *Boo's Astral Menagerie*) are particularly fond of them.

Using the metal grappling jaws built into its bow, a lamprey ship can attach itself to another ship, which is a critical feature during boarding actions. Other standard weapons include four ballistae on the main deck.

A lamprey can float on water, though it can't land safely on the ground. Lamprey ships that land on the ground have the distressing habit of rolling over, as more than a few crews have discovered to their dismay.

Lamprey Ship Summary

Armor Class: 15 (wood)	**Cargo:** 6 tons
Hit Points: 250	**Crew:** 15
Damage Threshold: 15	**Keel/Beam:** 115 ft./25 ft.
Speed: fly 35 ft. (4 mph)	**Cost:** 20,000 gp

4 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Grappling Jaws (Crew: 1)

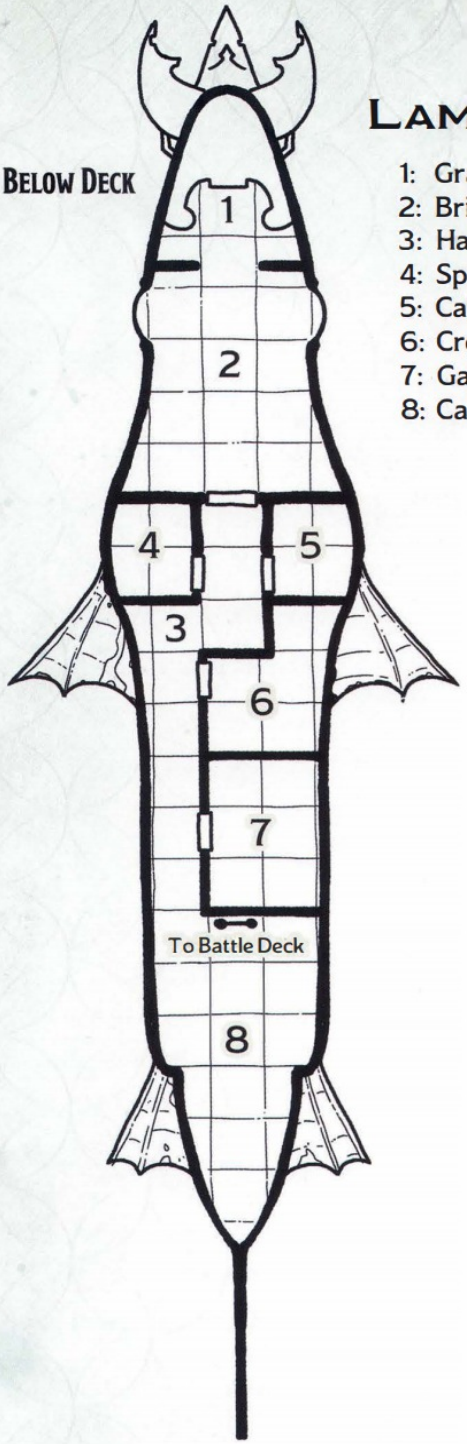
Armor Class: —
Hit Points: —
Cost: — (included in ship cost)

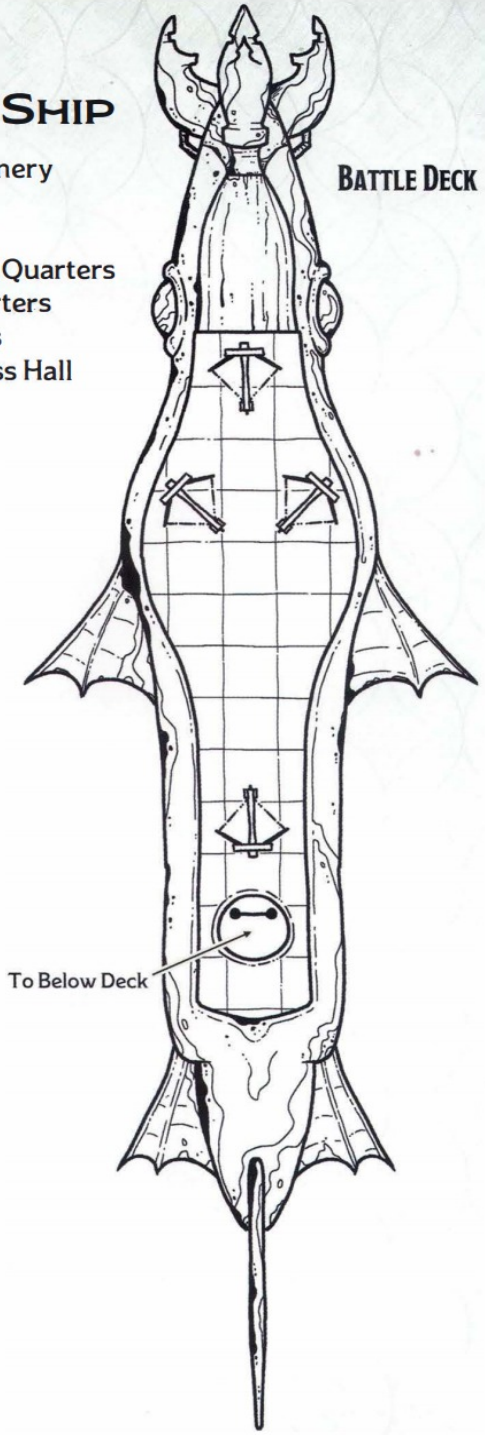
It takes 1 action to make a Grappling Jaws attack.

Grappling Jaws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one ship or Gargantuan creature. *Hit:* 22 (4d10) piercing damage, and the speed of the lamprey ship and the target become 0 until the grapple ends. As an action, a creature can use the grappling jaws' controls to release the target. Otherwise, the effect ends when the target or the lamprey ship drops to 0 hit points.

Lamprey Ship

1: Grapple Machinery
2: Bridge
3: Hall
4: Spelljammer's Quarters
5: Captain's Quarters
6: Crew Quarters
7: Galley and Mess Hall
8: Cargo Hold





1 Square = 5 Feet

Living Ship

Druids, rangers, and clerics devoted to gods of nature are often found aboard living ships, as are Wildspace explorers who don't want to have to worry about their ship's air envelope becoming fouled during a long voyage.

This ship's main distinctive feature is the fully grown treant on the aft deck. The treant has a speed of 0 because its roots are woven into the deck; it and the ship are inseparable. If the ship is reduced to 0 hit points, the treant dies of shock. The ship can function if its treant dies, but the treant can never be replaced with another.

When the treant finishes a long rest, it repairs the ship's hull, enabling the ship to regain 4d12 hit points, and refreshes the ship's air envelope (turning deadly air into foul air, or foul air into fresh air).

A living ship can float on water and sail across it, but it can't land safely on the ground (its keel would cause it to roll on its side). Its standard weaponry is an aft-mounted ballista.

Living Ship Summary

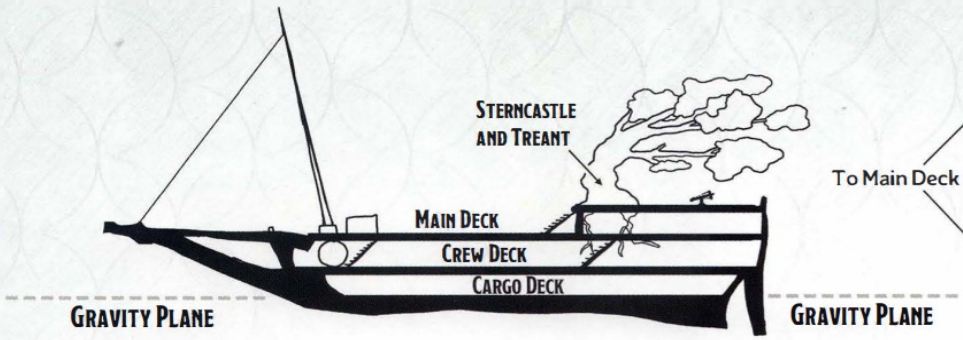
Armor Class: 15 (wood)	**Cargo:** 10 tons
Hit Points: 250	**Crew:** 5 (plus the treant)
Damage Threshold: 15	**Keel/Beam:** 80 ft./20 ft.
Speed: fly 40 ft. (4½ mph)	**Cost:** 25,000 gp

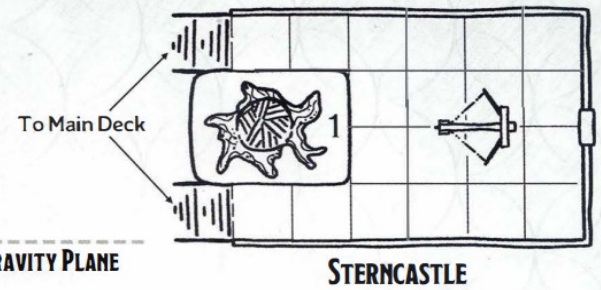
Ballista (Crew: 3)

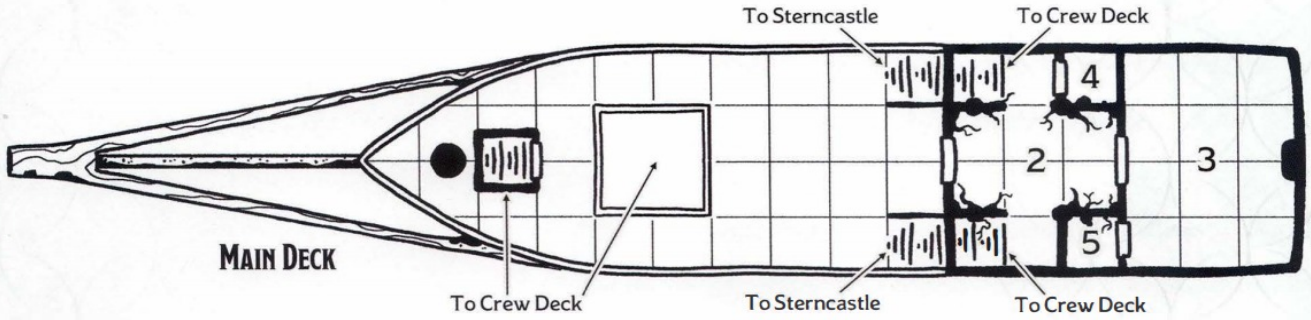
Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

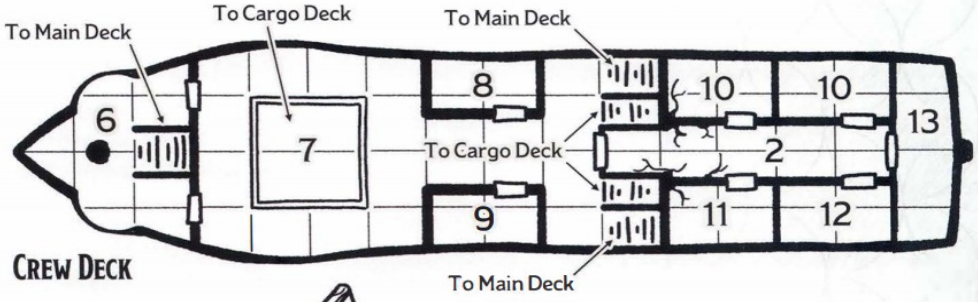
It takes 1 action to load the ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.



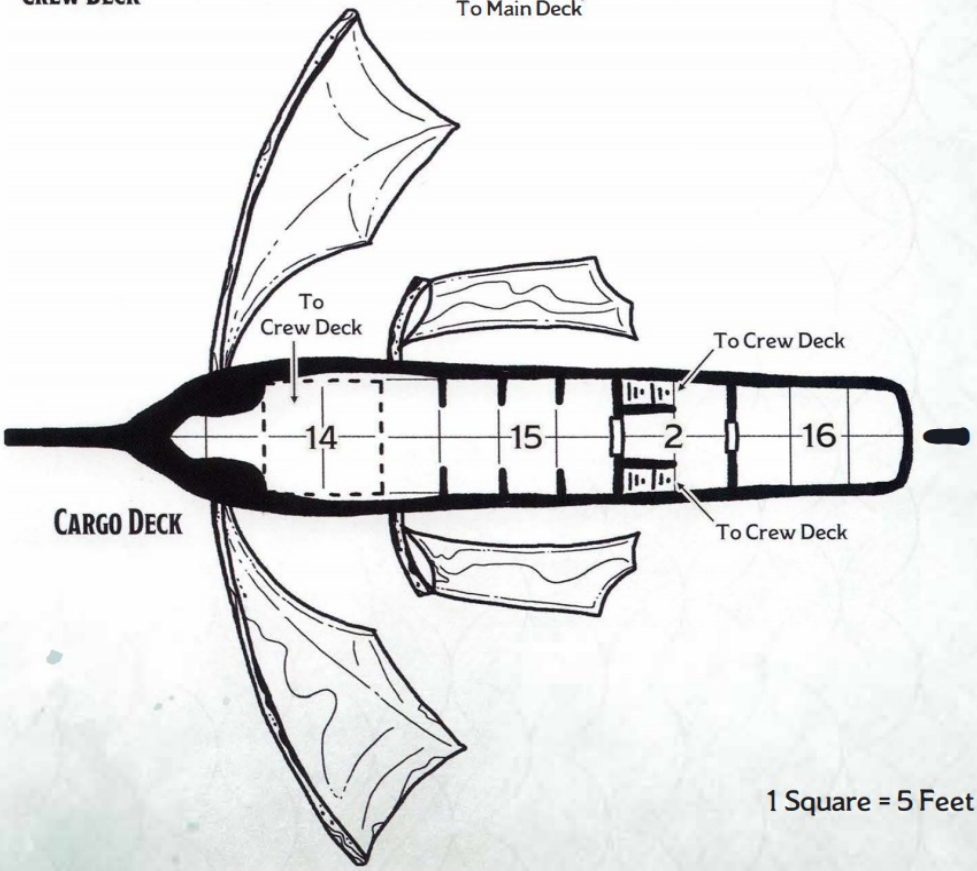






Living Ship

1: Treant
2: Hall
3: Bridge
4: Head
5: Storage
6: Mess Hall
7: Upper Cargo Hold
8: Galley
9: Pantry
10: Crew Quarters
11: Captain's Quarters
12: Spelljammer's Quarters
13: Sail Locker
14: Lower Cargo Hold
15: Spare Hammocks
16: Stateroom



1 Square = 5 Feet

Nautiloid

Built and used by mind flayers, nautiloids are designed exclusively for space travel. They can't float on water, nor can they land safely on the ground.

As an action, a creature attuned to a nautiloid's *spelljamming helm* and in physical contact with the ship can transport the nautiloid and all creatures and objects aboard it to a different plane of existence, at or near a destination envisioned by the spelljammer (or to a random location on the plane if no destination is envisioned). This property is a feature of the ship, not the *spelljamming helm*. Each time this property is used, roll a d6. On a 5–6, the property recharges after 1 minute; otherwise, it can't be used again for 24 hours.

Nautiloid Ship Summary

Armor Class: 15 (wood)	**Cargo:** 17 tons
Hit Points: 400	**Crew:** 20
Damage Threshold: 15	**Keel/Beam:** 180 ft./30 ft.
Speed: fly 40 ft. (4½ mph)	**Cost:** 50,000 gp

4 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel (Crew: 5)

Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

It takes 2 actions to load the mangonel, 2 actions to aim it, and 1 action to fire it.

Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

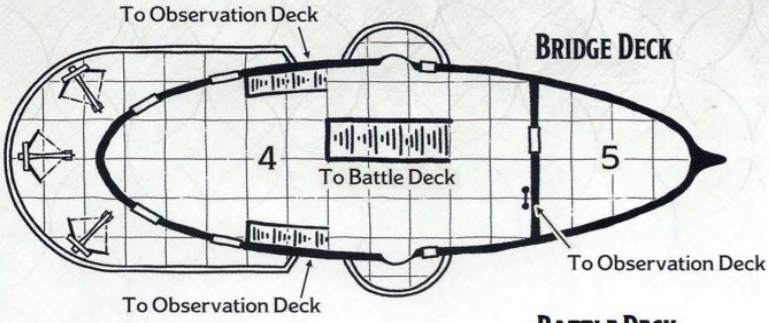
Tentacles

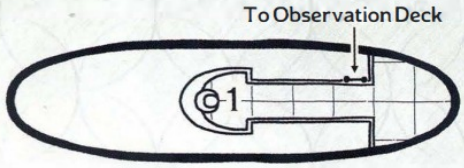
Armor Class: —
Hit Points: —
Cost: — (included in ship cost)

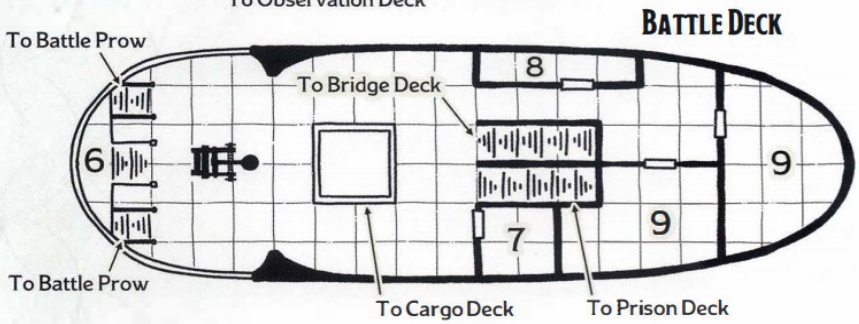
As an action, the ship's spelljammer can make one of the following attacks with the ship's tentacles.

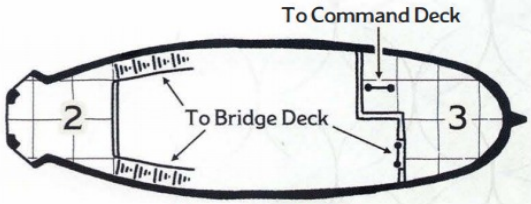
Grappling Tentacles. *Melee Weapon Attack:* +8 to hit, reach 30 ft., one Huge or Gargantuan target. *Hit:* 22 (4d10) bludgeoning damage, and the nautiloid's speed becomes 0 until its spelljammer uses an action to release the target. If the target is a creature, it is grappled (escape DC 16). If the target is another ship, the target's speed becomes 0 until the nautiloid releases it, or until the target or the nautiloid drops to 0 hit points.

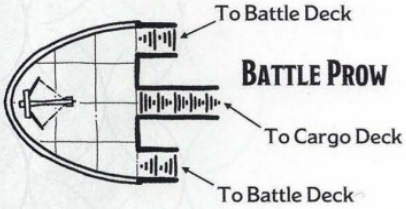
Teleport. *Melee Spell Attack:* +8 to hit, reach 30 ft., one creature. *Hit:* The target must succeed on a DC 15 Constitution saving throw or be teleported to an unoccupied space aboard the nautiloid that the nautiloid's spelljammer can see.

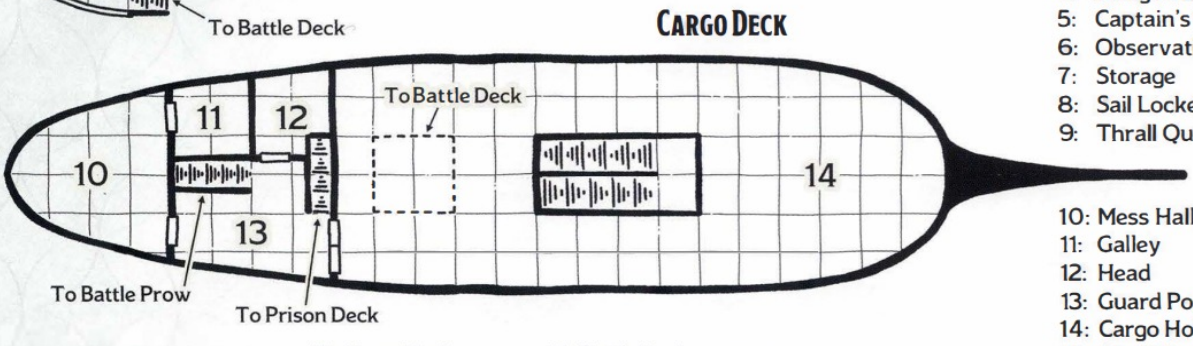


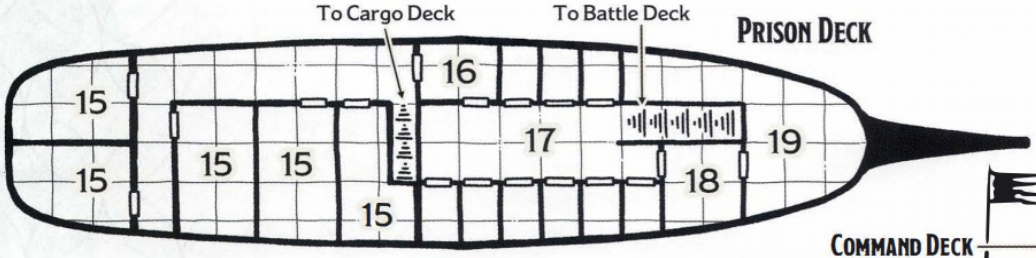










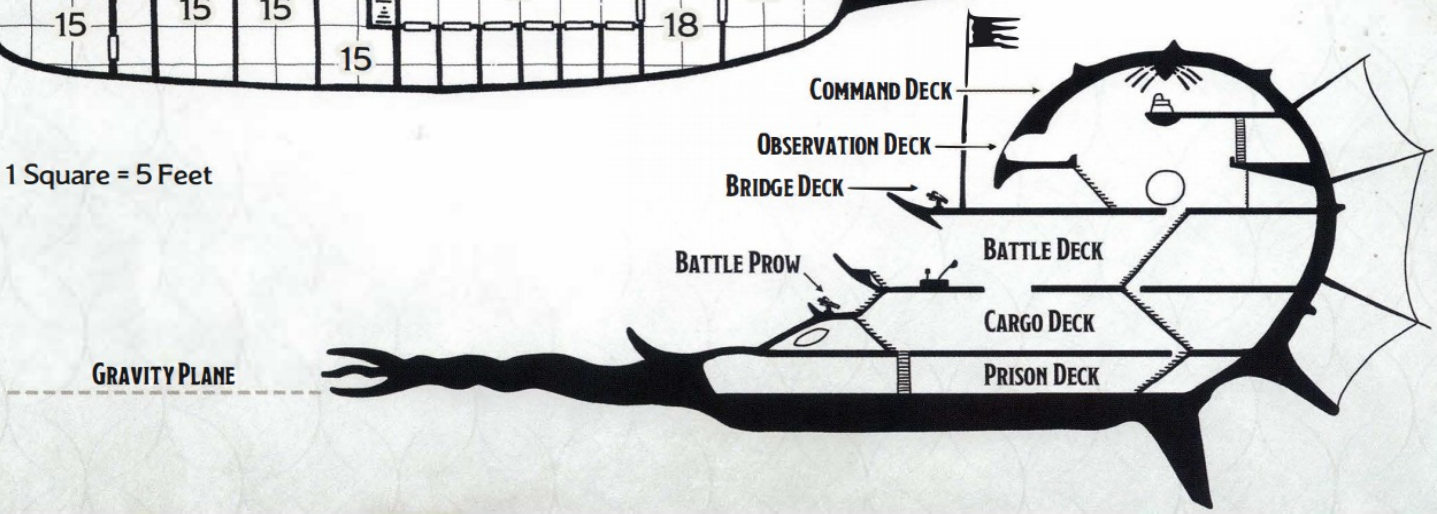


Nautiloid

1: Captain's Chair
2: Observation Platform
3: Spelljamming Helm
4: Bridge Floor
5: Captain's Quarters
6: Observation Platform
7: Storage
8: Sail Locker
9: Thrall Quarters

10: Mess Hall
11: Galley
12: Head
13: Guard Post
14: Cargo Hold
15: Mind Flayer Quarters
16: Guard Post
17: Cellblock
18: Jailer's Quarters
19: Storage

1 Square = 5 Feet



DYSON'S LOGOS

Nightspider

Neogi terrorize Wildspace in ships of their own construction, which others call nightspiders. These vessels often wait in ambush for other ships. Once a target ship is identified, the neogi try to steal its *spelljamming helm* and capture its crew.

A nightspider's crew usually consists of nineteen neogi and up to a half-dozen umber hulks, which the neogi use as shock troops.

Nightspiders are designed for space travel alone and can't float on water or land safely on the ground (the weight of the ship would snap its spindly legs, destroying its weblike rigging in the process). Standard weaponry on a nightspider includes four ballistae (two forward-facing and two aft-facing) and a forward-facing mangonel.

Nightspider Summary

Armor Class: 19 (metal)	**Cargo:** 50 tons
Hit Points: 300	**Crew:** 25
Damage Threshold: 15	**Keel/Beam:** 175 ft./50 ft.
Speed: fly 40 ft. (4½ mph)	**Cost:** 50,000 gp

4 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

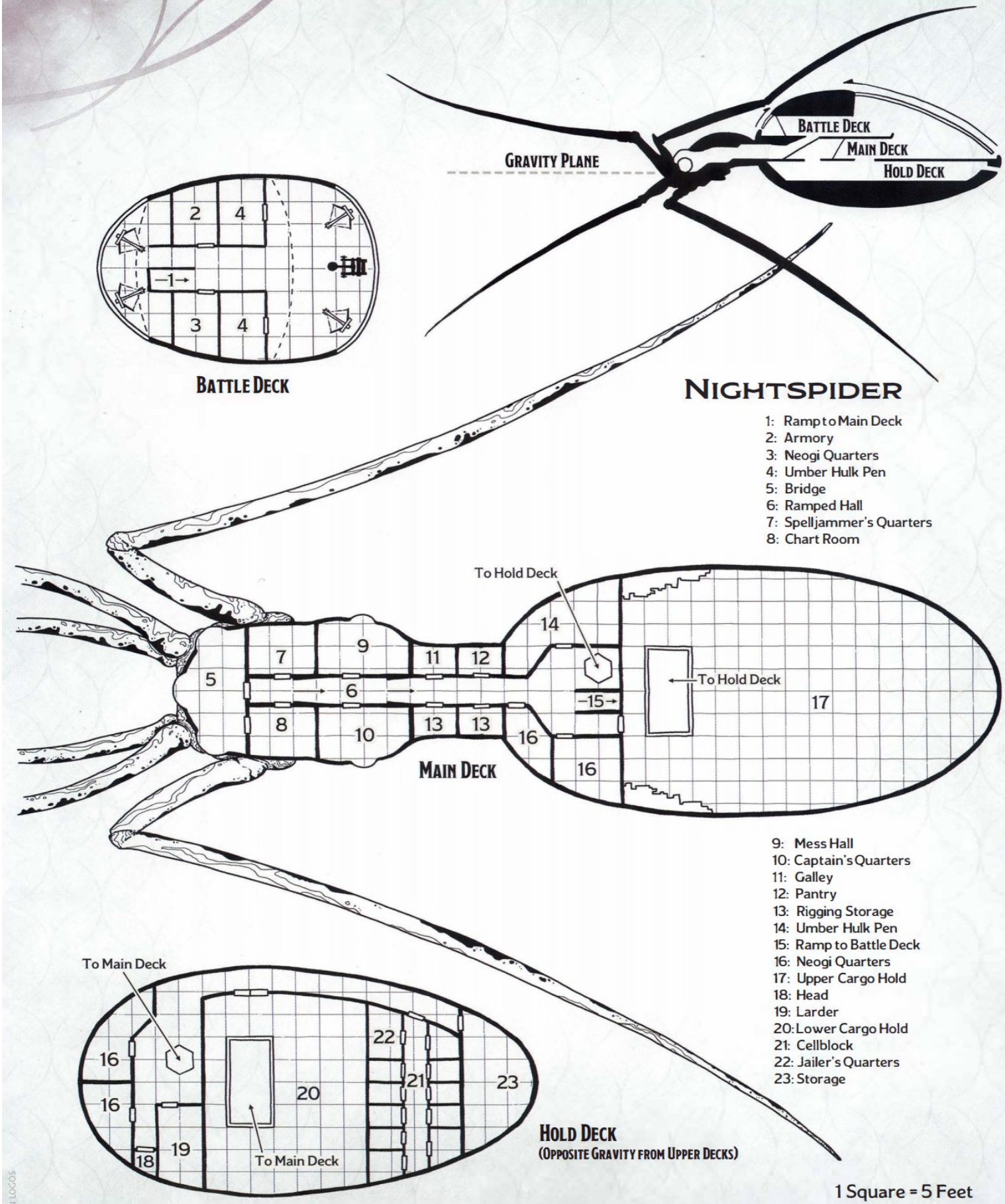
Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel (Crew: 5)

Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

It takes 2 actions to load the mangonel, 2 actions to aim it, and 1 action to fire it.

Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.


Battle Deck
Main Deck
Hold Deck
Gravity Plane
2
4
1
3
4
Battle Deck
Nightspider
1: Ramp to Main Deck
2: Armory
3: Neogi Quarters
4: Umber Hulk Pen
5: Bridge
6: Ramped Hall
7: Spelljammer's Quarters
8: Chart Room
To Hold Deck
14
7
9
11
12
5
6
15
To Hold Deck
17
8
10
13
13
16
16
Main Deck
9: Mess Hall
10: Captain's Quarters
11: Galley
12: Pantry
13: Rigging Storage
14: Umber Hulk Pen
15: Ramp to Battle Deck
16: Neogi Quarters
17: Upper Cargo Hold
18: Head
19: Larder
20: Lower Cargo Hold
21: Cellblock
22: Jailer's Quarters
23: Storage
To Main Deck
16
16
22
21
23
20
19
18
To Main Deck
Hold Deck
(Opposite Gravity from Upper Decks)
1 Square = 5 Feet

DYSON LOGOS

Scorpion Ship

Scorpion ships are archaic metal warships that have never lost their popularity, largely because of their versatility. Articulated legs enable a scorpion ship to land safely on the ground and move across a solid surface at a walking speed of 30 feet. The ship can't float on water, however. A ballista is mounted on the top deck, and a mangonel is perched on the end of the tail. The ship's two claws are relatively inefficient in combat, but a claw that grabs a creature can quickly take it out of action.

Scorpion Ship Summary

Armor Class: 19 (metal)	**Cargo:** 12 tons
Hit Points: 250	**Crew:** 12
Damage Threshold: 15	**Keel/Beam:** 75 ft./25 ft.
Speed: 30 ft. (3½ mph), fly 30 ft. (3½ mph)	**Cost:** 25,000 gp

Ballista (Crew: 3)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load the ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

2 Claws (Crew: 1 Each)

Armor Class: —
Hit Points: —
Cost: — (included in ship cost)

It takes 1 action to make a Claw attack.

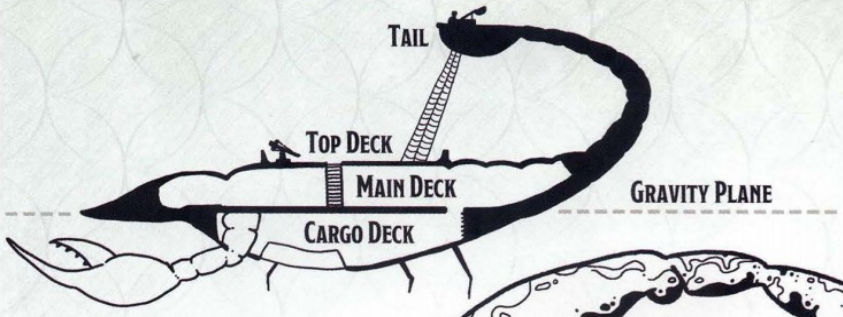
Claw. *Melee Weapon Attack:* +3 to hit, reach 20 ft., one target. *Hit:* 11 (2d10) bludgeoning damage. If the target is a Huge or smaller creature, it is also grappled (escape DC 13). Until this grapple ends, the creature takes 11 (2d10) bludgeoning damage at the start of each of its turns.

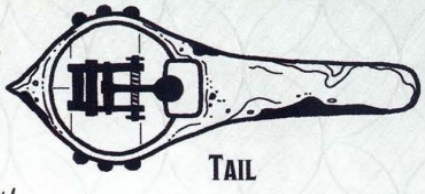
Mangonel (Crew: 5)

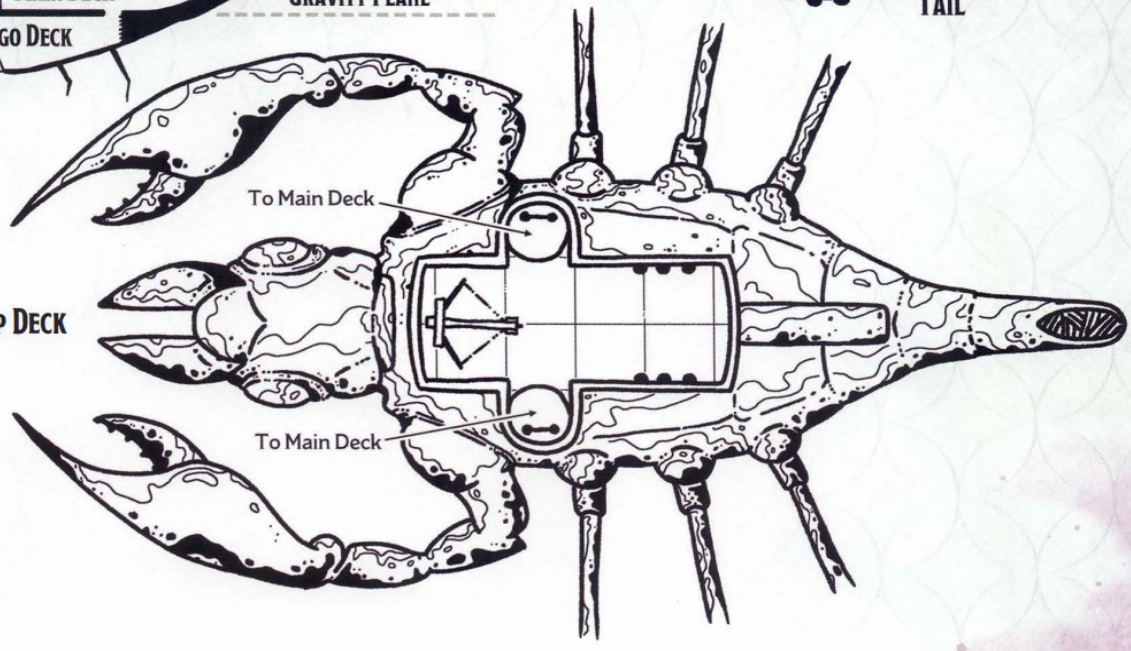
Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

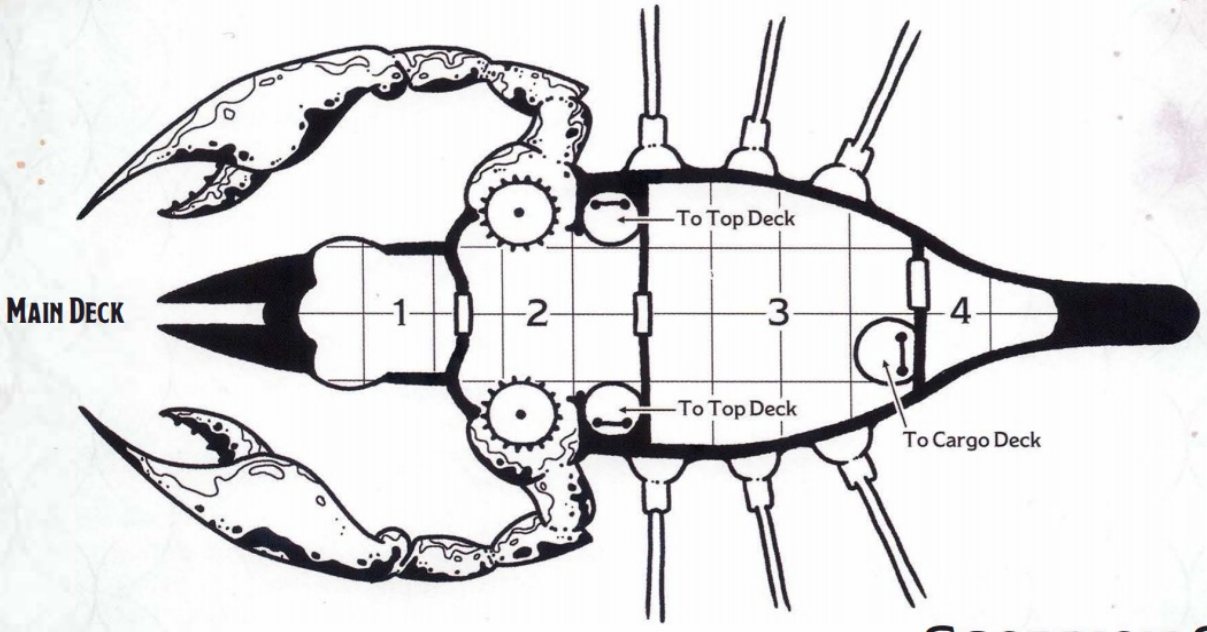
It takes 2 actions to load the mangonel, 2 actions to aim it, and 1 action to fire it.

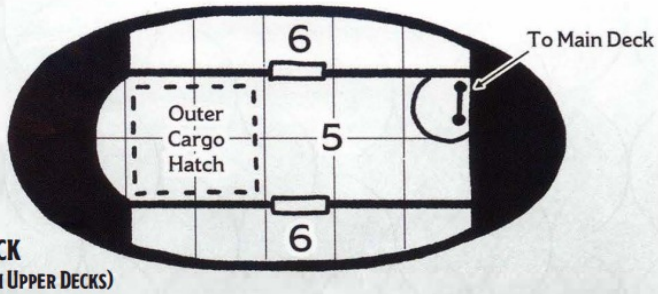
Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.











Cargo Deck
(Opposite Gravity from Upper Decks)

Scorpion Ship

1: Bridge
2: Pincer Control Armory
3: Quarters
4: Galley
5: Cargo Hold
6: Storage

1 Square = 5 Feet

Shrike Ship

This swift vessel is a relatively recent design, quickly gaining popularity with merchants and pirates. A shrike ship's legs enable it to land safely on the ground. The ship can float but isn't built for traveling on water and sinks quickly in rough seas.

Standard weaponry on a shrike ship includes three ballistae—one on the forecastle, one in the middle of the top deck, and one on the sterncastle. In a desperate situation, the ship's reinforced bow can be used as a piercing ram.

Shrike Ship Summary

Armor Class: 15 (wood)	**Cargo:** 20 tons
Hit Points: 250	**Crew:** 11
Damage Threshold: 15	**Keel/Beam:** 100 ft./20 ft.
Speed: fly 70 ft. (8 mph)	**Cost:** 20,000 gp

3 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

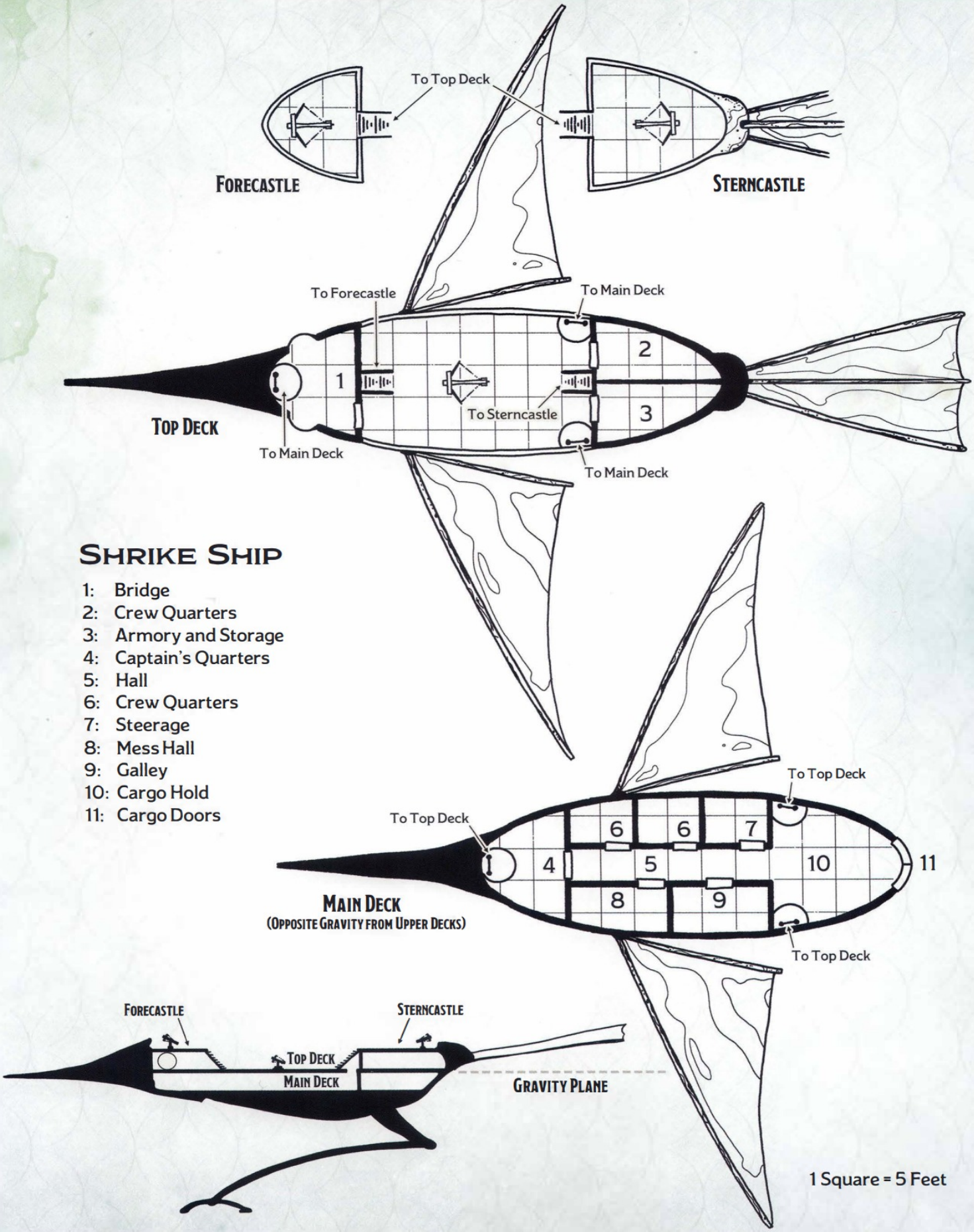
Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Piercing Ram

Armor Class: —
Hit Points: —
Cost: — (included in ship cost)

The ship's spelljammer can make the following attack when the ship runs into another object or into a Gargantuan creature (see "Crashing" earlier in the chapter).

Piercing Ram. *Melee Weapon Attack:* +8 to hit, range 0 ft., one object or Gargantuan creature. *Hit:* 88 (16d10) piercing damage. The shrike ship takes half as much damage and comes to a dead stop. *Miss:* The attack deals no damage, the target moves into the nearest unoccupied space that isn't in the shrike ship's path, and the shrike ship can continue moving if it has any movement left.



Shrike Ship

1: Bridge
2: Crew Quarters
3: Armory and Storage
4: Captain's Quarters
5: Hall
6: Crew Quarters
7: Steerage
8: Mess Hall
9: Galley
10: Cargo Hold
11: Cargo Doors

Space Galleon

The space galleon is a mainstay among the host of vessels that ply Wildspace and the Astral Sea. Space galleons can easily pass for ordinary seafaring galleons. Because they can land on water and move across it like their namesakes, they can sail into ports on terrestrial worlds without attracting undue attention. Like an ordinary galleon, a space galleon isn't built to land on the ground (its keel would cause it to roll on its side). The ship's standard weaponry includes two forward-mounted ballistae and an aft-mounted mangonel.

Space Galleon Summary

Armor Class: 15 (wood)	**Cargo:** 20 tons
Hit Points: 400	**Crew:** 20
Damage Threshold: 15	**Keel/Beam:** 130 ft./30 ft.
Speed: fly 35 ft. (4 mph)	**Cost:** 30,000 gp

2 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel (Crew: 5)

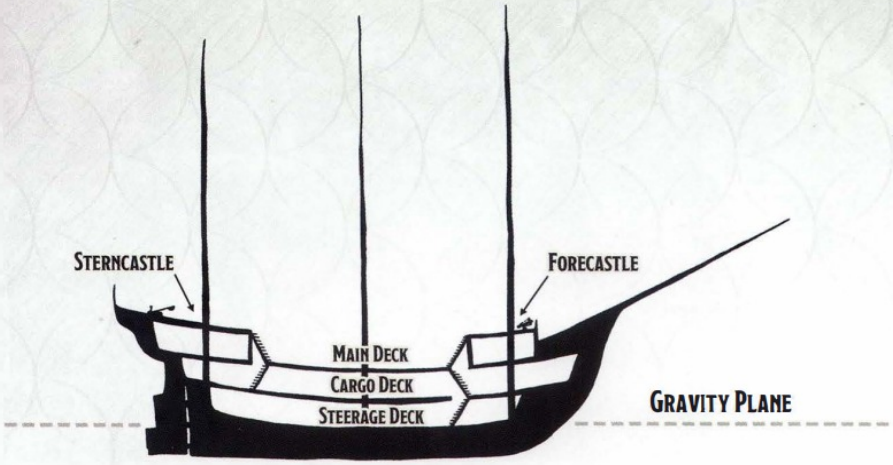
Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

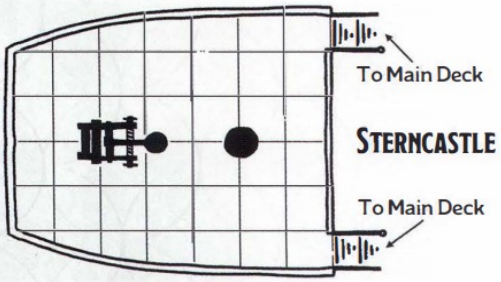
It takes 2 actions to load the mangonel, 2 actions to aim it, and 1 action to fire it.

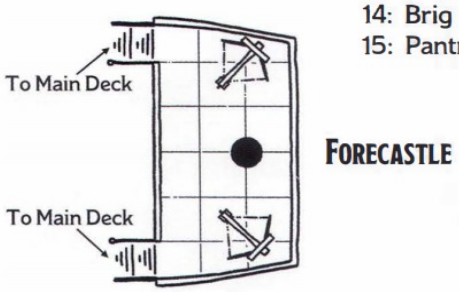
Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

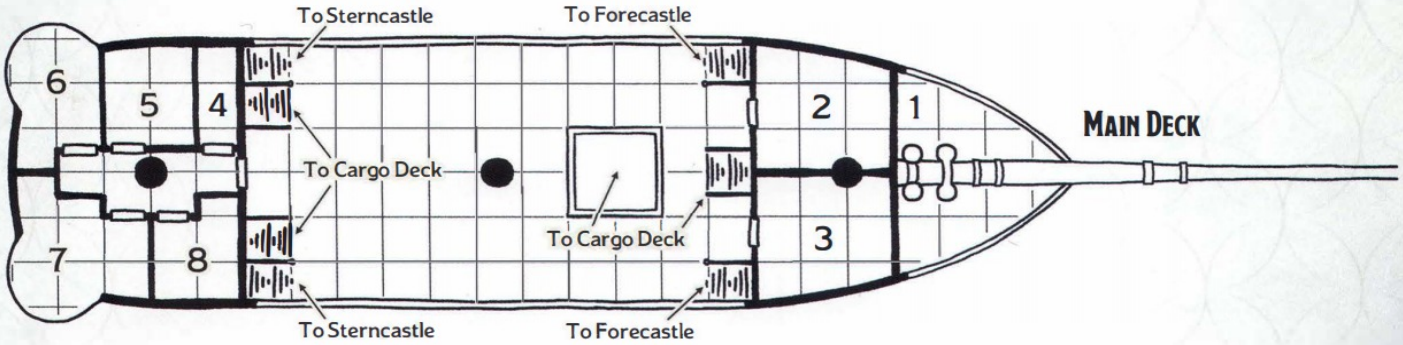
Space Galleon

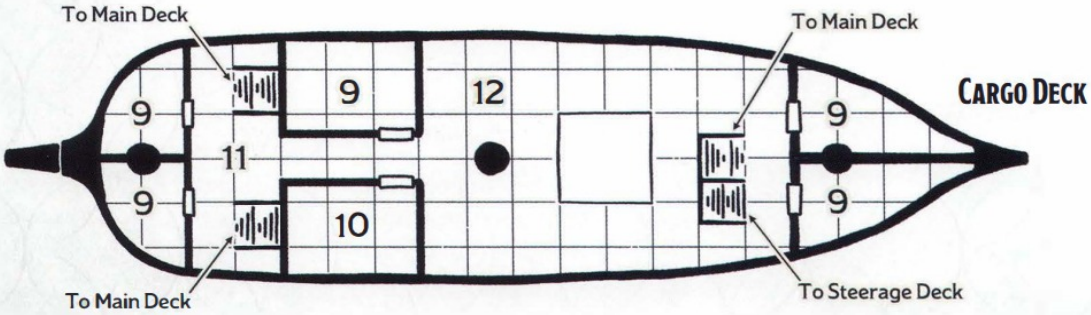
1: Rope and Anchor Storage
2: Stateroom
3: Captain's Quarters
4: Sail Locker
5: Spelljamming Helm
6: Spelljammer's Quarters
7: Mess Hall
8: Galley
9: Crew Quarters
10: Officers' Quarters
11: Hall
12: Upper Cargo Hold
13: Lower Cargo Hold
14: Brig
15: Pantry

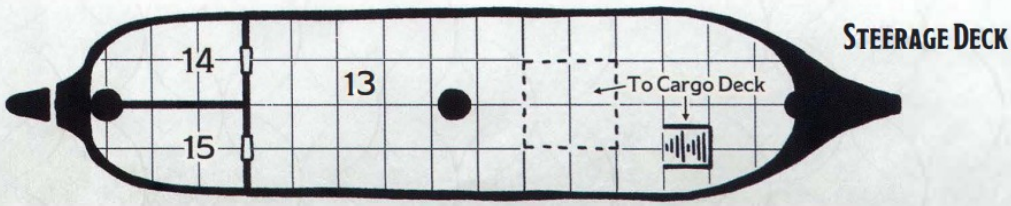












1 Square = 5 Feet

Squid Ship

Among the oldest types of spelljamming vessels, squid ships are popular with privateers and are often used as patrol ships. Standard weapons on a squid ship include a forward-mounted mangonel, two aft-mounted ballistae, and a reinforced bow for ramming. The tentacles that extend from the bow account for nearly half the ship's keel length.

Squid ships can float and sail on water, and they can land on the ground.

Squid Ship Summary

Armor Class: 15 (wood)	**Cargo:** 20 tons
Hit Points: 300	**Crew:** 13
Damage Threshold: 15	**Keel/Beam:** 250 ft./25 ft.
Speed: fly 30 ft. (3½ mph)	**Cost:** 25,000 gp

2 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel (Crew: 5)

Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

It takes 2 actions to load the mangonel, 2 actions to aim it, and 1 action to fire it.

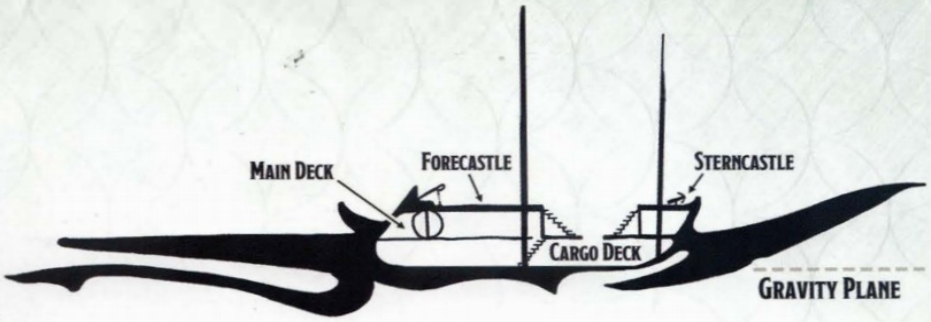
Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Piercing Ram

Armor Class: —
Hit Points: —
Cost: — (included in ship cost)

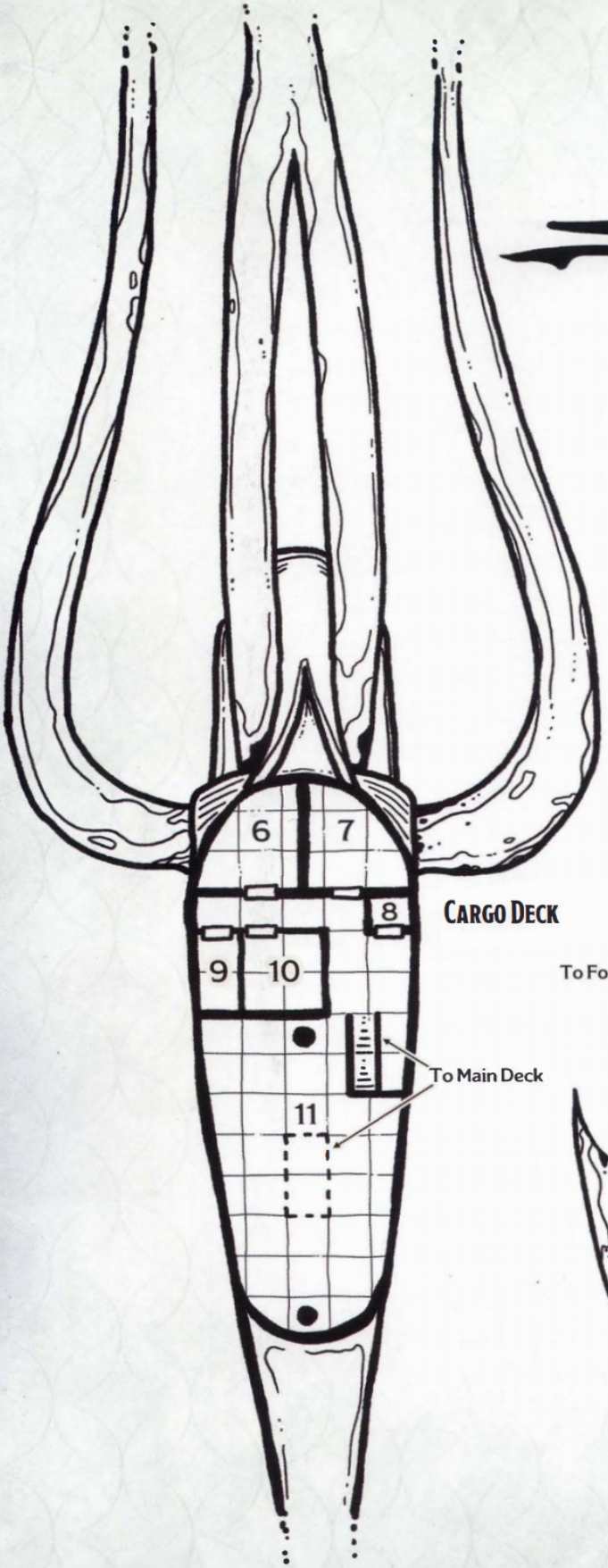
The ship's spelljammer can make the following attack when the ship runs into another object or into a Gargantuan creature (see "Crashing" earlier in the chapter).

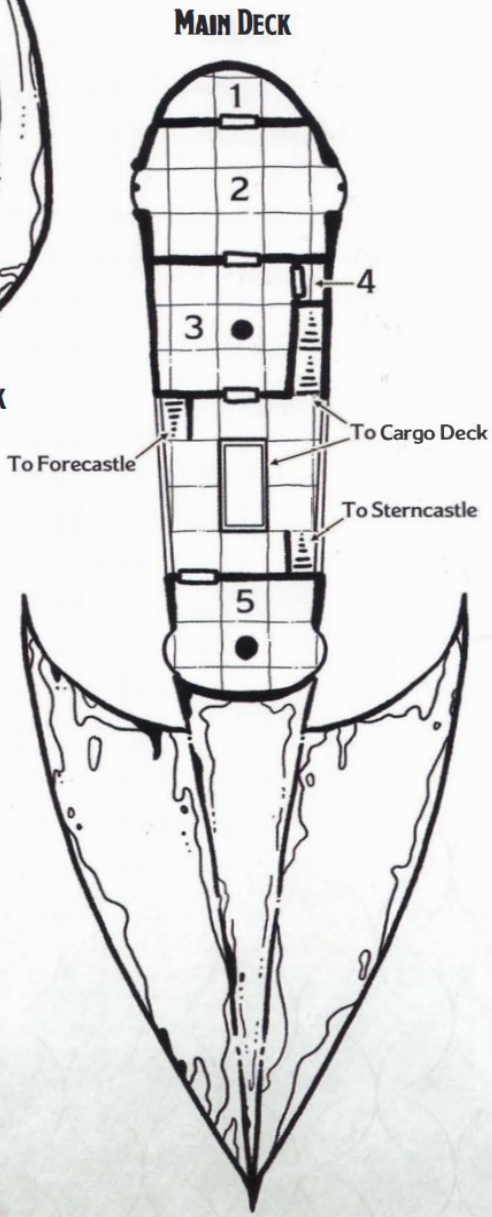
Piercing Ram. *Melee Weapon Attack:* +8 to hit, range 0 ft., one object or Gargantuan creature. *Hit:* 88 (16d10) piercing damage. The shrike ship takes half as much damage and comes to a dead stop. *Miss:* The attack deals no damage, the target moves into the nearest unoccupied space that isn't in the shrike ship's path, and the shrike ship can continue moving if it has any movement left.

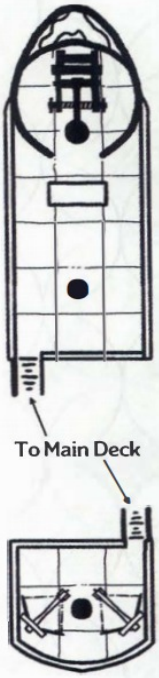


Squid Ship

1: Storage
2: Captain's Quarters
3: Galley and Mess Hall
4: Pantry
5: Bridge
6: Crew Quarters
7: Officers' Quarters
8: Head
9: Storage
10: Spelljammer's Quarters
11: Cargo Hold and Sail Locker







1 Square = 5 Feet

Star Moth

Star moths are ships constructed and flown by astral elves, who don't like it when these ships end up in the hands of others.

A star moth's hull is fashioned from a grown and sculpted organic substance, and its enormous, decorative wings are made of shimmering crystal. The vessel is built for space travel, but its design does enable it to float on water or land safely on the ground. Standard weaponry includes two ballistae nestled in the star moth's eye holes and a mangonel mounted above the bridge.

Star Moth Summary

Armor Class: 13 (ceramic)	**Cargo:** 30 tons
Hit Points: 400	**Crew:** 13
Damage Threshold: 15	**Keel/Beam:** 200 ft./20 ft.
Speed: fly 50 ft. (5½ mph)	**Cost:** 40,000 gp

2 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Mangonel (Crew: 5)

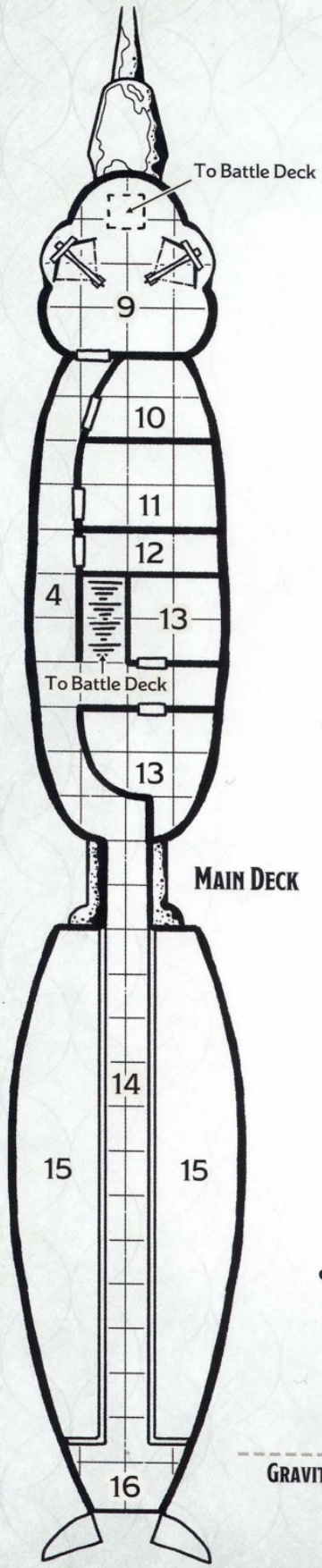
Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

It takes 2 actions to load the mangonel, 2 actions to aim it, and 1 action to fire it.

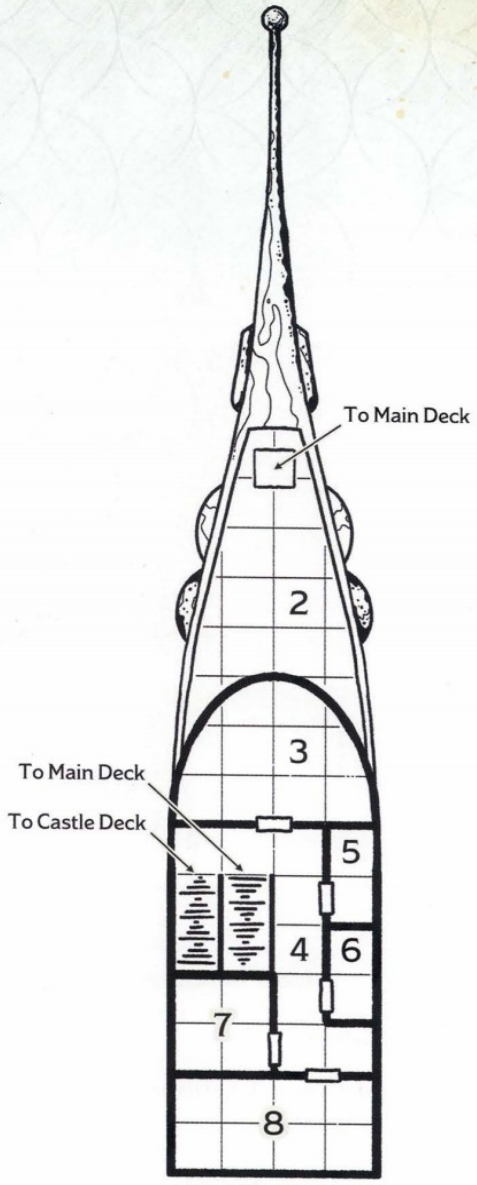
Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.

Star Moth

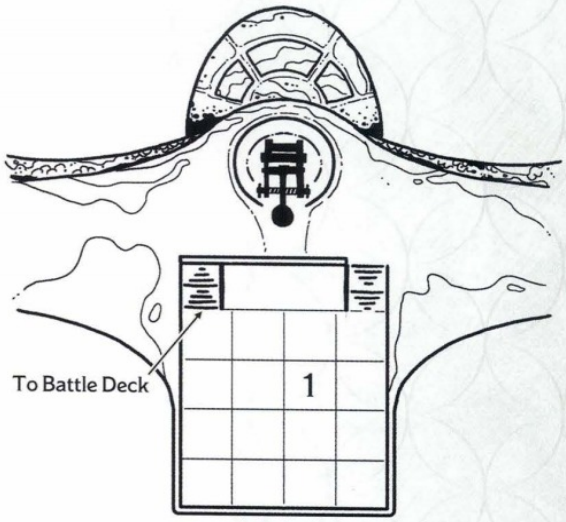
1: Lookout Station
2: Forward Deck
3: Bridge
4: Hall
5: Storage
6: Head
7: Officers' Quarters
8: Captain's Quarters
9: Forward Battle Station
10: Crew Quarters
11: Mess Hall
12: Galley
13: Crew Quarters
14: Catwalk
15: Cargo Hold
16: Jettison



Main Deck

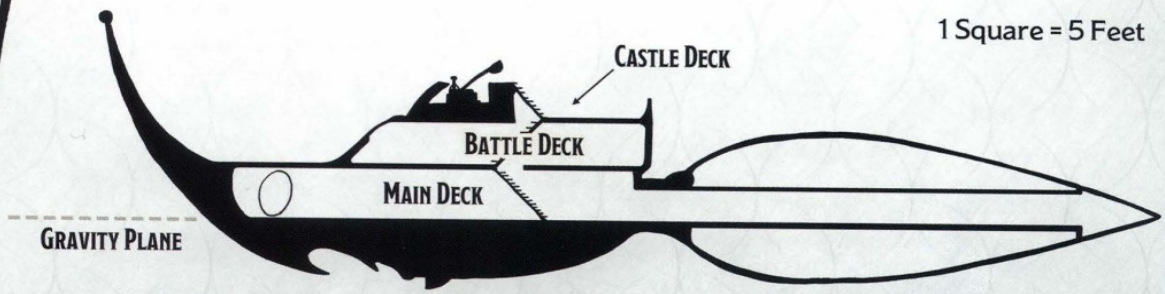


Battle Deck



Castle Deck

1 Square = 5 Feet



Turtle Ship

A turtle ship is encased in a protective metal shell, as befits its name, and bristles with weapons. In addition to its roomy quarters, it can carry a decent-sized payload, making it popular among traders and others who need a lot of cargo space. The ship can land on the ground, and it floats on water. Sliding panels can be closed to make the hull airtight, enabling the ship to travel underwater safely, even to great depths. If the ship takes damage while on or under the water, interior hatches can be sealed to prevent the ship from flooding completely.

Standard weaponry on a turtle ship includes three forward-mounted ballistae and a rear-facing mangonel. These weapons can't be used while the ship is underwater.

Turtle Ship Summary

Armor Class: 19 (metal)	**Cargo:** 30 tons
Hit Points: 300	**Crew:** 16
Damage Threshold: 15	**Keel/Beam:** 95 ft./70 ft.
Speed: fly 25 ft. (3 mph), swim 25 ft. (3 mph)	**Cost:** 40,000 gp

3 Ballistae (Crew: 3 Each)

Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load a ballista, 1 action to aim it, and 1 action to fire it.

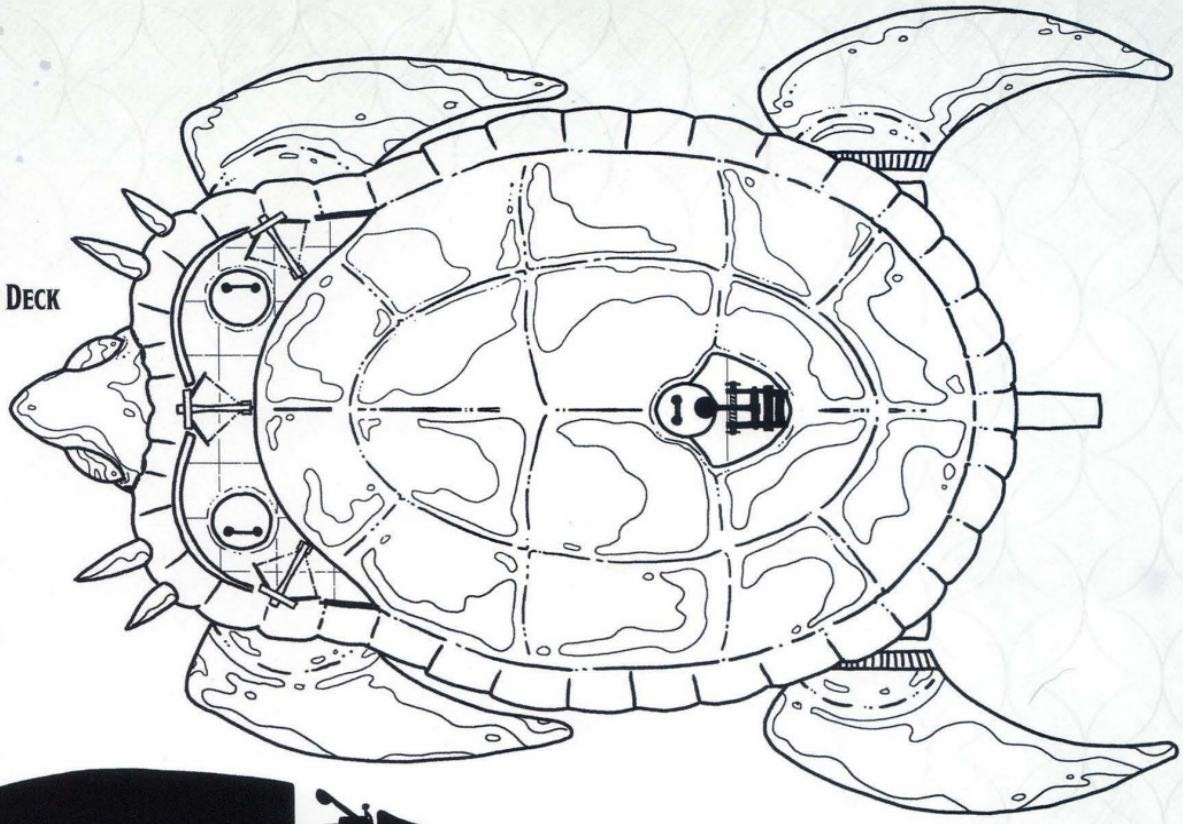
Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

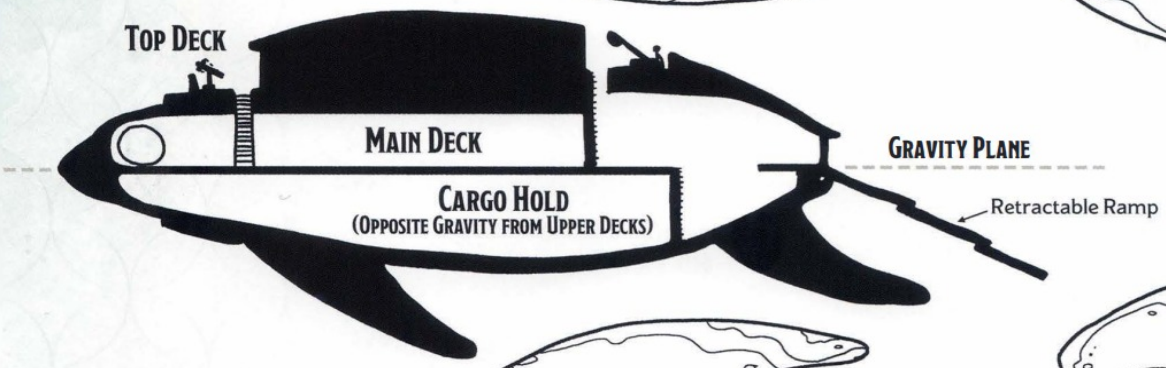
Mangonel (Crew: 5)

Armor Class: 15
Hit Points: 100
Cost: 100 gp (mangonel), — (stone)

It takes 2 actions to load the mangonel, 2 actions to aim it, and 1 action to fire it.

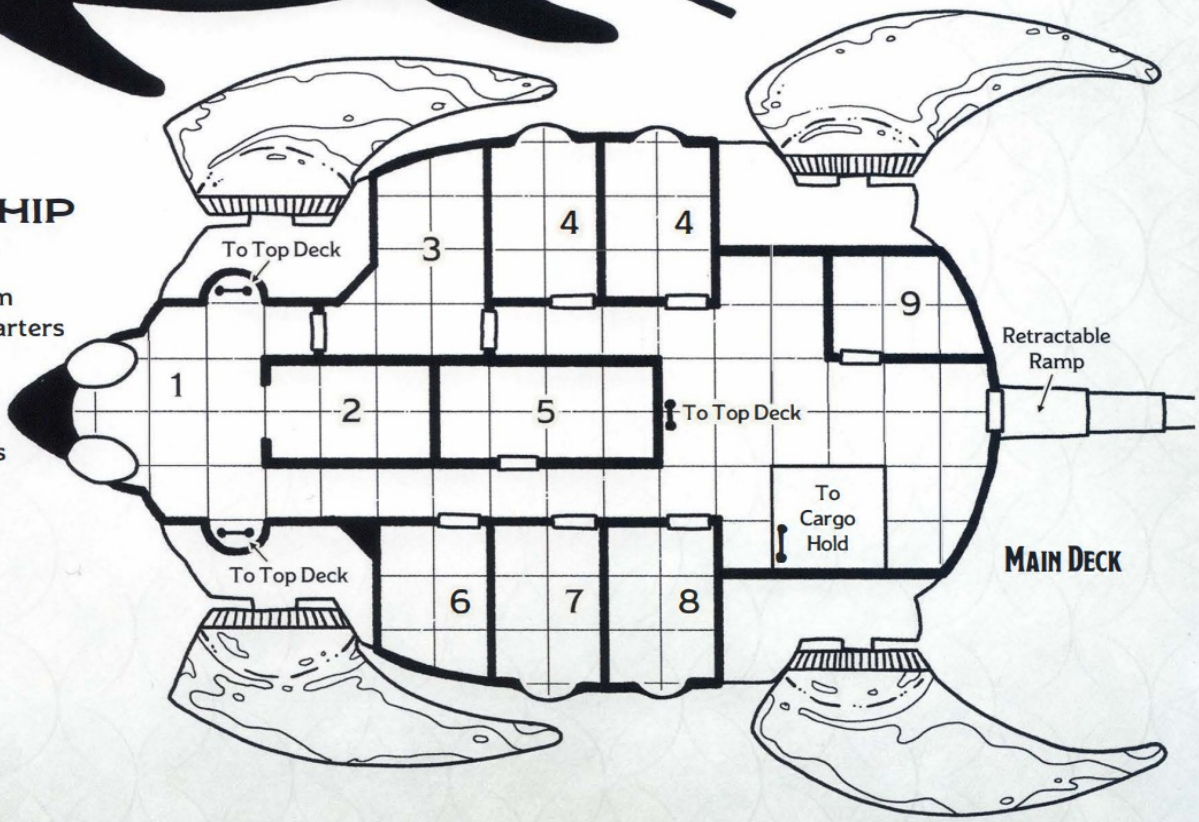
Mangonel Stone. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft. (can't hit targets within 60 feet of it), one target. *Hit:* 27 (5d10) bludgeoning damage.





Turtle Ship

1: Bridge
2: Spelljamming Helm
3: Spelljammer's Quarters
4: Crew Quarters
5: Mess Hall
6: Galley
7: Captain's Quarters
8: Stateroom
9: Sickbay



1 Square = 5 Feet

Tyrant Ship

Beholders carve tyrant ships out of stone using their disintegration rays and use these ships to wander the Astral Plane, looking for worlds to conquer and rival beholders to destroy. No two tyrant ships look alike, but they all have one or more features reminiscent of their creators, such as a bulbous shape and eyestalks.

A spherical chamber on the ship's command deck functions as a *spelljamming helm* that only beholders can attune to. Any beholder that occupies this chamber can attune to it. Reducing a tyrant ship to 0 hit points not only destroys it but also destroys the ship's *spelljamming helm* and eyestalk cannons.

A tyrant ship can't float on water, but it can safely land on the ground.

Tyrant Ship Summary

Armor Class: 17 (stone)	**Cargo:** 20 tons
Hit Points: 300	**Crew:** 10 (beholders)
Damage Threshold: 20	**Keel/Beam:** 100 ft./100 ft.
Speed: fly 40 ft. (4½ mph)	**Cost:** —

3 Eyestalk Cannons (Crew: 1 Each)

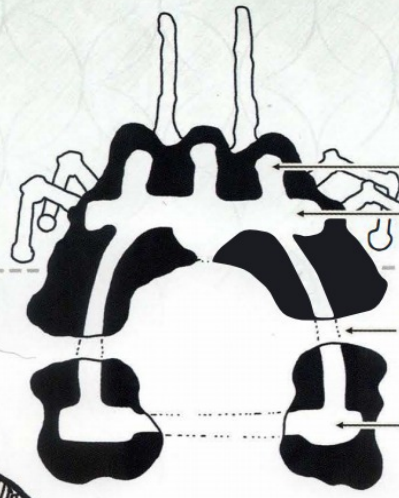
Armor Class: —
Hit Points: —
Cost: — (included in ship cost)

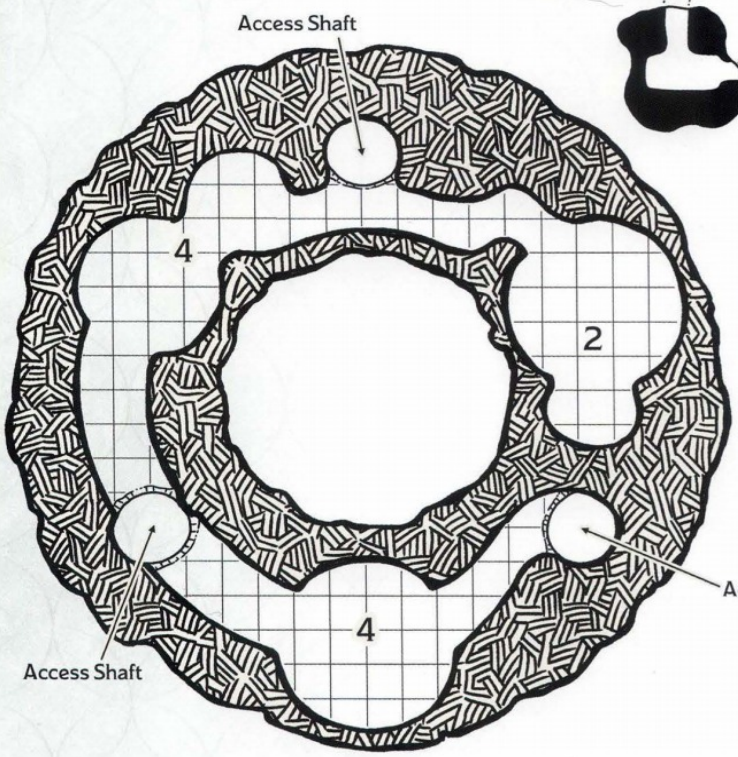
This weapon looks like an eye mounted on an eyestalk. A beholder stationed in one of the tyrant ship's meditation pods can see through the eye by concentrating on it (as if concentrating on a spell) and use an action to make the following attack.

Destructive Ray. *Ranged Spell Attack:* +8 to hit, range 120/480 ft., one target. *Hit:* 35 (10d6) force damage.

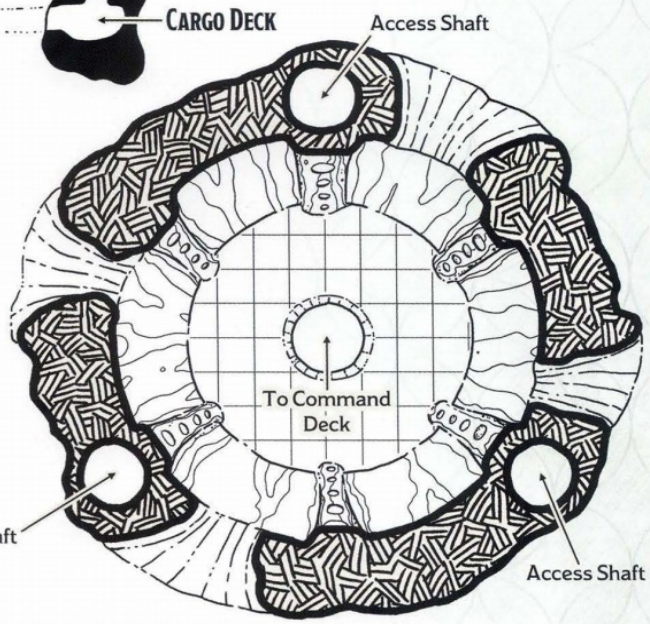
Tyrant Ship

1: Meditation Pod
2: Beholder Quarters
3: Spelljamming Helm
4: Cargo Hold





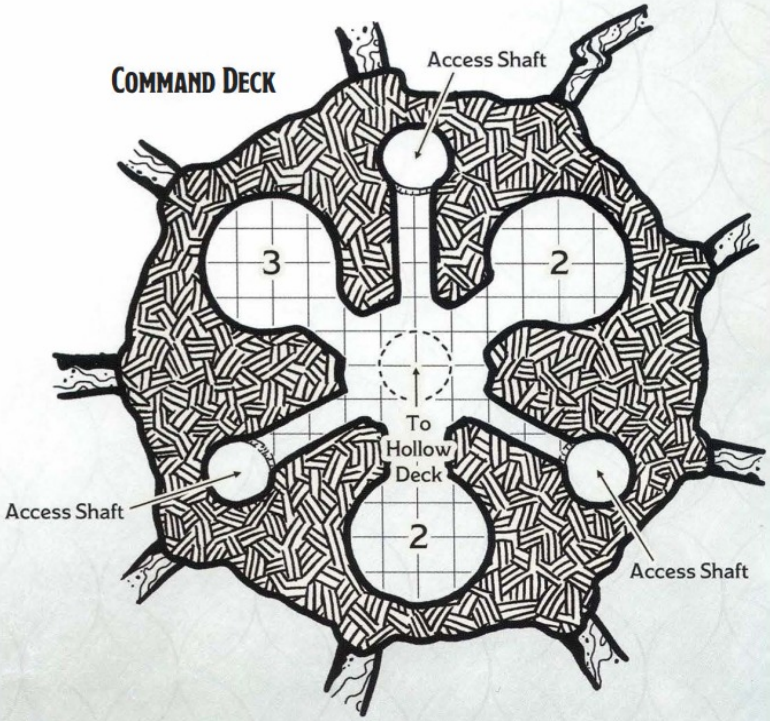
Cargo Deck
(Opposite Gravity from Upper Decks)



Hollow Deck
(Opposite Gravity from Upper Decks)

Meditation Deck

Command Deck



1 Square = 5 Feet

DYSON LOGOS

Wasp Ship

Wasp ships are lightweight wooden vessels capable of landing safely on the ground, but not on water. They appeal to adventurers because they're affordable and don't require a large crew. Pirates like them because they're swift. Aristocrats are fond of using them as flying yachts because the ship's cargo hold can be easily converted into posh living quarters.

The ship's raised back provides high ground for a weapon emplacement, which is typically equipped with a ballista.

Wasp Ship Summary

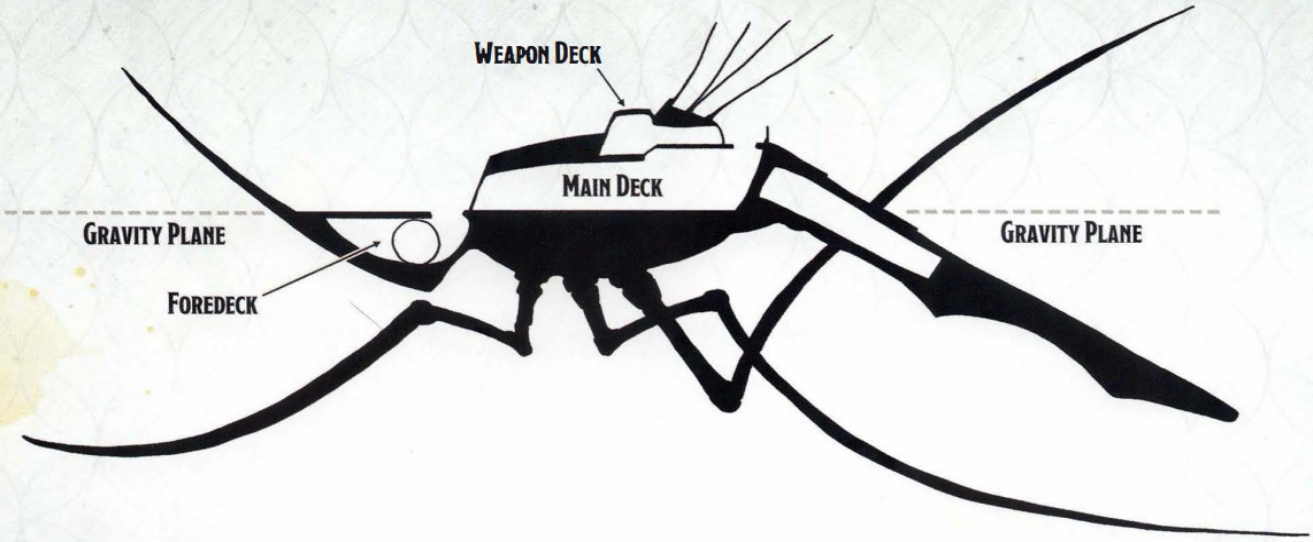
Armor Class: 15 (wood)	**Cargo:** 10 tons
Hit Points: 250	**Crew:** 5
Damage Threshold: 15	**Keel/Beam:** 80 ft./20 ft.
Speed: fly 50 ft. (5½ mph)	**Cost:** 20,000 gp

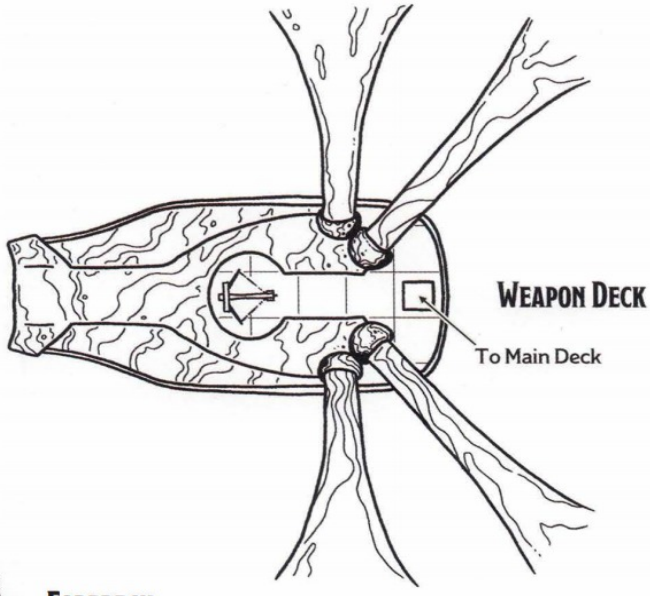
Ballista (Crew: 3)

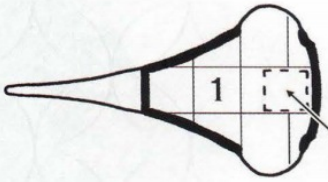
Armor Class: 15
Hit Points: 50
Cost: 50 gp (ballista), 5 gp (bolt)

It takes 1 action to load the ballista, 1 action to aim it, and 1 action to fire it.

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.





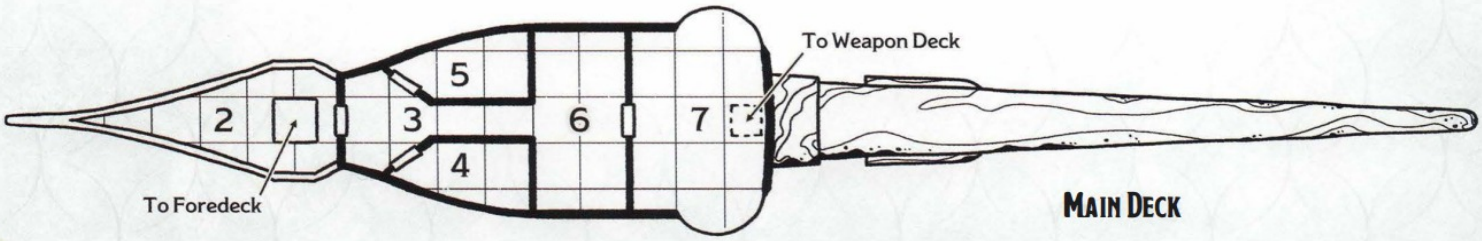


Foredeck
(Opposite Gravity from Upper Decks)

To Main Deck

Wasp Ship

1: Spelljamming Helm
2: Forward Station
3: Hall
4: Captain's Quarters
5: Galley
6: Crew Quarters
7: Cargo Hold



1 Square = 5 Feet

There's only one rule on the Rock of Bral:
leave your vendettas at the docks.

CHAPTER 3

The Rock of Bral

Bral is a city built on an asteroid. Its inhabitants, who hail from many worlds, typically refer to Bral as the Rock. There is no other place quite like it in Wildspace. This chapter provides an overview of the asteroid city, which can serve as a hub for campaigns set in Wildspace. The accompanying poster map shows the topside and underside of the Rock of Bral, which are described later in this chapter.

Past and Present

The Rock traces its roots back to roughly 170 years ago, when the eponymous Captain Bral established a pirate refuge here. The asteroid became a haven for thieves and cutthroats, and among them a few merchants and entrepreneurs set up shop. Even in a climate of lawlessness, the place evolved into something resembling a settlement of citizens. After Captain Bral's death, the burgeoning city became known as Bral, in his honor, and its location as the Rock of Bral. For the next several decades, various pirate captains held sway in the city, but none of them demonstrated an interest in trying to take over sole leadership of the city.

Eventually, the merchants and tavernkeepers who made their livings on the Rock became as numerous as the pirates and brigands who sought refuge there. One of the pirate captains, Cozar, sensed that times were changing on the Rock—that the days of lawlessness were coming to an end. Through a series of strategic alliances and shrewd business deals, he consolidated his political power and dubbed himself Prince Cozar, the Rock's first overlord. Under Prince Cozar's long reign, the city evolved from a pirate hideout into a major city, attracting profit-seekers, adventurers, and other more respectable types.

Upon Cozar's death, the rule of Bral passed to Frun, his son and heir. Frun was far from an able politician. Rather, he was a hedonist whose overindulgences compromised his authority. Business leaders and other influential types grabbed power where they could, and by the end of his reign, Frun was little more than a figurehead. His only notable accomplishments were the renovation of the royal palace and the construction of the arena that bears his name.

Frun was succeeded by his son, Calar, whose bearing and tastes resembled those of his father but whose time as the overlord lasted only days. Calar died six years ago under mysterious circumstances shortly after taking the throne; his body was found floating in space just beyond the asteroid's air envelope. Leadership of the Rock passed to Calar's younger brother, Andru, who had a group of malcontents arrested and executed for the crime within days.

Though his place on the throne is secure for now, Prince Andru is merely one player in a maze of political intrigue. He has a host of agents and forces loyal to him, but he must act with consideration, since he has opponents who would rather see Bral ruled by a more ineffectual leader or by a council that could more easily be influenced. Andru maintains his strong base of support because he is a serious and intelligent person—often likened to his grandfather, Prince Cozar, in this regard—and he isn't easily intimidated.

Life on the Rock

Bral is populated by an outlandish collection of traders, rogues, mercenaries, pirates, nobles, and entrepreneurs. Generally, law enforcement is sporadic, which means that order is an elusive concept. Most folks who call the Rock home adhere to two principles: mind your own business whenever possible, and enough gold can fix anything.

Keeping Order

General lawlessness prevails in much of the city, but that's not to say that order doesn't exist. Simply put, most citizens police themselves. No city watch patrols the streets. Tavernkeepers hire muscular folks to break up fights and toss out drunkards. Market vendors trust their own eyes to spot shoplifters. Every person on the Rock is expected to have enough sense to hang onto their purse and not be taken in by a swindler.

Serious crimes, such as arson, can be reported to one of the city's three magistrates, who preside over the Low City, the Middle City, and the High City, respectively. If the magistrate concludes that the situation warrants their attention, the Magistrate's Watch is dispatched to investigate and take offenders into custody, if necessary. Most members of the Magistrate's Watch use the **veteran** stat block.

Reporting crimes is voluntary, and many folks don't bother to do so, since the resulting investigation and legal proceedings are likely to take up too much of their time.

2016 ROBIN OLAUSSON

Who's Who

Part of the trick to making the most of a visit to the Rock is knowing whom to approach and whom to avoid, so here's a helpful guide to who does what.

Prince Andru and His Court

The Bralian monarch is a slender, graceful man of 44 years. Self-serving and devious, he firmly believes that the end justifies the means. After secretly orchestrating the murder of his brother Calar, the previous monarch, Prince Andru consolidated his power and has held the throne in the years since.

Prince Andru surrounds himself with a small group of advisors, two of whom are described below.

Proconsul Gadaric Main

Gadaric is Andru's chief advisor. His appearance is that of the stereotypical elderly court wizard. He is hot-headed and a bit unreliable.

Captain Mahaxara Khal

Mahaxara, the current captain of the Royal Guard, is tall and athletic. She has snake tattoos adorning her arms. She is unflinchingly loyal to House Cozar, though she has no appetite for courtly politics.

Underbarons

Four underbarons, each one equivalent to the master of a thieves' guild, compete among themselves for greater shares of influence and income in the city. Despite their status as lords of criminal fiefdoms, the underbarons enjoy the prince's tolerance, if only because each one's existence serves as a check against the others.

The businesses in any given area of the city operate under the protection of one of the underbarons. That service is paid for through the collection of "insurance" fees. The arrangement isn't strictly extortion, because it's common for an underbaron to reimburse clients who suffer losses because of a rival guild's actions.

The four current underbarons are as follows:

Ozamata. This lawful evil human controls the docks and most of the Low City.

Meredin Sandyfoot. This neutral good halfling, headquartered in a neighborhood known as the Burrows, holds sway over craftspeople.

The Juggler. This chaotic good elf oversees a network of swindlers and minstrels. Her real name is Kiria Evensong, and she runs the Juggler's Folk Guildhouse (described later in the chapter).

The Unknowable One. Within the cavernous interior of the Rock dwells a mysterious underbaron who specializes in smuggling. This underbaron—a mind flayer—breeds intellect devourers and uses them to turn Bralian citizens into spies.

Getting Your Bearings

The Rock of Bral is roughly 1 mile long and half that in width and depth, oriented front to back, with a leading edge and a trailing edge. A gravity plane bisects the length of the Rock, separating it into a topside and an underside.

The city of Bral is spread across the topside. On the trailing edge rises the High City, which includes the royal palace of Starhaven and its grounds, the noble estates, and Lake Bral. From there, the geography of Bral slopes down toward the Middle City, the financial and mercantile heart of the city. At the leading edge of the Rock is the Low City, an area populated by folk of modest means and the businesses they patronize. New arrivals at Bral typically disembark at the Low City's docks.

The underside of the Rock is off limits to the general population and not part of the city per se. It is where Bral's military forces are based. Most of the ground on the underside is used to grow crops to feed the populace. These fields are tended by convicted criminals who are housed in barracks and guarded by soldiers.

The interior of the Rock, which stretches half a mile from the surface of the topside to the surface of the underside, contains a network of caverns and tunnels. Built by pirates and smugglers, this dungeon is home to one of the city's underbarons (see "Underbarons" above) and is frequently used for clandestine meetings.

High City

Rising above the rest of Bral on the trailing edge of the asteroid, the High City is a green, spacious expanse that holds Prince Andru's palace, called Starhaven, and various noble estates.

Starhaven

Standing at the highest point topside, Andru's palace of Starhaven crowns the Rock. Enclosed behind a wall, the seat of the ruling prince is a sprawling structure of gleaming domes and climbing vines.

The palace has many windows, all rendered shatterproof by magic. Attendants in impeccable livery see to the needs of the palace's occupants, while armored guards stand vigilant around the grounds.

Lake Bral

Lake Bral fills a chasm and provides most of the water that sustains Bral's population. The chasm extends through the gravity plane of the asteroid, so that Lake Bral has two surfaces—its topside surface and another in a cavern deep inside the Rock.

Although the lake means that a shortage of water isn't normally a concern on Bral, the water supply becomes depleted every few years. To replenish it, the Bralian navy embarks on an expedition to latch

Elmandar's Star Charts is run by a retired elf adventurer who once served as the spelljammer aboard a space galleon called the *Eclipse* (shown here as a model).

onto a nearby ice asteroid and bring it back. Before being brought into the Rock's gravity plane and lowered into the lake, the ice is broken up into manageable pieces.

A natural stone formation, called the Stonebridge, spans a narrow part of the lake.

Festival Grounds and Arena of Frun

The Festival Grounds is a broad parkland used for public gatherings on holidays and as a recreation spot at other times. Once a year, the Arena of Frun is the site of a series of athletic games, though it is seldom used for organized events otherwise.

Library of the Spheres

The Library of the Spheres boasts a vast collection of tomes, scrolls, and other manuscripts. The library doesn't contain any books or scrolls of a magical nature, and none of its contents can be taken off the premises.

The Man-o'-War

For those feeling fancy or for whom fanciness is a way of life, the Man-o'-War, with its view overlooking Lake Bral, is the finest restaurant and inn in the city. The establishment has a strict dress code, and guests are not permitted to carry weapons.

Shrii Hallek, a respectful female hadozee, manages the Man-o'-War for its mysterious owners, who are rumored to be adventurers.

Royal Theater Company

The Royal Theater has been in operation for over sixty years. The company's lavish stage productions often feature magical illusions and pyrotechnical special effects.

Temple District

The temples in the Temple District are devoted to various gods, faiths, and pantheons. The priests here are willing to cast helpful spells in exchange for a donation in coins, gems, or art objects of a certain value, as noted in the Helpful Spells table.

Helpful Spells

Spell	Donation
Commune	1,000 gp
Legend lore	1,500 gp
Lesser restoration	150 gp
Raise dead	2,000 gp
Remove curse	250 gp
Scrying	1,000 gp

KENT DAVIS

Middle City

The financial and mercantile center of Bral, the Middle City is home to thousands of Bralians who can afford to live outside the Low City but don't have the privilege or means to dwell behind the walls of the High City.

The Donjon

The Donjon is a walled fortification near the shore of Lake Bral where some offenders and malefactors against the crown are held. In addition to its role as an auxiliary barracks for the Royal Guard, the Donjon is where those judged too dangerous to serve sentences working the fields on the underside are imprisoned. The Warden of the Donjon is a plasmoid boss (see *Boo's Astral Menagerie*) named Ux.

The Edge

One of the largest and busiest taverns in Bral is the Edge, an establishment that's popular among space travelers visiting the Rock. A chatty, philosophical thri-kreen mystic (see *Boo's Astral Menagerie*) named Vikka tends bar.

Elmandar's Star Charts

Elmandar, a retired elf adventurer, is Bral's most accomplished astronomer. The star charts that he and his staff of cartographers create are highly sought after by navigators. These maps don't come cheap, each one priced between 300 and 800 gold pieces, but the owner of an Elmandar map can bring it back to the shop at any time for an update at no charge.

Gaspar's Reclamations

Gaspar's Reclamations specializes in recovering magic items, gems, and works of art on behalf of its clients. The firm makes a living by charging a modest "finder's fee" for returning a lost item to its rightful owner. More important in the short term is the boost to its reputation that the business receives with every successful recovery.

Great Market

A chaotic expanse of small vendors, street performers, beggars, orators, merchants, and customers of all descriptions, the Great Market is the hub of the Middle City. During business hours, throngs of people swarm the area, and pickpockets dart among them to ply their own trade.

Juggler's Folk Guildhouse

Operating behind the facade of a small backstreet playhouse, the guild of thieves known as the Juggler's Folk doubles as an acting company that puts on bawdy and crass comedies to maintain their ruse. The underbaron known as the Juggler operates out of the theater, occasionally performing before audiences unaware of her identity.

Red Masks Guildhouse

The Red Masks are a group of violent youngsters fighting for influence on the Rock. They frequently come into conflict with members of the Juggler's Folk. Fronted by a modest tavern, the Red Masks Guildhouse is located within a series of linked cellars beneath the streets. The tavern has no sign that bears its name, though a placard hanging over the door depicts a thrashing bull rendered crudely in red paint.

Most of the tavern's patrons don't suspect the establishment's true purpose. Those who are here on guild business need to be admitted to the Red Masks' secret sanctum before they are permitted to speak freely with the group's leaders.

Mages' Guildhall

A sturdy three-story tower, the Mages' Guildhall is the headquarters and meeting place of the Mages' Guild of Bral. All arcane spellcasters in the city are entitled to join this loose federation, either as short-term guests or permanent, dues-paying members. The benefits of membership include access to hard-to-find spell components, the use of the guild's research facilities, and the prospect of professional discourse with others of a similar mind.

The Sindiath Line

A gaudily decorated building tucked away in a cluster of residences is a branch office of the Sindiath Line, a charter service that ferries passengers from Bral to destinations throughout Wildspace, including other Wildspace systems. The captains who work for the Sindiath Line are capable and dependable.

The Smith's Coster

The largest and most successful merchant company based on the Rock is the Smith's Coster, which maintains a fleet of trading vessels and several warship escorts. The company specializes in trafficking weapons—for instance, providing iron blades to a community that lacks smithing in exchange for furs and other valuable merchandise, or making firearms available to a culture in which they were previously unknown.

Valkan's Legion

The largest group of soldiers on the Rock, aside from the forces commanded by the prince, belongs to the mercenary company called Valkan's Legion. The organization maintains a building in the Middle City as a meeting place and mustering point for its members, who reside in their own homes when they're not on active duty.

Led by the renowned Valkan Riogan, who heads up many of the legion's larger operations personally, the company takes on missions on behalf of the

Large Luigi, the proprietor of the Happy Beholder, is delighted to meet new patrons.

crown as well as hiring out squads of soldiers to rich individuals who need protection or security on a temporary basis.

Low City

The beating heart of the Rock lies in the warren of streets and crowded markets of the Low City. It buzzes with activity at all hours, its streets choked with boisterous peddlers, clamorous beggars, and sneaky thieves.

The Low City has a preponderance of taverns, inns, alehouses, shops, and crafting establishments and an equally staggering number of vacant buildings.

Docks

Most ships approach Bral at the asteroid's leading edge, where a set of wooden docks extends into Wildspace to provide berths for new arrivals. Caverns at the gravity plane have been cut into the Rock's edge and turned into storage areas. Many of them are fitted with hoists used to transport cargo to the warehouses topside.

The Drydock

Referred to as the drydock, the shipyards, or simply the yards, this large, flat area along the leading edge is where ships are built and repaired.

The Happy Beholder

This prosperous tavern is owned and run by Large Luigi, a locally famous, lawful neutral beholder. Luigi has encyclopedic knowledge of all sorts of topics, and he's more than happy to share information with just about anybody. He is a civic-minded, well-liked citizen who has no political ambitions. His tavern is rarely troubled by bullies or thieves.

Lesser Market

The Low City's marketplace is much smaller and shabbier than the Great Market of the Middle City. Most of its structures are rickety stalls where small merchants peddle their wares. Though it draws its clientele mostly from the surrounding neighborhoods, the Lesser Market also attracts new arrivals, fresh from the docks, who are looking for a bargain or perhaps for something more sinister.

Mercane Agency

Mercanes (see *Boo's Astral Menagerie*) recently established a presence on the Rock by taking over an unmarked, inconspicuous building near the Lesser Market. The place is occupied by a small staff of agents who act as an intermediary between the mercanes and those who want to do business with them. Such business typically involves the purchase of *spelljamming helms* and other magic items.

Historic Enclaves

The Rock has several neighborhoods that started as enclaves for immigrants who arrived in large groups. Since then, many of these neighborhoods came to overlap as they merged into the roiling expanse of the Low City, though the name and a bit of the character of each remains. Three of these neighborhoods took root in areas immediately adjacent to the docks:

The Burrows. This lively, friendly community of halflings stands ready to greet new arrivals to the Rock by offering fresh bread, cookies, flowers, charming gift baskets, and directions.

Dwarven District. Many dwarf crafters live in this Middle City district, and their handiwork is second to none.

Gifftown. Many of Bral's giff residents reside in or near Gifftown, gathering in taverns to swap stories of their accomplishments. Gunshots ring out from time to time as giff challenge one another to games of marksmanship.

The mercanes don't advertise their involvement with the facility, nor do they visit the agency very often. When they do, it's usually to conduct business with a particularly wealthy or influential client.

The Rockrat

Of all the taverns on Bral, the Rockrat has the reputation of being the most dilapidated and filthy. Its only concession to decoration is a few hanging pieces of damaged nautical gear. Its owner and proprietor is a friendly, foul-mouthed wererat named Maya.

Xenotermination, Ltd.

This small group of highly capable combat specialists and spellcasters makes a living by hiring themselves out to capture or kill formidable Wildspace creatures. Typically, they are hired by an individual or a business whose welfare (financial or otherwise) is threatened by a monster that has defied less potent attempts to remove or subdue it.

From time to time, Xenotermination takes on temporary members, who are sought out because they have a particular talent. Anyone who wants to offer their services, on either a permanent or occasional basis, is welcome to visit the building where the present members of the group house themselves.

Underside

The underside of the Rock is under the purview of the prince. No private citizens are allowed to reside here. The surface area is devoted mostly to fields that are planted and cultivated to replenish Bral's supplies of food and air. It also contains the headquarters and docks of the royal navy, barracks that house the prisoners who work the fields, and the army headquarters known as the Citadel, which overlooks the entire expanse.

The underside is under military control. Unauthorized visitors who get themselves apprehended are generally assumed to be either spies or prisoners trying to escape.

The Citadel

The well-defended fortress at the center of the underside is the command center and barracks for Bral's army. The Port Tower and the Starboard Tower are connected to the Citadel by narrow, covered walkways. Three passages branch off from each tower and end at smaller towers dispersed along the edges of the Rock. All these locations enable soldiers to maintain surveillance of the asteroid's immediate environs, and they are equipped with ballistae and mangonels to defend against an invasion.

Fields

The fruits, vegetables, and grains harvested from the fields on the underside keep the Rock's occupants well fed without the need for imported foodstuffs. The planting, cultivating, and harvesting of the produce are performed by convicts working off their sentences.

The work of the prisoners is loosely supervised by bands of army regulars.

Naval Base

Along the leading edge of the underside is an array of docks where ships of the royal navy are berthed. At any time, at least two or three ships are actively stationed at the docks, prepared to depart at a moment's notice.

Just inland from the docks is a sprawling complex, the base proper, that includes a drydock area where most of the fleet is moored. The facility also contains barracks and mustering areas for captains and crews.

Prisoner Barracks

Convicts who have been sentenced to hard labor on the underside are housed in two rectangular, windowless buildings connected to the Citadel by narrow walkways. When they're not out working the fields, prisoners are kept behind locked doors in the barracks and left to their own devices.

The Vanes

The vanes, extending out from four towers on the trailing side of the asteroid, are enormous sails that can be moved to generate a disturbance in the Rock's air envelope, causing the Rock to rotate or turn in a certain direction if the need presents itself. If no other reason arises, the vanes are adjusted once every few months to ensure they're in good operating condition.

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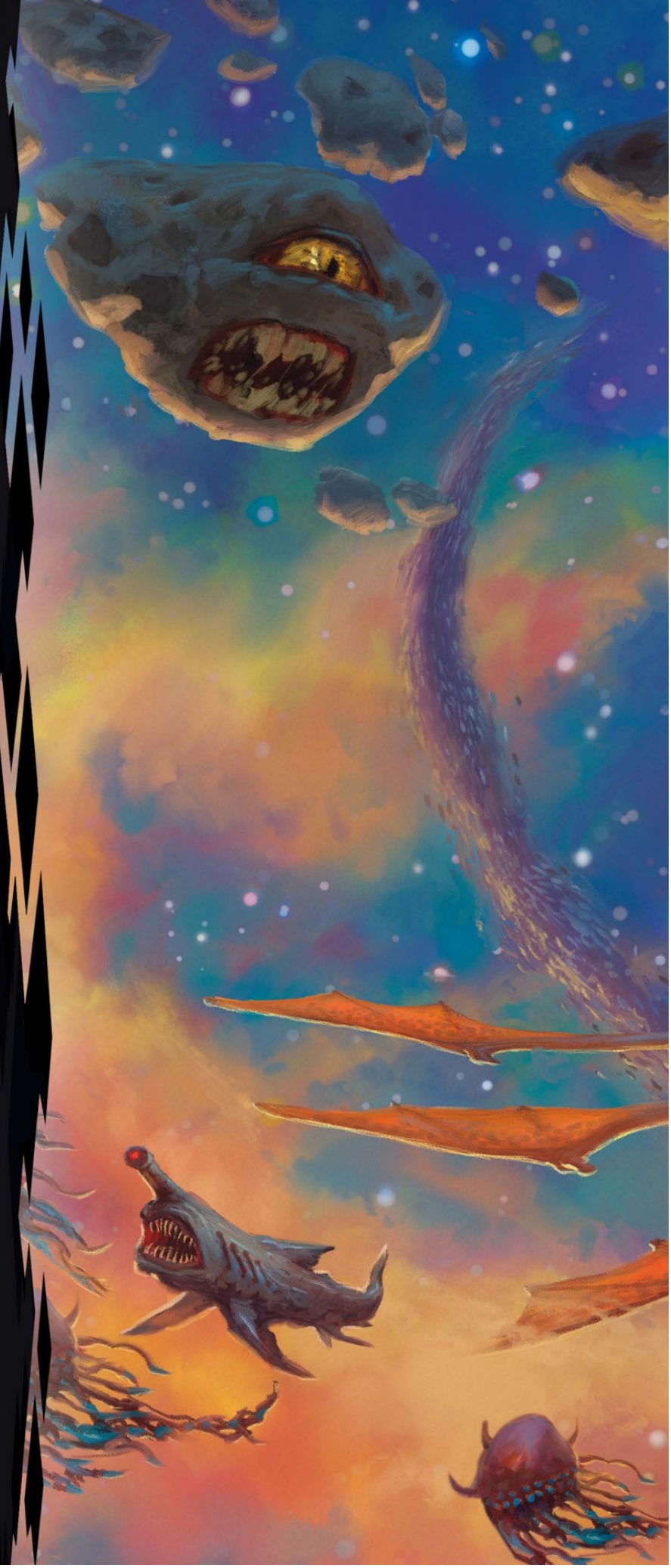
- The Rock of Bral, and asterois-city that can server as both an adventure location and a campain hub

For use with the other books in this set and the fifth edition *Player's Handbook*®, *Monster Manual*®, and *Dungeon Master's Guide*®

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